

SKINCHANGERS

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Totem:
Type:
Talisman:

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

Merits

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

Aspects

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

Flaws

Health

00000000000000
□□□□□□□□□□□□

Willpower

000000000000
□□□□□□□□□□

00000

Essence

□□□□□□□□□□

Morality

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

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Choose Totem animal • Aspects 9 • Health = Stamina + Size • Willpower = Resolve + Composure • Supernatural Tolerance = 1 • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 6

SKINCHANGERS

OTHER TRAITS

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

TALISMAN

EXPERIENCE

TOTAL:

Gained From: _____

DERANGEMENTS

Type: _____

Description: _____

Type: _____

Description: _____

Type: _____

Description: _____

TOTAL SPENT: _____

Spent On: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

SKINCHANGERS

EXPANDED MERITS

Allies

Animal Affinity

Contacts

Fame

Mentor

Resources

Retainer

Other(_____)

POSSESSIONS

Equipment

Durability

Structure

Size

Cost

Vehicle

Durability

Structure

Size

Acceleration Safe Speed Max Speed Handling

RESIDENCE/DEN

Location

Description

SKINCHANGERS

HISTORY

Goals

DESCRIPTION

Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Characteristics: _____

Animal Form: _____

VISUALS

Group Chart

Character Sketch

