

BLACK FURIES

Name:

Virtue:

Auspice:

Player:

Vice:

Lodge:

Chronicle:

Concept:

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
_____	00000

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Health

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

000000000000000000	000000000000000000
□□□□□□□□□□□□□□□□	□□□□□□□□□□□□□□□□

Willpower

0000000000	□□□□□□□□□□
------------	------------

Primal Urge

0000000000

Essence

□□□□□□□□□□	□□□□□□□□□□
------------	------------

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

BLACK FURIES

Hebu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urbian
(Wolf)

<i>Strength</i> (+1): _____	<i>Strength</i> (+3): _____	<i>Strength</i> (+2): _____	<i>Dexterity</i> (+2): _____
<i>Stamina</i> (+1): _____	<i>Dexterity</i> (+1): _____	<i>Dexterity</i> (+2): _____	<i>Stamina</i> (+1): _____
<i>Manipulation</i> (-1): _____	<i>Stamina</i> (+2): _____	<i>Stamina</i> (+2): _____	<i>Manipulation</i> (-3): _____
<i>Size</i> : _____	<i>Size</i> (+2): _____	<i>Size</i> (+1): _____	<i>Size</i> (-1): _____
<i>Defense</i> : _____	<i>Defense</i> : _____	<i>Defense</i> : _____	<i>Defense</i> : _____
<i>Initiative</i> : _____	<i>Initiative</i> (+1): _____	<i>Initiative</i> (+2): _____	<i>Initiative</i> (+2): _____
<i>Speed</i> : _____	<i>Speed</i> (+4): _____	<i>Speed</i> (+7): _____	<i>Speed</i> (+5): _____
<i>Armor</i> : _____	<i>Armor</i> : _____ 1/1	<i>Armor</i> : _____	<i>Armor</i> : _____
<i>Perception</i> : _____	<i>Perception</i> (+2): _____	<i>Perception</i> (+3): _____	<i>Perception</i> (+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

<i>Attributes:</i>	<i>Gift Lists:</i>
<i>Power:</i> _____	_____
<i>Finesse:</i> _____	_____
<i>Resistance:</i> _____	<i>Max Rank:</i> 00000
<i>Willpower:</i> _____	<i>Gift</i> _____ <i>Roll</i> _____ <i>Page</i> _____
<i>Essence:</i> _____	_____
<i>Initiative:</i> _____	_____
<i>Defense:</i> _____	_____
<i>Speed:</i> _____	_____
<i>Size:</i> _____	_____
<i>Corpus:</i> _____	_____
<i>Influences:</i> _____ 00000	_____
_____ 00000	_____
_____ 00000	_____
<i>Numina:</i> _____	<i>Rituals:</i> 00000
_____	<i>Rite</i> _____ <i>Roll</i> _____ <i>Page</i> _____
_____	_____
<i>Bonuses:</i> _____	_____
_____	_____
<i>Bans:</i> _____	_____
_____	_____
_____	_____

BLACK FURIES

Expanded Merits

Allies

Resources

Contacts

Retainer

Language

Status

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Fetishes

Misc

Aspice Ability

Experience

Name: _____
 Notes: _____

Total:

Total Spent: _____

Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____
