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HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSULA
(NEAR-WOLF)

URHAN
(WOLF)

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: _____ 1/1	ARMOR: _____	ARMOR: _____
PERCEPTION: _____	PERCEPTION(+2): _____	PERCEPTION(+3): _____	PERCEPTION(+3): _____	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 lethal damage.
Fail most Mental and
Social rolls.

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower to resist.
Inflict lethal damage.

Inflict lethal damage
with bite attack.

TOTEM

GIFTS AND RITES

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE:

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences:_____000000

_____000000

_____000000

Numina: _____

Bonuses: _____

Ban: _____

Gift Lists: _____

Max Rank: 00000

Gift Roll Page

Rituals: 00000

Rite Roll Page