

LAWS of the NIGHT

NAME:
CHRONICLE:
FACTION:

CLAN:
GENERATION:

PREDATOR TYPE:
COMPULSION:

ATTRIBUTES

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

PHYSICAL	SOCIAL	MENTAL
Strength OOOOO	Charisma OOOOO	Intelligence OOOOO
Dexterity OOOOO	Manipulation OOOOO	Wits OOOOO
Stamina OOOOO	Composure OOOOO	Resolve OOOOO

SKILLS

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

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

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)

_____ OOOOO	_____ OOOOO
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ OOOOO	_____ OOOOO
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
_____ OOOOO	_____ OOOOO
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

O O O O O O O O O O

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Hunting: _____

Resonance: _____ Initiative: _____

(Composure + Awareness)

LAWS of the NIGHT

OTHER TRAITS

BACKGROUNDS

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ADVANTAGES / DISADVANTAGES

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MERITS

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FLAWS

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RITUALS & CEREMONIES

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_____	_____

BIOGRAPHY

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

Appearance: _____

History: _____

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

EXPERIENCE

Total: _____

Spent: _____