

Setting/Sect:

■ ATTRIBUTES

☐ Perception ☐ Intelligence ☐ Wits

SKILLS

000000	000000
000000	000000

Backgrounds

DI 1

Disciplines

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Merits & Flaws

Blood

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

Willpower

1 2 3 4 5 6 7

Morality

1 2 3 4 5 6

Health Levels

Incapacitated ☐ ☐ ☐

Common Test Pools

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

Beast Traits

Lose a permanent point of Morality.