

LAWSON

of the

NIGHT

NAME:
CHRONICLE:
FACTION:

CLAN:
GENERATION:

PREDATOR TYPE:
COMPULSION:

ATTRIBUTES

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

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

(Take three Skills at 3; five Skills at 2; and seven Skills at 1)

Athletics 00000
Brawl 00000
Craft 00000
Drive 00000
Firearms 00000
Larceny 00000
Melee 00000
Stealth 00000
Survival 00000

Animal Ken 00000
Etiquette 00000
Insight 00000
Intimidation 00000
Leadership 00000
Performance 00000
Persuasion 00000
Streetwise 00000
Subterfuge 00000

Academics 00000
Awareness 00000
Finance 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000
Technology 00000

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Severity: _____

DISCIPLINES

(One In-Clan Discipline at 2, one In-Clan Discipline at 1, and one In-Clan or Out-of-Clan Discipline at 1)

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

HEALTH

(Stamina +3)

□□□□ □□□□ □□□□

WILLPOWER

(Resolve + Composure)

□□□□ □□□□ □□□□

HUMANITY

(Starts at 7)

□□□□ □□□□

HUNGER

□□□□

BLOOD POTENCY

0 0 0 0 0 0 0 0 0 0

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

Feeding Penalty:

Hunting:

Resonance:

Initiative:

(Composure + Awareness)

LAWS of the NIGHT

OTHER TRAITS

BACKGROUNDS

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
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ADVANTAGES / DISADVANTAGES

_____	000
_____	000
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MERITS

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FLAWS

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RITUALS & CEREMONIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BIOGRAPHY

True Age: _____ Apparent Age: _____ Date of Birth: _____ Date of Death: _____
Appearance: _____

History: _____

HUNGER

□	□	□	□	□
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0: Immune to non supernaturally induced frenzy.

1: Must drain mortal to Slake to zero hunger.

2: _____

3: Bestial Failures.

4: Messy Criticals

5: Involuntary Rouse check causes Hunger Frenzy check.
Difficulty = 4 + # of involuntary Rouse Checks.

CITY STATUS

□	□	□	□	□
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MONIKER

ACCEPTANCE

1: _____

2: _____

3: _____

4: _____

5: _____

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 attacked or defend

Impaired: -2 to all pools

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

Weakened: -1 to physical offensive pools

OTHER NOTES

EXPERIENCE

Total: _____

Spent: _____