

STARGAZERS

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack 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

Crafts

Crafts

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

Renown

Glory

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

□ □ □ □ □ □ □ □ □ □ □ □

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

□ □ □ □ □ □ □ □ □ □ □ □

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

Weakness

(Optional)

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

STARGAZERS

Homid

Cisabro

Crinas

Hippo

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
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Battle Scars: _____

Metis Deformity: _____

Experience: _____

Fetishes

Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
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: _____