

# 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	Throwback	War-Beast	Dire Beast	Primal Beast
STR ( ): _____	STR ( ): _____	STR ( ): _____	STR ( ): _____	STR ( ): _____
DEX ( ): _____	DEX ( ): _____	DEX ( ): _____	DEX ( ): _____	DEX ( ): _____
STA ( ): _____	STA ( ): _____	STA ( ): _____	STA ( ): _____	STA ( ): _____
MAN( ): _____	MAN( ): _____	MAN( ): _____	MAN( ): _____	MAN( ): _____
Size: _____	Size ( ): _____	Size ( ): _____	Size ( ): _____	Size ( ): _____
Health: _____	Health ( ): _____	Health ( ): _____	Health ( ): _____	Health ( ): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____	Defense: _____
Init: _____	Init. ( ): _____	Init. ( ): _____	Init. ( ): _____	Init. ( ): _____
Speed: _____	Speed ( ): _____	Speed ( ): _____	Speed ( ): _____	Speed ( ): _____
Armor: _____	Armor: _____	Armor: _____	Armor: _____	Armor: _____
Per: _____	Per. ( ): _____	Per. ( ): _____	Per. ( ): _____	Per. ( ): _____

### Aspects

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

### Merits

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

### Experience

_____
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### 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