

# 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
- \_\_\_\_\_ 00000

### Merits

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### Flaws

- \_\_\_\_\_

### Health

- 00000000000000
- 
- 00000000000000
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### Willpower

- 0000000000
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### Feral Heart

- 0000000000

### Essence

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### 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  
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## Merits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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## 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

# CHANGING BREEDS

## EXPANDED MERITS

Allies

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Pack

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Contacts

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Resources

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Fame

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Retainer

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Mentor

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Other( \_\_\_\_\_ )

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## ANIMAL COMPANION

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## TOTEM

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## DEN

Location

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Description

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# CHANGING BREEDS

## HISTORY

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Goals

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## DESCRIPTION

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Sex: \_\_\_\_\_

	Height	Weight	
Man-Guise:	_____	_____	_____
Throwback:	_____	_____	_____
War-Beast:	_____	_____	_____
Dire Beast:	_____	_____	_____
Primal Beast:	_____	_____	_____

## VISUALS

Group Chart

Character Sketch

