

The Bygone Bestiary

NAME:
PLAYER:
CHRONICLE:

ELEMENT AFFINITY:
NATURE:
DEMEANOR:

SPECIES:
CONCEPT:
AFFILIATED GROUP:

ATTRIBUTES

PHYSICAL

Strength _____ 0000000
Dexterity _____ 0000000
Stamina _____ 0000000

SOCIAL

Charisma _____ 0000000
Manipulation _____ 0000000
Appearance _____ 0000000

MENTAL

Perception _____ 0000000
Intelligence _____ 0000000
Wits _____ 0000000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Flying _____ 00000
Intimidation _____ 00000

SKILLS

Acrobatics _____ 00000
Elusion _____ 00000
Etiquette _____ 00000
Foraging _____ 00000
Hiding _____ 00000
Melee _____ 00000
Stealth _____ 00000
Survival _____ 00000
Wild Hunting _____ 00000

KNOWLEDGES

Animal Speech _____ 00000
Beast Lore _____ 00000
Cosmology _____ 00000
Culture _____ 00000
Enigmas _____ 00000
Linguistics _____ 00000
Lore _____ 00000
Metaphysics _____ 00000
Occult _____ 00000

ADVANTAGES

SPECIAL ADVANTAGES

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

BACKGROUNDS

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

OTHER TRAITS

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

MERITS & FLAWS

WILPOWER

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Combat Manuevers		
Type	Difficulty	Damage

EXPERIENCE

HEALTH (FILL IN AS NEEDED)

Attributes:(7/5/3) Abilities:(11/7/4) Backgrounds: 3 Special Advantages: 6 Freebie Points: 21(5/2/1/2)

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OTHER TRAITS

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

EXPANDED BACKGROUNDS

ALLIES

RESOURCES

CONTACTS

RETAINERS

FAME

TREASURE

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
RATING: _____
PENALTY: _____
DESCRIPTION: _____

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LEGENDRY

DESCRIPTION

FUTURE FATE

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IMAGE

CHARACTER SKETCH