WEREWOLF

NAME: VIRTUE: AUSPICE:

PLAYER: VICE: TRIBE:

CHRONICLE: CONCEPT: LODGE:

ATTRIBUTES

POWER	Intelligence	●○○○○		Strength	●○○○○		Presence	●○○○○
FINESSE	Wits	●○○○○		Dexterity	●○○○○		Manipulation	●○○○○
RESISTANCE	Resolve	●○○○○		Stamina	●○○○○		Composure	●○○○○

SKILLS

MENTAL
(-3 Unskilled)

Academics ○○○○○
Computer ○○○○○
Crafts ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

PHYSICAL
(-1 Unskilled)

Athletics ○○○○○
Brawl ○○○○○
Drive ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Stealth ○○○○○
Survival ○○○○○
Weaponry ○○○○○

SOCIAL
(-1 Unskilled)

Animal Ken ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Persuasion ○○○○○
Socialize ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

RENOWN

Purity ○○○○○
Glory ○○○○○
Honor ○○○○○
Wisdom ○○○○○
Cunning ○○○○○

OTHER TRAITS

MERITS

_____ ○○○○○
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FLAWS

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_____
_____

HEALTH
(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)

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□□□□□□□□□□□□□□□□□□□□

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

PRIMAL URGE

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

ESSENCE

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

HUMANITY

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HARMONY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

GIFTS

_____ _____
_____ _____
_____ _____
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_____ _____

WEREWOLF

HISHU *(Human)*	DALU *(Near-Human)*	GAURU *(Wolf-Man)*	URSHUL *(Near-Wolf)*	URHAN *(Wolf)*
	Strength(+1):_____	Strength(+3):_____	Strength(+2):_____	Dexterity(+2):_____
	Stamina(+1):_____	Dexterity(+1):_____	Dexterity(+2):_____	Stamina(+1):_____
	Manipulation(-1):___	Stamina(+2):_____	Stamina(+2):_____	
			Manipulation(-3):___	
Size:_____	Size(+1):_____	Size(+1):_____	Size(+1):_____	Size(-1):_____
Defense:_____	Defense:_____	Defense:_____	Defense:_____	Defense:_____
Initiative:_____	Initiative:_____	Initiative(+1):_____	Initiative(+2):_____	Initiative(+2):_____
Speed:_____	Speed(+1):_____	Speed(+4):_____	Speed(+7):_____	Speed(+5):_____
Armor:_____	Armor:_____	Armor:_____1/1	Armor:_____	Armor:_____
Perception:_____	Perception(+2):____	Perception(+3):____	Perception(+3):____	Perception(+4):____
	Induces Lunacy; Observers have a 4-die bonus to their Willpower to resist.	*Rage Invoked. Induces Full Lunacy. Wound Penalties ignored and no unconsciouness rolls made. -2 to resist Death Rage. Inflict +2 Lethal Damage with bite attack & +1Lethal Damage with claw attack. Fail most Mental and Social Rolls.*	*Induces Lunacy; Observers have a 2-die bonus to their Willpower to resist. Inflict +2 Lethal Damage with bite attack.*	*Inflict +2 Lethal Damage with bite attack.*

RITES

TOTEM

CYBERNETICS

CYBERWARE	DAMAGE/FUNCTION	HUMANITY LOSS

TOTAL HUMANITY LOSS:_____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	CLIP

GEAR & EQUIPMENT