

# PREDATOR KINGS

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Lodge:  
Totem:  
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 |

### Weapon/Attack

| Weapon/Attack | Dice Mod. | Range | Rate  | Clip  |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |

### Health

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

|                    |
|--------------------|
| 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 |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Tribe • Renown: 1 Purity, 1 for tribe, 1 of your choice • Gifts: 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 • Pure characters gain 1 free dot in the Totem Merit when they join a pack



# PREDATOR KINGS

## EXPANDED MERITS

Allies

Resources

---

---

---



---

---

---

Contacts

Retainer

---

---

---



---

---

---

Language

Status

---

---

---



---

---

---

Mentor

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

---

---

---



---

---

---

## POSSESSIONS

Gear(Carried)

Equipment(Owned)

---

---

---



---

---

---

Fetishes

Misc

---

---

---



---

---

---

### Pack Information

### Experience

Pack Role: \_\_\_\_\_

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

---

---

---

Total:

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

## COMBAT

| Weapon/Attack | Damage | Range | Clip | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |

### Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

---

---

