

A BOMINATION

Name:

Player:

Concept:

Chronicle:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

Skills

Animal-Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Rituals _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Gifts

Gifts

Renown

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Willpower

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

Blood Pool

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

Health

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

Experience

A BOMINATION

No
Change

Strength()___ Strength()___ Strength()___ Strength()___
 Stamina()___ Dexterity()___ Dexterity()___ Dexterity()___
 Manipulation()___ Stamina()___ Stamina()___ Stamina()___
 Appearance()___ Manipulation()___ Manipulation()___ Manipulation()___
 Appearance()___

Difficulty: Difficulty: Difficulty: Difficulty: Difficulty:

Disciplines

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

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: _____

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

Totem

Resources

Other (_____)

Possessions

Gear (Carried): _____

Equipment (Owned): _____

Name: _____

Caern Location: _____

Type: _____ Level: _____

Totem: _____

Leader: _____

Details: _____



ABOMINATION

History

Lined writing area for the History section.

Description

Age: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Sex: _____

Height	Weight

Battle Scars: _____
Metis Deformity: _____

Visuals

Group Chart

Character Sketch

