

# Nezumi

Name:

Breed:

Nature:

Player:

Auspice:

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

### Gifts

### Gifts

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Renown

### Rage

### Health

#### Glory

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Bruised \_\_\_\_\_ □

#### Virtue

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Hurt -1 □

#### Wisdom

0 0 0 0 0 0 0 0 0 0 0 0  
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Injured -1 □

### Rank

\_\_\_\_\_

### Willpower

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Wounded -2 □

Mauled -2 □

Crippled -5 □

Incapacitated □

### Strength/Weakness

# Nezumi

Nezumi Hemid

No  
Change

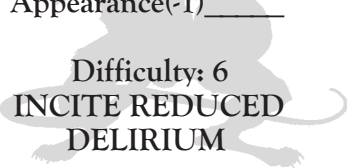
Difficulty: 6



Nezumi Crinos

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

Difficulty: 6  
INCITE REDUCED  
DELIRIUM



Nezumi Rodens

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

Difficulty: 6



\* For Metis

## Other Traits

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## Gifts

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## 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: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Gnosis: \_\_\_\_\_  
Power: \_\_\_\_\_

## Rites

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## 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: _____			

# Nezumi

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Backgrounds

Colony

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Mentor

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Contacts

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Plague

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Freak Factor

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Resources

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Other ( )

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Other ( )

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### Possessions

Gear (Carried):

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Equipment (Owned):

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Crash Space

Size:

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Location:

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### Experience

TOTAL:

Gained From:

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TOTAL SPENT:

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Spent On:

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# Nezumi

## History

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## Description

Age: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

	height	Weight
Homid:	_____	_____
Crinos:	_____	_____
Rodens:	_____	_____

Battle Scars: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Visuals

Deceit Chart

Character Sketch

