

# A BOMINATION

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

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

## Renown

### Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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### Honor

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### Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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## Rank

## Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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## Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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## Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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## Blood Pool

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## Health

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

## Experience

# ABOMINATION

Homid
Glabro
Crinos
Hispo
Lupus

<p>No Change</p> <p>Difficulty: 6</p>	<p>Strength(+2) _____ Stamina(+2) _____ Manipulation(-2) _____ Appearance(-1) _____</p> <p>Difficulty: 7</p>	<p>Strength(+4) _____ Dexterity(+1) _____ Stamina(+3) _____ Manipulation(-3) _____ Appearance 0</p> <p>Difficulty: 6</p> <p style="text-align: center;">INCITE DELIRIUM IN HUMANS</p>	<p>Strength(+3) _____ Dexterity(+2) _____ Stamina(+3) _____ Manipulation(-3) _____ +1 Die to Bite Damage</p> <p>Difficulty: 7</p>	<p>Strength(+1) _____ Dexterity(+2) _____ Stamina(+2) _____ Manipulation(-3) _____ -2 Perception Diff.</p> <p>Difficulty: 6</p>
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## Disciplines

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

## Gifts

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

## Fetishes

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

## 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: _____			

# ABOMINATION

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Backgrounds

*Allies*

\_\_\_\_\_

\_\_\_\_\_

*Ancestors*

\_\_\_\_\_

\_\_\_\_\_

*Contacts*

\_\_\_\_\_

\_\_\_\_\_

*Kinfolk*

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

*Mentor*

\_\_\_\_\_

\_\_\_\_\_

*Pure Breed*

\_\_\_\_\_

\_\_\_\_\_

*Pack Totem*

\_\_\_\_\_

\_\_\_\_\_

*Resources*

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

*Possessions*

*Gear (Carried):* \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*Equipment (Owned):* \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*Sept*

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

*Caern Location:* \_\_\_\_\_

*Type:* \_\_\_\_\_ *Level:* \_\_\_\_\_

*Totem:* \_\_\_\_\_

*Leader:* \_\_\_\_\_

*Details:* \_\_\_\_\_

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# ABOMINATION

## History

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## Description

Age: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

	Height	Weight
Homid:	_____	_____
Glabro:	_____	_____
Crinos:	_____	_____
Hispo:	_____	_____
Lupus:	_____	_____

Battle Scars: \_\_\_\_\_  
\_\_\_\_\_

Metis Deformity: \_\_\_\_\_  
\_\_\_\_\_

## Visuals

Pack Chart

Character Sketch

