

Blood TREACHERY

NAME:
PLAYER:
CONCEPT:

NATURE:
ESSENCE:
DEITY/ANOR:

TRADITION:
FACTION:
DOMITOR:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Meditation _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Cosmology _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Science _____ 00000

SPHERES

Correspondence _____ 00000
Entropy _____ 00000
Forces _____ 00000

Life _____ 00000
Matter _____ 00000
Mind _____ 00000

Prime _____ 00000
Spirit _____ 00000
Time _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

ARETE

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

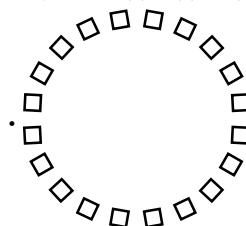
HEALTH

Bruised _____ □
Hurt _____ -1 □
Injured _____ -1 □
Wounded _____ -2 □
Mauled _____ -2 □
Crippled _____ -5 □
Incapacitated _____ □

DISCIPLINES

Potence _____ 00000
_____ 00000
_____ 00000
_____ 00000

QUINTESSENCE



PARADOX

RESONANCE

Dynamic _____ 00000
Entropic _____ 00000
Static _____ 00000

EXPERIENCE

BLOOD POOL

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
Overdosing?

Blood TREACHERY

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
Ghoul	Supernatural	5 pt.			

OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000

MAGIC

WONDERS

ROTAS

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

NAME: _____
 POINTS: _____ ARETE: _____ QUINTESSENCE: _____
 DESCRIPTION: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARTIFOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

Blood TREACHERY

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

FAMIE

INFLUENCE

LIBRARY

NODE

RESOURCES

RETAINERS

SANCTUM

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

FAMILIAR

GRITTOIRE

CHANTRY

LOCATION

DESCRIPTION

Blood TREACHERY

HISTORY

GOALS/DESTINY

SEEKINGS: _____

QUIETS: _____

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

AGE OF AWAKENING: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

DOMITOR

NAME: _____ CLAN: _____ GENERATION: _____ AGE: _____

DESCRIPTION: _____

THOUGHTS TOWARD DOMITOR: _____
