

Setting/Sect:

ATTRIBUTES

Physical 00000 00000

Bonus Attributes 00000

Social 00000 00000

Bonus Attributes 00000

Mental	00000 00000
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Bonus Attributes 00000

☐ 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

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(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

Rage: Test if you take 4 damage; **Hunger:** Test if out of blood; **Fear:** Test if immersed in fire or sunlight.

Rage: Test at 3 damage; **Hunger:** Test if blood is below 1/3;
Fear: Test if burned by fire or sunlight.

Rage: Test at 2 damage; **Hunger:** Test if blood is below 1/2; **Fear:** Standing too close to fire or sunlight.

Rage: Test if you take any damage; **Hunger:** Test if not at full blood; **Fear:** Seeing sunlight or fire larger then a lighter.

Lose a permanent point of Morality.