

# The Hungry

Name: \_\_\_\_\_

Geist: \_\_\_\_\_ Concept: \_\_\_\_\_

Chronicle: \_\_\_\_\_

Root: \_\_\_\_\_ Krewes: \_\_\_\_\_

Bloom: \_\_\_\_\_ Krewes Archetype: \_\_\_\_\_

## Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	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

### MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### KEYS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### HAUNTS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### HEALTH

00000000000000

### WILLPOWER

000000000000

### PLASM

### SYNERGY

- 10 \_\_\_\_\_ 0
- 9 \_\_\_\_\_ 0
- 8 \_\_\_\_\_ 0
- 7 \_\_\_\_\_ 0
- 6 \_\_\_\_\_ 0
- 5 \_\_\_\_\_ 0
- 4 \_\_\_\_\_ 0
- 3 \_\_\_\_\_ 0
- 2 \_\_\_\_\_ 0
- 1 \_\_\_\_\_ 0

### REMEMBERANCE TRAITS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats:       
 Experiences: \_\_\_\_\_

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

# The Hungry

## Other Traits

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

## Mementos

Name: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Description: \_\_\_\_\_

Effect: \_\_\_\_\_

Name: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Description: \_\_\_\_\_

Effect: \_\_\_\_\_

Name: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Description: \_\_\_\_\_

Effect: \_\_\_\_\_

Name: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Description: \_\_\_\_\_

Effect: \_\_\_\_\_

## Ceremonies

Name	Rating	Dice Pool	Book/Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Equipment

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## Combat

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## History

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Description

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Age: \_\_\_\_\_ Hair: \_\_\_\_\_  
 Date of Birth: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Sex: \_\_\_\_\_ Height: \_\_\_\_\_  
 Nationality: \_\_\_\_\_ Weight: \_\_\_\_\_