

Player Chronicle Name Clan Predator type Ambition

Sect		Rank/Title		Desire				
		ATTRIBU	TES					
0 1	Physical	Social		Mental				
Strength	00000	Charisma	00000	Intelligence	00000			
Dexterity	00000	Manipulation	00000	Wits	00000			
Stamina	00000	Composure	00000	Resolve	00000			
SKILLS								
Athletics	00000	Animal Ken	00000	Academics	00000			
Brawl	0000	Etiquette	00000	Awareness	00000			
Craft	0000	Insight	00000	Finance	00000			
Drive	00000	Intimidation	00000	Investigation	00000			
Firearms	0000	Leadership.	00000	Medicine	00000			
Larceny	0000	Performance	00000	Occult	00000			
Melee	0000	Persuasion	00000	Politics	00000			
Stealth	00000	Streetwise	00000	Science	00000			
Survival	0000	Subterfuge	00000	Technology	00000			
		DISCIPLI	NES		(see page 243ff.)			
Animalism	0000	Dominate	00000	Potence	00000			
Auspex	0000	Fortitude.	00000	Presence	00000			
Blood Sorcery	0000	Obfuscate	00000	Protean	00000			
2	0000	Oblivion	00000	Thin-Blood Alchemy	00000			
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	ADVANTAGES &	BACKGROUNDS	(see page 179ff.)	Health				
	0000		00000					
	0000		00000	Willpower DDDDD	00000			
	0000		00000					
	0000		00000	Humanity				
	0000		00000					
	00000		00000	Hunger] (see page 205f.)			
	00000		00000	Resonance	+I **			
Discipline: 1 x •• 1 x •	primary clan discipline secondary clan discipline	Skills: (a) Jack of all Trades: (b) Balanced: (c) Specialist: 1 x •••• Add a free specialities for first dot in Performance + one more free Speciali		Advantages: Spend 7 points or Backgrounds and ce, Blood Potency: 1*	n Advantages & d 2 points in Flaws			



Page 2 Name Player Chronicle THE BLOOD Mend Amount Blood Potency x000000000 Blood Surge Power Bonus Rouse Re-Roll Generation 0 0 0 0 0 0 0 0 0 0 0 0 Feeding Penalty Bane Severity 16. 15. 14. Dyscrasia** (see page 227ff.) Predator Pool _____+ (see page 214ff.) **CLAN BANE & COMPULSION** Clan Bane Clan Compulsion page?..... **BLOOD BONDS** Bond Strength Increment Name Notes (vs. Intelligence + Resolve) (approx. 5 days/box) 000000 _____00000 00000 **EXTENDED DISCIPLINES** Discipline Lvl Ability Name page? CostDice Pool (vs. Contest) — Duration (vs. +) (vs. +) (vs. + (vs. (vs. + (vs. + (vs. + (vs. + + (vs. +



Player Chronicle Name Page 3 **EXTENDED ADVANTAGES & BACKGROUNDS HAVEN** No Haven? □ Haven Base Rating OOOO Name/ Location Haven Merits Haven Flaws Notes 00000 0000 **COMBAT** (see page 300ff.) Value Penalty Weapon Damage Range Clip Armor Initiative = Composure + Awareness (see page 300)



Player Chronicle Name Page 4 **BELIEFS** (see page 172ff.) Chronicle Tenets Convictions Gender Touchstones Notes on relationship _______ M□ F□ D□ M□ F□ D□ $\mathsf{M}\,\square\,\mathsf{F}\,\square\,\mathsf{D}\,\square$ ______M□ F□ D□ $M \square F \square D \square$ **APPEARANCE** Profile Description Gender: male ☐ female ☐ diverse ☐..... Height Age/ Birthday: Apparent Age/ RIP: Ethnicity: Nationality: Hair/ Eyes: Weight Quote: **EXPERIENCE** 15 Spent on XP spent Spent on XP spent Spent on



RITUALS & CEREMONIES

0000	Ritual name		Activation Cost	page?
		Prerequisite Power? Description		
	Ritual name		Activation Cost	
		Prerequisite Power?		
	Ritual name		Activation Cost	page?
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Player Name Chronicle page

EXTENDED DISCIPLINES

Discipline	Lvl	Ability Name	page?	Cost	Dice Pool (vs. Contest)		→ Duration
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Name Player Chronicle Page COTERIE (see page 195f.) Type Name _____ Coterie Merits Coterie Flaws Notes **COTERIE BACKGROUNDS COTERIE DOMAIN COTERIE - HAVEN** No Haven? Haven Base Rating OOOO Name/ Location Haven Merits Haven Flaws Notes 00000 0000



HAVEN

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Haven Base Rating				
Haven Merits		Haven Flaws		Notes
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Haven Base Rating	00000	Name/ Location		
Haven Merits		Haven Flaws		Notes
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Haven Base Rating	00000	Name/ Location		
Haven Merits		Haven Flaws		Notes
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		PROJECTS			(see page 415f.)
Project goal			Increment	Project die	00000
Launch roll (Difficulty = Scope + 2)		Notes			
Scope	00000				
Stake	00000				
Project goal			Increment	Project die	00000
Launch roll (Difficulty = Scope + 2) +		Notes			
Scope	00000				
Stake	00000				
Project goal			Increment	Project die	00000
Launch roll (Difficulty = Scope + 2) +		Notes			
Scope	00000				
Stake	00000				
Project goal			Increment	Project die	00000
Launch roll (Difficulty = Scope + 2) +		Notes			
Scope	00000				
Stake	00000				



BOONS & FAVORS

(see page 314f.)

	BOONS & FAVORS					
owed? paid? Name	Trivial transfer for Witness/documented?	Token?	Notes			
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Name	Player	Chronicle	Page
	NOTE	S	



Name	Player		Chronicle	Page
		NOTES		