

CLUTCH

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack Totem:

Chronicle:

Hydra:

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

Knowledge

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

Gifts

Gifts

Renown

Power

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Cunning

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Infamy

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
□ □ □ □ □ □ □ □ □ □ □ □

Grudge

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)

Derangement: _____

WHEELER Homicide

WAPTELME: *Cifabro* WAPTELME

WINTER: *Crinos* ~~WINTER~~

WUPTAPRIS: *Hippo* 2004/2005

WINTER *Lupus* **2014/2015**

No
Change
Difficulty:

Difficulty: 7

Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Difficulty: 7

Difficulty: 6

Other Traits

[illegible]

Gifts

Fetishes

[illegible]

Rites

[illegible]

Combat

[illegible]

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:

CLUTCH

Nature:

Demeanor:

Merits & Flaws

Merit

Type

Cost

Flaw

Type

Bonus

Expanded Backgrounds

Allies

Mentor

--	--

Ancestors

Pure Breed

--	--

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:

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ΛΥΠΤΗ)

History

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Description

Age: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Sex: _____

Height

Weight

Homid: _____

Cilapbro: _____

Crinos: _____

Hypo: _____

Lupus: _____

Battle Scars: _____

Metals Deformity: _____

Visuals

Pack Chart

Character Sketch