

ABOMINATION

Name:
Chronicle:
Concept:

Tribe:
Auspice:
Patron:

Clan:
Generation:
Predator Type:

ATTRIBUTES

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000






SKILLS

Athletics	00000	Animal Ken	00000	Academics	00000
Brawl	00000	Etiquette	00000	Awareness	00000
Craft	00000	Insight	00000	Finance	00000
Drive	00000	Intimidation	00000	Investigation	00000
Firearms	00000	Leadership	00000	Medicine	00000
Larceny	00000	Performance	00000	Occult	00000
Melee	00000	Persuasion	00000	Politics	00000
Stealth	00000	Streetwise	00000	Science	00000
Survival	00000	Subterfuge	00000	Technology	00000

GIFTS & RITES

Name	Pool	Cost	Notes

FORMS

- Homid** Cost: Free
Silver immunity 
- Glabro** Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty
Regenerate: 1 per Rage Check 
- Crinos** Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium 
- Hispo** Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests:
Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated 
- Lupus** Cost: Free
Silver immunity
Social Tests:
Limited to wolves and Garou 

* Does not apply to intimidation or non-humans ** Does not apply to Stealth tests

TOUCHSTONES

RENOWN

Glory 00000 Honor 00000 Wisdom 00000

HARMONY

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BLOOD POTENCY

00000 00000

HEALTH

Crinos
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WILLPOWER

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RAGE

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HUNGER

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ABOMINATION

MERITS

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FLAWS

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CHRONICLE TENETS

FAVORS & BANS

EXPERIENCE

Total: _____
Spent: _____

BACKGROUNDS

_____00000_____00000

_____00000_____00000

_____00000_____00000

_____00000_____00000

_____00000_____00000



ABOMINATION

RITUALS

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GIFTS & RITES

Name	Pool	Cost	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DISCIPLINES

_____	00000	_____	_____	_____	00000
1	_____	1	_____	_____	_____
2	_____	2	_____	_____	_____
3	_____	3	_____	_____	_____
4	_____	4	_____	_____	_____
5	_____	5	_____	_____	_____

_____	00000	_____	_____	_____	00000
1	_____	1	_____	_____	_____
2	_____	2	_____	_____	_____
3	_____	3	_____	_____	_____
4	_____	4	_____	_____	_____
5	_____	5	_____	_____	_____

_____	00000	_____	_____	_____	00000
1	_____	1	_____	_____	_____
2	_____	2	_____	_____	_____
3	_____	3	_____	_____	_____
4	_____	4	_____	_____	_____
5	_____	5	_____	_____	_____

_____	00000	_____	_____	_____	00000
1	_____	1	_____	_____	_____
2	_____	2	_____	_____	_____
3	_____	3	_____	_____	_____
4	_____	4	_____	_____	_____
5	_____	5	_____	_____	_____

CLAN BANE

ADVANCED POWERS



ABOMINATION

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

COMBAT

TALISMANS

Weapon/Attack

Damage

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

HAVEN

No Haven? Haven Rating: OOOOO Haven Name: _____

Haven Merits

Haven Flaws

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

_____	OOOOO
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_____	OOOOO
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_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Location:

Description:



ABOMINATION

HISTORY

DESCRIPTION

Age: _____
 Apparent Age: _____
 Date of Birth: _____
 Date of First Change: _____
 Date of Death: _____
 Nationality: _____
 Race: _____
 Hair: _____
 Eyes: _____
 Height: _____
 Weight: _____
 Gender: _____

VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH