		[ <u>-</u>				
			CEKEMONIES			RITUALS
TOUCHSTONES & CONVICTIONS	CHRONICTE LENELS			5		S
				<i>t</i>		<u>†</u>
				7		<u>ξ</u> 7
				I		Ţ
		AET   '		DISCIDITINE	TEAET	DISCIBLINE
				t		<del></del>
				ε		٤
ELAWS RATING	MERITS RATING			7		7
				1		1
		AET	re	DISCIPLINE	TEAET	DISCIPLINE
				5		5
				7		<u>†</u>
				7		7
				Ţ		Ţ
VDAVALVCES/DISVDAVLAVCES KVLINC	BYCKCKOUNDS RATING	AET	gri	DISCIPLINE	FEAER	DISCIBLINE
			tn onilqisziA nnlO-to-tuO ro ni 13 1			(One In-Clan Discipline at 2, one In DISCIPLINE
OTHER TRAITS				FINES	DISCIL	
		<u> </u>				
	OWER	NA   CLa   PR	ME: AN: EDATOR TYPE:	ASQUERA		VS OF THE NIGHT
WILLP	OWER	NA   CLa   PR	ME:		G	
WILLP (Resolve + C	OWER Composure)  NITY	NA CLa PRI CO	ME: AN: EDATOR TYPE: MPULSION: (Take one Attributes at	ATTRI	BUTES	ENERATION:es at 2; one Attribute at 1)
(Stami	OWER Composure)  NITY	NA CLa PRI CO	ME: AN: EDATOR TYPE: MPULSION:	ATTRI	BUTES	ENERATION:
(Stami	OWER Composure)  ANITY  s at 7)	NA CLa PRI CO	ME: AN: EDATOR TYPE: MPULSION: (Take one Attributes at	ATTRI	BUTES at 3; four Attribut	ENERATION:es at 2; one Attribute at 1)
WILLP (Resolve + C)  HUMA (Starts  BLOOD P	OWER Composure)  ANITY  at 7)  OTENCY	NA CL. PRI CO	ME:	ATTRI 4; three Attributes of Charisma	BUTES at 3; four Attribut	es at 2; one Attribute at 1)  Intelligence:
WILLP (Resolve + C)  HUMA (Starts  BLOOD P	OWER Composure)  ANITY  s at 7)	NA CL. PRI CO	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu	BUTES at 3; four Attribut :: attion: LTE:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:
WILLP (Resolve + C)  HUMA (Starts  BLOOD P	OWER Composure)  ANITY  at 7)  OTENCY	NA CL.	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu	GIBUTES at 3; four Attribut attion: are: LLS utils at 2; and seve	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:
WILLP (Resolve + C)  HUMA (Starts  BLOOD P  OOOOO	OWER Composure)  ANITY  Fat 7)  OTENCY  OOOOO	NA CL. PRI CO St: Do St:	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five Sk	GIBUTES at 3; four Attribut ti: attion: LLS tills at 2; and seve	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:
WILLP (Resolve + C)  HUMA (Starts  BLOOD P  OOOOO  HUNGER	OWER Composure)  ANITY  Fat 7)  OTENCY  OOOO  STATUS  OODOO	NA CL. PRI CO St: Do St: Bi	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five Sk Animal K Etiquette	GIBUTES at 3; four Attribut ti: attion: LLS tills at 2; and seve	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  n Skills at 1) Academics: Awareness:
WILLP  (Resolve + ( Resolve +	OWER Composure)  ANITY  F at 7)  OTENCY  OOOO  STATUS  MONIKERS	NA CL. PRI CO   St. De St.   St.   St.   St.   Cr.	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five Sk Animal K Etiquette Insight:	GIBUTES at 3; four Attribut at: attion: LLS kills at 2; and seve	es at 2; one Attribute at 1)  Intelligence: Wits: Resolve:  Academics: Awareness: Finance:
WILLP  (Resolve + ( Resolve +	OWER Composure)  NITY  Stat 7)  OTENCY  OOOO  STATUS  MONIKERS  1:	NA CLa PRI CO   CO   Sta   Sta   Ca   Ca   Ca   Ca   Ca   Ca   Ca	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five SI Animal K Etiquette Insight: Intimidat	GIBUTES at 3; four Attribut tition: tre: LLS tills at 2; and seve	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  n Skills at 1) Academics: Awareness: Finance: Investigation:
WILLP  (Resolve + ( Proposition of the proposition	OWER Composure)  ANITY  F at 7)  OTENCY  OOOO  STATUS  MONIKERS	NA   CL.   PR   CO     St.   Do   St.	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five SI Animal K Etiquette Insight: Intimidat Leadershi	GEBUTES at 3; four Attribut attion: are: LLS atils at 2; and seve Ken: :	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  n Skills at 1) Academics: Awareness: Finance: Investigation: Medicine:
WILLP  (Resolve + ( Resolve +	OWER Composure)  ANITY  ANITY  OTENCY  OOOO  STATUS  MONIKERS  1: 2: 3: 4:	NA CLa PRI CO   CO   Sta   S	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five Sk Animal K Etiquette Insight: Intimidat Leadershi Performa	GIBUTES at 3; four Attribut at: attion: LLS kills at 2; and seve ken: ip:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  Academics: Awareness: Finance: Investigation: Medicine: Occult:
WILLP  (Resolve + ( Proposition of the proposition	OWER Composure)  ANITY  ANITY  OTENCY  OOOO  STATUS  MONIKERS  1:  2:  3:	NA   CL   PR   CO     St:   Do   St:     En   Cr       En	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu  SKI e Skills at 3; five Sk Animal K Etiquette Insight: Intimidat Leadershi Performa Persuasio	GEBUTES at 3; four Attribut i: attion: LLS tills at 2; and seve Ken: ition:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  n Skills at 1) Academics: Awareness: Finance: Investigation: Medicine: Occult: Politics:
WILLP  (Resolve + C)  HUMA  Starts  BLOOD P  OOOOO  HUNGER  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	OWER Composure)  ANITY  ANITY  OTENCY  OOOO  STATUS  MONIKERS  1: 2: 3: 4:	NA   CL   PR   CO     St:   Do   St:     En   Cr       En	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five Sk Animal K Etiquette Insight: Intimidat Leadershi Performa	GEBUTES at 3; four Attribut i: attion: LLS tills at 2; and seve Ken: ition:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  Academics: Awareness: Finance: Investigation: Medicine: Occult:
WILLP  (Resolve + ( Resolve +	OWER Composure)  ANITY  Stat 7)  OTENCY  OOOO  STATUS  MONIKERS  1:  2:  3:  4:  5:	NA CL.   PR   CO   St.   Do   St.     E   CI   CI   CI   CI   CI   CI   C	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu  SKI e Skills at 3; five Sk Animal K Etiquette Insight: Intimidat Leadershi Performa Persuasio	GEBUTES at 3; four Attribut attion: are: LLS adds at 2; and seve Ken: : cion: ap: ance: on:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  n Skills at 1) Academics: Awareness: Finance: Investigation: Medicine: Occult: Politics:
WILLP  (Resolve + ()  HUMA  (Starts)  BLOOD P  OOOOO  HUNGER  I I 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.  Blinded: No line of sight, phys pools -5  Distracted/Staggered: Lose Simple Action	OWER Composure)  NITY  Stat 7)  OTENCY  OOOO  STATUS  MONIKERS  1: 2: 3: 4: 5:  Helpless: Cannot attacked or defend Impaired: -2 to all pools	NA CL.   PR   CO   St.   Do   St.     E   CI   CI   CI   CI   CI   CI   C	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five St Animal K Etiquette Insight: Intimidat Leadershi Performa Persuasio Streetwise Subterfug	GEBUTES at 3; four Attribut attion: are: LLS adds at 2; and seve Ken: : cion: ap: ance: on:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  Academics: Awareness: Finance: Investigation: Medicine: Occult: Politics: Science:
WILLP  (Resolve + ()  HUMA  (Starts  BLOOD P  OOOOO  HUNGER  UUNGER  UUNGER  UUNGER  UUNGER  UUNGER  UUNGER  UUNGER  UUNGER  Selection Starts  Hundard  No line of sight, phys pools -5	OWER Composure)  NITY  Stat 7)  OTENCY  OOOO  STATUS  MONIKERS  1: 2: 3: 4: 5:  Helpless: Cannot attacked or defend Impaired: -2 to all pools	NA CL.   PR   CO   St.   Do   St.     E   CI   CI   CI   CI   CI   CI   C	ME:	ATTRI 4; three Attributes of Charisma Manipula Composu SKI e Skills at 3; five St Animal K Etiquette Insight: Intimidat Leadershi Performa Persuasio Streetwise Subterfug	GEBUTES at 3; four Attribut attion: are: LLS adds at 2; and seve Ken: : cion: ap: ance: on: ee: ge:	es at 2; one Attribute at 1) Intelligence: Wits: Resolve:  Academics: Awareness: Finance: Investigation: Medicine: Occult: Politics: Science: Technology: