

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	_____
_____	0000000000	_____

HEALTH

WILLPOWER

_____	Max	_____	Remaining
_____	BLOOD POTENCY		
_____	0000000000		

VITAE

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

MERITS

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

FLAWS

WEAKNESS

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

OLYGOS

OTHER TRAITS

0000000000	0000000000	0000000000
0000000000	0000000000	0000000000
0000000000	0000000000	0000000000

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: _____



OLYGOS

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



OLYGOS

HISTORY

GOALS

DESCRIPTION

Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
R.I.P: _____	_____
Hair: _____	_____
Eyes: _____	_____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

