

ABOMINATION

Name: _____

Tribe:

Clan:

Chronicle:

Auspice:

Generation:

Concept:

Patron:

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
Brawl	00000
Craft	00000
Drive	00000
Firearms	00000
Larceny	00000
Melee	00000
Stealth	00000
Survival	00000

Animal Ken_____	00000
Etiquette_____	00000
Insight_____	00000
Intimidation_____	00000
Leadership_____	00000
Performance_____	00000
Persuasion_____	00000
Streetwise_____	00000
Subterfuge_____	00000

Academics_____	00000
Awareness_____	00000
Finance_____	00000
Investigation_____	00000
Medicine_____	00000
Occult_____	00000
Politics_____	00000
Science_____	00000
Technology_____	00000

GIFTS & RITES

[illegible]

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

Grinos 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

Power	Cunning	Infamy
000000	000000	000000

HARMONY

□□□□□ □□□□□

BLOOD POTENCY

00000 00000

HEALTH

HEALTH Crinos

WILLPOWER

□□□□□ □□□□□

RAGE

□ □ □ □ □

HUNGER

□ □ □ □ □

ABOMINATION

MERITS

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00000
00000

FLAWS

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00000
00000

CHRONICLE TENETS

FAVORS & BANS

EXPERIENCE

Total:

Spent:

BACKGROUNDS

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

RITUALS

Name _____

Level

Name _____

Level

GIFTS & RITES

Name _____

Pool

Cost

Notes

DISCIPLINES

00000

00000

- 1
- 2
- 3
- 4
- 5

- 1
- 2
- 3
- 4
- 5

00000

00000

- 1
- 2
- 3
- 4
- 5

- 1
- 2
- 3
- 4
- 5

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1
2
3
4
5

- 1
- 2
- 3
- 4
- 5

00000

00000

- 1
- 2
- 3
- 4
- 5

- 1
- 2
- 3
- 4
- 5

CLAN BANE

ADVANCED POWERS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

[illegible][illegible]

COMBAT

Weapon/Attack

Damage

[illegible]

TALISMANS

HAVEN

No Haven? ☐ Haven Rating: 00000 Haven Name:

Haven Merits

Haven Rating:00000

Haven Name:

Haven Flaws

[illegible][illegible]

Location:

[illegible]

Description:

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