

Blood TREACHERY

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Affiliation:
Sect:
Concept:

Attributes

| Physical | Social | Mental |
|-----------------------|--------------------------|--------------------------|
| Strength _____ 00000 | Charisma _____ 00000 | Perception _____ 00000 |
| Dexterity _____ 00000 | Manipulation _____ 00000 | Intelligence _____ 00000 |
| Stamina _____ 00000 | Appearance _____ 00000 | Wits _____ 00000 |

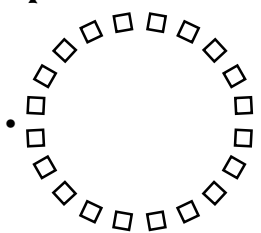
Abilities

| Talents | Skills | Knowledges |
|-------------|-------------|-------------|
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
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| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |

Spheres

| | | |
|-------------|-------------|-------------|
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |

Advantages

| Backgrounds | Arete | Health |
|--------------------|---|--|
| _____ 00000 | 0 0 0 0 0 0 0 0 0 0 0 0 | Bruised <input type="checkbox"/> |
| _____ 00000 | | Hurt -1 <input type="checkbox"/> |
| _____ 00000 | Willpower | Injured -1 <input type="checkbox"/> |
| _____ 00000 | 0 0 0 0 0 0 0 0 0 0 0 0 | Wounded -2 <input type="checkbox"/> |
| _____ 00000 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Mauled -2 <input type="checkbox"/> |
| Disciplines | Quintessence | Crippled -5 <input type="checkbox"/> |
| _____ 00000 |  | Incapacitated <input type="checkbox"/> |
| _____ 00000 | | |
| _____ 00000 | | |
| _____ 00000 | | |

Blood Pool

 Overdosing?

Paradox

Experience

Blood TREACHERY

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Cost |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

Other Traits

| | | | | | |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

Magic

Wonders

Focus

Paradigm

Practice

Rotes

Instruments

Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Clip | Conceal |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

Blood TREACHERY

Expanded Background

Possessions

Gear (Carried)

Equipment (Owned)

Familiar

Grimoires

Chantry

Location

Description

Blood TREACHERY

History

Awakening

Goals/Destiny

Seekings: _____

Quiets: _____

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Age of Awakening: _____

Hair: _____

Eyes: _____

Ethnicity: _____

Nationality: _____

Height: _____

Weight: _____

Gender: _____

Domitor

Name: _____ Clan: _____ Generation: _____ Age: _____

Description: _____

Thoughts Toward Domitor: _____
