

# THE MOTHER'S ARMY

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  
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### MERITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### BONUS

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 \_\_\_\_\_  
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### WEAKNESS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### HEALTH

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### WILLPOWER

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BLOOD POTENCY  
 0000000000

### 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

# THE MOTHER'S ARMY

## OTHER TRAITS

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_____ 00000	_____ 00000	_____ 00000
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## 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 MOTHER'S ARMY

## 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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# THE MOTHER'S ARMY

## HISTORY

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## GOALS

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## DESCRIPTION

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

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

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

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

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

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

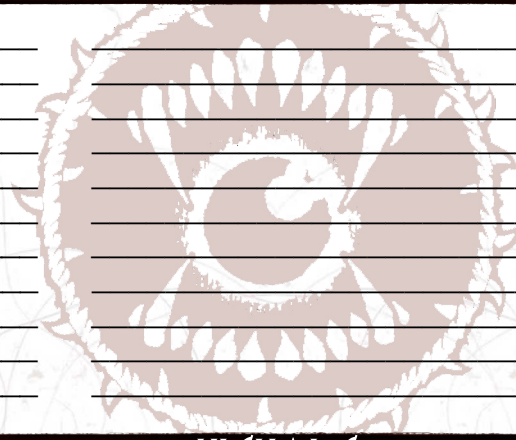
Race: \_\_\_\_\_

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

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

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

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



## VISUALS

COTERIE CHART

CHARACTER SKETCH

