



Name:
Player:
Chronicle:

Breed:
Stream:
Auspice:

Clutch:
Varna:
Concept:

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Primal-Urge ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ○○○○○
Repair ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Computer ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Rituals ○○○○○
Science ○○○○○

Advantages

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Gifts

Gifts

Renown

Glory

○○○○○○○○○○○○
□□□□□□□□□□

Honor

○○○○○○○○○○○○
□□□□□□□□□□

Wisdom

○○○○○○○○○○○○
□□□□□□□□□□

Rank

Rage

○○○○○○○○○○○○
□□□□□□□□□□

Gnosis

○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Health

Bruised □
Hurt -1 □
Injured -1 □
Wounded -2 □
Mauled -2 □
Crippled -5 □
Incapacitated □

Sun Dice



Homid

No
Change

Difficulty: 6

Archid

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

Difficulty: 6

CAUSES DELIRIUM
IN HUMANS

Suchid

Strength (____)____
Dexterity(____)____
Stamina(____)____
Manipulation(____)____

Difficulty: 6

Archid Traits

Other Traits

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

Fetishes

Item: _____ ☐Dedicated Level____ Gnosis____

Power: _____

Item: _____ ☐Dedicated Level____ Gnosis____

Power: _____

Item: _____ ☐Dedicated Level____ Gnosis____

Power: _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1†
Body Slam	Dex+Brawl	7	Special
Claw	Dex+Brawl	6	Strength+2†
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These maneuvers do aggravated damage.

Armor: _____



Nature: _____

Demeanor: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Expanded Background

Allies

Mnesis

_____	_____
_____	_____
_____	_____
_____	_____

Contacts

Resources

_____	_____
_____	_____
_____	_____
_____	_____

Kinfolk

Totem

_____	_____
_____	_____
_____	_____
_____	_____

Possessions

Experience

Gear (Carried): _____

Equipment (Owned): _____

TOTAL: _____

Gained From: _____

Wallow

Size: _____

Location: _____

TOTAL SPENT: _____

Spent On: _____



Prelude

Description

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

Battle Scars: _____

Height	Weight
Homid:_____	
Archid:_____	
Suchid:_____	

Clutch Chart

Character Sketch