

# THE DISTANT ONES

Name:  
 God's Name:  
 Player:

Virtue:  
 Vice:  
 Concept:

Rage: Death  
 Aerie:  
 Chronicle:

## ATTRIBUTES

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

## SKILLS

## OTHER TRAITS

### Mental (3 Unskilled)

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

### Physical (1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

### Social (1 Unskilled)

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

### Aspects

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

### Merits

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

### Health

000000000000000000  
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### Willpower

0000000000  
 □□□□□□□□□□

### Primal Urge

0000000000

### Essence

□□□□□□□□□□  
 □□□□□□□□□□

Points Per Turn: \_\_\_\_\_

### 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

### Rate

### Clip

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Rage: choose Rage type • Auspice: choose 1 free Skill Specialty • Aspects: Choose 3 free inborn aspects + 7 dots of general aspects • 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

# THE DISTANT ONES

Human

Near-Man

Hybrid

Near-Beast

Animal

Strength(+ ): _____	Strength(+2): _____	Strength(+2): _____	Strength(+1): _____
Dexterity(+ ): _____	Dexterity(+3): _____	Dexterity(+2): _____	Dexterity(+2): _____
Stamina(+ ): _____	Stamina(+1): _____	Stamina(+2): _____	Stamina(+0): _____
Manipulation(-1): _____		Manipulation(-3): _____	
Size: _____	Size(+1): _____	Size(+1): _____	Size(-2): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative: _____	Initiative(+4): _____	Initiative(+2): _____
Speed: _____	Speed: _____	Speed(+5): _____	Speed(+3): _____
Armor: _____	Armor: _____	Armor: 1/1	Armor: _____
Perception: _____	Perception(+1): _____	Perception(+2): _____	Perception(+3): _____
	Induces Fear Effect; Observers not penalized by character's Primal Urge Score.	Rage Invoked. Induce Fear Effect. Inflict Lethal Damage with Talons. Fail most Mental and Social Rolls.	Induces Fear Effect; Inflict Lethal Damage with Special attack. Inflict Lethal Damage with Beak.

## Aspects

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Merits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Derangements

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Experience

\_\_\_\_\_

## Description/Background

Age: \_\_\_\_\_ D.O.B: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ Race: \_\_\_\_\_ Sex: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Allies/Contacts

\_\_\_\_\_  
 \_\_\_\_\_

## Resources

\_\_\_\_\_  
 \_\_\_\_\_

## Territory

\_\_\_\_\_  
 \_\_\_\_\_

## Misc.

\_\_\_\_\_  
 \_\_\_\_\_

## Equipment

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____