



Name:  
 Player:  
 Chronicle:

Breed:  
 Stream:  
 Auspice:

Clutch:  
 Varna:  
 Concept:

### Attributes

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

### Abilities

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

### Advantages

Backgrounds	Gifts	Gifts
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____

### Renown

Glory

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### Honor

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### Wisdom

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### Rank

### Rage

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### Gnosis

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### Willpower

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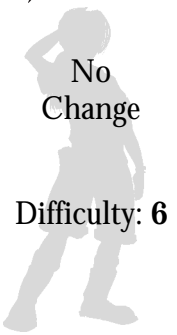
### Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

### Sun Dice



**Homid**



No  
Change

Difficulty: 6

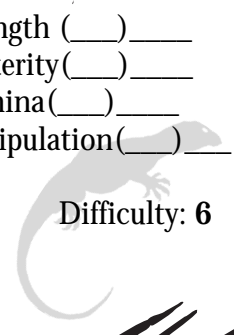
**Archid**

Strength (+4)\_\_\_\_  
 Dexterity (-1)\_\_\_\_  
 Stamina (+4)\_\_\_\_  
 Manipulation(-3)\_\_\_\_  
 Appearance: 0

Difficulty: 6

CAUSES DELIRIUM  
 IN HUMANS

**Suchid**



Strength (\_\_\_\_)\_\_\_\_  
 Dexterity(\_\_\_\_)\_\_\_\_  
 Stamina(\_\_\_\_)\_\_\_\_  
 Manipulation(\_\_\_\_)\_\_\_\_

Difficulty: 6

**Archid Traits**

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 \_\_\_\_\_  
 \_\_\_\_\_

**Other Traits**

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**Fetishes**

Item: \_\_\_\_\_ Dedicated Level\_\_\_\_ Gnosis\_\_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Dedicated Level\_\_\_\_ Gnosis\_\_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Dedicated Level\_\_\_\_ Gnosis\_\_\_\_  
 Power: \_\_\_\_\_

**Rites**

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 \_\_\_\_\_  
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 \_\_\_\_\_  
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**Combat**

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1†
Body Slam	Dex+Brawl	7	Special
Claw	Dex+Brawl	6	Strength+2†
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These maneuvers do aggravated damage.

**Armor:** \_\_\_\_\_



Nature: \_\_\_\_\_

Demeanor: \_\_\_\_\_

### Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

### Expanded Background

Allies

Mnesis

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\_\_\_\_\_  
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Contacts

Resources

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Kinfolk

Totem

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\_\_\_\_\_  
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### Possessions

Gear (Carried): \_\_\_\_\_  
\_\_\_\_\_

Equipment (Owned): \_\_\_\_\_  
\_\_\_\_\_

### Wallow

Size: \_\_\_\_\_  
Location: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Experience

TOTAL: \_\_\_\_\_  
Gained From: \_\_\_\_\_  
\_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_  
Spent On: \_\_\_\_\_  
\_\_\_\_\_

