Lodge of the Modernist

Name: Virtue: Auspice:
Player: Vice: Tribe:
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

Lodge of the Modernist

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