

# JANNA

Name:  
 Player:  
 Chronicle:

Breed:  
 Auspice:  
 Camp:

Pack Name:  
 Pack Totem:  
 Concept:

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

Animal-Ken \_\_\_\_\_ 00000  
 Archery \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Ride \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Hearth Wisdom \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Backgrounds

\_\_\_\_\_ 00000  
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### Gifts

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### Gifts

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### Renown

Glory  
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Honor  
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Wisdom  
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### Rage

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### Gnosis

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### Health

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

### Rank

### Willpower

### Experience

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# JANNA

Homid      Glabro      Crinos      Hispo      Lupus

No  
Change  
  
Difficulty: 6

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

## Ferishes

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	Roll	Diff.	Damage	Range	Rare	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## 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 + 2/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: _____			