

# ROK&A

Name:

Breed:

Slew Name:

Player:

Aspice:

Slew Totem:

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  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Seafaring \_\_\_\_\_ 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  
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### Renown

#### Valor

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

#### Harmony

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

#### Innovation

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

### Cinaste

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

### Experience

# ROK&A

*Homid*

*Calabrus*

*Cladus*

*Chasms*

*Squamus*

No  
Change

Strength(+2) \_\_\_\_\_  
Dexterity(+0/+1) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-2) \_\_\_\_\_  
Appearance(-2) \_\_\_\_\_  
Bite: Str (Lethal)

Strength(+3) \_\_\_\_\_  
Dexterity(-1/+2) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Appearance 0  
Bite: Str +1 (Agg.)

Strength(+4) \_\_\_\_\_  
Dexterity(+1) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Bite: Str +2 (Agg.)

Strength(+2) \_\_\_\_\_  
Dexterity(+3) \_\_\_\_\_  
Stamina(+2) \_\_\_\_\_  
Manipulation(-4) \_\_\_\_\_  
Bite: Str (Lethal)

Difficulty: 6

Difficulty: 9

Difficulty: 6  
INCITE DELIRIUM  
IN HUMANS

Difficulty: 7

Difficulty: 6

## Other Traits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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Battle Scars: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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

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

## Fetishes

Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_

## Rites

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

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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: \_\_\_\_\_