

LODGE OF THE MAELSTROM

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Pack:

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

Merits

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

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Health

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

000000000000000000
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Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
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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) • 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 MAELSTROM

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength(+1): _____
 Stamina(+1): _____
 Manipulation(-1): _____

 Size: _____
 Defense: _____
 Initiative: _____
 Speed: _____
 Armor: _____
 Perception: _____

Strength(+1): _____
 Stamina(+1): _____
 Manipulation(-1): _____

 Size(+1): _____
 Defense: _____
 Initiative: _____
 Speed(+1): _____
 Armor: _____
 Perception(+2): _____

Induces Lunacy;
 Observers have a 4 die
 bonus to their
 Willpower to resist.

Strength(+3): _____
 Dexterity(+1): _____
 Stamina(+2): _____

 Size(+2): _____
 Defense: _____
 Initiative(+1): _____
 Speed(+4): _____
 Armor: _____ 1/1
 Perception(+3): _____

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.

Strength(+2): _____
 Dexterity(+2): _____
 Stamina(+2): _____
 Manipulation(-3): _____

 Size(+1): _____
 Defense: _____
 Initiative(+2): _____
 Speed(+7): _____
 Armor: _____
 Perception(+3): _____

Induces Lunacy;
 Observers have a 2-die
 bonus to their
 Willpower to resist.
 Inflict +2 Lethal Damage
 with bite attack.

Dexterity(+2): _____
 Stamina(+1): _____

 Size(-1): _____
 Defense: _____
 Initiative(+2): _____
 Speed(+5): _____
 Armor: _____
 Perception(+4): _____

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

