



Daeva

Kiss of the Succubus



Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Bloodline: _____

Covenant: _____

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

Flaws

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