

Character:
Player:
Archetype:
Clan:
Title:
Setting/Sect:

■ ATTRIBUTES

Mental	00000 00000
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Bonus Attributes 00000

☐ Perception ☐ Intelligence ☐ Wits

SKILLS

Performance 000000

Performance	000000
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Science	000000
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Science	000000
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Security	000000
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Stealth 000000

Streetwise	000000
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Subterfuge	000000
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Survival	000000
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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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Beast Traits

□5 Beast Traits
Lose a permanent point of Morality.

Difficulty Scale: Easy-5, Standard-8, Difficult-15, Challenging-20, Epic-30