

# The Moonstruck

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

BREED:  
HERITAGE:  
PACK:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Intuition \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Demolitions \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Research \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## ADVANTAGES

### SPELLS & RITUALS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### FORMS

#### HUMAN

No Change

#### NEAR-HUMAN

Str(+2): \_\_\_\_\_ Sta(+2): \_\_\_\_\_

#### WOLFMAN

Str(+4): \_\_\_\_\_ Dex(+1): \_\_\_\_\_ Sta(+3): \_\_\_\_\_

#### NEAR-WOLF

Str(+3): \_\_\_\_\_ Dex(+2): \_\_\_\_\_ Sta(+3): \_\_\_\_\_

#### WOLF

Str(+1): \_\_\_\_\_ Dex(+2): \_\_\_\_\_ Sta(+2): \_\_\_\_\_

### ENHANCEMENT'S

	POWER	SPEED	ENDURANCE
1	0	1	0
2	0	2	0
3	0	3	0
4	0	4	0
5	0	5	0
6	0	6	0
7	0	7	0
8	0	8	0
9	0	9	0
100		100	100

### BACKGROUNDS

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

### RAGE

000000000000000000  
□□□□□□□□□□□□□□

### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### EXPERIENCE

\_\_\_\_\_

### HEALTH

Bruised   
Hurt - 1   
Injured - 1   
Wounded - 2   
Mauled - 2   
Crippled - 5   
Incapacitated