

LODGE OF RUIN

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

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)

000000000000000000
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Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

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 RUIN

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Dexterity(+2): _____
Stamina(+1): _____	Dexterity(+1): _____	Dexterity(+2): _____	Stamina(+1): _____
Manipulation(-1): _____	Stamina(+2): _____	Stamina(+2): _____	
Manipulation(-3): _____		Manipulation(-3): _____	
Size: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative: _____	Initiative(+1): _____	Initiative(+2): _____
Speed: _____	Speed(+1): _____	Speed(+4): _____	Speed(+7): _____
Armor: _____	Armor: _____	Armor: <i>1/1</i>	Armor: _____
Perception: _____	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____
	Perception(+4): _____		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.

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

Page

LODGE OF RUIN

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: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

LODGE OF RUIN

HISTORY

DESCRIPTION

Age: _____
Date of Birth: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Sex: _____

	Height	Weight
--	--------	--------

Hishu:	_____	_____
Dalu:	_____	_____
Gauru:	_____	_____
Urshul:	_____	_____
Urhan:	_____	_____

VISUALS

Race Chart

Character Sketch

