**NAME:**
**PLAYER:**
**CHRONICLE:**

**VIRTUE:**
**VICE:**
**CONCEPT:**

**BLOODLINE:**
**COVENANT:**
**TITLE:**

### ATTRIBUTES

<table>
<thead>
<tr>
<th>Power</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finesse</td>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
</tr>
<tr>
<td>Resistance</td>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
</tr>
</tbody>
</table>

### 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

#### HEALTH

**WILLPOWER**

**BLOOD POTENCY**

### MERITS

00000

### FLAWS

### WEAKNESS

- Size: __________
- Speed: __________
- Defense: __________
- Armor: __________
- Initiative Mod: __________
- Experience: __________

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Attributes: 5/6/3 • 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 human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity • Starting Humanity = 7 • Vitae = d10 roll