

SILENT STRIDERS™

Name:
Player:
Chronicle:

Breed:
Auspice:
Camp:

Pack Name:
Pack Totem:
Concept:

Attributes

Physical

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Primal-Urge _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Repair _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledges

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

Advantages

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Gifts

Renown

Glory
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

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

Weakness

HAUNTED:
STEPPING SIDeways
BOTCHES ATTRACT
GHOSTS

SILENT STRIDERS™

Homid

No
Change

Difficulty: 6

Glabro

Strength (+2) _____

Stamina (+2) _____

Appearance (-1) _____

Manipulation (-1) _____

Difficulty: 7

Crinos

Strength (+4) _____

Dexterity (+1) _____

Stamina (+3) _____

Appearance 0

Manipulation (-3) _____

Difficulty: 6

Hispo

Strength (+3) _____

Dexterity (+2) _____

Stamina (+3) _____

Manipulation (-3) _____

Difficulty: 7

Lupus

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

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	Diff	Damage
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: _____

SILENT STRIDERS™

Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Allies

Mentor

Contacts

Pack Totem

Kinfolk

Pure Breed

Possessions

Gear (Carried) _____

Equipment (Owned) _____

Sept

Name _____

Caern Location _____

Level _____ Type _____

Totem _____

Leader _____

Experience

TOTAL:

Gained From: _____

TOTAL SPENT: _____

Spent On: _____

SILENT STRIDERS™

History

Prelude

Description

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

	Height	Weight
Homid		
Glabro		
Crinos		
Hispo		
Lupus		

Battle Scars _____

Metis Deformity _____

Visuals

Pack Chart

Character Sketch

