

CLASS WALKERS

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack Totem:

Chronicle:

Camp:

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
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Leadership _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Knowledges

Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Rituals _____ 00000
 Science _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Crafts

Crafts

Renown

Glory

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

Honor

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

Wisdom

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

Cincks

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

Weakness

(Optional)
 Weaver Affinity:
 Cannot regain Gnosis
 in Wilderness.

CLASS WALKERS

Homid

Clabro

Crinas

Hippo

Lynx

No
Change

Strength(+2) _____
Stamina(+2) _____
Appearance(-1) _____
Manipulation(-1) _____

Difficulty: 6

Difficulty: 7

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

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Strength(+3) _____
Dexterity(+2) _____
Stamina(+3) _____
Manipulation(-3) _____
+1 Die to Bite Damage

Difficulty: 7

Strength(+1) _____
Dexterity(+2) _____
Stamina(+2) _____
Manipulation(-3) _____
-2 Perception Diff.

Difficulty: 6

Other Traits

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

Gifts

Fetters

Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
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: _____

CLASS WALKERS

Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Backgrounds

Allies

Mentor

Contacts

Pack Totem

Kinfolk

Resources

Other ()

Other ()

Possessions

Experience

Gear (Carried):

TOTAL:

Equipment (Owned):

Gained From:

Sept

Name:

TOTAL SPENT:

Caern Location:

Spent On:

Type: Level:

Totem:

Leader:

