## Attributes

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

## Skills

### Mental

- Academics
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Science
- Technology

### Physical

- Athletics
- Brawl
- Firearms
- Larceny
- Ride
- Stealth
- Survival
- Weaponry

### Social

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

### Other Traits

<table>
<thead>
<tr>
<th>Merits</th>
<th>Health</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>

### Flaws

- Purity
- Glory
- Honor
- Wisdom
- Cunning

### Renown

- Purity
- Glory
- Honor
- Wisdom
- Cunning

### Weapon/Attack

- Bite
- Claw

## Experience:

- Academics
- Crafts
- Investigation
- Medicine
- Occult
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### The Wild West

<table>
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<tr>
<th>Totem</th>
<th>Gifts &amp; Rites</th>
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<tbody>
<tr>
<td><strong>Attributes:</strong></td>
<td><strong>Gift Lists:</strong></td>
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<tr>
<td>Power:</td>
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<td>Bonuses:</td>
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<td>Ban:</td>
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</tbody>
</table>

**Rage invoked.**
Induces Lunacy, observers have 4-die bonus to their willpower to resist.

**Induces Lunacy; observers have 2-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 Lethal Damage. Fail most mental and social rolls.

**Induces Lethal Damage with bite attack.**

**Induces Lunacy; observers have 4-die bonus to their willpower to resist.**

**Inflict Lethal Damage.**

**Weapons:**

- Size: 5 for adult humanoid werewolf
- Defense: Lowest of Dexterity or Wits
- Initiative Mod: Dexterity + Composure
- Speed: Strength + Dexterity + 5
- Strength (+1): __________
- Stamina (+2): __________
- Manipulation (-1): __________
- Size (+1): __________
- Defense: __________
- Initiative: __________
- Speed (+1): __________
- Armor: __________
- Perception (+2): __________
- Size (+2): __________
- Defense: __________
- Initiative (+1): __________
- Speed (+4): __________
- Armor: __________
- Perception (+3): __________
- Size (+1): __________
- Defense: __________
- Initiative (+1): __________
- Speed (+7): __________
- Armor: __________
- Perception (+3): __________
- Size (-1): __________
- Defense: __________
- Initiative (+2): __________
- Speed (+5): __________
- Armor: __________
- Perception (+4): __________

**Hisau (Human)**
**Dalu (Near-Human)**
**Gauru (Wolf-Man)**
**Urshul (Near-Wolf)**
**Urhan (Wolf)**
### Expanded Merits

#### Allies
- 
- 
- 

#### Resources
- 
- 
- 

#### Contacts
- 
- 
- 

#### Retainer
- 
- 
- 

#### Language
- 
- 
- 

#### Status
- 
- 
- Other(

#### Possessions

#### Gear (Carried)
- 
- 
- 

#### Equipment (Owned)
- 
- 
- 

#### Vehicles
- 
- 
- 

#### Misc.
- 
- 
- 

### Animal

<table>
<thead>
<tr>
<th>Name:</th>
<th>Type:</th>
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<tbody>
<tr>
<td>Intelligence:</td>
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<td>Damage</td>
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<td>Weapons/Attacks</td>
<td>Defense:</td>
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<td>Initiative:</td>
<td>Special Notes</td>
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#### Health

- 
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- 

### Combat

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<thead>
<tr>
<th>Weapon/Attack</th>
<th>Damage</th>
<th>Range</th>
<th>Ammo</th>
<th>Size</th>
<th>Strength</th>
<th>Cost</th>
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#### Armor

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- 
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- Description: