the World of Darkness

FORMS

Hisau (human)	Datu (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(+2):_____	Size(+1):_____	Size(-1):_____
Defense:_____	Defense:_____	Defense:_____	Defense:_____	Defense:_____
Initiative:_____	Initiative:_____	Initiative(+1):_____	Initiative(+1):_____	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 4-die bonus to their willpower to resist.	Rage invoked. Induces full lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage Inflict Lethal Damage Fail most mental and social rolls.	Induces Lunacy; observers have 2-die bonus to their willpower to resist. Inflict Lethal Damage	Inflict Lethal Damage with bite attack.

Auspice:

Tribe:

Lodge:

OTHER TRAITS

Primal Urge

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Essence

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RENOWN

Purity_____ ○○○○○
Glory_____ ○○○○○
Honor_____ ○○○○○
Wisdom_____ ○○○○○
Cunning_____ ○○○○○

EXPERIENCE

GIFTS AND RITES

Gift Lists:_____

Max Rank: ○○○○○

Gift	Roll	Book/Page

Rituals: ○○○○○

Rite	Roll	Book/Page