

# A BOMINATION

Name:  
 Player:  
 Concept:  
 Chronicle:

Breed:  
 Auspice:  
 Tribe:  
 Clan:

Generation:  
 Nature:  
 Demeanor:  
 Totem:

## 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

### Humanity/Path

\_\_\_\_\_ 0000000000  
 Bearing: \_\_\_\_\_ ( )

### Virtues

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### Renown

**Glory**  
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**Honor**  
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**Wisdom**  
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### Willpower

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### Health

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

### Rage

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### Gnosis

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### Rank

### Blood Pool

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### Experience



# ABOMINATION

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Backgrounds

*Allies*

*Mentor*

*Ancestors*

*Pure Breed*

*Contacts*

*Pack Totem*

*Kinfolk*

*Resources*

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

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

*Possessions*

*Sept*

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

*Name:* \_\_\_\_\_  
*Caern Location:* \_\_\_\_\_  
*Type:* \_\_\_\_\_ *Level:* \_\_\_\_\_  
*Totem:* \_\_\_\_\_  
*Leader:* \_\_\_\_\_  
*Details:* \_\_\_\_\_

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

\_\_\_\_\_  
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