

# 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	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)*

□□□□□ □□□□□ □□□□□

### WILLPOWER

*(Resolve + Composure)*

□□□□□ □□□□□ □□□□□

### HUMANITY

*(Starts at 7)*

□□□□□ □□□□□

### HUNGER

□□□□□

### BLOOD POTENCY

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Blood Surge: \_\_\_\_\_ Mend Amount: \_\_\_\_\_

Power Bonus: \_\_\_\_\_ Rouse Re-Roll: \_\_\_\_\_

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

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

*(Composure + Awareness)*

# VENTRUE

## OTHER TRAITS

### BACKGROUNDS

\_\_\_\_ 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

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