

STORM LORDS

Name:
Player:
Chronicle:

Blood:
Bone:
Concept:

Auspice:
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

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 |

OTHER TRAITS

Merits

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Renown

| | |
|---------|-------|
| Purity | 00000 |
| Glory | 00000 |
| Honor | 00000 |
| Wisdom | 00000 |
| Cunning | 00000 |

Aspirations

| |
|-------|
| _____ |
| _____ |
| _____ |

Hunters Aspect

| |
|-------|
| _____ |
| _____ |
| _____ |

Conditions

| |
|-------|
| _____ |
| _____ |
| _____ |

Health

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

000000000000000000
□□□□□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

Flesh Touchstone

Harmony

0000000000

Spirit Touchstone

Kuruth Triggers

Passive: _____

Common: _____

Specific: _____

Beats: □□□□□ Experiences: _____

STORM LORDS

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

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

Sheep's Clothing

Teeth/Claws +0L
Defense vs. Firearms
Mild Lunacy
Badass Motherfucker

Teeth/Claws +2L
(Initiative +3)
Defense vs. Firearms
Full Lunacy
Regeneration
Rage
Primal Fear
(Kuruth Limit=
Stamina + Primal Urge)

Teeth +2L/Claws +1L
Defense vs Firearms
Moderate Lunacy
Weaken the Prey

Teeth +1L
Chase Down

TOTEM

GIFTS AND RITES

Name: _____
 Rank: _____
 Attributes:
 Power: _____
 Finesse: _____
 Resistance: _____
 Willpower: _____ Essence: _____
 Size: _____ Speed: _____
 Defense: _____ Initiative: _____
 Corpus: _____
 Influences: _____ 00000
 _____ 00000
 _____ 00000
 Aspiration: _____

 Manifestation: _____

 Numina: _____

 Bonuses: _____

 Ban: _____

 Bane: _____

Moon Gifts

_____ 00000

_____ 00000

Shadow Gifts

Wolf Gifts

Rites