



# ROWN

Name: **Jacob Brazen**

Player: **Clint**

Chronicle: **And Here Our Trials...**

Breed: **Homid**

Auspice: **Ahrour**

Camp: **NONE**

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   
 Melee   
 Leadership   
 Performance   
 Repair   
 Stealth   
 Survival

### Knowledge

Computer   
 Enigmas   
 Investigation   
 Law   
 Linguistics   
 Medicine   
 Occult   
 Politics   
 Rituals   
 Science

## Advantages

### Backgrounds

**Fetish**   
**Past Life**

### Gifts

**Persuasion**  
**Razor Claws**  
**Sense Wurm**  
**Resist Pain**

### Gifts

## Renown

**Glory**  
  
  
**Honor**  
  
  
**Wisdom**

## Rage

**Gnosis**

## Health

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

## Willpower

## Weakness

ALMOST  
 IMPOSSIBLE TO  
 GAIN RENOWN

**Rank**  
 1



# Roun

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

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

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
Charmed Existence		5	Nightmares		1
			Claustrophobic		1
			Driving Goal		3

## Expanded Background

*Allies*

*Resources*

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

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

*Contacts*

*Pure Breed*

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

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

*Kinfolk*

*Past Life*

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

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

*Mentor*

*Pack Totem*

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

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

### *Possessions*

### *Experience*

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

TOTAL:

16/0

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

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

### *Sept*

Name \_\_\_\_\_

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

Caern Location \_\_\_\_\_

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

Level \_\_\_\_\_ Type \_\_\_\_\_

Totem \_\_\_\_\_

Leader \_\_\_\_\_

