

Abilities			

Health

Bruised — One Trait penalty to initiating challenges.

Wounded — Lose all ties. If your opponent has more traits than you do, he may also make an additional test.

Incapacitated — Out of play for ten minutes — must heal at least one wound level before you can move or challenge.

Mortally Wounded — Revert to Breed Form. Will lose one Physical Trait every ten minutes unless you receive medical assistance; otherwise you will die.

Rage:

Gnosis:

Auspice: _____

Breed: _____

Tribe: _____

Pack: _____

Nature: _____

Demeanor: _____

Colem: _____

Backgrounds

Battle Scars

The Apocalypse

Player Name: _____

Character Name: _____

Chronicle: _____

Crinos:			

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