

Nezumi

Name:

Breed:

Nature:

Player:

Auspice:

Demeanor:

Chronicle:

Aspect:

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

Gifts

Gifts

Renown

Glory

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

Virtue

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
□ □ □ □ □ □ □ □ □ □ □ □

Ignosis

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 _____ □

Strength/Weakness

Nezumi

VARIANT: *Homid*

No
Change

Difficulty: 6

VARIANT: *Crinos*

Strength(+1/+2*)
Dexterity(+4)
Stamina(+2/+1*)
Charisma(-2)
Perception(+1)
Appearance(-1)

Difficulty: 6
INCITE REDUCED
DELIRIUM

VARIANT: *Rodens*

Strength(-1)
Dexterity(+2)
Stamina(+2)
Perception(+3)

Difficulty: 6

* For Metis

Other Traits

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

Gifts

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: _____		

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: _____

Nezumi

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Backgrounds

Colony

Mentor

Contacts

Plague

Freak Factor

Resources

Other ()

Other ()

Possessions

Experience

Gear(Carried):

TOTAL:

Equipment(Owned):

Gained From:

Crash Space

Size:

TOTAL SPENT:

Location:

Spent On:

Nezumi

History

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Description

Age: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Sex: _____

Height	Weight
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Homid: _____

Crinos: 

Redens:

Battle Scars:

Visuals

Deceit Chart

Character Sketch

