

# BRETHREN OF THE HUNDRED FACES

NAME:  
 PLAYER:  
 CHRONICLE:

VIRTUE:  
 VICE:  
 CONCEPT:

CLAN:  
 BLOODLINE:  
 TITLE:

## ATTRIBUTES

|            |              |       |           |       |              |       |
|------------|--------------|-------|-----------|-------|--------------|-------|
| power      | INTELLIGENCE | 00000 | STRENGTH  | 00000 | PRESENCE     | 00000 |
| finesse    | WITS         | 00000 | DEXTERITY | 00000 | MANIPULATION | 00000 |
| resistance | RESOLVE      | 00000 | STAMINA   | 00000 | COMPOSURE    | 00000 |

## SKILLS

### MENTAL

(-3 unskilled)

|               |       |
|---------------|-------|
| Academics     | 00000 |
| Computer      | 00000 |
| Crafts        | 00000 |
| Investigation | 00000 |
| Medicine      | 00000 |
| Occult        | 00000 |
| Politics      | 00000 |
| Science       | 00000 |

### PHYSICAL

(-1 unskilled)

|           |       |
|-----------|-------|
| Athletics | 00000 |
| Brawl     | 00000 |
| Drive     | 00000 |
| Firearms  | 00000 |
| Larceny   | 00000 |
| Stealth   | 00000 |
| Survival  | 00000 |
| Weaponry  | 00000 |

### SOCIAL

(-1 unskilled)

|              |       |
|--------------|-------|
| Animal Ken   | 00000 |
| Empathy      | 00000 |
| Expression   | 00000 |
| Intimidation | 00000 |
| Persuasion   | 00000 |
| Socialize    | 00000 |
| Streetwise   | 00000 |
| Subterfuge   | 00000 |

## OTHER TRAITS

### DISCIPLINES

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### MERITS

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### BONUS

|       |
|-------|
| _____ |
| _____ |
| _____ |

### WEAKNESS

|       |
|-------|
| _____ |
| _____ |
| _____ |

### HEALTH

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### WILLPOWER

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### BLOOD POTENCY

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### VITAE

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### HUMANITY

|    |       |   |
|----|-------|---|
| 10 | _____ | 0 |
| 9  | _____ | 0 |
| 8  | _____ | 0 |
| 7  | _____ | 0 |
| 6  | _____ | 0 |
| 5  | _____ | 0 |
| 4  | _____ | 0 |
| 3  | _____ | 0 |
| 2  | _____ | 0 |
| 1  | _____ | 0 |

Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-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 humansized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll



# BRETHREN OF THE HUNDRED FACES

## OTHER TRAITS

|            |            |            |
|------------|------------|------------|
| _____00000 | _____00000 | _____00000 |
| _____00000 | _____00000 | _____00000 |
| _____00000 | _____00000 | _____00000 |

## DEVOTIONS

|                                                                                                       |                                                                                                       |
|-------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ | Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ |
| Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ | Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ |
| Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ | Name: _____ Cost: _____<br>Disciplines: _____<br>_____<br>Dice Pool: _____<br>Book: _____ Page# _____ |

## RITUALS

|       |       |       |       |
|-------|-------|-------|-------|
| Name  | Level | Name  | Level |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

## COMBAT

| Weapon/Attack | Damage | Range | Clip | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_



# BRETHREN OF THE HUNDRED FACES

## EXPANDED MERITS

ALLIES

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RESOURCES

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CONTACTS

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RETAINER

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HERD

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STATUS

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MENTOR

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OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC

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## VINCULUM

Bound To

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Stage

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Bound To

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Stage

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## HAVEN

LOCATION

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DESCRIPTION

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# BRETHREN OF THE HUNDRED FACES

## HISTORY

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## GOALS

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## DESCRIPTION

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## VISUALS

COTERIE CHART

CHARACTER SKETCH

