

RACKIN

Name:

Breed:

Nature:

Player:

Tribe/Plague:

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

Crafts

Crafts

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Renown

Infamy

0 0 0 0 0 0 0 0 0 0 0 0

Obligation

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

Rank

Rage

0 0 0 0 0 0 0 0 0 0 0 0

Cincks

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

Strength/Weakness

RATKIN

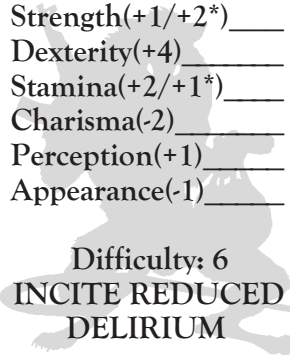
Homid



No
Change

Difficulty: 6

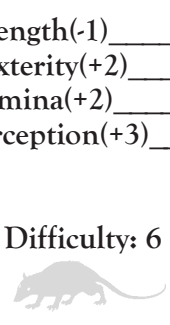
Crinos



Strength(+1/+2*)
Dexterity(+4)
Stamina(+2/+1*)
Charisma(-2)
Perception(+1)
Appearance(-1)

Difficulty: 6
INCITE REDUCED
DELIRIUM

Rodens



Strength(-1)
Dexterity(+2)
Stamina(+2)
Perception(+3)

Difficulty: 6

* For Metis

Other Traits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
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_____	00000
_____	00000
_____	00000

Gifts

Fetishes

Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		
Item: _____	Level: _____	Anasks: _____
Power: _____		

Rites

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

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: _____

RACKIN

Merits & Flaws

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

Expanded Backgrounds

Colony

Mentor

Contacts

Plague

Freak Factor

Resources

Other (_____)

Other (_____)

Possessions

Experience

Gear (Carried): _____

TOTAL:

Equipment (Owned): _____

Gained From: _____

Crash Space

Size: _____

TOTAL SPENT: _____

Location: _____

Spent On: _____

