

BLACK SPIRAL DANCERS

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack Totem:

Chronicle:

Hydra:

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
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Primal-Urge _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Leadership _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledge

Computer _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Rituals _____ 00000
Science _____ 00000

Advantages

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Gifts

Gifts

Renown

Power

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

Cunning

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

Infamy

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

Rank

Rage

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

Cinaste

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

Willpower

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

Health

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

Weakness

(Optional)

Debilitating Derangement:

Roll Willpower diff.(Rage +3);
Need 3 successes to avoid.

BLACK SPIRAL DANCERS

 *Homid*
  *Glabro*
  *Crinos*
  *Hippo*
  *Lupus*

No
Change

Difficulty: 6

Strength(+2) _____
 Stamina(+2) _____
 Appearance(-1) _____
 Manipulation(-1) _____

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
_____	00000
_____	00000

Possesses

Item: _____	Level: _____	Anaols: _____
Power: _____		
Item: _____	Level: _____	Anaols: _____
Power: _____		
Item: _____	Level: _____	Anaols: _____
Power: _____		
Item: _____	Level: _____	Anaols: _____
Power: _____		
Item: _____	Level: _____	Anaols: _____
Power: _____		

Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Battle Scars: _____

Met's Deformity: _____

Experience: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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 + 1/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: _____