

# BLOODSUCKERS

NAME

CONCEPT

ARCHETYPE

BLOODLINE

VIRTUE

VICE

## TRAITS

Body

Manipulation

Insight

## SKILLS

### INSTINCTS

### SMARTS

### PROFICIENCIES

Brawling

Composure

Attunement

Coercion

Machines

Deception

Hunting

Stealth

Hacking

Theft

Weaponry

Research

## REPUTATIONS

## PSYCHE

0 (-2)	1 (-2)	2 (-1)	3 (-1)	4 (-0)	5 (0)	6 (+0)	7 (+1)	8 (+1)	9 (+2)	10 (+2)
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CURRENT

## WOUNDS

3 (-1 DICE)

4 (-2 DICE)

5 (DOWNED)

## MEMORIES

## HUNGER

3 (-1 DICE)

4 (-2 DICE)

5 (STARVED)

## OATHS

## STYLE

## GEAR

## MILESTONES

## SPECIALTY ACTIONS:

<b>COMMAND</b>	<b>TARGET</b>	<b>POWER</b>	<b>DURATION</b>
Move	Self (1 Hunger)	Weak Hit (1 Hunger)	Instant (1 Hunger)
Alter	Another (2 Hunger)	Full Hit (2 Hunger)	A Turn (2 Hunger)
Damage	A Group (3 Hunger)	1 Burn (3 Hunger)	A Scene (3 Hunger)
Command	A Crowd (4 Hunger)	2 Burn (4 Hunger)	A Night (4 Hunger)
Restore	An Army (5 Hunger)	3 Burn (5 Hunger)	Multiple Nights (5 Hunger)