

CHANGING BREEDS

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Accord:
Breed:
Species:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

OTHER TRAITS

Favors

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Aspects

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Flaws

Health

000000000000
 □□□□□□□□□□
 000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Feral Heart

0000000000

Essence

□□□□□□□□□□
 □□□□□□□□□□

Harmony

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Respect

Cleverness _____ 00000
 Ferocity _____ 00000
 Insight _____ 00000
 Loyalty _____ 00000
 Passion _____ 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Accord (+1 bonus Specialty) • Breed & Species • Feral Heart 1 (May be increased with Merit points) • Favors 3 • Aspects 7 • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Respect 3 (1 per Accord, 2 Free) Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Essence = Starting Harmony

CHANGING BREEDS

Man-Guise

Size: _____
 Health: _____
 Defense: _____
 Init: _____
 Speed: _____
 Armor: _____
 Per: _____

Throwback

STR (): _____
 DEX (): _____
 STA (): _____
 MAN(): _____
 Size (): _____
 Health (): _____
 Defense: _____
 Init. (): _____
 Speed (): _____
 Armor: _____
 Per. (): _____

War-Beast

STR (): _____
 DEX (): _____
 STA (): _____
 MAN(): _____
 Size (): _____
 Health (): _____
 Defense: _____
 Init. (): _____
 Speed (): _____
 Armor: _____
 Per. (): _____

Dire Beast

STR (): _____
 DEX (): _____
 STA (): _____
 Size (): _____
 Health (): _____
 Defense: _____
 Init. (): _____
 Speed (): _____
 Armor: _____
 Per. (): _____

Primal Beast

STR (): _____
 DEX (): _____
 STA (): _____
 MAN(): _____
 Size (): _____
 Health (): _____
 Defense: _____
 Init. (): _____
 Speed (): _____
 Armor: _____
 Per. (): _____

Aspects

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Experience

Spells / Gifts / Numina

Name	Type	Rating	Dice Pool	Book/Page
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Combat

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Experience Chart:

Attribute: New Dots x 5 • Skill: New Dots x 3 • Skill Specialty: 3 • Breed Favor: New Dots x 5 • Other Favor: New Dots x 7 • Aspect: New Dots x 5
 Merit: New Dots x 2 • Feral Heart: New Dots x 8 • Respect: New Dots x 6 • Harmony: New Dots x 3 • Willpower: 8