

DISCIPLINES

1

2

3

4

5

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HEALTH

(Stamina +3)

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WILLPOWER

(Resolve + Composure)

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HUMANITY

(Starts at 7)

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HUNGER

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BLOOD POTENCY

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Blood Surge: Mend Amount:

Power Bonus: Rouse Re-Roll:

Feeding Penalty: Hunting:

Resonance: Initiative:

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(Composure + Awareness)

1

2

3

4

5

VAMPIRE THE MASQUERADE: LAWS OF THE NIGHT

NAME:NOTES:

CLAN:

GENERATION:

PREDATOR TYPE:

COMPULSION:

CHRONICLE:

FACTION:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength00000Charisma00000Intelligence00000

Dexterity00000Manipulation00000Wits00000

Stamina00000Composure00000Resolve00000

SKILLS

Athletics00000Animal Ken00000Academics00000

Brawl00000Etiquette00000Awareness00000

Craft00000Insight00000Finance00000

Drive00000Intimidation00000Investigation00000

Firearms00000Leadership00000Medicine00000

Larceny00000Performance00000Occult00000

Melee00000Persuasion00000Politics00000

Stealth00000Streetwise00000Science00000

Survival00000Subterfuge00000Technology00000

CHRONICLE TENETS TOUCHSTONES/CONVICTIONS CLAN BANE