



Daeva

Kiss of the Succubus



Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Bloodline: _____

Covenant: _____

Title: _____

Attributes

power	<i>Intelligence</i>	00000	<i>Strength</i>	00000	<i>Presence</i>	00000
finesse	<i>Wits</i>	00000	<i>Dexterity</i>	00000	<i>Manipulation</i>	00000
resistance	<i>Resolve</i>	00000	<i>Stamina</i>	00000	<i>Composure</i>	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



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Other Traits

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

Devotions

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

Rituals

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

Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____





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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





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History

Goals

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Coterie Chart

Character Sketch

