

VENTRUE

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
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)

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1 _____
2 _____
3 _____
4 _____
5 _____

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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

0 0 0 0 0 0 0 0 0 0

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Hunting: _____

Resonance: _____ Initiative: _____

(Composure + Awareness)

VENTRUE

OTHER TRAITS

BACKGROUNDS

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ADVANTAGES / DISADVANTAGES

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MERITS

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FLAWS

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RITUALS & CEREMONIES

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_____	_____
_____	_____

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: _____