Hunters in Darkness

Let No Sacred Place in Your Territory be Violated

Name: Virtue: Auspice:
Player: Vice: Lodge:
Chronicle: Concept: Pack:

Attributes

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

Skills

Mental
(-3 Unskilled)

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Physical
(-1 Unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

Social
(-1 Unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
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Flaws

_____
_____
_____

Renown

Purity _____ ○○○○○
Glory _____ ○○○○○
Honor _____ ○○○○○
Wisdom _____ ○○○○○
Cunning _____ ○○○○○

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

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Willpower

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□□□□□□□□□□

Primal Urge

●○○○○○○○○○

Essence

□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

Harmony

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Weapon/Attack	Dice Mod.	Range	Rate	Clip

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • 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

Hunters in Darkness

Hishu (Human)	Dalu (Near-Human)	Gauru (Wolf-Man)	Urshul (Near-Wolf)	Urhan (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 unconsciouness 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

Attributes:
- Power:_____
- Finesse:_____
- Resistance:_____

Willpower:_____
Essence:_____
Initiative:_____
Defense:_____
Speed:_____
Size:_____
Corpus:_____
Influences:_____ OOOOO
_____ OOOOO
_____ OOOOO
Numina:_____

Bonuses:_____

Ban:_____

Gifts and Rites

Gift Lists:_____

Max Rank: OOOOO

Gift	Roll	Page

Rituals: OOOOO

Rite	Roll	Page