

CORAX™

Name:
Player:
Chronicle:

Breed:
Camp:
Geographic Origin:

Nature:
Demeanor:
Concept:

Attributes

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Abilities

<i>Talents</i>		<i>Skills</i>		<i>Knowledges</i>	
Alertness	○○○○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Drive	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Firearms	○○○○○	Law	○○○○○
Empathy	○○○○○	Leadership	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Melee	○○○○○	Medicine	○○○○○
Flight	○○○○○	Performance	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Repair	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

Advantages

<i>Backgrounds</i>	<i>Gifts</i>	<i>Gifts</i>
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____

Renown

Glory
○○○○○○○○○○○○○○
□□□□□□□□□□

Honor

○○○○○○○○○○○○○○
□□□□□□□□□□

Wisdom

○○○○○○○○○○○○○○
□□□□□□□□□□

Rank

Rage

○○○○○○○○○○○○○○
□□□□□□□□□□

Gnosis

○○○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○○○
□□□□□□□□□□

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Miscellany

GOLD AFFECTS CORAX
AS SILVER AFFECTS
GAROU

CORAX™

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Allies

Other People's Secrets

Contacts

Past Life

Kinfolk

Resources

Possessions

Gear (Carried): _____

Equipment (Owned): _____

Experience

TOTAL: _____
Gained From: _____

Sparkly Things

TOTAL SPENT: _____
Spent On: _____

