**Hishu**
(Human)
- Size: __________
- Defense: __________
- Initiative: __________
- Speed: __________
- Armor: __________
- Perception: __________

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

**Gauru**
(Wolf/Man)
- Size: __________
- Defense: __________
- Initiative: __________
- Speed: __________
- Armor: __________
- Perception: __________

**Urshul**
(Near-Wolf)
- Size: __________
- Defense: __________
- Initiative: __________
- Speed: __________
- Armor: __________
- Perception: __________

**Urhan**
(Wolf)
- Size: __________
- Defense: __________
- Initiative: __________
- Speed: __________
- Armor: __________
- Perception: __________

**Totem**

**Gifts & Rites**

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

**Influences:**
- __________
- __________

**Numina:**
- __________

**Bonuses:**
- __________

**Max Rank: 00000**

**Gift Lists:**

**Rituals:**
- __________

**Roll**
- __________

**Book/Page**
- __________

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

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

Induces Full Lunacy. 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.

Inflict +2 Lethal Damage with bite attack.

Rage Invoked.
### Expanded Merits

#### Allies

- [ ]
- [ ]
- [ ]

#### Resources

- [ ]
- [ ]
- [ ]

#### Contacts

- [ ]
- [ ]
- [ ]

#### Retainers

- [ ]
- [ ]
- [ ]

#### Herd

- [ ]
- [ ]
- [ ]

#### Status

- [ ]
- [ ]
- [ ]

#### Mentor

- [ ]
- [ ]
- [ ]

#### Other

- [ ]
- [ ]
- [ ]

### Possessions

#### Gear (Carried)

- [ ]
- [ ]
- [ ]

#### Equipment (Owned)

- [ ]
- [ ]
- [ ]
- [ ]
- [ ]

#### Vehicles

- [ ]
- [ ]
- [ ]

#### Misc

- [ ]
- [ ]
- [ ]

### Combat

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<th>Weapon/Attack</th>
<th>Damage</th>
<th>Range</th>
<th>Clip</th>
<th>Size</th>
<th>Strength</th>
<th>Cost</th>
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**Armor**

- Rating:
- Strength:
- Defense:
- Speed:
- Description:

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The Forsaken