

# Mortifiers of the Flesh

Name: \_\_\_\_\_

Virtue: \_\_\_\_\_

Covenant: \_\_\_\_\_

Player: \_\_\_\_\_

Vice: \_\_\_\_\_

Title: \_\_\_\_\_

Chronicle: \_\_\_\_\_

Concept: \_\_\_\_\_

Sex: \_\_\_\_\_

## 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
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### Disciplines

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

### Health

000000000000
□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

0000000000
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### Vitae

□□□□□□□□□□
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Vitae Per Turn: \_\_\_\_\_

### Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

### Merits

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

### Humanity

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

### Social

(-1 Unskilled)

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

### Flaws

_____
_____
_____

### Weakness

Must indulge in vice or lose two points of Willpower.  
Once a Mortifier feeds, he is unable to spend Willpower points until he flagellates himself.  
Failing a degeneration roll suffers a -1 penalty to all actions until he endures penance through pain.

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll