

LAWS of the NIGHT

Name Clan Generation

Predator Type Hunting Pool Compulsion

Touchstones Chronicle Tenets Clan Bane (Severity ___)

ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

Physical

Strength ○○○○○

Dexterity ○○○○○

Stamina ○○○○○

Social

Charisma ○○○○○

Manipulation ○○○○○

Composure ○○○○○

Mental

Intelligence ○○○○○

Wits ○○○○○

Resolve ○○○○○

SKILLS

Take three Skills at 3; five Skills at 2; and seven Skills at 1.

Athletics..... ○○○○○	Animal Ken..... ○○○○○	Academics..... ○○○○○
Brawl..... ○○○○○	Etiquette..... ○○○○○	Awareness..... ○○○○○
Craft..... ○○○○○	Insight..... ○○○○○	Finance..... ○○○○○
Drive..... ○○○○○	Intimidation..... ○○○○○	Investigation..... ○○○○○
Marksmanship..... ○○○○○	Leadership..... ○○○○○	Medicine..... ○○○○○
Melee..... ○○○○○	Performance..... ○○○○○	Occult..... ○○○○○
Larceny..... ○○○○○	Persuasion..... ○○○○○	Politics..... ○○○○○
Stealth..... ○○○○○	Streetwise..... ○○○○○	Science..... ○○○○○
Survival..... ○○○○○	Subterfuge..... ○○○○○	Technology..... ○○○○○

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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RESONANCE:	Rituals and Ceremonies:	
DYSCRASIA:		

Health (Stamina + 3)

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Willpower (Resolve + Composure)

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Humanity (Starts at 7)

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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 attack or defend

Impaired -2 to all pools

Prone -2 defense vs. brawl/melee, +3 defense vs. range, speed is 1 step per action

Weakened -1 to physical offensive pools

Blood Potency ○ ○ ○ ○ ○		Rouse Checks		Major Pools		Initiative	
Blood Surge	Disc Rousing Bonus			Brawl			Marksmanship
Feeding Penalty	Mend			Dodge			Melee

Backgrounds (7)	Advantages/Disadvantages
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Merits	Flaws
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Total Experience	Spent Experience

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	Can no longer voluntarily Rouse the Blood; Involuntary Rouse check causes s Hunger Frenzy check. Difficulty = 4 + # of involuntary Rouse Checks Any direct increase to Hunger instead causes automatic Hunger Frenzy

City Status ○ ○ ○ ○ ○		
	Moniker	Acceptance
1		
2		
3		
4		
5		