

THE COLONY

Human Name:
Cat Name:
Player:

Virtue:
Vice:
Concept:

Rage: Madness (Megalomania)
Auspice:
Chronicle:

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

Aspects

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

Merits

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

Health

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) • Rage: choose Rage type • Auspice: choose 1 free Skill Specialty • Aspects: Choose 3 free inborn aspects + 7 dots of general aspects • 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

THE COLONY

Human

Near-Man

Hybrid

Near-Beast

Animal

Strength(+): _____
 Dexterity(+): _____
 Stamina(+): _____
 Manipulation(-1): _____

Strength(+1): _____
 Dexterity(+4): _____
 Stamina(+1): _____

Strength(+2): _____
 Dexterity(+2): _____
 Stamina(+2): _____
 Manipulation(-3): _____

Strength(+0): _____
 Dexterity(+2): _____
 Stamina(+1): _____

Size: _____
 Defense: _____
 Initiative: _____
 Speed: _____
 Armor: _____
 Perception: _____

Size(+1): _____
 Defense: _____
 Initiative: _____
 Speed: _____
 Armor: _____
 Perception(+1): _____

Size(+1): _____
 Defense: _____
 Initiative(+4): _____
 Speed(+5): _____
 Armor: 1/1
 Perception(+2): _____

Size(+1): _____
 Defense: _____
 Initiative(+2): _____
 Speed(+7): _____
 Armor: _____
 Perception(+2): _____

Size(-3): _____
 Defense: _____
 Initiative(+2): _____
 Speed(+5): _____
 Armor: _____
 Perception(+3): _____

Induces Fear Effect;
 Observers not penalized
 by character's
 Primal Urge Score.

Rage Invoked.
 Induce Fear Effect.
 Inflict Lethal Damage
 with special attacks.
 Fail most Mental and
 Social Rolls.

Induces Fear Effect;
 Inflict Lethal Damage
 with Special attack.

Inflict Lethal Damage
 with special attack.

Aspects

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

Merits

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

Derangements

Experience

Description/Background

Age: _____ D.O.B: _____ Hair: _____ Eyes: _____ Race: _____ Sex: _____

Allies/Contacts

Resources

Territory

Misc.

Equipment

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____