

# TRIP MASTERS

HONOR YOUR TERRITORY IN ALL THINGS

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Auspice:  
Lodge:  
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)  
 000000000000000000  
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### Willpower

0000000000  
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### 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

# TRUUM MASTERS

Hishu  
(Human)

Dalu  
(Near-Human)

Gauru  
(Wolf-Man)

Ursul  
(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

Page

Rituals: 00000  
Rite

Roll

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# TRUIN MASTERS

## EXPANDED MERITS

Allies

Resources

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Contacts

Retainer

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Language

Status

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Mentor

Other( \_\_\_\_\_ )

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## POSSESSIONS

Gear(Carried)

Equipment(Owned)

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Fetishes

Misc

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Auspice Ability

Experience

Name: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total:

Total Spent: \_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# TRUW MASTERS

## HISTORY

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## DESCRIPTION

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Sex: \_\_\_\_\_

	Height	Weight
Hishu:	_____	_____
Dalu:	_____	_____
Gauru:	_____	_____
Urshul:	_____	_____
Urhan:	_____	_____

## VISUALS

Rack Chart

Character Sketch

