

# SHAPECHANGER

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Breed:  
 Auspice:  
 Rage:

## 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

### 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

### Health

000000000000000000  
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### Willpower

0000000000  
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### Primal Urge

0000000000

### Essence

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Points Per Turn: \_\_\_\_\_

### Harmony

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

### Weapon/Attack

### Dice Mod.

### Range

### Rate

### Clip

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Rage: choose Rage type • Auspice: choose 1 free Skill Specialty • Aspects: Choose 3 free inborn aspects + 7 dots of general aspects • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence=Harmony

# SHAPECHANGER

## FORMS

**Human:** Size: \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_ Speed: \_\_\_\_\_ Armor: \_\_\_\_\_ Perception: \_\_\_\_\_  
 Physical/Description: \_\_\_\_\_

**Near-Man:** Strength(+ \_\_\_\_\_): \_\_\_\_\_ Dexterity(+ \_\_\_\_\_): \_\_\_\_\_ Stamina(+ \_\_\_\_\_): \_\_\_\_\_ Manipulation(-1): \_\_\_\_\_  
 Size(+1): \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_ Speed: \_\_\_\_\_ Armor: \_\_\_\_\_ Perception(+1): \_\_\_\_\_  
 Notes: Induces Fear Effect; Observers not penalized by character's Primal Urge Score.  
 Physical/Description: \_\_\_\_\_

**Hybrid:** Strength(+ \_\_\_\_\_): \_\_\_\_\_ Dexterity(+ \_\_\_\_\_): \_\_\_\_\_ Stamina(+ \_\_\_\_\_): \_\_\_\_\_  
 Size(+2): \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_ Speed: \_\_\_\_\_ Armor: \_\_\_\_\_ 1/1 Perception(+2): \_\_\_\_\_  
 Notes: Rage Invoked. Induces Fear Effect. Inflict Lethal Damage with special attacks. Fail most Mental and Social Rolls.  
 Physical/Description: \_\_\_\_\_

**Near-Beast:** Strength(+2): \_\_\_\_\_ Dexterity(+2): \_\_\_\_\_ Stamina(+2): \_\_\_\_\_ Manipulation(-3): \_\_\_\_\_  
 Size(+1): \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative(+2): \_\_\_\_\_ Speed(+7): \_\_\_\_\_ Armor: \_\_\_\_\_ Perception(+2): \_\_\_\_\_  
 Notes: Induces Fear Effect; Inflict Lethal Damage with special attack.  
 Physical/Description: \_\_\_\_\_

**Animal:** Strength(+ \_\_\_\_\_): \_\_\_\_\_ Dexterity(+ \_\_\_\_\_): \_\_\_\_\_ Stamina(+ \_\_\_\_\_): \_\_\_\_\_  
 Size: \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative(+2): \_\_\_\_\_ Speed: \_\_\_\_\_ Armor: \_\_\_\_\_ Perception(+3): \_\_\_\_\_  
 Notes: Inflict Lethal Damage with special attack.  
 Physical/Description: \_\_\_\_\_

### Aspects

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Merits

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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Experience

### Equipment

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

### Background

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