

ROK&A

Name:

Breed:

Stew Name:

Player:

Aspice:

Stew 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
 Etiquette _____ 00000
 Firearms _____ 00000
 Leadership _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Seafaring _____ 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

Crafts

Crafts

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Renown

Valor

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

Harmony

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

Innovation

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

Rank

Rage

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

Cinaste

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

Willpower

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

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Experience

ROK&A

Homid

Calabrus

Gladius

Chasms

Squamus

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
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Gifts

Fetishes

Item: _____ Level: _____ Anas: _____
Power: _____
Item: _____ Level: _____ Anas: _____
Power: _____
Item: _____ Level: _____ Anas: _____
Power: _____
Item: _____ Level: _____ Anas: _____
Power: _____
Item: _____ Level: _____ Anas: _____
Power: _____
Item: _____ Level: _____ Anas: _____
Power: _____

Rites

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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: _____

ROK&A

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

TOTAL SPENT:

Name:

Spent On:

Location:

Level:

Totem:

