			(wolf t	he Fo	orsake	n				
Name:				Concept:				Xp:				
Age:				Virtue				Initiative: (Dex+Comp)= +1D10				
Auspice:				Vice:				Defense:				
Tribe:				Lodge:				Size:				
	Hea			Willpower				Speed:				
	+2 Dalu, +4 Ga	uru, +3 Ursh	ul	00000000000				Perception: (Wits+Comp)=				
00000000000					000000	000000		Essence				
00000000000				Primal Urge				000000000				
0000000000				000000000				()()()()()()()()()()				
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	Gif			Gifts				Rituals				
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Power			Intelligence •OOO		00	Strength •OO		Presence •OOO		00		
Finesse			Wits •OOO		О	Dexterity	●0000		Manipulation ●OOOO			
Resistance Reso			Resolve	Resolve •OOOO			●0000		Composure •OOOO			
	Skills			S kills			S kills		Merits/Flaws			
	Mental			Physica	1	Social			Merits			
	(-3 unskilled)	1		(-1 unskilled)			(-1 unskilled)			00000		
Academics	. ,	00000	Athletics	•	,	Animal Ken	•	00000		00000		
		00000	Brawl		-					00000		
		00000	Drive		00000	Expression		00000		00000		
Investigation	n	00000	Firearms		00000			00000		00000		
Medicine		00000				Persuasion_		00000		00000		
Occult		00000	Stealth		00000	Socialize		00000		_ 00000		
Politics		00000	Survival			Streetwise_		00000		_ 00000		
Science		00000	Weaponry_		00000	Subterfuge_		00000		_ 00000		
Mental Specialties		Physical Spec		ialties	ties Socia		lties	77				
Skill Specialty			Skill Specialty			Skill			Flaws			
									L			
Weapons/Armor				apons/A	rmor	Weapons/Ar		mor	Weapons/A	Armor		
Weapons		Damage	Ran	iges	Clip/Ammo	Strength Size		Special				
Armor Type		Rating	Strength Defense		Speed	Perception		Special/AR				
							n. Each point of o	damage taken by	a person is subtracted off the p	erson's AR as well.		
NOTE: Damage to armor is only taken from weapons of size 2 or creatures with an Strength of 6 or more.												
-			quipme				10		Harmony			
Equipment		Special						(roll 5 dice)		0		
							9	(roll 5 dice)		0		
							8 7	(roll 4 dice)		0		
							6	(roll 4 dice)		0		
							5	(roll 3 dice)		0		
							4	(roll 3 dice)		0		
							3	(roll 2 dice)		0		
							2	(roll 2 dice)		0		
							1	(roll 1 dice)		0		

			History			
	oility Specialty	Appeara	ance/Background notes/0	Contacts	Supplies/Holdings	s/Wealth
Skill	specialty					
					Merits	
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		Purity		00000		
		Glory		00000		
		Honor		00000		
		Wisdom		00000		
		Cunning		00000		
29						
	Hishu	Dalu	Gauru	Urshul	Urhan	
	(Human)	(Near-Human	(Wolf-Man)	(Near-Wolf)	(Wolf)	
		Strength (+1):	Strength (+3):	Strength (+2):	Dexterity (+2):	
		Stamina (+1): Manipulation (-1):	Dexterity (+1): Stamina (+2):	Dexterity (+2): Stamina (+2):	Stamina (+1):	
		manipulation (-1)	Stamma (+2)	Manipulation (-3):		
	Size:	Size (+1):	Size (+2):	Size (+1):	Size (-1):	
	Defense:	Defense:	Defense:	Defense:	Defense:	
		Initiative:	Initiative (+1):	Initiative(+2):	Initiative(+2):	
		Speed (+1):	Speed (+4):	Speed(+7):	Speed (+5):	
	Armor:	Armor:	Armor (1/1):	Armor:	Armor:	
	Perception:	Perception (+2):	Perception (+3):	Perception (+3):	Perception (+4):	
		Induces Lunacy;	Claw +1L, Bite +2L	Claw L, Bite +2L	Claw B, Bite +2L	
		observers have a 4-die	Induces full Lunacy.	Induces Lunacy;	Inflict Lethal damage with	
		bonus to their Willpower	Wound penalties ignored	observers have a 2-die	bite attack.	
		to resist.	and no unconsciousness	bonus to their Willpower		
			roll made.	to resist.		
			-2 to resist Death Rage	Inflict lethal damage.		
			Inflict Lethal damage.			
			Fail most Mental and			
			Social rolls.			

Attributes 5/4/3 * Skills 11/7/4 (+3 specialties) * Merits 7 * (Buying the fifth dot in any area costs 2 points) * Health = Stamina + Size * Willpower = Resolve + Composure * Size = 5 for adult humans * Defense = Lowest of Dexterity or Wits * Initiative Mod = Dexterity + Composure Speed = Strength + Dexterity + 5 * Starting Harmony = 7* Primal Urge starts at 1