Name: Archetype: Chronicle:



Tribe:
Breed:
Auspice:

• Attributes 🔪

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

	(As	ssign / dots to your þrin	iary attribute, 5 to your s	secondary, and 3 t	o your tertiary. Choos	e one focus in each attrib	nute.)	
Physical	00000	00000	Social	00000	00000	Mental	00000	00000
Bonus At	tributes	00000	Bonus Att	ributes	00000	Bonus Att	tributes	00000
□Strength	□Dexterity	□Stamina	□Charisma □1	Manipulation	□Appearance	□Perception	□Intelliger	nce
				•				
~~~				Skills				
		and assign 4 dots. Choo				each. Choose four, and as		
Academics_			Empathy			Performance		
		00000	Firearms			Performance		
		00000	Intimidation			Science		
		00000	Investigation			Science_		
		00000	Leadership		00000	Security		00000
		00000	Linguistics			Stealth_		00000
		00000	Lore		00000	Streetwise		00000
		00000	Medicine		00000	Subterfuge		00000
		00000	Melee Occult			Survival		00000 00000
i							• • • •	
<b>→</b> Me	rits & F	laws 🚤	J Illin	Dillpowe	er man	<b>→</b> Hea	alth Levi	els ===
(Buy up to 7 points of	f merits and recieve up	to 7 points from flaws.)		(Characters begin play with 6 Willpower.)			racters lose their sir	mple action.)
l			1 2 3	3 4 5	6 7	Health	,	
<b></b>						Injured		
i				Gifts		Incapac	citated 🗆 🛭	
l		<del> </del>	(Choose 3 rank one gifts that	t match your Tribe, Br		Com	mon Poo	als ===
i			Name		Level	Unarmed Com		
<u> </u>						,	AWI +MISC	
						Dodge		$\neg$
l——						Physical +Do	odge +Misc	
B B	ackgroun	105						
(Assign one b	oackground 3 dots. A	Assign a second				Attribute +Sk	ill +Misc	
background	d 2 dots. Assign 1 d							
ļ		00000				Attribute +Sk	ill +Misc	<u>-</u>
<b> </b>		00000						$\neg$
·		00000				Attribute +Sk	ill +Misc	
		00000						$\neg$
i		00000				Attribute +Sk	ill +Misc	
		00000						$\neg$
	Gnosis					Attribute +Sk	ill +Misc	<u>-</u>
(Every character	begins play with a	Gnosis pool of 10.)						$\neg$
	닉닏┌닏닏					Attribute +Sk	ill +Misc	
ا ا		_						
				Paga	a delice			
				Rage		LAUD		
i (		t with 1 point of Rage, Additional Rage	and gain an automatic ţ	ooint of Rage on ed Additiona		an round. All Rage effec	ts are cumulative.) Additional Rage	
Regenerate 1/turn	+1 Damage		nerate 1/turn +1 Dama			turn +1 Damage		Regenerate 1/turn
1	2	3	4   5	6	7	8	9	10
i ———		(8):1	. 10 1 1 1 2			Frenzy I	Frenzy II	Frenzy III



- Momid Glabro —
- ---- Hispo ----Crinos -
- Lupus -

- None
- Homid-breed: can decrease Rage
- Aggravated damage with claws
- +1 bonus to Brawl, Melee, and Firearms
- +3 bonus to Dodge
- Dexterity focus: Dodge bonus becomes +5
- Aggravated damage with teeth and claws
- Can bite without grappling
- +4 bonus to Brawl and Melee
- Strength focus: Brawl and Melee bonus becomes +6
- Aggravated damage with teeth and claws
- Can bite without grappling
- +4 bonus to Brawl
- Stamina focus: 3 additional health levels
- Can track using scent
- Can bite without grappling
- Lupus-breed: can decrease Rage

# Harano

There are five stages of Harano, each representing a graduation of this condition, with debilitating effects.

Nagging doubts and inexplicable sorrow plague your heart over trivial matters. Motivation and attention to detail is difficult. You suffer from all of the penalties of the Flaw: Careless (see Chapter Five: Merits and Flaws, Flaws, Careless, page 323).

Rest or concentration feels impossible as you experience an adrenaline-soaked sense of potent hyperawareness, always preparing for yet another battle or ambush that might occur at any moment. You suffer from insomnia, and you appear tired, irritable, and withdrawn to others. When testing for anger frenzy, you receive a +2 penalty to your current Rage level, as though you have 2 additional points of Rage. For example, if you have 6 points of Rage, you would be in anger frenzy: stage 1, but benefit from Rage level 6 on the Rage track. However, after accounting for your +2 penalty to your Rage level, you enter anger frenzy: stage 1, as though you had 8 points of Rage, instead of 6 points.

# ☐Third Stage

Anxiety and flashes of traumatic memories alter your perception of the world, transforming life into a series of disappointments and derogations. When presented with a reminder of one of the traumatic experiences that led you to Harano, you suffer from the Derangement: Incapacitated: Traumatic Event.

## □Fourth Stage

You know in your heart that Gaia is gone and the world is lost, because you and your kin failed. Food and drink lose their taste. There is no joy in this life, only regret. You cannot regain Willpower until you have recovered from this stage of Harano.

Name:

Type: Cantrips: Qualities: Attuned To:

Description:

Your spirit has completely dissociated from your body. You have no joy, nor anger-only the comfort of nothingness. You are unable to take any action, even feeding yourself, unless forced by another.

Totichos

Created By:

# Wyrm Caint

There are five stages of Wyrm Taint, each representing a degradation of the soul, dissolution of the covenant with Gaia, and acceptance of the Wyrm.

You feel unclean, as though there is something wrong with your flesh, and your soul feels heavy and listless. You might find that your skin itches, as though you're suffering from a rash, and you always feel on edge.

### □Second Stage

The corruption of the Wyrm is now visible on your flesh as you appear pale, ill, and clearly uncomfortable in the presence of untainted servants of Gaia. This malefaction has begun to penetrate your soul. You now take twice as long to recover Gnosis as you would normally (see Gnosis: Recovering Gnosis, page 376).

### ☐Third Stage

The siren call of the Wyrm is now almost subliminal in your mind. Your perception alters, causing you to see the world in a continual state of decay. You believe it is your purpose to help it along. You gain the Derangement: Destruction: Call of the Wyrm.

Your spiritual orientation has shifted away from Gaia to the Wyrm. You can no longer recover or gain Gnosis in the usual fashion, but rather you must be located in a Wyrm affiliated zone or in the presence of a creature affiliated with the Wyrm to regain Gnosis. In addition, werewolves without Wyrm Taint gain a point of Wyrm Taint if they are in your presence for longer than five minutes.

# □Fifth Stage

Your spirit has almost completely surrendered to the Wyrm, and now your flesh reflects this this state. Your body has begun to mutate, featuring putrid pustules, weeping sores, and other deformities associated with the Black Spiral Dancers. You can exchange any tribal merits or gifts with any Black Spiral Dancer merit or gift of the same cost or level while you remain at the fifth stage of Wyrm Taint.

Sootho Traits

5 ctiones	Sectific Clases				
Name: Description: Type: Created By:	The test pool for a static challenge to resist frenzy is Mental attribute + current Willpower versus 12 + the number of Seethe traits currently possessed.  (Some of the ways a Garou might gain a Seethe trait include: struck by silver, loss of all Gnosis, loss of face, anger frenzy, etc.)				
Cantrips:					
Qualities:Attuned To:	Totem Pack Bonuses				

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