

# ROK&A™

Name:  
Player:  
Chronicle:

Breed:  
Auspice:  
Species:

Slew Name:  
Slew Totem:  
Concept:

## Attributes

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

## Abilities

<i>Talents</i>		<i>Skills</i>		<i>Knowledges</i>	
Alertness	○○○○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Firearms	○○○○○	Law	○○○○○
Empathy	○○○○○	Leadership	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Melee	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Seafaring	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

## Advantages

<i>Backgrounds</i>	<i>Gifts</i>	<i>Gifts</i>
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### Renown

Valor

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### Harmony

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### Innovation

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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

### Experience

# ROKEA™

## Homid

No  
Change

Difficulty: 6

## Glabus

Strength (+2) \_\_\_\_\_  
 Dexterity (+0/+1) \_\_\_\_\_  
 Stamina (+2) \_\_\_\_\_  
 Manipulation (-2) \_\_\_\_\_  
 Appearance (-2) \_\_\_\_\_  
 Bite: Str (Lethal)  
 Difficulty: 9

## Gladius

Strength (+3) \_\_\_\_\_  
 Dexterity (-1/+2) \_\_\_\_\_  
 Stamina (+2) \_\_\_\_\_  
 Manipulation (-4) \_\_\_\_\_  
 Appearance 0  
 Bite: Str +1 (Agg.)  
 Difficulty: 6

## Chasmus

Strength (+4) \_\_\_\_\_  
 Dexterity (+1) \_\_\_\_\_  
 Stamina (+3) \_\_\_\_\_  
 Manipulation (-4) \_\_\_\_\_  
 Bite: Str +2 (Agg.)  
 Difficulty: 7

## Squamus

Strength (+2) \_\_\_\_\_  
 Dexterity (+3) \_\_\_\_\_  
 Stamina (+2) \_\_\_\_\_  
 Manipulation (-4) \_\_\_\_\_  
 Bite: Str (Lethal)  
 Difficulty: 6

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 INCITE DELIRIUM IN HUMANS

## Other Traits

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## Fetishes

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

## Rites

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## Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

### Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Based on Form
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:

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Nature: \_\_\_\_\_

Demeanor: \_\_\_\_\_

## Merits & Flaws

<i>Merit</i>	<i>Type</i>	<i>Cost</i>	<i>Flaw</i>	<i>Type</i>	<i>Bonus</i>
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Expanded Background

*Allies*

*Remora*

_____	_____
_____	_____
_____	_____
_____	_____

*Contacts*

*Resources*

_____	_____
_____	_____
_____	_____
_____	_____

*Mentor*

*Totem*

_____	_____
_____	_____
_____	_____
_____	_____

### Possessions

Gear (Carried): \_\_\_\_\_

\_\_\_\_\_

Equipment (Owned): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Experience

TOTAL: \_\_\_\_\_

Gained From: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Grotto

Name: \_\_\_\_\_

Location: \_\_\_\_\_

Level: \_\_\_\_\_

Totem: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

Spent On: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

