

PURE LANDS

CORAX

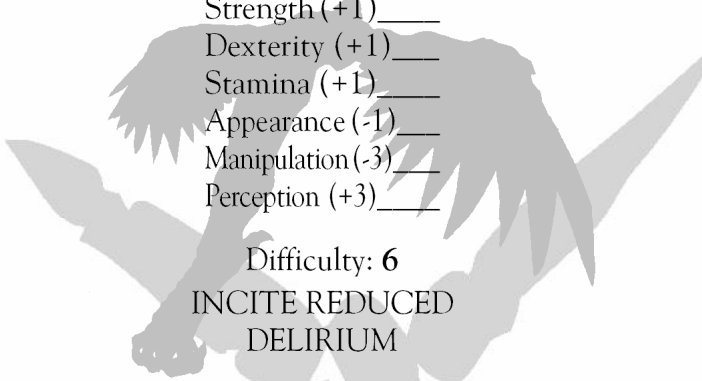
Homid



No
Change

Difficulty: 6

Crinos



Strength (+1) _____
 Dexterity (+1) _____
 Stamina (+1) _____
 Appearance (-1) _____
 Manipulation (-3) _____
 Perception (+3) _____

Difficulty: 6
 INCITE REDUCED
 DELIRIUM

Corvid

Strength (-1) _____
 Dexterity (+1) _____
 Manipulation (-3) _____
 Perception (+4) _____

Difficulty: 6

Other Traits

_____ ○○○○
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Battle Scars: _____

Met's Deformity: _____

Fetishes

Item: _____ Level: ___ Gnosis: _____
 Power: _____

Item: _____ Level: ___ Gnosis: _____
 Power: _____

Item: _____ Level: ___ Gnosis: _____
 Power: _____

Item: _____ Level: ___ Gnosis: _____
 Power: _____

Rights

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Body slam	Dex+Brawl	7	Special/B
Claw	Dex+Brawl	6	Strength+1/A
Eye Pluck	Dex+Brawl	6	Strength+1/A + Special
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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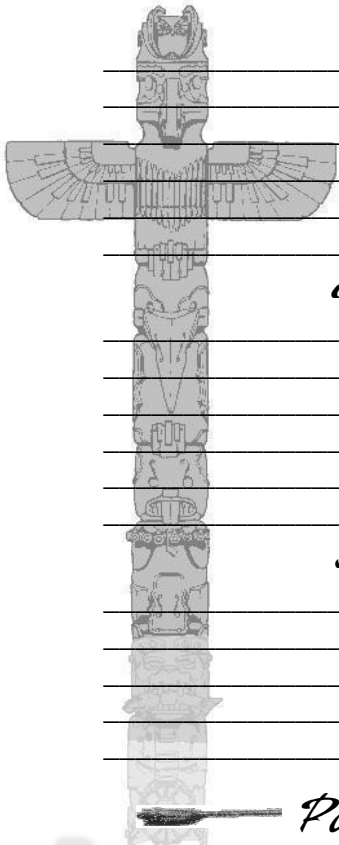
Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Expanded Background

Allies

Other People's Secrets



Contacts

Past Life

Kinfolk

Resources

Possessions

Experience

Gear (Carried) _____

TOTAL:

Equipment (Owned) _____

Gained From: _____

Sparkly Things

Size _____

TOTAL SPENT: _____

Location _____

Spent On: _____

Base Gauntlet _____

Description _____
