Name: 
Player: 
Chronicle: 

Breed: 
Auspice: 
Camp: 
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
- Dodge: 00000
- Empathy: 00000
- Expression: 00000
- Intimidation: 00000
- Primal-Urge: 00000
- Streetwise: 00000
- Subterfuge: 00000

**Skills**
- Animal Ken: 00000
- Drive: 00000
- Etiquette: 00000
- Firearms: 00000
- Melee: 00000
- Leadership: 00000
- Performance: 00000
- Repair: 00000
- Stealth: 00000
- Survival: 00000

**Knowledge**
- Computer: 00000
- Enigmas: 00000
- Investigation: 00000
- Law: 00000
- Linguistics: 00000
- Medicine: 00000
- Occult: 00000
- Politics: 00000
- Rituals: 00000
- Science: 00000

**Backgrounds**

**Gifts**

**Advantages**

**Rage**
- 0 0 0 0 0 0 0 0 0

**Gnosis**
- 0 0 0 0 0 0 0 0 0

**Willpower**
- 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 DELERIUM CHART

**Attributes:** 7/5/3  **Abilities:** 13/9/5  **Gifts:** 1 Level One from breed, auspice and tribe; **Backgrounds:** 5; **Freebie Points:** 15 (7/5/2/1)
**Other Traits**

Item: _______________      Dedicated   Level ____ Gnosis ____

**Fetishes**

Item: _______________      Dedicated   Level ____ Gnosis ____

**Rites**

**Combat**

<table>
<thead>
<tr>
<th>Maneuver/Weapon</th>
<th>Roll</th>
<th>Difficulty</th>
<th>Damage</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
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<tbody>
<tr>
<td>Brawling Chart</td>
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<tr>
<td>Maneuver</td>
<td>Roll</td>
<td>Diff</td>
<td>Damage</td>
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<tr>
<td>Bite</td>
<td>Dex + Brawl</td>
<td>5</td>
<td>Strength + 1†</td>
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<tr>
<td>Body Slam</td>
<td>Dex + Brawl</td>
<td>7</td>
<td>Special</td>
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<tr>
<td>Claw</td>
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<td>6</td>
<td>Strength + 2†</td>
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<tr>
<td>Grapple</td>
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<td>Strength</td>
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<tr>
<td>Kick</td>
<td>Dex + Brawl</td>
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<td>Strength + 1</td>
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<tr>
<td>Punch</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength</td>
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</tbody>
</table>

† These maneuvers do aggravated damage.

Armor: ___________________
## Merits & Flaws

<table>
<thead>
<tr>
<th>Merit</th>
<th>Type</th>
<th>Cost</th>
<th>Flaw</th>
<th>Type</th>
<th>Bonus</th>
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### Nature:

- Expanded Background

### Demeanor:

#### Allies

- Contacts

#### Resources

- Pure Breed

- Past Life

- Pack Totem

### Possessions

- Gear (Carried)

- Equipment (Owned)

### Sept

- Name

- Caern Location

- Level

- Totem

- Leader

### Experience

- TOTAL: 

- Gained From:

- TOTAL SPENT: 

- Spent On:
History

Prelude

Description

Age_____________________
Hair____________________
Eyes_____________________
Race____________________
Nationality_______________
Sex______________________

<table>
<thead>
<tr>
<th>Height</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Homid</td>
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<tr>
<td>Glabro</td>
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<td>Crinos</td>
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<tr>
<td>Hispo</td>
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<tr>
<td>Lupus</td>
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Battle Scars

Metis Deformity

Visuals

Pack Chart

Character Sketch