

LODGE OF THE LOST

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Pack:

ATTRIBUTES

<i>Power</i>	Intelligence 00000	Strength 00000	Presence 00000
<i>Finesse</i>	Wits 00000	Dexterity 00000	Manipulation 00000
<i>Resistance</i>	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

Merits

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

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Rate	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Health

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

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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

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

LODGE OF THE LOST

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 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.

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 RITES

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 Page

Rituals: 00000
Rite Roll Page

