

# AJABA

Name:

Breed:

Pack Name:

Player:

Aspect:

Pack Totem:

Chronicle:

Clan:

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  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 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

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### Gifts

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

### Renown

#### Ferocity

0 0 0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □ □ □

#### Infamy/Obedience

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  
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### Cinaste

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 \_\_\_\_\_ □

### Experience

\_\_\_\_\_

# ALABA

*Homid*

*Anthrac*

*Crinos*

*Crocas*

*Hyacint*

No  
Change

Strength(+2)\_\_\_\_\_  
Stamina(+2)\_\_\_\_\_  
Appearance(-3)\_\_\_\_\_  
Manipulation(-1)\_\_\_\_

Difficulty: 6

Difficulty: 7

Strength(+3)\_\_\_\_\_  
Dexterity(+1)\_\_\_\_\_  
Stamina(+4)\_\_\_\_\_  
Manipulation(-2)\_\_\_\_  
Appearance 0

Difficulty: 6  
INCITE DELIRIUM  
IN HUMANS

Strength(+3)\_\_\_\_\_  
Dexterity(+2)\_\_\_\_\_  
Stamina(+3)\_\_\_\_\_  
Manipulation(-2)\_\_\_\_  
+1 Die to Bite Damage

Difficulty: 7

Strength(+1)\_\_\_\_\_  
Dexterity(+2)\_\_\_\_\_  
Stamina(+2)\_\_\_\_\_  
Manipulation(-2)\_\_\_\_  
-2 Perception Diff.

Difficulty: 6

## Other Traits

\_\_\_\_ 00000  
\_\_\_\_ 00000  
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## Gifts

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

## Possessions

Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
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: \_\_\_\_\_

# AJABA

Nature:

Demeanor:

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Pack Totem

Kinfolk

Resources

Other ( )

Other ( )

Possessions

Experience

Gear (Carried):

TOTAL:

Equipment (Owned):

Gained From:

Clan

TOTAL SPENT:

Name:

Spent On:

Caern Location:

Type: Level:

Totem:

Leader:

# ATABA

## History

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## Description

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

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	Height	Weight
Homish:	_____	_____
Anthrax:	_____	_____
Crimor:	_____	_____
Crocus:	_____	_____
Hyacinth:	_____	_____

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

Met's Deformity: \_\_\_\_\_  
\_\_\_\_\_

## Visuals

Pack Chart

Character Sketch

