## Attributes

### Physical
- Strength 0
- Dexterity 0
- Stamina 0

### Social
- Charisma 0
- Manipulation 0
- Appearance 0

### Mental
- Perception 0
- Intelligence 0
- Wits 0

## Abilities

### Skills
- Alertness 0
- Athletics 0
- Brawl 0
- Dodge 0
- Empathy 0
- Expression 0
- Intimiation 0
- Primal-Urge 0
- Streetwise 0
- Subterfuge 0
- Animal Ken 0
- Drive 0
- Etiquette 0
- Firearms 0
- Leadership 0
- Melee 0
- Performance 0
- Repair 0
- Stealth 0
- Survival 0

### Talents
- Computer 0
- Enigmas 0
- Investigation 0
- Law 0
- Linguistics 0
- Medicine 0
- Occult 0
- Politics 0
- Rituals 0
- Science 0

## Advantages

## Gifts

## Backgrounds

## Gifts

## Renown

- Glory
- Honor
- Wisdom

## Rage

### Gnosis

## Willpower

## Health

### Weakness
- Bruised
- Hurt
- Injured
- Wounded
- Mauled
- Crippled
- Incapacitated

### HAUNTED:
- STEPPING SIDEWAYS
- BOTCHES ATTRACT GHOSTS
**Other Traits**

- Homid
  - Strength (+2)
  - Stamina (+2)
  - Appearance (-1)
  - Manipulation (-1)
  - Difficulty: 6

- Glabro
  - Strength (+4)
  - Dexterity (+1)
  - Stamina (+3)
  - Appearance 0
  - Manipulation (-3)
  - Difficulty: 7

- Crinos
  - Strength (+3)
  - Dexterity (+2)
  - Stamina (+3)
  - Appearance (-1)
  - Manipulation (-3)
  - Difficulty: 7

- Hispo
  - Strength (+1)
  - Dexterity (+2)
  - Stamina (+2)
  - Difficulty: 6

- Lupus
  - Strength (+1)
  - Dexterity (+2)
  - Stamina (+2)
  - Appearance 0
  - Manipulation (-3)
  - Difficulty: 6

**Fetishes**

- Item: _______________  □ Dedicated  Level ____  Gnosis ____
  - Power

- Item: _______________  □ Dedicated  Level ____  Gnosis ____
  - Power

- Item: _______________  □ Dedicated  Level ____  Gnosis ____
  - Power

- Item: _______________  □ Dedicated  Level ____  Gnosis ____
  - Power

**Rites**

- INCITE DELIRIUM
  - IN HUMANS

**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>
</tr>
</thead>
<tbody>
<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>
<td></td>
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<tr>
<td>Claw</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength + 2†</td>
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<tr>
<td>Grapple</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kick</td>
<td>Dex + Brawl</td>
<td>7</td>
<td>Strength + 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Punch</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength</td>
<td></td>
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</tr>
</tbody>
</table>

† These maneuvers do aggravated damage.

**Armor:**

---

**Armor:**

---
Silent Striders

Merits & Flaws

Nature:

Demeanor:

heap (Carried)

Equipment (Owned)

Possessions

Sept

Expanded Background

Allies

Mentor

Contacts

Pack Totem

Kinfolk

Pure Breed

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>
</tr>
</thead>
<tbody>
<tr>
<td>Homid</td>
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<tr>
<td>Glabro</td>
<td></td>
</tr>
<tr>
<td>Crinos</td>
<td></td>
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<tr>
<td>Hispo</td>
<td></td>
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<tr>
<td>Lupus</td>
<td></td>
</tr>
</tbody>
</table>

Battle Scars

Metis Deformity

Visuals

Pack Chart

Character Sketch