

THE COVENANT

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

CLAN:
 BLOODLINE:
 TITLE:

ATTRIBUTES

power
 finesse
 resistance

INTELLIGENCE 00000
 WITS 00000
 RESOLVE 00000

STRENGTH 00000
 DEXTERITY 00000
 STAMINA 00000

PRESENCE 00000
 MANIPULATION 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

000000000000
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

BLOOD POTENCY
 0000000000

VITAE

□□□□□□□□□□
 □□□□□□□□□□

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

THE COVENANT

OTHER TRAITS

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

DEVOTIONS

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____	_____
Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____
Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____	_____
Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____
Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____	_____
Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

RITUALS

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor _____

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

THE COVENANT

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION



THE COVENANT

HISTORY

GOALS

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

