### Attributes

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<tr>
<th>Power</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
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<tbody>
<tr>
<td>Finesse</td>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
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<tr>
<td>Resistance</td>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
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### Skills

#### Mental (3 Unskilled)
- Academics
- Computer
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Science

#### Physical (1 Unskilled)
- Athletics
- Brawl
- Drive
- Firearms
- Larceny
- Stealth
- Survival
- Weaponry

#### Social (1 Unskilled)
- Animal Ken
- Empathy
- Expression
- Intimidation
- Persuasion
- Socialize
- Streetwise
- Subterfuge

### Other Traits

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<th>Merits</th>
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### Health

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

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<th>Essence Points Per Turn:</th>
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### Flaws

- Purity
- Glory
- Honor
- Wisdom
- Cunning

### Renown

- 10 0
- 9 0
- 8 0
- 7 0
- 6 0
- 5 0
- 4 0
- 3 0
- 2 0
- 1 0

### Weapon/Attack

<table>
<thead>
<tr>
<th>Dice Mod.</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
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### Notes
- Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 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
**Name:**

**Notes:**

**Auspice Ability**

**Gear (Carried)**

**Equipment (Owned)**

**Experience**

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**Gift Lists:**

**Max Rank:** 00000

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<th>Gift</th>
<th>Roll</th>
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**Rituals:** 00000

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**Hishu**

**Human**

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**Size:**

**Defense:**

**Initiative:**

**Speed:**

**Armor:**

**Perception:**

Induces Lunacy; Observers have a 4-die bonus to their Willpower to resist.

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**Dalu**

**Near-Human**

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**Size (+2):**

**Defense:**

**Initiative (+1):**

**Speed (+4):**

**Armor:** 1/1

**Perception (+3):**

Induces Lunacy; Observers have a 2-die bonus to their Willpower to resist.

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**Gauru**

**Wolf-Man**

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**Size (+1):**

**Defense:**

**Initiative (+2):**

**Speed (+7):**

**Armor:**

**Perception (+3):**

Inflict +2 Lethal Damage with bite attack.

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**Ureshul**

**Near-Wolf**

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**Size (+2):**

**Defense:**

**Initiative (+2):**

**Speed (+5):**

**Armor:**

**Perception (+4):**

Inflict +2 Lethal Damage with bite attack.

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**Urhan**

**Wolf**

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**Size (-1):**

**Defense:**

**Initiative (+2):**

**Speed (+7):**

**Armor:**

**Perception (+3):**

Inflict +2 Lethal Damage with bite attack.

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**Induces Lunacy; Observers have a 2-die bonus to their Willpower to resist.**

**Inflict +2 Lethal Damage with bite attack & +1 Lethal Damage with claw attack.**

**Fail most Mental and Social Rolls.**

Rage Invoked.

Rage Invoked. Wound Penalties ignored and no unconsciousness rolls made.

-2 to resist Death Rage.

Inflict +2 Lethal Damage with bite attack & +1 Lethal Damage with claw attack.

Fail most Mental and Social Rolls.

Wound Penalties ignored and no unconsciousness rolls made.

-2 to resist Death Rage.

Inflict +2 Lethal Damage with bite attack.

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