

ROK&A™

Name:
Player:
Chronicle:

Breed:
Auspice:
Species:

Slew Name:
Slew Totem:
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 _____ ○○○○○
Crafts _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Seafaring _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledges

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

Advantages

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Gifts

Renown

Valor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Harmony

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Innovation

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Health

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

Experience

CH

-Squamus

Strength (+2)

Dexterity (+3)

Stamina (+2)

Manipulation (-4).

1 () 75

Bite: Str (Lethal)

Difficulty: 6

INCITE LESSER INCITE DELIRIUM
DELIRIUM IN HUMANS

* *Fetishes*

Item: _____ Level _____ Gnosis _____

Power:

Item:	Level	Gnosis
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Power: _____

Item: _____ Level _____ Gnosis _____

Power: _____

Item: _____ Level _____ Gnosis _____

Power: _____

Rites

Combat

<i>Brawling Chart</i>			
Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Based on Form
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:

ROK&A™

Nature:

Demeanor:

Merits & Flaws

Merit

Type

Cost

Flaw

Type

Bonus

Expanded Background

Allies

Remora

Contacts

Resources

Mentor

Totem

Possessions

Experience

Gear (Carried):

TOTAL: _____

Gained From: _____

Equipment (Owned):

Grotto

Name: _____

TOTAL SPENT: _____

Location: _____

Spent On: _____

Level: _____

Totem: _____

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