

# SKIN-DANCERS

Name:

Breed:

Nature:

Player:

Auspice:

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  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

Animal-Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Backgrounds

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Gifts

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### Gifts

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### Renown

#### Glory

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#### Honor

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#### Wisdom

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### Rank

### Rage

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### Gnosis

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### Willpower

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### Health

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

### Experience

# SKIN-DANCERS

Homid
Glabro
Crinos
Hispo
Lupus

No Change  Difficulty: 6	Strength(+2) _____ Stamina(+2) _____ Manipulation(-2) _____ Appearance(-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
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## Other Traits

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

Metis (Deformity): \_\_\_\_\_

## 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

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## Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	Clip
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## 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 + 2/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: \_\_\_\_\_