

# WORLD OF DARKNESS

# Dark Ages

## Werewolf

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Auspice:  
 Tribe:  
 Lodge:

### Attributes

Power		Intelligence	00000		Strength	00000		Presence	00000
Finesse		Wits	00000		Dexterity	00000		Manipulation	00000
Resistance		Resolve	00000		Stamina	00000		Composure	00000

### Skills

#### Mental

(3 unskilled)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000
_____	00000

#### Physical

(1 unskilled)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000
_____	00000

#### Social

(1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

### Other Traits

#### Merits

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

#### Flaws

_____
_____
_____

#### Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

#### Health

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

00000000000000000000	
□□□□□□□□□□□□□□□□	

#### Willpower

0000000000	
□□□□□□□□	

#### Primal Urge

0000000000	
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#### Essence

□□□□□□□□	
□□□□□□□□	

#### 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	Ammo	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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## Werewolf

**Wishu**  
(Human)

**Dalu**  
(Near-Human)

**Gauru**  
(Wolf-Man)

**Urshul**  
(Near-Wolf)

**Urban**  
(Wolf)

Strength(+1): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Strength(+3): \_\_\_\_\_  
Dexterity(+1): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_

Strength(+2): \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation(-3): \_\_\_\_\_

Dexterity(+2): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_

Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception: \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed(+1): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+2): \_\_\_\_\_

Size(+2): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+1): \_\_\_\_\_  
Speed(+4): \_\_\_\_\_  
Armor: \_\_\_\_\_ 1/1  
Perception(+3): \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+7): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+3): \_\_\_\_\_

Size(-1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+5): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+4): \_\_\_\_\_

*Induces Lunacy;  
Observers have a 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 +2 Lethal Damage  
with bite attack & +1Lethal  
Damage with claw attack.  
Fail most Mental and  
Social Rolls.*

*Induces Lunacy;  
Observers have a 2-die  
bonus to their  
Willpower to resist.  
Inflict +2 Lethal Damage  
with bite attack.*

*Inflict +2 Lethal Damage  
with bite attack.*

## Totem

## Gifts and Bites

Attributes:  
Power: \_\_\_\_\_ Finesse: \_\_\_\_\_ Resistance: \_\_\_\_\_  
Willpower: \_\_\_\_\_  
Essence: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Size: \_\_\_\_\_  
Corpus: \_\_\_\_\_  
Influences: \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
Numina: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Bonuses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Ban: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Gift Lists: \_\_\_\_\_  
\_\_\_\_\_  
Max Rank: 00000  
Gift Roll Book/Page  
\_\_\_\_\_  
\_\_\_\_\_  
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Rituals: 00000  
Rite Roll Book/Page  
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