Abilities

Mental Traits

Renown

Gifts

Social Traits

Crinos and Lupus:
Bestial x2

Physical Traits

Crinos:
Ferocious x2
Robust
Relentless
Brawny
Quick

Lupus:
Ferocious
Tireless
Quick

The Apocalypse

Player Name:

Character Name:

Chronicle:

Concept

Auspice:

Breed:

Tribe:

Pack:

Nature:

Demeanor:

Totem:

Backgrounds

Battle Scars

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: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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