**WORLD OF DARKNESS**

**Werewolf**

- **Gauru** (Wolf-Man)
  - Strength(+3):
  - Dexterity(+1):
  - Stamina(+2):
  - Size(+2):
  - Defense:
  - Initiative(+2):
  - Speed(+4):
  - Armor:
  - Perception(+3):

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

- **Urshul** (Near-Wolf)
  - Strength(+2):
  - Dexterity(+2):
  - Stamina(+2):
  - Manipulation(-3):
  - Size(+1):
  - Defense:
  - Initiative(+2):
  - Speed(+7):
  - Armor:
  - Perception(+3):

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

  Inflict +2 Lethal Damage with bite attack.

- **Urban** (Wolf)
  - Dexterity(+2):
  - Stamina(+1):

- **Dalu** (Near-Human)
  - Size:
  - Defense:
  - Initiative:
  - Speed:
  - Armor:
  - Perception:

  Inflict +2 Lethal Damage with bite attack.

**Hishu** (Human)

- Strength(+1):
- Stamina(+1):
- Manipulation(-1):
- Size(+1):
- Defense:
- Initiative:
- Speed(+1):
- Armor:
- Perception:

**Dolu** (Near-Human)

- Strength(+1):
- Stamina(+1):
- Size:
- Defense:
- Initiative:
- Speed(+1):
- Armor:
- Perception(+2):

**Totem**

**Attributes:**
- Power:
- Finesse:
- Resistance:
- Willpower:
- Essence:
- Initiative:
- Defense:
- Speed:
- Size:
- Corpus:
- Influences:

**Numina:**

**Gift Lists:**

**Max Rank:** 00000

**Gift**

**Roll**

**Book/Page**

**Rituals:** 00000

**Rite**

**Roll**

**Book/Page**

**Bonuses:**

**Ban:**