

# Harken

Name:

Breed:

Sentai Name:

Player:

Auspice:

Sentai Totem:

Chronicle:

Sentai Auspice:

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

### Gifts

### Gifts

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

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

### Renown

#### Glory

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

#### Virtue

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

#### Wisdom

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

### Ignosis

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

### Weakness

(Optional)

Failure's Dagger:  
 -1 Renown for Failure.

# Harken

▼ *hemia* ▼

▼ *Glabro* ▼

▼ *crinos* ▼

▼ *Aspo* ▼

▼ *Lupus* ▼

No  
Change

Strength(+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Appearance(-1) \_\_\_\_\_  
Manipulation(-1) \_\_\_\_\_

Difficulty: 6

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

## Other Traits

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

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

Metis Deformity: \_\_\_\_\_

Experience: \_\_\_\_\_

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