

CLASS WALKERS

Name:
Player:
Chronicle:

Breed:
Auspice:
Camp:

Pack Name:
Pack Totem:
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
Drive 00000
Etiquette 00000
Firearms 00000
Melee 00000
Leadership 00000
Performance 00000
Repair 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

Glory

0000000000

Honor

0000000000

Wisdom

0000000000

Rank

Rage

0000000000
0000000000

Gnosis

0000000000
0000000000

Willpower

0000000000
0000000000

Health

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

Weakness

WEAVER AFFINITY:
CANNOT REGAIN GNOSIS
IN WILDERNESS

GLASS WALKERS

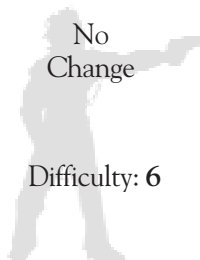
Homid

Glabro

Crinos

Hispo

Lupus



No
Change

Difficulty: 6

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

Difficulty: 7

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

Difficulty: 6

Strength (+3)_____
Dexterity (+2)_____
Stamina (+3)_____
Manipulation (-3)____

Difficulty: 7

Strength (+1)_____
Dexterity (+2)_____
Stamina (+2)_____
Manipulation (-3)____

Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Other Traits

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

Fetishes

Item: _____ ☐ Dedicated Level ____ Gnosis ____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis ____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis ____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis ____
Power _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart			
Maneuver	Roll	Diffge D	
Bite	Dex + Brawl	5	Strength + 1†
Body Slam	Dex + Brawl	7	Special
Claw	Dex + Brawl	6	Strength + 2†
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

† These maneuvers do aggravated damage.

A armor: _____

CLASS WALKERS

Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Allies

Resources

Contacts

Kinfolk

Past Life

Pack Totem

Possessions

Experience

Gear (Carried) _____

TOTAL:

Equipment (Owned) _____

Gained From: _____

Sept

Name _____

TOTAL SPENT: _____

Caern Location _____

Spent On: _____

Level _____ Type _____

Totem _____

Leader _____

GLASS WALKERS

History

Prelude

Glass Walker House Membership: _____

Description

Age _____
Hair _____
Eyes _____
Race _____
Nationality _____
Sex _____

	Height	Weight
Homid	_____	_____
Glabro	_____	_____
Crinos	_____	_____
Hispo	_____	_____
Lupus	_____	_____

Battle Scars _____

Metis Deformity _____

Visuals

Pack Chart

Character Sketch

