The Apocalypse

Player Name:_____

Character Name:_____

Chronicle:_____

Concept

Auspice:_____ Nature:_____

Breed:_____ Demeanor:_____

Tribe:_____ Totem:_____

Pack:_____

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: O O O O O O O O O O

Gnosis: O O O O O O O O O O

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Physical Traits

Crinos:
Ferocious x2
Robust
Relentless
Brawny
Quick

Lupus:
Ferocious
Tireless
Quick

Social Traits

Crinos and Lupus:
Bestial x2

Mental Traits

Gifts

Renown

Abilities