

# Blood TREACHERY

NAME:  
 PLAYER:  
 CONCEPT:

NATURE:  
 ESSENCE:  
 DEITY/ANOR:

TRADITION:  
 FACTION:  
 DONITOR:

## ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

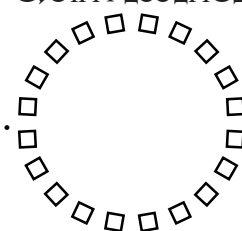
## ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	00000	Crafts	00000	Academics	00000
Athletics	00000	Drive	00000	Computer	00000
Awareness	00000	Etiquette	00000	Cosmology	00000
Brawl	00000	Firearms	00000	Enigmas	00000
Dodge	00000	Meditation	00000	Investigation	00000
Expression	00000	Melee	00000	Law	00000
Intimidation	00000	Performance	00000	Linguistics	00000
Leadership	00000	Stealth	00000	Medicine	00000
Streetwise	00000	Survival	00000	Occult	00000
Subterfuge	00000	Technology	00000	Science	00000

## SPHERES

Correspondence	00000	Life	00000	Prime	00000
Entropy	00000	Matter	00000	Spirit	00000
Forces	00000	Mind	00000	Time	00000

## ADVANTAGES

BACKGROUNDS	ARETE	HEALTH
_____ 00000	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	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"/>	Mauled -2 <input type="checkbox"/>
	QUINTESSENCE	Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>
DISCIPLINES		RESONANCE
Potence _____ 00000		Dynamic _____ 00000
_____ 00000		Entropic _____ 00000
_____ 00000		Static _____ 00000
_____ 00000		EXPERIENCE
BLOOD POOL		<input type="text"/>
<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Overdosing?		
	PARADOX	

# 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

### ROTES

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARTIFOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Blood TREACHERY

## EXPANDED BACKGROUNDS

ALLIES

NODE

CONTACTS

RESOURCES

FAMIE

RETAINERS

INFLUENCE

SANCTUM

LIBRARY

OTHER(\_\_\_\_\_)

## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

FAMILIAR

GRITTOIRE

## CHANTRY

LOCATION

DESCRIPTION

# Blood TREACHERY

## HISTORY

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## GOALS/DESTINY

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SEEKINGS: \_\_\_\_\_

QUIETS: \_\_\_\_\_

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## DESCRIPTION

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

AGE OF AWAKENING: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

APPEARANCE/NATURE OF AVATAR: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## DOMITOR

NAME: \_\_\_\_\_ CLAN: \_\_\_\_\_ GENERATION: \_\_\_\_\_ AGE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

THOUGHTS TOWARD DOMITOR: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_