

**Player Name:**

**PC's Name:**

**Date of last game:**

**Date of Next Game:**

**Current XP:**

**Earned XP:**

Example:

- +2 For Last Game
- +1 For Travel
- +1 POG or ST Nod
- +1 Submitting PAS

Spending:

Example: - 1 xp - Celerity - Basic - Alacrity

Remaining XP:

**Actions: No Points Spent** *(These are basic actions reasonable assumed to be completed in a short time, with no need for tests or disciplines. Backgrounds such as Military Force, Allies ,Mentors and Contacts will always require AP Expenditures Business requires AP use if benefit is previous listed backgrounds)*

- Example - Dinner with the "Kids"

**Action Point Base and Mods :** *The tables below show the base action points available based on humanity and the modifiers to help gain more AP. You can put your total value in the text box "My AP" to keep track of how much you have.*

<b>Moralit y</b>	<b>Base+ Morality Mod AP</b>	<b>Retainer</b>	<b>Modifier</b>	<b>Merits and Rituals. Only 1 of the below may be used</b>
5	8	5	+5	Merit: Early Riser
4	7	4	+4	Ritual : Deny the Suns Wait
3	6	3	+3	
2	5	2	+2	
1	4	1	+1	

**My AP :**

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**Feeding Action:** *This requires 1 AP normally, 2 for Ventrue or 0 if you use herd.* Example: I use Herd.  
Example 2: Attend bingo and find a nice elderly lady cause I like a nicely aged one. I talk to her to find where she lives while we play bingo. I go to her house later and snack on her.

**Actions : Action Point Spending :** *For AP costs please see Player Action Rules on Sang Nordique's Website [HERE](#)*

- Example - 3 AP - Learning : Discipline - Celerity - Basic - Alacrity - Meet up with Frank on Friday's to learn Celerity.