

	··· † · · · · · · ·
	- -
	-
Customize your character. Put yourself in their place and answer the following questions.	
What's your Gender?	
Gender:	
What are you wearing?	
Clothing:	
Ambition:	
What is your main goal?	
, ,	
D. d.	
Desire:	
What do you want to accomplish tonight?	
	- -



Physical	00000
Strength OOOOO Dexterity OOOOO Stamina OOOOO	
Social	
Charisma OOOOO Manipulation OOOOO Composure OOOOO	00000
Mental	
Intelligence OOOOO Wits OOOOO Resolve OOOOO	
00000	00000
00000	
00000	
00000 00000 00000	00000
00000	
00000 00000 00000	
	00000
	00000
Health Willpower	Humanity Hunger



When you were turned

The one who turned you

To roll a **test**, create a dice pool by picking up as many dice as the Action or trait combination the Storyteller calls for. Start with a number of Hunger dice equal to your Hunger and add regular dice to complete.

Dice coming up with any of these: The are successes. Count them. Ignore other results. If you meet or exceed the Difficulty, you succeed.

Spend 1 Willpower to re-roll up to three regular dice (not Hunger dice).

When you roll a **check**, use only regular dice. Willpower does not affect checks.

Hunger: Every time you have to roll a test, replace a regular die (black) with a Hunger die (red) for each slot you have crossed in your Hunger tracker.

Rouse check: After resolving an action that could increase your Hunger, or after waking up, roll 1 regular die. If the result is blank, cross 1 slot in your Hunger tracker.

Blood Surge: You may add 1 die to any Action or Discipline roll. Make a Rouse Check.

Blush of Life: You may appear alive to others. Make a Rouse Check.

Quick Hunting Roll: If your group decides to forego Hunting scenes and to use rolls instead, you meet with faithful members of your community who adore you in all but name. Roll **4 dice** (Manipulation + Persuasion).

A memory that haunts you