

BLOOD TALONS

offer no surrender that you would not accept

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

AUSPICE:

LODGE:

PACK:

ATTRIBUTES

INTELLIGENCE: ●○○○○○

WITS: ●○○○○○

RESOLVE: ●○○○○○

STRENGTH: ●○○○○○

DEXTERITY: ●○○○○○

STAMINA: ●○○○○○

PRESENCE: ●○○○○○

MANIPULATION: ●○○○○○

COMPOSURE: ●○○○○○

SKILLS

MENTAL (-3 Unskilled)

Academics ○○○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ○○○○○○

Medicine ○○○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

PHYSICAL (-1 Unskilled)

Athletics ○○○○○○

Brawl ○○○○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ○○○○○○

Stealth ○○○○○○

Survival ○○○○○○

Weaponry ○○○○○○

SOCIAL (-1 Unskilled)

Animal/Ken ○○○○○○

Empathy ○○○○○○

Expression ○○○○○○

Intimidation ○○○○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Streetwise ○○○○○○

Subterfuge ○○○○○○

MERITS

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FLAWS

OTHER TRAITS

HEALTH

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ○

6 _____ ○

5 _____ ○

4 _____ ○

3 _____ ○

2 _____ ○

1 _____ ○

RENOWN

Purity ○○○○○○

Glory ○○○○○○

Honor ○○○○○○

Wisdom ○○○○○○

Cunning ○○○○○○

EQUIPMENT

EXPERIENCE

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 fifth 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

HISHU

DALU

GAURU

VRSHU

VRHAN

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): _____ Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	PERCEPTION(+3): _____ 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.	PERCEPTION(+3): _____ Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	PERCEPTION(+4): _____ Inflict 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

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Rituals: 00000

Rite

Roll

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