

GLASS WALKERS

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Camp:

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
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Gifts

Gifts

Renown

Glory
 ○○○○○○○○○○○○
 □□□□□□□□□□

Honor
 ○○○○○○○○○○○○
 □□□□□□□□□□

Wisdom
 ○○○○○○○○○○○○
 □□□□□□□□□□

Rage

○○○○○○○○○○○○
 □□□□□□□□□□

Gnosis

○○○○○○○○○○○○
 □□□□□□□□□□

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Rank

Willpower

○○○○○○○○○○○○
 □□□□□□□□□□

Experience

CLASS WALKERS

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

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

Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rare	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

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: _____			