

# Same-Bito

Name:

Breed:

Sentai Name:

Player:

Auspice:

Sentai Totem:

Chronicle:

Species:

Concept:

## Attributes

### Physical

### Social

### Mental

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

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

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

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

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

Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Gifts

### Gifts

\_\_\_\_\_ 00000  
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### Renown

### Rage

### Health

#### Glory

0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0

Bruised

#### Virtue

0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0

Hurt -1

#### Wisdom

0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0

Injured -1

### Rank

### Willpower

### Experience

0 0 0 0 0 0 0 0 0 0 0 0

Wounded -2

Mauled -2

Crippled -5

Incapacitated

# Same-Bite

Kabina

Tsufa

Karu

Warui

Watasami

No  
Change

Strength(+2) \_\_\_\_\_  
Dexterity(+0/+1) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-2) \_\_\_\_\_  
Appearance(-2) \_\_\_\_\_  
Bite: Str (Lethal)

Strength(+3) \_\_\_\_\_  
Dexterity(-1/+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Appearance 0  
Bite: Str +1 (Agg.)

Strength(+4) \_\_\_\_\_  
Dexterity(+1) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Bite: Str +2 (Agg.)

Strength(+2) \_\_\_\_\_  
Dexterity(+3) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Bite: Str (Lethal)

Difficulty: 6

Difficulty: 9

Difficulty: 6  
INCITE DELIRIUM  
IN HUMANS

Difficulty: 7

Difficulty: 6

## Other Traits

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

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\_\_\_\_\_

## Fetishes

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

## Rites

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

## Combat

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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 + 1/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: \_\_\_\_\_

# Same-Bite

Nature:

Demeanor:

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Backgrounds

Allies

Remora

Contacts

Resources

Mentor

Totem

Other ( )

Other ( )

## Possessions

## Experience

Gear (Carried):

TOTAL:

Equipment (Owned):

Gained From:

## Grotto

Name:

TOTAL SPENT:

Location:

Spent On:

Level:

Totem:

