

Reap the Whirlwind

NAME:
 PLAYER:
 CHRONICLE:

MASQUERADE:
 REQUIEM:
 CONCEPT:

CLAN:
 BLOODLINE:
 COVENANT:

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

CONDITIONS

FLAWS

HEALTH

0000000000000000
 □□□□□□□□□□□□□□

WILLPOWER

0000000000
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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 • Covenant • Blood Potency 3 • Disciplines 4 (Three dots must be in clan)
 Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred
 Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed + Strength + Dexterity +5
 Starting Humanity = 5 • Vitae = d10 roll