

LASOMBRA

NAME:
CHRONICLE:
FACTION:

TITLE:
GENERATION:

PREDATOR TYPE:
COMPULSION:

ATTRIBUTES

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

PHYSICAL

Strength ○○○○○
Dexterity ○○○○○
Stamina ○○○○○

SOCIAL

Charisma ○○○○○
Manipulation ○○○○○
Composure ○○○○○

MENTAL

Intelligence ○○○○○
Wits ○○○○○
Resolve ○○○○○

SKILLS

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

Athletics ○○○○○
Brawl ○○○○○
Craft ○○○○○
Drive ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Melee ○○○○○
Stealth ○○○○○
Survival ○○○○○

Animal Ken ○○○○○
Etiquette ○○○○○
Insight ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Performance ○○○○○
Persuasion ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Academics ○○○○○
Awareness ○○○○○
Finance ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○
Technology ○○○○○

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)

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

○○○○○

1 _____
2 _____
3 _____
4 _____
5 _____

HEALTH

(Stamina +3)

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WILLPOWER

(Resolve + Composure)

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HUMANITY

(Starts at 7)

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HUNGER

□□□□

BLOOD POTENCY

○○○○○ ○○○○○

Blood Surge: _____

Mend Amount: _____

Power Bonus: _____

Rouse Re-Roll: _____

Feeding Penalty: _____

Hunting: _____

Resonance: _____

Initiative: _____

(Composure + Awareness)

LASOMBRA

OTHER TRAITS

BACKGROUNDS

_____	OOO
_____	OOO
_____	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
_____	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
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	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: _____