



Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Plan:  
Bloodline:  
Covenant:

			<i>Attributes</i>			
POWER	Intelligence	00000 00000	Strength	00000 00000	Presence	00000 00000
FINESSE	Wits	00000 00000	Dexterity	00000 00000	Manipulation	00000 00000
RESISTANCE	Resolve	00000 00000	Stamina	00000 00000	Composure	00000 00000

*Mental* (3 Unskilled)

Academics	00000 00000
Crafts	00000 00000
Computer	00000 00000
Investigation	00000 00000
Medicine	00000 00000
Occult	00000 00000
Politics	00000 00000
Science	00000 00000

*Physical* (-1 Unskilled)

Athletics	00000 00000
Brawl	00000 00000
Drive	00000 00000
Firearms	00000 00000
Larceny	00000 00000
Stealth	00000 00000
Survival	00000 00000
Weaponry	00000 00000

*Social* (-1 Unskilled)

Animal Ken	00000 00000
Empathy	00000 00000
Expression	00000 00000
Intimidation	00000 00000
Persuasion	00000 00000
Socialize	00000 00000
Streetwise	00000 00000
Subterfuge	00000 00000

*Other Traits*

<i>Disciplines</i>	<i>Merits</i>	<i>Humanity</i>	<i>Flaws</i>
_____ 00000 00000	_____ 00000 00000	10 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	9 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	8 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	7 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	6 _____ 0	<i>Weakness</i>
_____ 00000 00000	_____ 00000 00000	5 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	4 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	3 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	2 _____ 0	_____
_____ 00000 00000	_____ 00000 00000	1 _____ 0	_____

*Blood Potency*  
00000 00000

*Willpower*  
00000 00000 00000 00000  
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*Vitae*

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Max Vitae: \_\_\_\_\_ Vitae Per Turn: \_\_\_\_\_

*Health*  
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Size: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Experience: \_\_\_\_\_