Glass Walkers

Name: **Breed:** **Pack Name:**
Player: **Auspice:** **Pack Totem:**
Chronicle: **Camp:** **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 ○○○○○
Melee ○○○○○
Leadership ○○○○○
Performance ○○○○○
Repair ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledge

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

Advantages

Backgrounds

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Gifts

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Gifts

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Renown

Glory
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☐☐☐☐☐☐☐☐☐☐

Honor
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐☐☐☐☐☐☐☐☐☐

Wisdom
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Rank

Rage

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Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Willpower

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Health

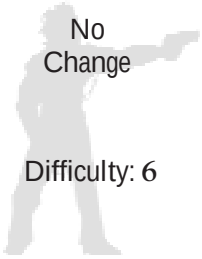
Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Weakness

WEAVER AFFINITY:
CANNOT REGAIN GNOSIS
IN WILDERNESS

Attributes: 7/5/3 **Abilities:** 13/9/5 **Gifts:** 1 Level One from breed, auspice and tribe; **Backgrounds:** 5; **Freebie Points:** 15 (7/5/2/1)

Glass Walkers

Homid	Glabro	Crinos	Hispo	Lupus
	Strength (+2)_____	Strength (+4)_____	Strength (+3)_____	Strength (+1)_____
No Change	Stamina (+2)_____	Dexterity (+1)_____	Dexterity (+2)_____	Dexterity (+2)_____
	Appearance (-1)___	Stamina (+3)_____	Stamina (+3)_____	Stamina (+2)_____
	Manipulation (-1)__	Appearance 0	Manipulation (-3)___	Manipulation (-3)__
		Manipulation (-3)___		
Difficulty: 6	Difficulty: 7	Difficulty: 6	Difficulty: 7	Difficulty: 6

INCITE DELIRIUM IN HUMANS

Other Traits

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Fetishes

Item: _____ ☐Dedicated Level ____ Gnosis ____
Power_____

Item: _____ ☐Dedicated Level ____ Gnosis ____
Power_____

Item: _____ ☐Dedicated Level ____ Gnosis ____
Power_____

Item: _____ ☐Dedicated Level ____ Gnosis ____
Power_____

Rites

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Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Difficulty	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.

Armor: _____

Glass Walkers

Nature: **Demeanor:**

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Allies

Resources

Contacts

Kinfolk

Past Life

Pack Totem

Possessions

Gear (Carried) _____

Equipment (Owned) _____

Experience

TOTAL:

Gained From: _____

TOTAL SPENT: _____

Spent On: _____

Sept

Name _____

Caern Location _____

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