



# Daeva

## Kiss of the Succubus



Name:

Concept:

Clan:

Player:

Value:

Covenant:

Chronicle:

Vice:

Coterie:

### Attributes

power

intelligence ●○○○○

strength ●○○○○

presence ●○○○○

finesse

wits ●○○○○

dexterity ●○○○○

manipulation ●○○○○

resistance

resolve ●○○○○

stamina ●○○○○

composure ●○○○○

### Skills

#### mental

(-3 unskilled)

Academics \_\_\_\_\_ ○○○○○  
 Computer \_\_\_\_\_ ○○○○○  
 Crafts \_\_\_\_\_ ○○○○○  
 Investigation \_\_\_\_\_ ○○○○○  
 Medicine \_\_\_\_\_ ○○○○○  
 Occult \_\_\_\_\_ ○○○○○  
 Politics \_\_\_\_\_ ○○○○○  
 Science \_\_\_\_\_ ○○○○○

#### physical

(-1 unskilled)

Athletics \_\_\_\_\_ ○○○○○  
 Brawl \_\_\_\_\_ ○○○○○  
 Drive \_\_\_\_\_ ○○○○○  
 Firearms \_\_\_\_\_ ○○○○○  
 Larceny \_\_\_\_\_ ○○○○○  
 Stealth \_\_\_\_\_ ○○○○○  
 Survival \_\_\_\_\_ ○○○○○  
 Weaponry \_\_\_\_\_ ○○○○○

#### social

(-1 unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
 Empathy \_\_\_\_\_ ○○○○○  
 Expression \_\_\_\_\_ ○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○  
 Persuasion \_\_\_\_\_ ○○○○○  
 Socialize \_\_\_\_\_ ○○○○○  
 Streetwise \_\_\_\_\_ ○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○

### Other Traits

#### merits

\_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
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#### flaws

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### disciplines

\_\_\_\_\_ ○○○○○  
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Size \_\_\_\_\_ [5 for adult human-sized kindred]  
 Defense \_\_\_\_\_ [lowest of dexterity or wits]  
 Initiative Mod \_\_\_\_\_ [dexterity+composure]  
 Speed \_\_\_\_\_ [strength+dexterity+5]  
 Experience \_\_\_\_\_  
 Armor \_\_\_\_\_

#### health

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#### willpower

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#### vitae

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 □□□□□□□□□□□□

Vitae/per turn \_\_\_\_\_

#### blood potency

○○○○○○○○○○○○○○

#### humanity

10 \_\_\_\_\_ ○  
 9 \_\_\_\_\_ ○  
 8 \_\_\_\_\_ ○  
 7 \_\_\_\_\_ ○  
 6 \_\_\_\_\_ ○  
 5 \_\_\_\_\_ ○  
 4 \_\_\_\_\_ ○  
 3 \_\_\_\_\_ ○  
 2 \_\_\_\_\_ ○  
 1 \_\_\_\_\_ ○

#### equipment

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

