

BUNYIP

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Camp:

Concept:

Attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Skills

Knowledges

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

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

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Rituals _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Backgrounds

Gifts

Gifts

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Renown

Rage

Health

Glory

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

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

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

Honor

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

Gnosis

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

Wisdom

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

Rank

Willpower

Experience

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

BUNYIP

/// 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

Gifts

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

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: _____

BUNYIP

Nature:

Demeanor:

Merits & Flaws

Merit

Type

Cost

Flaw

Type

Bonus

Merit	Type	Cost
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Flaw	Type	Bonus
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Pack Totem

Kinfolk

Resources

Other (_____)

Other (_____)

Possessions

Sept

Gear (Carried): _____

Name: _____

Caern Location: _____

Type: _____ Level: _____

Totem: _____

Leader: _____

Details: _____

Equipment (Owned): _____
