

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

GLASS WALKERS

Homid Glabro Crinos Hispo Lupus

No
Change

Strength(+2) _____
Stamina(+2) _____
Manipulation(-2) _____
Appearance(-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

Gifts

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: _____ | | | |

CLASS WALKERS

Nature:

Demeanor:

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Pack Totem

Kinfolk

Resources

Other (_____)

Other (_____)

Possessions

Sept

Gear (Carried): _____

Name: _____

Caern Location: _____

Type: _____ Level: _____

Totem: _____

Leader: _____

Details: _____

Equipment (Owned): _____

