

LYGOS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

COVENANT:
TITLE:
SIRE:

ATTRIBUTES

power	INTELLIGENCE	0000000000	STRENGTH	0000000000	PRESENCE	0000000000
finesse	WITS	0000000000	DEXTERITY	0000000000	MANIPULATION	0000000000
resistance	RESOLVE	0000000000	STAMINA	0000000000	COMPOSURE	0000000000

SKILLS

MENTAL

(-3 unskilled)

Academics	0000000000
Computer	0000000000
Crafts	0000000000
Investigation	0000000000
Medicine	0000000000
Occult	0000000000
Politics	0000000000
Science	0000000000

PHYSICAL

(-1 unskilled)

Athletics	0000000000
Brawl	0000000000
Drive	0000000000
Firearms	0000000000
Larceny	0000000000
Stealth	0000000000
Survival	0000000000
Weaponry	0000000000

SOCIAL

(-1 unskilled)

Animal Ken	0000000000
Empathy	0000000000
Expression	0000000000
Intimidation	0000000000
Persuasion	0000000000
Socialize	0000000000
Streetwise	0000000000
Subterfuge	0000000000

OTHER TRAITS

DISCIPLINES

_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	

HEALTH

WILLPOWER

_____	Max	_____	Remaining
0000000000			

VITAE

_____	Max	_____	Remaining
10		0	
9		0	
8		0	
7		0	
6		0	
5		0	
4		0	
3		0	
2		0	
1		0	

HUMANITY

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

MERITS

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

FLAWS

WEAKNESS

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 humans-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

