

Giovanni

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

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

0 0 0 0 0 0 0 0 0 0

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

Feeding Penalty:

Hunting:

Resonance:

Initiative:

(Composure + Awareness)

Giovanni

OTHER TRAITS

BACKGROUNDS

_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO

ADVANTAGES / DISADVANTAGES

_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO
_____	OOO

MERITS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

FLAWS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
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_____	OOOOO
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_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

RITUALS & CEREMONIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BIOGRAPHY

True Age: _____ Apparent Age: _____ Date of Birth: _____ Date of Death: _____
Appearance: _____

History: _____

HUNGER

☐☐☐☐☐

- 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

☐☐☐☐☐

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

EXPERIENCE

Total: _____
Spent: _____