



Iron Riders



Name:
Player:
Chronicle:

Breed:
Auspice:
Camp:

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 ☐☐☐☐☐
Larceny ☐☐☐☐☐
Primal-Urge ☐☐☐☐☐
Subterfuge ☐☐☐☐☐

Skills

Animal Ken ☐☐☐☐☐
Crafts ☐☐☐☐☐
Etiquette ☐☐☐☐☐
Firearms ☐☐☐☐☐
Leadership ☐☐☐☐☐
Melee ☐☐☐☐☐
Performance ☐☐☐☐☐
Ride ☐☐☐☐☐
Stealth ☐☐☐☐☐
Survival ☐☐☐☐☐

Knowledges

Culture ☐☐☐☐☐
Enigmas ☐☐☐☐☐
Investigation ☐☐☐☐☐
Law ☐☐☐☐☐
Linguistics ☐☐☐☐☐
Medicine ☐☐☐☐☐
Occult ☐☐☐☐☐
Politics ☐☐☐☐☐
Rituals ☐☐☐☐☐
Science ☐☐☐☐☐

Advantages

Backgrounds

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Gifts

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Gifts

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Renown

Glory

☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Honor

☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Wisdom

☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Rank

Rage

☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Gnosis

☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Willpower

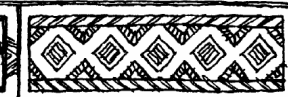
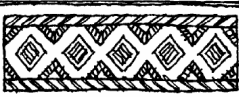
☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Health

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

Weakness

Cannot regain Gnosis
in the wilderness



Lupus

**No
Change**

Difficulty: 6

Strength(+2):

Stamina(+2):

Manipulation(-1):

Appearance(-1):

Difficulty: 7

Strength(+4):

Dexterity(+1):

Stamina(+3):

Manipulation(-3):

Appearance 0

Difficulty: 6

INCITE DELIRIUM IN HUMANS

Strength(+3):

Dexterity(+2):

Stamina(+3):

Manipulation(-3):

+1 Bite Damage

Difficulty: 7

Strength(+1):

Dexterity(+2): _

Stamina(+2):

Manipulation(-3):

-2 Perception Diff.

Difficulty: 6

Other Traits

[illegible]

Gifts

Fetishes

[illegible]

Rites

Combat

Weapon/Attack	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	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
Punch	Dex + Brawl	6	Strength

† These Maneuvers do aggravated damage.

Armor:



Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Backgrounds

Allies

Past Life

Contacts

Familiar Spirit

Kinfolk

Resources

Devices

Totem

Other(_____)

Other(_____)

Possessions

Experience

Gear(Carried):

TOTAL:

Equipment(Owned):

Gained From:

Sept

Name:

TOTAL SPENT:

Caern Location:

Spent On:

Type: _____ Level: _____

Totem:

Leader:



