

WOLFKAMAN

Name:

Ambition:

Generation:

Concept:

Desire:

Sire:

Chronicle:

Predator Type:

Title:

ATTRIBUTES

Physical

Strength 00000
Dexterity 00000
Stamina 00000

Social

Charisma 00000
Manipulation 00000
Composure 00000

Mental

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Athletics 00000
Brawl 00000
Craft 00000
Drive 00000
Firearms 00000
Larceny 00000
Melee 00000
Stealth 00000
Survival 00000

Animal Ken 00000
Etiquette 00000
Insight 00000
Intimidation 00000
Leadership 00000
Performance 00000
Persuasion 00000
Streetwise 00000
Subterfuge 00000

Academics 00000
Awareness 00000
Finance 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000
Technology 00000

Chronicle Tenets

Touchstones & Convictions

Clan Bane

DISCIPLINES

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
2 _____
3 _____
4 _____
5 _____

1 _____
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Health

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Willpower

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Humanity

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Hunger

□□□□

Blood Potency

0 0 0 0 0 0 0 0 0 0

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

Feeding Penalty:

Bane Severity:

Resonance

Hunting

WALKMAN

MERITS

BACKGROUNDS

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FLAWS

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RITUALS

Name

Level

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EXPERIENCE

Total:

Spent:

WALKMAN

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Weapons

Vehicles

Name

Damage

Name	Damage

Vehicles

HAVEN

No Haven? ☐

Haven Rating: OOOOO

Haven Name: _____

Haven Merits

Haven Flaws

	OOOOO
	OOOOO
	OOOOO
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Location: _____

Description: _____
