



CHILDREN OF CAJA™



Name:
Player:
Chronicle:

Breed:
Auspice:
Camp:

Pack Name:
Pack Totem:
Concept:

Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

Abilities

Talents		Skills		Knowledge	
Alertness	_____00000	Animal Ken	_____00000	Computer	_____00000
Athletics	_____00000	Drive	_____00000	Enigmas	_____00000
Brawl	_____00000	Etiquette	_____00000	Investigation	_____00000
Dodge	_____00000	Firearms	_____00000	Law	_____00000
Empathy	_____00000	Melee	_____00000	Linguistics	_____00000
Expression	_____00000	Leadership	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Primal-Urge	_____00000	Repair	_____00000	Politics	_____00000
Streetwise	_____00000	Stealth	_____00000	Rituals	_____00000
Subterfuge	_____00000	Survival	_____00000	Science	_____00000

Advantages

Backgrounds	Gifts	Gifts
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____

Renown

Glory

0 0 0 0 0 0 0 0 0 0 0 0

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Honor

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Wisdom

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Gnosis

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

WEAK VEIL:
WITNESSES AT +5 ON
DELIRIUM CHART



CHILDREN OF GAIA™



Nature: _____

Demeanor: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Expanded Background

Allies

Resources

Contacts

Pure Breed

Kinfolk

Past Life

Mentor

Pack Totem

Possessions

Experience

Gear (Carried) _____

TOTAL:

Equipment (Owned) _____

Gained From: _____

Sept

Name _____

TOTAL SPENT: _____

Caern Location _____

Spent On: _____

Level _____ Type _____

Totem _____

Leader _____

