

SKIN - DANCERS

Name:

Breed:

Nature:

Player:

Aspice:

Demeanor:

Chronicle:

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

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
□ □ □ □ □ □ □ □ □ □ □ □

Gnosis

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
□ □ □ □ □ □ □ □ □ □ □ □

Corruption

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)

Wyrm Tainted

SKIN - DANCERS

WOLFENHIDE *Homid* WOLFENHIDE

WOLFENHIDE *Alabro* WOLFENHIDE

WOLFENHIDE *Crinas* WOLFENHIDE

WOLFENHIDE *Hippo* WOLFENHIDE

WOLFENHIDE *Lupus* WOLFENHIDE

No
Change

Difficulty: 6

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

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
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Gifts

Potishes

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

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: _____

SKIN - DANCERS

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:

SKIN - DANCERS

History

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Description

Age: _____
 Hair: _____
 Eyes: _____
 Race: _____
 Nationality: _____
 Sex: _____

	Height	Weight
Homid:		
Galbro:		
Crinas:		
Hippo:		
Lyans:		

Battle Scars: _____

Metis Deformity: _____

Visuals

Pack Chart

Character Sketch

