

Setting/Sect:

ATTRIBUTES

☐ Perception ☐ Intelligence ☐ Wits

SKILLS

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Backgrounds

DI 1

Blood

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Health Levels

Incapacitated ☐ ☐ ☐

Status

Disciplines

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Willpower

1 2 3 4 5 6 7

Common Test Pools

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Merits & Flaws

Morality

1 2 3 4 5 6

Beast Traits

1 – Wrong Another, 2 – Inflicting Injury, 3 – Killing, 5 – Heinous Acts

Lose a permanent point of Morality.