

RAVNOS

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Hunting: _____

Resonance: _____ Initiative: _____

(Composure + Awareness)

RAVNOS

OTHER TRAITS

BACKGROUNDS

_____ 000
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ADVANTAGES / DISADVANTAGES

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MERITS

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FLAWS

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RITUALS & CEREMONIES

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: _____