

MORBUS

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Wing:
Title:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS — OTHER TRAITS

MENTAL (-3 UNSKILLED)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Religion	00000
Warfare	00000

PHYSICAL (-1 UNSKILLED)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Ride	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL (-1 UNSKILLED)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

DISCIPLINES

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

FLAWS

WEAKNESS

Take an additional point of Aggravated
Damage from Fire & Sunlight.
Can only gain Sustainance from diseased

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

VITAE

□□□□□□□□□□
□□□□□□□□□□

HUMANITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: _____
Speed: _____
Defense: _____
Armor: _____
Integrity: _____
Initiative Mod: _____
Experience: _____

MORBUS

OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

DEVOTIONS

Name: _____	Cost: _____	Name: _____	Cost: _____
Book: _____	Page# _____	Book: _____	Page# _____
Disciplines: _____		Disciplines: _____	

Dice Pool: _____	Dice Pool: _____
System: _____	System: _____

Name: _____	Cost: _____	Name: _____	Cost: _____
Book: _____	Page# _____	Book: _____	Page# _____
Disciplines: _____		Disciplines: _____	

Dice Pool: _____	Dice Pool: _____
System: _____	System: _____

RITUALS

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	Damage	Range	Ammo	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

MORBUS

EXPANDED MERITS

ALLIES

PATRON

CONTACTS

RESOURCES

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

MISC.

HAVEN

LOCATION

DESCRIPTION
