

GURAH

Name:

Breed:

Nature:

Player:

Aspice:

Demeanor:

Chronicle:

Tribe:

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

Knowledge

Alertness 00000

Athletics 00000

Biorhythms 00000

Brawl 00000

Dodge 00000

Empathy 00000

Expression 00000

Intimidation 00000

Primal-Urge 00000

Streetwise 00000

Animal Ken 00000

Crafts 00000

Drive 00000

Etiquette 00000

Firearms 00000

Leadership 00000

Melee 00000

Performance 00000

Stealth 00000

Survival 00000

Computer 00000

Enigmas 00000

Investigation 00000

Law 00000

Linguistics 00000

Medicine 00000

Occult 00000

Politics 00000

Rituals 00000

Science 00000

Advantages

Backgrounds

Gifts

Gifts

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MENTAL

Renown

Success

000000000000

000000000000

Honor

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000000000000

Wisdom

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000000000000

Rank

Rage

000000000000

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Grasps

000000000000

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Willpower

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Health

Bruised ☐

Hurt -1 ☐

Injured -1 ☐

Wounded -2 ☐

Mauled -2 ☐

Crippled -5 ☐

Incapacitated ☐

Armor: