

SALUBRI

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 OOOOO
Dexterity OOOOO
Stamina OOOOO

SOCIAL

Charisma OOOOO
Manipulation OOOOO
Composure OOOOO

MENTAL

Intelligence OOOOO
Wits OOOOO
Resolve OOOOO

SKILLS

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

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

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

Academics OOOOO
Awareness OOOOO
Finance OOOOO
Investigation OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Science 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
1 _____
2 _____
3 _____
4 _____
5 _____
OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____
OOOOO
1 _____
2 _____
3 _____
4 _____
5 _____

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

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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)

SALUBRI

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

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.

MERITS

_____	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

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

RITUALS & CEREMONIES

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

OTHER NOTES

BIOGRAPHY

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

History:

EXPERIENCE

Total: _____
Spent: _____