

Lodge of Quetzal

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

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)
 00000000000000000000
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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 Quetzal

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

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

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Rituals: 00000

Rite

Roll

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