

Bear (cost = x2)

	base	mod	total
Strength	5	_____	00000000
Dexterity	2	_____	00000000
Stamina	5	_____	00000000



	own	mod	total
Charisma	_____	_____	00000000
Manipulation	_____	-3	00000000
Appearance	_____	_____	00000000

	own	mod	total
Perception	_____	+2	00000000
Intelligence	_____	_____	00000000
Wits	_____	_____	00000000

Natural Abilities

Claws	Dmg: Str +2 Agg
Bite	Dmg: Str +1 Agg
Grasping Hands	

Physical Attributes

Height:	_____
Length:	_____
Weight:	_____
Colouring:	_____

Health

Bruised		☐
Bruised		☐
Bruised		☐
Hurt	-1	☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-3	☐
Mauled	-3	☐
Crippled	-5	☐
Incapacitated		☐

Wolf

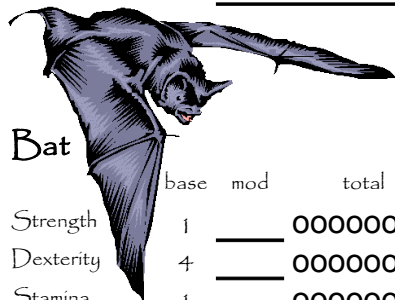
	base	mod	total
Strength	4	_____	00000000
Dexterity	3	_____	00000000
Stamina	3	_____	00000000

	own	mod	total
Charisma	_____	_____	00000000
Manipulation	_____	-3	00000000
Appearance	_____	_____	00000000

	own	mod	total
Perception	_____	_____	00000000
Intelligence	_____	_____	00000000
Wits	_____	_____	00000000

Physical Attributes

Height:	_____
Length:	_____
Weight:	_____
Colouring:	_____

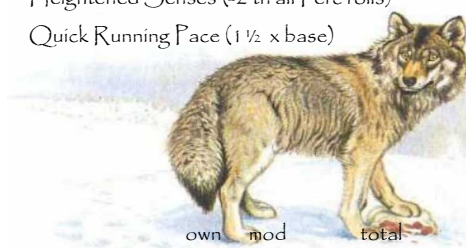


Bat

	base	mod	total
Strength	1	_____	00000000
Dexterity	4	_____	00000000
Stamina	1	_____	00000000

Natural Abilities

Claws	Dmg: Str Agg
Bite	Dmg: Str +1 Agg
Heightened Senses (-2 tn all Perc rolls)	
Quick Running Pace (1 1/2 x base)	



Health

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

Physical Attributes

Height:	_____
Length:	_____
Weight:	_____
Colouring:	_____

Natural Abilities

Bite	Dmg: Str Agg
Ultrasound Vision	
Flight	
+2 Dex, +5 INTV while in flight	

Health

Bruised		☐
Injured	-1	☐
Mauled	-3	☐
Incapacitated		☐

Form Stats are taken from standard animal stats, physical stats: -1 to any stat the caster has at 1, +1 to any stat the caster has at 4-6, +2 to a stat the caster has at 7-8, etc.