

# MODERN CAPPADOCIANS

## PREFACE

This document contains information on the Cappadocian Clan for use in the Modern Nights. It is not designed to be compatible with the canon history of Vampire: the Masquerade or Dark Ages: Vampire. It is assumed that when the Giovanni attempted to destroy the Cappadocians, they failed. Cappadocius himself was diablerized because that was all part of his Master Plan, but his Clan fought back successfully and destroyed the Giovanni.

The Cappadocians become a Camarilla Clan who practice the art of Necromancy and spend their nights searching for scholarly insight. They're a Clan of academics, doctors, theologians and scientists always searching for answers to where they fit into the world and how the world fits together.

A large faction of the Clan, enraged at the folly of Cappadocius and full of rage, joined the Sabbat to become the Cappadocian *Antitribu*, the sorcerous shock troops of the Sabbat. These dark magicians raise zombie armies and rot their enemies alive. They enslave ghosts as spies and agents. The unholy magic of their bloodline is potent and they're all too happy to use it.

The largest Cappadocian bloodline, the Lamia, also survived the Giovanni's attempted coup and played a large part in destroying the upstart Venetians. These warrior-women joined with the Cappadocian *Antitribu* in the Sabbat, spreading plagues among the mortals and slaying whatever vampires they can lay their hands on for the greater glory of their Dark Mother.

Thank you to everyone who helped bring this document together!

Telgar wrote the three Modern Cappadocian splats and designed the Lamia symbol, using elements from the original Cappadocian Clan Shield. He also wrote this preface and assembled the document. Phaolan created the symbols of the Cappadocians and their *Antitribu*, based on the V20 design for the Cappadocians by Rich Thomas.

Mr.Gone gets all credit for the character sheets. He has fully editable 1, 2 and 4 page versions on his website: <http://mrgone.rocksolidshells.com/>

Enjoy the Modern Cappadocians!

# CAPPADOCIANS

Sometimes known as the Clan of Death, the Cappadocians are fascinated with the nature of the vampiric condition. Their curiosity nearly led to their destruction once, not too long before the Anarch Revolts. An incestuous family of mortal necromancers was Embraced by the Clan's Antediluvian to bring him knowledge of what lay beyond death. For a time, these Giovanni aided their Clanmates in the eternal quest for knowledge, but their patriarch had other plans. In 1444 he attempted to destroy the Clan and position his family in its place. The Giovanni patriarch supposedly succeeded in usurping the power of the Cappadocian founder, but his triumph was short-lived. The eldest child of the founder fell upon him and his followers, plunging the Clan of Death into civil war. The necromancers were obliterated, but the Clan was devastated.

Despite their near-destruction, the Cappadocians never truly learned the lesson that curiosity can have consequences. They remain as fascinated with mysteries as ever, always seeking new understanding and more knowledge. They believe that eventually they will be able to fully understand their undead existence, mastering it in ways the other Clans cannot even imagine. The eternal quest for knowledge has led the Cappadocians to be revered as some of the brightest and most insightful vampires in existence, earning them places as advisors and trusted confidants in any number of cities. The scientific detachment of the Clan makes some Kindred uncomfortable, but reassures others that the Cadavers are unlikely to meddle in politics.

Outsiders often write the Cappadocians off as morbid and depressing, but understanding takes many forms. While it is true that virtually every Cappadocian is in some way searching for the answers to life, death and everything; they vary wildly in their approach. Religion, science and philosophy are well represented among the Cadavers.

The keenest minds can be found in surprising places and a young dreamer is just as likely to be Embraced as a hide-bound authority. If one thing truly unites the vampires of Clan Cappadocian it is their hunger to know. In the pursuit of knowledge, Cadavers will go to any lengths that can have disturbing implications for those who possess some scrap of information a Cappadocian sets her sights upon.

**Nickname:** Cadavers

**Sect:** After the civil war that nearly destroyed them, the Cappadocians split into two camps: the survivalists and the scholars. The survivalists joined the Sabbat, while the scholars joined the Camarilla. Both groups consider themselves to be the true Clan and the other to be the antitribu outcasts. The numbers just barely favor the Cappadocians of the Camarilla, but as the Final Nights approach defection nibbles away at their ranks and it may be that the balance of power is shifting.

**Appearance:** The Deathly Pallor that afflicts the clan often dictates the fashion choices of older Cappadocians. Moribund elders of the clan tend to shroud themselves in concealing garments, hiding their skeletal and pallid bodies. Younger Cadavers, in whom the curse has not yet manifested so strongly, prefer clothes both practical and professional. The Cappadocians have a reputation of intelligence, insight and reliability, and they strive to maintain that image when they can.

**Haven:** Cadavers tend towards solitary havens, for often their research is not suitable for public viewing. Those Cappadocians that spend more time in the field, such as archaeologists, anthropologists and the like, often make "havens" in tents, RVs, or other mobile shelters. Contrary

to popular opinion, it is exceedingly rare to find a Cadaver haven filled with dissected corpses and preserved skeletons. A few bones are not out of place, but mortals would take more than a passing interest in a haven filled with the dead.

**Background:** Intelligence and insight draw the Cadavers to a potential childe like honey attracts bees. An unending fascination with questions, mysteries and advancing knowledge means that the ranks of the Clan are full of professors, doctors, priests and philosophers. Sires often select new Cappadocians because their knowledge and skills compliment that of the older Kindred.

**Character Creation:** Mental Attributes and Knowledges are the keystones of the Cappadocians, virtually defining them as a group. The clan prizes strong will and determination, so high scores in willpower are common. Cadavers typically follow Humanity, but a few zealous scholars prefer the Path of Bones. Due to the large numbers lost during the Giovanni uprising and the rapid Embracing to enlarge the Clan afterward, Cappadocians tend to have higher than average Generation. Retainers in the form of lab assistants or promising apprentices are fairly common, as are Contacts who provide new leads to assist the Cadavers in their quests for knowledge.

**Clan Disciplines:** Auspex, Fortitude and Necromancy

**Weakness:** Now matter how much blood a Cappadocian drinks, her skin will always remain as pale and cold as a bloodless corpse. Because of this deathly pallor, the difficulty for any Social roll is increased by one, and they are easily marked as vampires. Cappadocians may not take the Merit 'Blush of Health'.

**Organization:** The Cadavers meet most often in small groups of two or three to share information or to collaborate on a special project. Occasionally the Cappadocians will gather in larger groups, putting together dark conferences that last a few nights or weeks before the various Cadavers disperse to pursue their own researches once more. The most famous and most regular of these conferences takes place once every 10 years in Anatolia, the ancient home of the Clan. Attending the conference at Erciyes is something of a rite of passage among the Cappadocians.

A small group of Ancillae publish several 'scholarly journals' each year and makes copies available to anyone that wants one. These journals contain information on recent scientific advances and essays by the most knowledgeable Kindred of all Clans. Rarely, members of the Sabbat have been known to submit articles to the journals. Public versions of the journals are either edited to be suitable for the kine to read, or are specially prepared to crumble to ash when held by a mortal.

**Bloodlines:** The Cappadocian *antitribu* are warrior-sorcerers who found a home among the Sabbat, where they dedicate themselves to self-preservation above all else. Along with the *antitribu*, the Lilith-worshipping Lamia are loyal to the Sabbat; they learn Potence in place of Auspex and their bite carries a virulent magical plague. In the Caribbean dwell the rotting, zombie-like Samedi who replace Auspex with Obfuscate to better hide their decaying bodies. The Samedi have integrated themselves into the practices of voodoo and claim to be descended from the Loa of death.

**Quote:** *A curse? Primitive superstitious nonsense! Now open that seal and let's see what we've got in here!*

# CAPPADOCIAN

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●0000000  
 Dexterity \_\_\_\_\_ ●0000000  
 Stamina \_\_\_\_\_ ●0000000

### SOCIAL

Charisma \_\_\_\_\_ ●0000000  
 Manipulation \_\_\_\_\_ ●0000000  
 Appearance \_\_\_\_\_ ●0000000

### MENTAL

Perception \_\_\_\_\_ ●0000000  
 Intelligence \_\_\_\_\_ ●0000000  
 Wits \_\_\_\_\_ ●0000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Expression \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Streetwise \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Drive \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Firearms \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Performance \_\_\_\_\_ 00000000  
 Security \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
 Computer \_\_\_\_\_ 00000000  
 Finance \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Linguistics \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

Auspex \_\_\_\_\_ 00000000  
 Fortitude \_\_\_\_\_ 00000000  
 Necromancy \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### VIRTUES

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

## MERITS & FLAWS

|       |       |
|-------|-------|
| MERIT | COST  |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| FLAW  | COST  |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

## WILLPOWER

0 0 0 0 0 0 0 0 0 0

## BLOODPOOL

POINTS PER TURN: \_\_\_\_\_

## HEALTH

|               |    |                          |
|---------------|----|--------------------------|
| Bruised       |    | <input type="checkbox"/> |
| Hurt          | -1 | <input type="checkbox"/> |
| Injured       | -1 | <input type="checkbox"/> |
| Wounded       | -2 | <input type="checkbox"/> |
| Mauled        | -2 | <input type="checkbox"/> |
| Crippled      | -5 | <input type="checkbox"/> |
| Incapacitated |    | <input type="checkbox"/> |

## WEAKNESS

Deathly Pallor;  
 +1 Dif. To Social Rolls

## EXPERIENCE

# CAPPADOCIAN ANTITRIBU

When the founder of Clan Cappadocian brought over a family of Venetian necromancers to expand his knowledge into the lands of the dead, some protested. When the treacherous patriarch of the family destroyed the Founder, a civil war erupted among the Clan of Death. Despite the thick blood and dark magic of the necromancers, they were defeated. The survivors of the Clan's internal warfare were haggard and bitter; arguments arose frequently among the different factions of the Clan as they tried to re-establish a structure in the vacuum of power left after the Reaper War.

The Convention of Thorns saw the splintering of the Clan of Death into those who believed the founder of their Clan had brought destruction upon them with his mad schemes and those who simply wished to continue as they had been. The battle-scarred survivors of the Giovanni uprising allied themselves with the nascent Sabbat, taking nearly half of Clan Cappadocian with them, along with the warrior-priestesses of Lilith, the Lamia bloodline who harbored deep hatred for the schemes of the founder that cost them their High Priestess and direct connection to the Dark Mother.

The Cappadocian *antitribu* and the Lamia quickly established themselves as invaluable allies to the Sabbat, contributing any number of dark rituals and bloody practices to the repertoire of the budding sect. The Zombies have ample evidence that the schemes of the Antediluvians will bring only destruction and a frigid determination that they will not suffer for the schemes of the Elders again. Free will, self-determination and self-defense are the rallying of the Zombies. Those who have confronted death repeatedly and triumphed in each case, those snared in the schemes of those more powerful than they and survived, these are the mortals who draw the attention of the Cappadocian *antitribu*.

For over four hundred years the Cappadocian *antitribu* were the preeminent magicians of the Sabbat. Then the House of Goratrix defected to the Sabbat and brought with it the secrets of Thaumaturgy. The Tremere *antitribu* soon displaced the Zombies as the magi and advisors of the Sabbat. For the next two centuries the Cappadocian *antitribu* were reduced to common foot soldiers. Some of the best to be sure, but still foot soldiers.

After the conflagration in Mexico City that destroyed the Sabbat Tremere have the Cardinals and Archbishops remembered their old advisors and magicians. Now, in desperation, they turn to the Zombies. The ill-treated Cappadocians smirk smugly and say that it was merely a matter of time. In private, they plot revenge on those who usurped their places. Any rumor of a surviving Tremere *antitribu* is tracked down, and obliterated.

**Nickname:** Zombies

**Appearance:** The appearance of Cappadocian *antitribu* follows few real trends. They are Embraced from all races, ages, and genders. Everything from the runaway teenager to the hardened war veteran is present among their ranks. There is only one general rule: the Zombies are all fit, healthy, and able to fight. Those who cannot defend themselves in some way are never chosen for the Embrace. Zombies often adopt a paramilitary culture and dress accordingly, with necessary modifications depending on their specific brand of survivalism.

**Haven:** Zombies often lair with their pack mates; those who don't tend to make homes in places of death and pain. Cemeteries, prisons, abandoned hospitals, and mausoleums are all popular choices. These havens are typically kept spare, with little furniture beyond the basic necessities. The Zombies who are especially adept in the ways of Necromancy keep many books around their

havens. It is a rare home that does not have at least one rack of weapons ready to be used at the slightest notice.

**Background:** The majority of the Cappadocian *antitribu* hail from violent backgrounds. They may have been soldiers, police officers, bounty hunters, and mercenaries.. The key is the ability to confront death and triumph over it. Consequently, it is highly unlikely that any Zombie will be unable to defend their self at some standard of excellence. With the recent demise of the Tremere antitribu, the Zombies have been called on along with the Tzimisce to provide the Sabbat with sorcerous shock troops. Those Cappadocian *antitribu* chosen for their mystic prowess are still fit, though the emphasis is on their mental strength more than physical.

**Character Creation:** The headstrong and often violent Zombies tend to Embrace many neonates with Bravo and Deviant Natures. Self-reliance, strength of personality and determination are chief factors in the selection process. High Willpower and Courage scores are exceedingly common, as are healthy levels of Physical Attributes and Talents, though there is little excuse to skimp on Skills. Mental Attributes and Knowledges are a secondary concern for the Zombies; they often focus specifically on those traits that allow them to excel at the deadly magic for which their bloodline is famous. That isn't to say the Zombies are stupid, they are well aware the mind is a valuable weapon. They just tend toward a more physical view on self-defense.

**Clan Disciplines:** Auspex, Fortitude and Necromancy

**Weakness:** No matter how much blood a Zombie drinks, her skin will always remain pale and cold as a bloodless corpse. Because of this deathly pallor, the difficulty for any Social roll is increased by one, and they are easily marked as vampires. Cappadocian *antitribu* may not take the Merit 'Blush of Health'.

**Organization:** The Cappadocian *antitribu* organize themselves much like a guerrilla army. They have no true 'leader' for the entire line; they are broken up into small 'cells' of between four to seven members. These cells function exactly like normal Sabbat Packs, but are generally comprised only of Cappadocian *antitribu*, Lamia and Samedi. Some of the more open-minded groups will allow outsiders entrance, but usually such progressive Cappadocians simply join standards packs. A Zombie is normally chosen as the cell's Commander (ductus), and a Lamia or a sorcerer for the Sergeant (priest). The rest of the group is generally made up of Zombies, Gorgons and Stiffs evenly. Sometimes several of these cells will join together for larger strikes, but they prefer to operate independently. Skilled necromancers are often given positions of high respect for their art. Knowledge of the deadly powers of the Discipline is a prerequisite for advancement among the cells.

**Bloodlines:** The Lamia followed their Cappadocian masters to the Sabbat en masse. They serve the sect as warrior-priestesses, fighting and preaching the word of the Sabbat and of Lilith. Their disciplines are Fortitude, Necromancy and Potence and their bite carries a virulent magical plague. A few of the rotting Samedi have joined their cousins in the Sabbat; they have the Discipline of Obfuscate in place of Auspex.

**Quote:** *Death nearly got us last time. \*sound of a gun being cocked\* This time it wont stand a chance.*



# LAMIA

Before the rise of Christianity, there was a group of mortal women united under the leadership of the original Lamia, a daughter of She Who Came Before Eve. They spread the word of the Dark Mother through pain and suffering. One night, an ancient of Clan Cappadocian stumbled across the High Priestess performing one of her rites under the full moon. Drawn by her beauty, the vampire Embraced her. As she died, she whispered to him and, terrified, the vampire fled.

Now the Lamia are a closely-allied bloodline of the Cappadocians, using the morbid studies of their cousins to enhance their own ability to spread plague and misery. Their scourges encourage the survivors to accept the truth of the Dark Mother's words.

When the treacherous Italian necromancers were destroyed and the Cappadocian Clan split itself among the Camarilla and the Sabbat, the High Priestess Lamia led her sisters to the Sabbat and personally purged any of her bloodline that refused to follow. No one aside from Lamia herself knows why she pledged her cult and her bloodline to the service of a sect who primarily venerate Caine, but some suspect the Lamia may secretly be planning to turn against the Sabbat once Lilith returns to guide them herself and are using the sect to destroy as many other vampires as they can while they await that day.

The Marys earned their nickname by the plagues they spread. Frequently Lamia will be sent into cities where the Sabbat is trying to establish a foothold and bite as many mortals as possible, inspiring a quick-spreading and deadly outbreak of their Medua Virus. Those who survive the plague are approached by the Lamia and frequently turned into ghouls to serve in the Cult of the Dark Mother as harbingers of her will. The rare mortals who become asymptomatic carriers are especially prized.

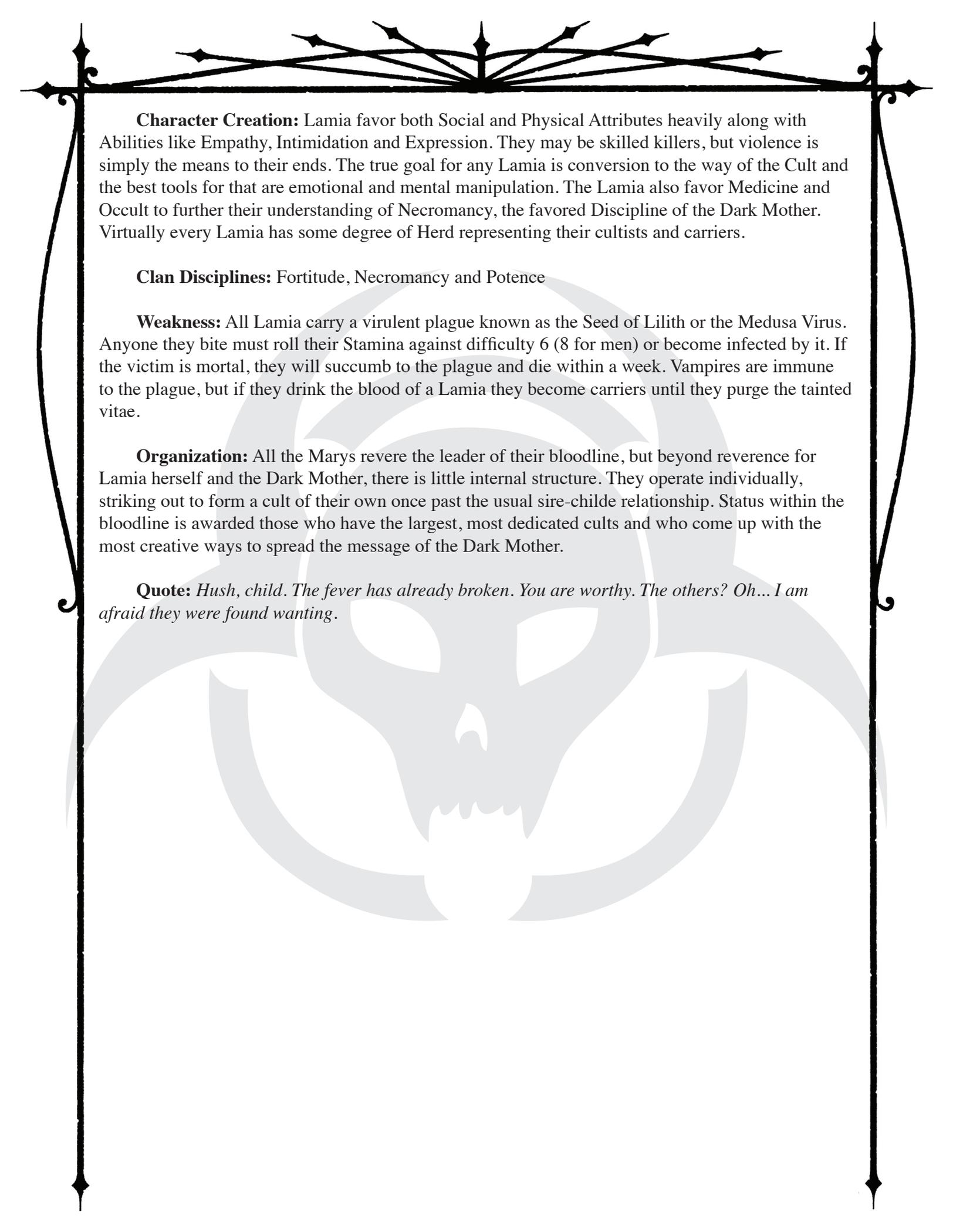
Because of their violence and strategic value, the Lamia are tolerated by the Sword of Caine, but not fully accepted. Their mortal Lilith cults and, even by Sabbat standards, deranged rituals make them outsiders in the sect. Useful, but never fully trusted.

**Nickname:** Marys

**Appearance:** Lamia vary widely in their appearance, ranging from the deranged and disheveled murderess to the perfectly sterilized CDC epidemiologist. The light of fanaticism burns within their eyes, no matter their outward appearance and virtually every Lamia wears some symbol of their devotion to the Dark Mother on their person at all times.

**Haven:** Though they do join Packs, Lamia almost always keep a private haven where they can perform their private rituals and meet with their converts. As a whole, the Sabbat frowns upon fraternization with mortals and so the Marys don't rub their behavior in the faces of their packmates. Lamia favor houses or basement apartments where loud noises and occasional screams might be muffled easily by distance or soundproofing.

**Background:** The most obvious feature common to all Lamia is their gender: there are no male Lamia. The eldest members of the bloodline hail from the Mediterranean or the Middle East, but younger Lamia can come from anywhere. Favored candidates for the Embrace are women who were dissatisfied with their lot in life and fought, usually in a literal sense, to gain more. Those touched by particular insight into the mysteries of the unseen also attract the attention of Marys.



**Character Creation:** Lamia favor both Social and Physical Attributes heavily along with Abilities like Empathy, Intimidation and Expression. They may be skilled killers, but violence is simply the means to their ends. The true goal for any Lamia is conversion to the way of the Cult and the best tools for that are emotional and mental manipulation. The Lamia also favor Medicine and Occult to further their understanding of Necromancy, the favored Discipline of the Dark Mother. Virtually every Lamia has some degree of Herd representing their cultists and carriers.

**Clan Disciplines:** Fortitude, Necromancy and Potence

**Weakness:** All Lamia carry a virulent plague known as the Seed of Lilith or the Medusa Virus. Anyone they bite must roll their Stamina against difficulty 6 (8 for men) or become infected by it. If the victim is mortal, they will succumb to the plague and die within a week. Vampires are immune to the plague, but if they drink the blood of a Lamia they become carriers until they purge the tainted vitae.

**Organization:** All the Marys revere the leader of their bloodline, but beyond reverence for Lamia herself and the Dark Mother, there is little internal structure. They operate individually, striking out to form a cult of their own once past the usual sire-child relationship. Status within the bloodline is awarded those who have the largest, most dedicated cults and who come up with the most creative ways to spread the message of the Dark Mother.

**Quote:** *Hush, child. The fever has already broken. You are worthy. The others? Oh... I am afraid they were found wanting.*



# LAMIA

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●○○○○○○○  
 Dexterity \_\_\_\_\_ ●○○○○○○○  
 Stamina \_\_\_\_\_ ●○○○○○○○

### SOCIAL

Charisma \_\_\_\_\_ ●○○○○○○○  
 Manipulation \_\_\_\_\_ ●○○○○○○○  
 Appearance \_\_\_\_\_ ●○○○○○○○

### MENTAL

Perception \_\_\_\_\_ ●○○○○○○○  
 Intelligence \_\_\_\_\_ ●○○○○○○○  
 Wits \_\_\_\_\_ ●○○○○○○○

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ ○○○○○○○○  
 Athletics \_\_\_\_\_ ○○○○○○○○  
 Brawl \_\_\_\_\_ ○○○○○○○○  
 Dodge \_\_\_\_\_ ○○○○○○○○  
 Empathy \_\_\_\_\_ ○○○○○○○○  
 Expression \_\_\_\_\_ ○○○○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○○○○  
 Leadership \_\_\_\_\_ ○○○○○○○○  
 Streetwise \_\_\_\_\_ ○○○○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○○○○

### SKILLS

Animal Ken \_\_\_\_\_ ○○○○○○○○  
 Crafts \_\_\_\_\_ ○○○○○○○○  
 Drive \_\_\_\_\_ ○○○○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○○○○  
 Firearms \_\_\_\_\_ ○○○○○○○○  
 Melee \_\_\_\_\_ ○○○○○○○○  
 Performance \_\_\_\_\_ ○○○○○○○○  
 Security \_\_\_\_\_ ○○○○○○○○  
 Stealth \_\_\_\_\_ ○○○○○○○○  
 Survival \_\_\_\_\_ ○○○○○○○○

### KNOWLEDGES

Academics \_\_\_\_\_ ○○○○○○○○  
 Computer \_\_\_\_\_ ○○○○○○○○  
 Finance \_\_\_\_\_ ○○○○○○○○  
 Investigation \_\_\_\_\_ ○○○○○○○○  
 Law \_\_\_\_\_ ○○○○○○○○  
 Linguistics \_\_\_\_\_ ○○○○○○○○  
 Medicine \_\_\_\_\_ ○○○○○○○○  
 Occult \_\_\_\_\_ ○○○○○○○○  
 Politics \_\_\_\_\_ ○○○○○○○○  
 Science \_\_\_\_\_ ○○○○○○○○

## ADVANTAGES

### DISCIPLINES

Fortitude \_\_\_\_\_ ○○○○○○○○  
 Necromancy \_\_\_\_\_ ○○○○○○○○  
 Potence \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

### BACKGROUNDS

\_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○  
 \_\_\_\_\_ ○○○○○○○○

### VIRTUES

Conscience/Conviction \_\_\_\_\_ ●○○○○○  
 Self-Control/Instinct \_\_\_\_\_ ●○○○○○  
 Courage \_\_\_\_\_ ●○○○○○

## MERITS & FLAWS

MERIT COST  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

FLAW COST  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_

## HUMANITY/PATH

○○○○○○○○○○○○

## WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

## BLOODPOOL

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

POINTS PER TURN: \_\_\_\_\_

## HEALTH

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

## WEAKNESS

Victim Must Make Stamina Roll (dif.6 female, dif.8 male). If failed, Victim contracts fatal Plague

## EXPERIENCE