

CLASS WALKERS

Hebu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urbian
(Wolf)

<i>Strength</i> (+1): _____	<i>Strength</i> (+3): _____	<i>Strength</i> (+2): _____	<i>Dexterity</i> (+2): _____
<i>Stamina</i> (+1): _____	<i>Dexterity</i> (+1): _____	<i>Dexterity</i> (+2): _____	<i>Stamina</i> (+1): _____
<i>Manipulation</i> (-1): _____	<i>Stamina</i> (+2): _____	<i>Stamina</i> (+2): _____	<i>Manipulation</i> (-3): _____
<i>Size</i> : _____	<i>Size</i> (+2): _____	<i>Size</i> (+1): _____	<i>Size</i> (-1): _____
<i>Defense</i> : _____	<i>Defense</i> : _____	<i>Defense</i> : _____	<i>Defense</i> : _____
<i>Initiative</i> : _____	<i>Initiative</i> (+1): _____	<i>Initiative</i> (+2): _____	<i>Initiative</i> (+2): _____
<i>Speed</i> : _____	<i>Speed</i> (+1): _____	<i>Speed</i> (+4): _____	<i>Speed</i> (+5): _____
<i>Armor</i> : _____	<i>Armor</i> : _____	<i>Armor</i> : 1/1	<i>Armor</i> : _____
<i>Perception</i> : _____	<i>Perception</i> (+2): _____	<i>Perception</i> (+3): _____	<i>Perception</i> (+3): _____
	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.

Totem

Gifts and Rites

<i>Attributes:</i>	<i>Gift Lists:</i>		
<i>Power:</i> _____			
<i>Finasse:</i> _____			
<i>Resistance:</i> _____	<i>Max Rank:</i> 00000		
<i>Willpower:</i> _____	<i>Gift</i>	<i>Roll</i>	<i>Page</i>
<i>Essence:</i> _____			
<i>Initiative:</i> _____			
<i>Defense:</i> _____			
<i>Speed:</i> _____			
<i>Size:</i> _____			
<i>Corpus:</i> _____			
<i>Influences:</i> 00000			
00000			
00000			
<i>Numina:</i> _____	<i>Rituals:</i> 00000		
	<i>Rite</i>	<i>Roll</i>	<i>Page</i>
<i>Bonuses:</i> _____			
<i>Ban:</i> _____			

CLASS WALKERS

Expanded Merits

Allies

Resources

Contacts

Retainer

Language

Status

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Fetishes

Misc

Auspice Ability

Experience

Name: _____
 Notes: _____

Total:

Total Spent: _____

The Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____
