

# BLOOD TALONS

Name:  
 Player:  
 Chronicle:

Blood:  
 Bone:  
 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 |

### Renown

|         |       |
|---------|-------|
| Purity  | 00000 |
| Glory   | 00000 |
| Honor   | 00000 |
| Wisdom  | 00000 |
| Cunning | 00000 |

### Aspirations

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

### Hunters Aspect

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

### Conditions

|       |
|-------|
| _____ |
| _____ |
| _____ |

### Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)  
 000000000000000000  
 □□□□□□□□□□□□□□□□

### Willpower

0000000000  
 □□□□□□□□□□

### Primal Urge

0000000000

### Essence

□□□□□□□□□□  
 □□□□□□□□□□

### Flesh Touchstone

\_\_\_\_\_

### Harmony

0000000000

### Spirit Touchstone

\_\_\_\_\_

### Kuruth Triggers

Passive: \_\_\_\_\_

\_\_\_\_\_

Common: \_\_\_\_\_

\_\_\_\_\_

Specific: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Beats: □□□□□ Experiences: \_\_\_\_\_

Aspirations 3 + 1 Totem • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice • Tribe • Primal Urge 1 • Renown 1 auspice, 1 tribe, 1 free • 1 Moon Gift, 2 Shadow Gifts, 1 Moon/Wolf Gift • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Perception = Wits + Composure • Starting Harmony = 7 • Essence = 7

# BLOOD TALONS

*Hishu*  
(Human)

*Dalu*  
(Near-Human)

*Gauru*  
(Wolf-Man)

*Urshul*  
(Near-Wolf)

*Urhan*  
(Wolf)

|                       |                         |                       |                         |                         |
|-----------------------|-------------------------|-----------------------|-------------------------|-------------------------|
| Strength: _____       | Strength(+1): _____     | Strength(+3): _____   | Strength(+2): _____     | Strength: _____         |
| Dexterity: _____      | Dexterity: _____        | Dexterity(+1): _____  | Dexterity(+2): _____    | Dexterity(+2): _____    |
| Stamina: _____        | Stamina(+1): _____      | Stamina(+2): _____    | Stamina(+2): _____      | Stamina(+1): _____      |
| Manipulation: _____   | Manipulation(-1): _____ | Manipulation: _____   | Manipulation(-1): _____ | Manipulation(-1): _____ |
| Size: _____           | Size(+1): _____         | Size(+2): _____       | Size(+1): _____         | Size(-1): _____         |
| Defense: _____        | Defense: _____          | Defense: _____        | Defense: _____          | Defense: _____          |
| Initiative: _____     | Initiative: _____       | Initiative(+1): _____ | Initiative(+2): _____   | Initiative(+2): _____   |
| Speed: _____          | Speed(+1): _____        | Speed(+4): _____      | Speed(+7): _____        | Speed(+5): _____        |
| Armor: _____          | Armor: _____            | Armor: _____          | Armor: _____            | Armor: _____            |
| Perception(+1): _____ | Perception(+2): _____   | Perception(+3): _____ | Perception(+3): _____   | Perception(+4): _____   |

Sheep's Clothing

Teeth/Claws +0L  
Defense vs. Firearms  
Mild Lunacy  
Badass Motherfucker

Teeth/Claws +2L  
(Initiative +3)  
Defense vs. Firearms  
Full Lunacy  
Regeneration  
Rage  
Primal Fear  
(Kuruth Limit=  
Stamina + Primal Urge)

Teeth +2L/Claws +1L  
Defense vs Firearms  
Moderate Lunacy  
Weaken the Prey

Teeth +1L  
Chase Down

## TOTEM

## GIFTS AND RITES

Name: \_\_\_\_\_  
 Rank: \_\_\_\_\_  
 Attributes:  
 Power: \_\_\_\_\_  
 Finesse: \_\_\_\_\_  
 Resistance: \_\_\_\_\_  
 Willpower: \_\_\_\_\_ Essence: \_\_\_\_\_  
 Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_  
 Corpus: \_\_\_\_\_  
 Influences: \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 Aspiration: \_\_\_\_\_  
 \_\_\_\_\_  
 Manifestation: \_\_\_\_\_  
 \_\_\_\_\_  
 Numina: \_\_\_\_\_  
 \_\_\_\_\_  
 Bonuses: \_\_\_\_\_  
 \_\_\_\_\_  
 Ban: \_\_\_\_\_  
 \_\_\_\_\_  
 Bane: \_\_\_\_\_  
 \_\_\_\_\_

*Moon Gifts*

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

*Shadow Gifts*

*Wolf Gifts*

*Rites*