

# BANU HAQIM

NAME:  
CHRONICLE:  
FACTION:

TITLE:  
GENERATION:

PREDATOR TYPE:  
COMPULSION:

## ATTRIBUTES

*(Take one Attributes at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1)*

### PHYSICAL

Strength 00000  
Dexterity 00000  
Stamina 00000

### SOCIAL

Charisma 00000  
Manipulation 00000  
Composure 00000

### MENTAL

Intelligence 00000  
Wits 00000  
Resolve 00000

## SKILLS

*(Take three Skills at 3; five Skills at 2; and seven Skills at 1)*

Athletics 00000	Animal Ken 00000	Academics 00000
Brawl 00000	Etiquette 00000	Awareness 00000
Craft 00000	Insight 00000	Finance 00000
Drive 00000	Intimidation 00000	Investigation 00000
Firearms 00000	Leadership 00000	Medicine 00000
Larceny 00000	Performance 00000	Occult 00000
Melee 00000	Persuasion 00000	Politics 00000
Stealth 00000	Streetwise 00000	Science 00000
Survival 00000	Subterfuge 00000	Technology 00000

### CHRONICLE TENETS

### TOUCHSTONES & CONVICTIONS

### CLAN BANE

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Severity: \_\_\_\_\_

## DISCIPLINES

*(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)*

_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ 00000	_____ 00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____

### 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: \_\_\_\_\_

*(Composure + Awareness)*

# BANU HAQIM

## OTHER TRAITS

### BACKGROUNDS

### ADVANTAGES / DISADVANTAGES

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### MERITS

### FLAWS

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## RITUALS & CEREMONIES

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## BIOGRAPHY

True Age: \_\_\_\_\_ Apparent Age: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Date of Death: \_\_\_\_\_  
 Appearance: \_\_\_\_\_

History: \_\_\_\_\_  
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### HUNGER

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- 0: Immune to non supernaturally induced frenzy.
- 1: Must drain mortal to Slake to zero hunger.
- 2: \_\_\_\_\_
- 3: Bestial Failures.
- 4: Messy Criticals
- 5: Involuntary Rouse check causes Hunger Frenzy check.  
 Difficulty = 4 + # of involuntary Rouse Checks.

### CITY STATUS

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### MONIKER

### ACCEPTANCE

- 1: \_\_\_\_\_
- 2: \_\_\_\_\_
- 3: \_\_\_\_\_
- 4: \_\_\_\_\_
- 5: \_\_\_\_\_

- Blinded:** No line of sight, phys pools -5
- Distracted/Staggered:** Lose Simple Action
- Frightened:** Must move away from cause
- Grappled:** Speed is 0 until resolved
- Helpless:** Cannot attacked or defend
- Impaired:** -2 to all pools
- Prone:** -2 defend vs. brawl/melee, +3 defense vs. range, speed is 1 step per action
- Weakened:** -1 to physical offensive pools

## OTHER NOTES

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## EXPERIENCE

Total: \_\_\_\_\_  
 Spent: \_\_\_\_\_