

# CAHALITA

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Tribe:  
Lodge:  
Pack:

## ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

### Mental (3 Unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### Physical (1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

### Social (1 Unskilled)

Animal/Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

### Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
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_____	00000
_____	00000

### Flaws

_____
_____
_____

### Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

### Health

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

00000000000000000000
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### Willpower

0000000000
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### Primal Urge

0000000000
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### Essence

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Points Per Turn: \_\_\_\_\_

### Harmony

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

### Weapon/Attack

### Dice Mod.

### Range

### Rate

### Clip

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence=Harmony

# CAHALITA

**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): _____	
Size: _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
Speed: _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Armor: 1/1	Armor: _____	Armor: _____
Perception: _____	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 unconsciousness  
rolls made.  
-2 to resist Death Rage.  
Inflict +2 Lethal Damage  
with bite attack & +1 Lethal  
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.

## TOTEM

## GIFTS AND RITES

Attributes:  
Power: \_\_\_\_\_  
Finesse: \_\_\_\_\_  
Resistance: \_\_\_\_\_  
Willpower: \_\_\_\_\_  
Essence: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Size: \_\_\_\_\_  
Corpus: \_\_\_\_\_  
Influences: 00000  
00000  
00000  
Numina: \_\_\_\_\_  
Bonuses: \_\_\_\_\_  
Ban: \_\_\_\_\_

Gift Lists: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Max Rank: 00000  
Gift Roll Page  
\_\_\_\_\_  
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Rituals: 00000  
Rite Roll Page  
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