

A B O M I N A T I O N

Name:
 Player:
 Concept:
 Chronicle:

Breed:
 Auspice:
 Tribe:
 Clan:

Generation:
 Nature:
 Demeanor:
 Totem:

Attributes

Physical

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Social

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Mental

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Primal-Urge _____ 0000000000
 Streetwise _____ 0000000000
 Subterfuge _____ 0000000000
 _____ 0000000000

Skills

Animal-Ken _____ 0000000000
 Crafts _____ 0000000000
 Drive _____ 0000000000
 Etiquette _____ 0000000000
 Firearms _____ 0000000000
 Larceny _____ 0000000000
 Melee _____ 0000000000
 Performance _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000
 _____ 0000000000

Knowledges

Academics _____ 0000000000
 Computer _____ 0000000000
 Enigmas _____ 0000000000
 Investigation _____ 0000000000
 Law _____ 0000000000
 Medicine _____ 0000000000
 Occult _____ 0000000000
 Rituals _____ 0000000000
 Science _____ 0000000000
 Technology _____ 0000000000
 _____ 0000000000

Advantages

Backgrounds

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Gifts

Gifts

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □

Health

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

Experience

ABOMINATION

— Homid —
— Glabro —
— Crinos —
— Hispo —
— Lupus —

No Change	Strength(+2) _____ Stamina(+2) _____ Manipulation(-2) _____ Appearance(-1) _____	Strength(+4) _____ Dexterity(+1) _____ Stamina(+3) _____ Manipulation(-3) _____ Appearance 0	Strength(+3) _____ Dexterity(+2) _____ Stamina(+3) _____ Manipulation(-3) _____ +1 Die to Bite Damage	Strength(+1) _____ Dexterity(+2) _____ Stamina(+2) _____ Manipulation(-3) _____ -2 Perception Diff.
Difficulty: 6	Difficulty: 7	Difficulty: 6	Difficulty: 7	Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Disciplines

_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO

Fetishes

Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		

Gifts

Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 2/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: _____