



# RATKIN™



Name:  
Player:  
Chronicle:

Breed:  
Tribe/Plague:  
Aspect:

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	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Repair	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

## Advantages

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

### Renown

*Infamy*

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### Obligation

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### Cunning

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### Rank

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### 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		□

### Strength/Weakness

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

# RACKIN™

## Homid



No  
Change

Difficulty: 6

## Crinos

Strength (+1/+2 for metis) \_\_\_\_\_  
 Dexterity (+4) \_\_\_\_\_  
 Stamina (+2/+1 for metis) \_\_\_\_\_  
 Charisma (-2) \_\_\_\_\_  
 Appearance (-1) \_\_\_\_\_  
 Perception (+1) \_\_\_\_\_

Difficulty: 6

CAUSES REDUCED DELIRIUM

## Rodens

Strength (-1) \_\_\_\_\_  
 Dexterity (+2) \_\_\_\_\_  
 Stamina (+2) \_\_\_\_\_  
 Perception (+3) \_\_\_\_\_

Difficulty: 6

## 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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## 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†
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These maneuvers do aggravated damage.

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



# RATKIN™



## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Background

Colony

Mentor


Contacts

Plague


Freak Factor

Resources


### Possessions

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

\_\_\_\_\_

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

\_\_\_\_\_

### Experience

TOTAL: \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

Spent On: \_\_\_\_\_

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### Crash Space

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

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

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## History Prelude

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## Description

Age: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Sex: \_\_\_\_\_

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	Height	Weight	Battle Scars:
Homid:	_____	_____	_____
Crinos:	_____	_____	_____
Rodens:	_____	_____	_____

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## Visuals

Deceit Chart

Character Sketch

