

QUALM

Name:

Breed:

Pride:

Player:

Priglo:

Jamak:

Chronicle:

Species:

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
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

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

Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Rituals _____ 00000
 Science _____ 00000

Advantages

Backgrounds

Crafts

Crafts

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Renown

Ferocity

0 0 0 0 0 0 0 0 0 0 0 0

Honor

0 0 0 0 0 0 0 0 0 0 0 0

Cunning

0 0 0 0 0 0 0 0 0 0 0 0

Rank

Rage

0 0 0 0 0 0 0 0 0 0 0 0

Cincks

0 0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

Health

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

Yava

Unravelling the Lynx's Riddle
 Sharing the Salmon's Soul
 Truth of the Lynx's Parents

QUALM

Homid

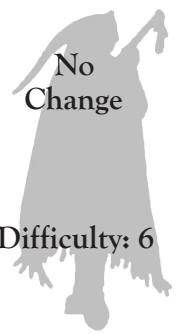
Sokto

Crinas

Chatro

Feline

No
Change



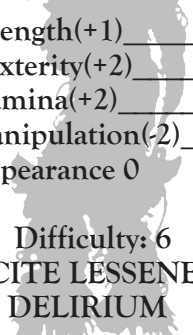
Difficulty: 6

Strength(+0) _____
Dexterity(+2) _____
Stamina(+1) _____
Manipulation(-1) _____
Appearance(-1) _____

Difficulty: 7

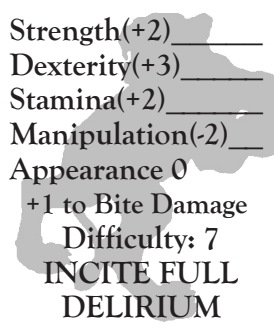
Strength(+1) _____
Dexterity(+2) _____
Stamina(+2) _____
Manipulation(-2) _____
Appearance 0

Difficulty: 6
INCITE LESSENERED
DELIRIUM




Strength(+2) _____
Dexterity(+3) _____
Stamina(+2) _____
Manipulation(-2) _____
Appearance 0
+1 to Bite Damage

Difficulty: 7
INCITE FULL
DELIRIUM



Strength(+1) _____
Dexterity(+3) _____
Stamina(+1) _____
Manipulation(-2) _____

Difficulty: 6



Other Traits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Battle Scars: _____

Metis Deformity: _____

Experience: _____

Fetishes

Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		

Rites

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

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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 + 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: _____