

MARCH

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 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 _____
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4 _____
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_____ OOOOO
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_____ OOOOO
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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)

ARCH

OTHER TRAITS

BACKGROUNDS

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ADVANTAGES / DISADVANTAGES

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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.

MERITS

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FLAWS

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CITY STATUS

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MONIKER

ACCEPTANCE

- 1: _____
- 2: _____
- 3: _____
- 4: _____
- 5: _____

RITUALS & CEREMONIES

- 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

BIOGRAPHY

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

History:

EXPERIENCE

Total: _____
 Spent: _____