

# Stargazers

Name:

Breed:

Sentai Name:

Player:

Auspice:

Sentai Totem:

Chronicle:

Camp:

Concept:

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000

Dexterity \_\_\_\_\_ 00000

Manipulation \_\_\_\_\_ 00000

Intelligence \_\_\_\_\_ 00000

Stamina \_\_\_\_\_ 00000

Appearance \_\_\_\_\_ 00000

Wits \_\_\_\_\_ 00000

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000

Computer \_\_\_\_\_ 00000

Athletics \_\_\_\_\_ 00000

Crafts \_\_\_\_\_ 00000

Enigmas \_\_\_\_\_ 00000

Brawl \_\_\_\_\_ 00000

Drive \_\_\_\_\_ 00000

Investigation \_\_\_\_\_ 00000

Dodge \_\_\_\_\_ 00000

Etiquette \_\_\_\_\_ 00000

Law \_\_\_\_\_ 00000

Empathy \_\_\_\_\_ 00000

Firearms \_\_\_\_\_ 00000

Linguistics \_\_\_\_\_ 00000

Expression \_\_\_\_\_ 00000

Leadership \_\_\_\_\_ 00000

Medicine \_\_\_\_\_ 00000

Intimidation \_\_\_\_\_ 00000

Melee \_\_\_\_\_ 00000

Occult \_\_\_\_\_ 00000

Primal-Urge \_\_\_\_\_ 00000

Performance \_\_\_\_\_ 00000

Politics \_\_\_\_\_ 00000

Streetwise \_\_\_\_\_ 00000

Stealth \_\_\_\_\_ 00000

Rituals \_\_\_\_\_ 00000

Subterfuge \_\_\_\_\_ 00000

Survival \_\_\_\_\_ 00000

Science \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Gifts

### Gifts

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

### Renown

#### Glory

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#### Virtue

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#### Wisdom

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### Rank

### Rage

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### Ignosis

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### Willpower

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### Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

### Weakness

(Optional)

Obsessive Mind Games:  
Failed Enigmas roll causes  
obsession with Mystery.

# Stargazers

Humanoid

Glabro

Crinos

Hispo

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  
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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: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Gnosis: \_\_\_\_\_  
Power: \_\_\_\_\_

## Rites

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

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