

ABERRANT

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Chronicle:
Allegiance:
Group Name:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Mystery _____ 00000
Politics _____ 00000
Science _____ 00000
Technology _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

POWERS

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

MERITS

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

FLAWS

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

HEALTH

00000000000000
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WILLPOWER

000000000000
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QUANTUM

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NODE

000000000000
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TAINT

000000000000

SACRIFICE

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

FACETS

Destructive _____ 00000
Intuitive _____ 00000
Reflective _____ 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Facets (see p. XX) • Allegiance • Node 1 (May be increased with Merit points) • Powers 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Sacrifice = 7 • Quantum = d10 roll