



Same-Bite



Name:

Breed:

Sentai Name:

Player:

Auspice:

Sentai Totem:

Chronicle:

Species:

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
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Rituals _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Gifts

Gifts

Renown

Valor

○○○○○○○○○○○○
 □□□□□□□□□□

Harmony

○○○○○○○○○○○○
 □□□□□□□□□□

Innovation

○○○○○○○○○○○○
 □□□□□□□□□□

Rank

Rage

○○○○○○○○○○○○
 □□□□□□□□□□

Gnosis

○○○○○○○○○○○○
 □□□□□□□□□□

Willpower

○○○○○○○○○○○○
 □□□□□□□□□□

Health

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

Experience



Same-Bite



Hemia

Glabrus

Gladius

Chasmus

Squamus

No
Change

Difficulty: 6

Strength(+2) _____
Dexterity+0(+1)* _____
Stamina(+2) _____
Manipulation(-2) _____
Appearance(-2) _____

Bite: Str (Lethal)
Difficulty: 9
INCITE REDUCED
DELIRIUM

Strength(+3) _____
Dexterity-1(+2)* _____
Stamina(+2) _____
Manipulation(-4) _____
Appearance 0

Bite: Str +1 (Agg.)
Difficulty: 6
INCITE FULL
DELIRIUM

Strength(+4) _____
Dexterity N/A(+1)* _____
Stamina(+3) _____
Manipulation(-4) _____

Bite: Str +2 (Agg.)
Difficulty: 7
INCITE FULL
DELIRIUM

Strength(+2) _____
Dexterity N/A(+3)* _____
Stamina(+2) _____
Manipulation(-4) _____

Bite: Str (Lethal)
Difficulty: 6

*While in water

Other Traits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Gifts

Fetishes

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	Rate	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	See Above
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: _____