



# 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  
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### *Merits*

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### *Flaws*

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\_\_\_\_\_  
\_\_\_\_\_  
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### *Weakness*

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

### *Health*

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□□□□□□□□□□

### *Willpower*

0000000000  
□□□□□□□□□□

### *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





# *Daeva*

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## *Other Traits*

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## *History*

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## *Rituals*

Name	Level

## *Description*

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

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

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

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

## *Languages*

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## *Combat*

Weapon/Attack	Dice Mod.	Range	Clip	Size

## *Derangements*

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## *Equipment*

Item	Durability	Structure	Size	Cost