

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Regnant's Clan:
 Regnant's Covenant:
 Family:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

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

MERITS

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

FLAWS

Weapon	Dice Mod.	Range	Rate	Conceal
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Experience: _____

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

VITAE

□□□□□□□□□□
□□□□□□□□□□
Vitae Per Turn: _____

MORALITY

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

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

Attribute: New dots x5•Skill: New dots x3•Skill Specialty: 3•Clan/Bloodline Discipline: New dots x5•Theban Sorcery or Crúac Ritual: Ritual level x2
 Other Discipline/Coils of the Dragon: New dots x7•Merit: New dots x2•Morality: New dots x3•Willpower: 8 xp
 Health = Stamina + Size•Willpower = Resolve + Composure•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure
 Speed = Strength + Dexterity + 5

