



Name:  
Player:  
Chronicle:

Breed:  
Auspice:  
Tribe:

Pack Name:  
Pack Totem:  
Concept:

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Primal-Urges \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

Animal-Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Backgrounds

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Gifts

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### Gifts

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## Renown

### Glory

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### Honor

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### Wisdom

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## Rage

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## Gnosis

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## 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"/>

## Rank

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## Willpower

## Experience



## Homid

No  
Change

Difficulty: 6

Glabro

Strength(+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-2) \_\_\_\_\_  
Appearance(-1)

Difficulty: 7

## Crinos

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

# INCITE DELIRIUM IN HUMANS

Hispo

Strength(+3) \_\_\_\_\_  
Dexterity(+2) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
+1 Die to Bite Damage  
Difficulty: 7

Eupus

Strength(+1) \_\_\_\_\_  
Dexterity(+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
-2 Perception Diff.  
Difficulty: 6

## *Other Traits*

## Fetishes

## Battle Scars:

## Rites

Metis Deformity:

## *Combat*

### Weapon/Attack

## Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 2/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B
A=Aggravated Damage		B=Bashing Damage	

#### *Armor:*