

# LODGE OF THE FIRESTICK

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Auspice:  
Tribe:  
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

### Flaws

_____
_____
_____

### Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

### Health

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

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### Willpower

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### Primal Urge

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### 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

# LODGE OF THE FIRESTICK

**Hishu**  
(Human)

**Dalu**  
(Near-Human)

**Gauru**  
(Wolf-Man)

**Urshul**  
(Near-Wolf)

**Urhan**  
(Wolf)

Strength(+1): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Strength(+3): \_\_\_\_\_  
Dexterity(+1): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_

Strength(+2): \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation(-3): \_\_\_\_\_

Dexterity(+2): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_

Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception: \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed(+1): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+2): \_\_\_\_\_

Size(+2): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+1): \_\_\_\_\_  
Speed(+4): \_\_\_\_\_  
Armor: \_\_\_\_\_ 1/1  
Perception(+3): \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+7): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+3): \_\_\_\_\_

Size(-1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+5): \_\_\_\_\_  
Armor: \_\_\_\_\_  
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: \_\_\_\_\_  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
Bonuses: \_\_\_\_\_  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
Ban: \_\_\_\_\_  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

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

# LODGE OF THE FIRESTICK

## EXPANDED MERITS

Allies

Resources

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Contacts

Retainer

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Language

Status

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Mentor

Other( \_\_\_\_\_ )

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## POSSESSIONS

Gear(Carried)

Equipment(Owned)

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Fetishes

Misc

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Auspice Ability

Experience

Name: \_\_\_\_\_  
Notes: \_\_\_\_\_

Total:

Total Spent: \_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: \_\_\_\_\_  
Strength: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Description: \_\_\_\_\_

# LODGE OF THE FIRESTICK

## HISTORY

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## DESCRIPTION

Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

	Height	Weight
Hishu:	_____	_____
Dalu:	_____	_____
Gauru:	_____	_____
Urshul:	_____	_____
Urhan:	_____	_____

## VISUALS

Back Chart

Character Sketch

