The Children of Nirriti

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Regnant:
Regnant's Clan:
Regnant's Covenant:

Attributes

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Skills

Mental
(-3 Unskilled)

Academics _____ ○○○○○
Crafts _____ ○○○○○
Computer _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Physical
(-1 Unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

Social
(-1 Unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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Disciplines

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Flaws

_____
_____
_____

Main Duties

_____
_____
_____
_____
_____
_____

Health

○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Vitae

□□□□□

Morality

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Note Regnants Clan • Note Regnants Covenant • Choose Family if desired • Disciplines 2 (Two dots from Regnants clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health=Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7 • Vitae = d10 roll