Name: SARA "Tempest-in-the-Shid	Auspice: T. Thapub	Tribe: Stown Lower	Lodge:	Primal-Urge:
Hishu	B alu	Gauru	Urshul	Urhan
Initiative (Dex+Comp):	Initiative (Dex +Comp):	Initiative (Dex +Comp +1): 5	Initiative (Dex + Comp +2):	Initiative (Dex +Comp +2):
Defense: 2	Defense: 7	Defense: 3 (4)	Defense: 3	Defense: 2
Size: S	Size (+1): (o	Size (+2): 7	Size (+1): 6	Size (-1): 4
Speed: 9	Speed (+1):	Speed (+4):) }	Speed (+7): /6	Speed (+5): 14
Perception (Wits +Comp):	Perception (Wits +Comp +2): "7	Perception (Wits +Comp +3): 8	Perception (Wits +Comp +3):	Perception (Wits + Comp +4): 0
Strength: 7	Strength (+1): 3	Strength (+3): 3	Strength (+2): 4	Strength: 2
Dexterity: 7	Dexterity: 2	Dexterity (+1): 3	Dexterity (+2):	Dexterity (2):
Stamina: 1	Stamina (+1): 3	Stamina (+2):	Stamina (+2): U	Stamina (+1): 3
Intelligence: 3	Intelligence: 2	Intelligence: 2	Intelligence: 2	Intelligence: 2
Wits: 3	Wits: 3	Wits: 3	Wits: 3	Wits: 3
Resolve: 2	Resolve: 2	Resolve: 7	Resolve: Z	Resolve: 2
Presence: 2	Presence: 2	Presence: 2	Presence: 7	Presence: 2
Manipulation: 3	Manipulation (-1): 2	Manipulation: n/a (except Intimidation)	Manipulation (-3):	Manipulation: n/a (except intimidation)
Composure: 3	Composure: 3	Composure: 3	Composure: 3	Composure: 3
Frenzy: n/a	Frenzy: Victim's Willpower +4	Frenzy: Victim's Willpower	Frenzy: Victim's Willpower +2	Frenzy: n/a
Willpower	Essence	Death Rage: Resolve + Composure -2		
	[][][][][][][][][][][][]	Claw: +1 Lethal	Claw: Lethal	Claw: Bashing
Harmony		Bite: +2 Lethal	Bite: +2 Lethal	Bite: +2 Lethal
		Armor: 1/1		
Rite of Dedication (*) (Harmony/ Extended [10 successes; rolls represent 1				
turn]). Allows a werewolf to ritually tie mundane objects to his Essence				
which can then be change with the werewolf or merge with his flesh, as well				
as the items can enter the spirit world with him Performed. Involves				

Rite of Dedication (*) (Harmony/ Extended [10 successes; rolls represent 1 turn]). Allows a werewolf to ritually tie mundane objects to his Essence which can then be change with the werewolf or merge with his flesh, as well as, the items can enter the spirit world with him. Performed: Involves cutting the recipient with a claw and smearing his blood on the item in question, drawing a circular pattern. At the culmination, the item absorbs the blood, leaving no stain. DF: The Rite fails. S: Target may have one item per PU bound to him. He may choose to release a dedicated item. Items dedicated include a set of clothing and minor items within (they must be within when changing or sidestepping) or a backpack and contents already within. ES: The item doesn't count towards the PU limit.

Two-World Eyes (*) (- / Instant / Wits + Occult + Wisdom) Uratha sees events in both physical and spirit realms. Lasts 1 round per success. ES: Smell or hearing applies as well.

Read Spirit (••) (1E / Instant / Int + Occult + Cunning) Reveals name, type, and rank of a spirit, as well as one additional fact per success after first (Power, Finesse, Resistance, Willpower, Essence, Speed, Numina, etc.). 1 round of prior interaction with spirit required. No Ghosts.

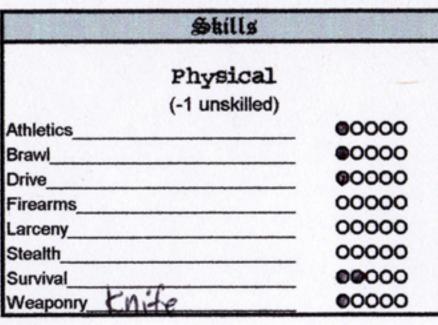
Call the Breeze (•) (- / Instant / -) User summons a wind (approximately 25 mph) that may be directed with a Manipulation + Occult roll. Perception tasks within the area suffer a -1 penalty due to distraction. Lasts one turn per dot of Primal Urge.

Rite of the Spirit Brand (*) (Harmony/ Extended [15 successes; each roll represents 1 minute of effort) Another must perform this Rite for another to confirm, through a Lune, the right to greater standing among the Uratha and Spirits. Performed: User intones a chant honoring the subject's strength and wisdom. The wording may be poetic or modern, depending on the ritemaster's talents, but it must be respectful. As he chants, the ritemaster's nails perform ritual patterns across the subject's skin. As the rite continues the patterns glow with silver light and take the form of spirit brands. DF: Seen as shameful; however, the ritemaster must start anew, if the subject allows. S: Brands blaze and fade to the proper state (invisible if in the physical world). ES: The subject gains +1 to all Social rolls made to influence spirits for the duration of the scene.

Banish Human (*) (Harmony vs. Resolve/ Instant or contested; resistance is reflexive.) Forces living human or animal out of the spirit world. Many use to interfere with Mages in the spirit world. Performed: Takes one turn and must be in arm's reach of the target but doesn't have to touch him, he emits a howl of rage and commands the subject to return to his home realm. Those performing magic to stay in the spirit world, a contest resolve roll may be had. DF: Cannot use in the scene. S: Banished to the nearest equivalent location in the physical realm. If in a place with no earthly analogue, he returns to a random location such as home or birthplace. ES: Subject cannot return to the spirit world for a number of days equal to user's Harmony dots.

Skills Mental (-3 unskilled) **66**000 Academics 00000 Computer 80000 Crafts **66**000 Investigation 99000 Medicine Occult After 17th 00000 00000 00000 Science







Skills Social (-1 unskilled) 00000 **Animal Ken** 00000 Empathy 00000 Expression 99000 Intimidation 98000 Persuasion ∤AS 00000 Socialize 00000 Streetwise 60000 Subterfuge