

# THE MINISTRY

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 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  
Brawl 00000  
Craft 00000  
Drive 00000  
Firearms 00000  
Larceny 00000  
Melee 00000  
Stealth 00000  
Survival 00000

Animal Ken 00000  
Etiquette 00000  
Insight 00000  
Intimidation 00000  
Leadership 00000  
Performance 00000  
Persuasion 00000  
Streetwise 00000  
Subterfuge 00000

Academics 00000  
Awareness 00000  
Finance 00000  
Investigation 00000  
Medicine 00000  
Occult 00000  
Politics 00000  
Science 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  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

\_\_\_\_\_ 00000  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

\_\_\_\_\_ 00000  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

\_\_\_\_\_ 00000  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

\_\_\_\_\_ 00000  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

\_\_\_\_\_ 00000  
1 \_\_\_\_\_  
2 \_\_\_\_\_  
3 \_\_\_\_\_  
4 \_\_\_\_\_  
5 \_\_\_\_\_

### HEALTH

(Stamina +3)

□□□□ □□□□ □□□□

### WILLPOWER

(Resolve + Composure)

□□□□ □□□□ □□□□

### HUMANITY

(Starts at 7)

□□□□ □□□□

### HUNGER

□□□□

### BLOOD POTENCY

00000 00000

Blood Surge: \_\_\_\_\_

Mend Amount: \_\_\_\_\_

Power Bonus: \_\_\_\_\_

Rouse Re-Roll: \_\_\_\_\_

Feeding Penalty: \_\_\_\_\_

Hunting: \_\_\_\_\_

Resonance: \_\_\_\_\_

Initiative: \_\_\_\_\_

(Composure + Awareness)

# THE MINISTRY

## OTHER TRAITS

### BACKGROUNDS

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

### ADVANTAGES / DISADVANTAGES

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

### MERITS

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

### FLAWS

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

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