

# CHILDER OF THE MORRIGAN

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

### Mental

(-3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	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

For Int. & Wits the 10-again rule does not apply, and any 1's rolled subtract from successes.  
As their humanity scores erode, their minds become more bestial and base.  
Also suffer a permanent, incurable case of Depersion.

## Other Traits

### Health

000000000000
□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

0000000000
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### Vitae

□□□□□□□□□□
□□□□□□□□□□

Vitae Per Turn: \_\_\_\_\_

### 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: \_\_\_\_\_  
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

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## Other Traits

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

## Devotions

Name: _____	Cost: _____	Name: _____	Cost: _____
Disciplines: _____		Disciplines: _____	
_____ 00000		_____ 00000	
_____ 00000		_____ 00000	
Dice Pool: _____		Dice Pool: _____	
Book: _____	Page# _____	Book: _____	Page# _____
Name: _____	Cost: _____	Name: _____	Cost: _____
Disciplines: _____		Disciplines: _____	
_____ 00000		_____ 00000	
_____ 00000		_____ 00000	
Dice Pool: _____		Dice Pool: _____	
Book: _____	Page# _____	Book: _____	Page# _____
Name: _____	Cost: _____	Name: _____	Cost: _____
Disciplines: _____		Disciplines: _____	
_____ 00000		_____ 00000	
_____ 00000		_____ 00000	
Dice Pool: _____		Dice Pool: _____	
Book: _____	Page# _____	Book: _____	Page# _____

## Rituals

<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

### Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2  
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp

# CHILD OF THE MORRIGAN

## Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (\_\_\_\_\_)

## Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

## Vinculum

Bound To

Stage

Bound To

Stage

Location

Haven  
Description

