

# SILENT STRIDERS

Name:

Breed:

Pack Name:

Player:

Anspice:

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

### 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

#### Glorify

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  
□ □ □ □ □ □ □ □ □ □ □ □

### 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 ☐

### Weakness

(Optional)

Haunted:  
Stepping Sideways Botches  
Attract Ghosts.

# SILENT STRIDERS

*Homid*

*Alabro*

*Crinas*

*Hipo*

*Lupus*

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 |

## Gifts

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

## Potishes

|              |              |              |
|--------------|--------------|--------------|
| Item: _____  | Level: _____ | Anask: _____ |
| Power: _____ |              |              |
| Item: _____  | Level: _____ | Anask: _____ |
| Power: _____ |              |              |
| Item: _____  | Level: _____ | Anask: _____ |
| Power: _____ |              |              |
| Item: _____  | Level: _____ | Anask: _____ |
| Power: _____ |              |              |
| Item: _____  | Level: _____ | Anask: _____ |
| Power: _____ |              |              |
| Item: _____  | Level: _____ | Anask: _____ |
| 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: _____                            |             |      |                |

# SILENT STRIDERS

Nature:

Demeanor:

## Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |

## Expanded Backgrounds

Allies

Mentor

Contacts

Pure Breed

Kinfolk

Pack Totem

Other ( )

Other ( )

Possessions

Experience

Gear (Carried):

TOTAL:

Equipment (Owned):

Gained From:

Sept

Name:

TOTAL SPENT:

Caern Location:

Spent On:

Type: Level:

Totem:

Leader:

# SILENT STRIDERS

## History

This image shows a single sheet of white paper with horizontal blue 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*

Homid: \_\_\_\_\_

|                 |  |  |
|-----------------|--|--|
| <i>Citabro:</i> |  |  |
|-----------------|--|--|

|                |  |
|----------------|--|
| <i>Crinos:</i> |  |
|----------------|--|

Hypo: 

|  |  |
|--|--|
|  |  |
|--|--|

Lupus: 

|  |  |
|--|--|
|  |  |
|--|--|

*Battle Scars:* \_\_\_\_\_

*Met's Deformity:* \_\_\_\_\_

## Visuals

## Pack Chart

### Character Sketch