



# Nezumi



Name:

Breed:

Nature:

Player:

Tribe/Clan:

Demeanor:

Chronicle:

Aspect:

Concept:

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

Animal-Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Gifts

### Gifts

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

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### Renown

### Rage

### Health

#### Infamy

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

0 0 0 0 0 0 0 0 0 0  
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#### Obligation

0 0 0 0 0 0 0 0 0 0  
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0 0 0 0 0 0 0 0 0 0  
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#### Cunning

0 0 0 0 0 0 0 0 0 0  
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0 0 0 0 0 0 0 0 0 0  
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Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

### Rank

### Willpower

### Experience

0 0 0 0 0 0 0 0 0 0  
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# Nezumi



*Homid*



No  
Change

Difficulty: 6

*Crinos*

Strength(+1/+2\*) \_\_\_\_\_  
 Dexterity(+4) \_\_\_\_\_  
 Stamina(+2/+1\*) \_\_\_\_\_  
 Manipulation(-2) \_\_\_\_\_  
 Appearance(-1) \_\_\_\_\_  
 Perception(+1) \_\_\_\_\_  
 Difficulty: 6  
 INCITE REDUCED  
 DELIRIUM

*Rodens*

Strength(+1) \_\_\_\_\_  
 Dexterity(+2) \_\_\_\_\_  
 Stamina(+2) \_\_\_\_\_  
 Perception(+3) \_\_\_\_\_

Difficulty: 6

\* For Metis

## Other Traits

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

## 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: _____		

## Gifts

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## Rites

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## Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	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: \_\_\_\_\_



# Nezumi



## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Expanded Backgrounds

Colony

Mentor

Contacts

Plague

Fate

Resources

Freak Factor

Totem

Other ( \_\_\_\_\_ )

Other ( \_\_\_\_\_ )

Possessions

Crash Space

Gear(Carried): \_\_\_\_\_

Size: \_\_\_\_\_

Location: \_\_\_\_\_

Equipment(Owned): \_\_\_\_\_

