

the World of Darkness

FORMS

Hisau (human)	Datu (Near-Human)	Gauru (Wolf-Man)	Urshul (Near-Wolf)	Urhan (Wolf)
Strength(+1): _____	Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Dexterity(+2): _____
Stamina(+1): _____	Stamina(+1): _____	Dexterity(+1): _____	Dexterity(+2): _____	Stamina(+1): _____
Manipulation(-1): _____	Manipulation(-1): _____	Stamina(+2): _____	Stamina(+2): _____	Manipulation(-3): _____
Size: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative: _____	Initiative(+1): _____	Initiative(+1): _____	Initiative(+2): _____
Speed: _____	Speed(+1): _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Armor: _____	Armor: _____ 1/1	Armor: _____	Armor: _____
Perception: _____	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____	Perception(+4): _____
	Induces Lunacy; observers have 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 Lethal Damage. Fail most mental and social rolls.	Induces Lunacy; observers have 2-die bonus to their willpower to resist. Inflict Lethal Damage.	Inflict Lethal Damage with bite attack.

Auspice: _____
Tribe: _____
Lodge: _____

OTHER TRAITS

Primal Urge
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Essence
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RENEW

Purity _____ 00000
Glory _____ 00000
Honor _____ 00000
Wisdom _____ 00000
Cunning _____ 00000

EXPERIENCE

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000
Gift _____ Roll _____ Book/Page _____

Rituals: 00000
Rite _____ Roll _____ Book/Page _____

