

# SILENT STRIDERS

Name:

Breed:

Pack Name:

Player:

Auspice:

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  
 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  
 \_\_\_\_\_ 00000

### Gifts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Gifts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Renown

#### Glory

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

#### Honor

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

#### Wisdom

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

### Rank

### Rage

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

### Gnosis

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

### Willpower

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

### Health

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

### Experience

# SILENT STRIDERS

— Homid —
— Glabro —
— Crinos —
— Hispo —
— Lupus —

No Change	Strength(+2) _____ Stamina(+2) _____ Manipulation(-2) _____ Appearance(-1) _____	Strength(+4) _____ Dexterity(+1) _____ Stamina(+3) _____ Manipulation(-3) _____ Appearance 0	Strength(+3) _____ Dexterity(+2) _____ Stamina(+3) _____ Manipulation(-3) _____ +1 Die to Bite Damage	Strength(+1) _____ Dexterity(+2) _____ Stamina(+2) _____ Manipulation(-3) _____ -2 Perception Diff.
Difficulty: 6	Difficulty: 7	Difficulty: 6	Difficulty: 7	Difficulty: 6

INCITE DELIRIUM IN HUMANS

## Other Traits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

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: _____		

## Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Combat

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

### 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: \_\_\_\_\_