

# MARCH

**Name:**

**Ambition:**

**Clan:**

**Concept:**

**Desire:**

**Generation:**

**Chronicle:**

**Predator Type:**

**Sire:**

## ATTRIBUTES

### Physical

Strength 00000  
Dexterity 00000  
Stamina 00000

### Social

Charisma 00000  
Manipulation 00000  
Composure 00000

### Mental

Intelligence 00000  
Wits 00000  
Resolve 00000

## SKILLS

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


## DISCIPLINES

_____ 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

□□□□ □□□□ □□□□

### Willpower

□□□□ □□□□ □□□□

### Humanity

□□□□ □□□□

### Hunger

□□□□

### Blood Potency

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

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

Feeding Penalty: \_\_\_\_\_ Bane Severity: \_\_\_\_\_

### Resonance

### Hunting

