



The Apocalypse

Player Name: _____
 Character Name: _____
 Chronicle: _____

Concept

Auspice: _____
 Breed: _____
 Crib: _____
 Pack: _____
 Nature: _____
 Demenor: _____
 Cotem: _____

Backgrounds

Battle Scars

Willpower

0 0 0 0 0 0 0 0 0 0

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: 0 0 0 0 0 0 0 0 0 0

Gnosis: 0 0 0 0 0 0 0 0 0 0

Gifts

Physical Traits

BONUS TRAITS
 Herald (none)
 Clabro (3)
 Brewro
 Fervous
 Quick
 Crines (8)
 Brewro x2
 Fervous x2
 Relentless
 Robust x2
 Quick
 Hlape (6)
 Simple test: +1 norm dmg
 +1 trait for periphur
 +1 trait for x2
 Tread x2
 Quick x2
 Leaps (3)
 Treads
 Quick x2

Social Traits

PENALTY TRAITS
 Herald (none)
 Clabro (2)
 Tactics
 Bestial
 Crines (3)
 Bestial x2
 Tactics
 Hlape (3) (2 sec, 1 min)
 Bestial x2 (50%)
 Shortlighted (0sec)
 Leaps (1)
 Bestial

Gifts

Abilities

Mental Traits

ADDITIONAL CRINOS BENEFITS:
 Rank 0 or 1: None. Rank 2: Free rest on raw strength. Rank 3: The Bomb. Rank 4: Extra health level. Rank 5: Win all ties involving strength. Rank 6: One additional normal damage.