

# LODGE OF PROPHECY

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
_____	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	□□□□□□□□□□
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### Primal Urge

0000000000
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### 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

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 PROPHECY

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: Rite	00000	Roll	Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____