# BLOOD TALON RAHU

SUTHAR ANZUTH RAHU

NAME:	
PLAYER:	
CHOCHECI	

CONCEPT: VIRTUE:

PACK: LODGE:

**BAN:** Offer no surrender that you would not accept

					E BLAKE
		Attributes		2	
Power INTELLIGE			•0000	PRESENCE:	•0000
Finesse WITS:	•0000		•0000	MANIRULATION:	• • • • • • • • • • • • • • • • • • • •
Resistance RESOLVE:	•0000	STAMINA:	•0000	Composure:	00000
Skills	2		OTHER	TRAITS	
WENTAL		MERITS		HEALTH +2 for Dalu form•+4 for Gauru form•	a for the hul form
(-3 UNSKILLED)			00000	0000000000000	-
Academics	00000		00000	0000000000	
Computer	00000		00000	WILLROWER	
Crafts	00000		00000	0000000	
Investigation	00000		00000	000000	
Medicine	000000		00000	ESSENCE	
Occult_	00000		00000		
Politics	00000		00000	000000	300
Science	00000		00000	PRIMAL URG	
(A/SICAL (-1 Unskilled)		FLAWS		•000000	000
	00000	1 2HVV		HARMONY	
Athletics	00000			10	O
Brawl	00000			9	O
Drive	00000			8	O
Firearms	i			7	O
Larceny	00000	ATTACK	DICE MOD	6	0
Stealth	00000	Bite Claw		5	0
Survival	00000	Claw	(\d\u0001	¥	o
Weaponry	00000			2	o
SOCIAL (-1 UNSKILLED)				1	o
AnimalKen	00000			RENOWN	
Empathy	00000			2	00000
Expression	00000	EQUIPMENT	_	PURITY	00000
Intimidation	00000			GLORY_	00000
Persuasion	00000			HONOR_	00000
Socialize	00000				
Streetwise	00000	EXPERIENCE	÷	Wisdom	00000
Subterfuge	00000			CUNNING	00000

HISHU (HUMAN)	DALU (NEAR-HUMAN)	)	GAURU (WOLF-MAN)	(NEAR-WOLF)	(WOLF)
Size: Defense: Initiative: Speed: Armor: Perception:	Strengta(+1): Stamina(+1): Wanifulation(-1)  Size(+1): Defense:_ Initiative:_ Speed(+1): Armor:_ Perception(+2):_ Induces Lunacy observers have a 2 bonus to their Willpower roll to re	/; 4-die	Strengt#(+3):  Dexterety(+1):  Stamina(+2):  Size(+2):  Defense: Initiative(+1):  Speed(+4):  Armor:1/1  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.	Strengt#(+2):  Dexterity(+2):  Stamina(+2):  Waniquiation(-3):  Size(+1):  Defense: Initiative(+2):  Speed(+7):  Armor:  Perception(+3):  Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	SIZE(-1):
Tote  Attrebutes:  Power: Finesse: Resistance: Willower: Essence: Initiative: Defense: Speed: Size: Corpus: Influences:  Numina:  Bonuses:	00000	Max R Gift	G11 Sank: 00000	Roll  Roll	
Ban:					

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

# BLOOD TALON EAHAUTH

SUTHAR ANZUTA CAHALITA

NAME: RLAYER: CARONICLE:

Subterfuge

00000

CONCEPT: VIRTUE: VICE: PACK: LODGE:

PAN: Offer no surrender that you would not accept

COMPOSURE:

ATTRIBUTES
STRENGTH:

STAMINA:

Power INTELLIGENCE: •0000

•0000

•0000

RRESENCE: 00000

Finesse WITS:
Resistance RESOLVE:

0000000000

DEXTERITY: 00000

MANIPULATION: #0000

•0000

00000

OTHER TRAITS SKILLS HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics\_ 00000 \_\_\_\_\_ 00000 Computer\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 Investigation\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 00000 Politics 00000 PRIMAL URGE 00000 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 Drive 00000 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 5 0 00000 Bite (Gauru+2) Stealth (Gauru+1) Claw\_ 4 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) 00000 Animal Ken RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_ EQUIPMENT 00000 GLORY 00000 Intimidation\_ Persuasion 00000 00000 HONOR\_ 00000 Socialize 00000 WISDOW EXPERIENCE 00000 Streetwise\_\_

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free specialty skill•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

CUNNING

HISHU (HUMAN)	DALLA (Near-Human)	GAURU (WOLF-MAN)	(NEAR-WOLF)	VRAAN (WOLF)
Size: Defense: Initiative: Speed: Armor: Perception:	Strength(+1):  Stamina(+1):  Manifulation(-1):  Defense: Initiative: Speed(+1): Armor: Perception(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	Strength(+3):	Strength(+2):	Dexterity(+2):  Stamina(+1):  Size(-1): Defense: Initiative(+2): Speed(+5): Armor: Perception(+4): Inflict lethal damage with bite attack.
TOTEM  ATTRIBUTES: Power: Finesse: Resistance: WILLROWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences: O0000 Numina:  Bonuses:		Lists:	Roll	Page

Auspice Ability: Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

# BLOOD TALON ELOPOTH

SUTHAR ANZUTA ELODOTA

NAME:	
PLAYER:	
CHRONICL	E

CONCEPT: VIRTUE: VICE:

PACK: LODGE:

BAN: Offer no surrender that you would not accept

#### Attributes

Power INTELLIGENCE: •0000
Finesse WITS: •0000

Strength: •0000

Dexterity: •0000

RRESENCE: •0000

Wanifulation: •0000

Resistance RESOLVE:

•0000

STAMINA: 00000

COMPOSURE: 00000

Resistance RESOLVE:	•0000		TAMINA:	•0000	COMPOSURE:	•0000
Skills				OTHER	TRAITS	
MENTAL			WERITS		#EALT- +2 for Dalu form•+4 for Gauru fo	
(-3 UNSKILLED)	00000			00000	000000000	-
Academics	00000			00000		
Computer	00000			00000	WILLROW	ER
Crafts				00000	000000	
Investigation	00000			00000	00000	
Medicine	000000			00000	ESSENC	
Occult_	00000			00000		
Politics	000000			00000		
Science	00000			00000	Primal U	
RAYSICAL (-1 UNSKILLED)			FLAWS			
Athletics	00000				HARMO	
Brawl	00000				10 9	0
Drive	00000				8	0
Firearms	00000				7	0
Larceny	00000	ATTACK		DICE MOD	6	O
Stealth	00000				5	O
Survival	00000	Claw		(Gauru+1)	4	0
Weaponry	00000				3	0
SOCIAL (-1 Unskilled)					(i) 2 1	o
Animal Ken	00000				RENOW	W
Empathy	00000		78		PURITY	00000
Expression	00000		EQUIPMENT	i i	(UKIN)	00000
Intimidation	00000		N. C.	8	GLORY_	00000
Persuasion	00000				HONOR_	00000
Socialize	00000					
Streetwise	00000		EXPERIENCE		Wisdom_	00000
Subterfuge	00000				CUNNING_	00000

HISHU (HUMAN)	DALV (Near-Human)	GAURU (WOLF-MAN)	(NEAR-WOLF)	(WOLF)
ر دو ۱۵ د کا این سفت شای کا دو در این در	STRENGTA(+1):	STRENGTH (+3):	STRENGTH (+2):	DEXTERITY(+2):
	STAMINA(+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA(+1):
	MANIPULATION (-1):_	STAMINA(+2):	Stamina (+2):	
			MANIPULATION (-3):_	
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;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
Lat		rolls made.		The state of the s
		-2 to resist Death Rage	3/11	
A desth		Inflict lethal damage. Fail most Mental and		1
		Social rolls.		
Totel  Attributes:  Power:	Gift1	G <sub>I</sub>	fts and Rites	must find
Finesse:				
Resistance:	Max F	Rank: 00000		
WILLROWER:				
ESSENCE:			Roll	Page
Initiative:	<b>}</b>			
Defense:				
Speed:Size:				
Corpus:				
Influences:	00000			
milderrees.	00000			
<i>// // //</i>	00000			
Numina:				
	Ritua	ls: 00000		
Bonuses:	Rite	<del>-</del>	Roll	Page
Bonuses:	inte		1.011	† nge
Ban:				
	· ·			

**Auspice Ability:** Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

SUTHAR ANZUTH ITHAEUR

NAME:	
PLAYER:	
CHECUTCI	

CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Offer no surrender that you would not accept

#### ATTRIBUTES

Power INTELLIGENCE: 00000 Finesse WITS: •0000

STRENGTA: DEXTERITY: •0000 •0000 PRESENCE: •0000

MANIPULATION: 00000

Resistance RESOLVE:	•0000		STAMINA:	•0000	COMPOSURE:	•0000
Smile	. 23			OTHER	TRAITS	
WENTAL (-3 UNSKILLED)	ì		WERITS		+2 for Dalu form•+4 for Gauru form•+3	for Urshul form
Academics_	_00000			00000	00000000000	
	_00000			00000	0000000000	
Computer_				00000	WILLROWER	
Crafts	_00000			00000	0000000	
Investigation	_00000			00000		
Medicine	_00000			00000	ESSENCE	
Occult	_00000			00000		
Politics	_00000 \			00000		
Science	_00000			00000	PRIMAL URGE	
RAYSICAL (-1 UNSKILLED)			FLAWS		000000	<i>J</i>
Athletics	_00000				HARMONY 10	0
Brawl	_00000				9	0
Drive	_00000				8	0
Firearms	_00000				7	0
Larceny	_00000	ATTACK		DICE WOD	6	0
Stealth	_00000	Bite			5	o
Survival	_00000	Claw		(Gauru+1)	4	o
Weaponry	_00000				3	0
SOCIAL					2	0
(-1 Unskilled)						0
Animal Ken	)				RENOWN	
Empathy	_00000				PURITY	00000
Expression	_00000		EQUIPMENT	-		
Intimidation	_00000				GLORY_	00000
Persuasion	_00000				HONOR_	00000
Socialize	_00000				Meson	00000
Streetwise	_00000		EXPERIENCE		Wisdom	00000
Subterfuge	_00000				CUNNING	00000

HISAU (HUMAN)	DALL (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSHUL (NEAR-WOLF)	WRHAN (WOLF)
January	STRENGTH(+1):	_   Strengta (+3):	Strength (+2):	DEXTERITY (+2):
	Stamina(+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA(+1):
	MANIGULATION (-1):_		Stamina(+2):	h
	Manufer Zaction ( 7).	2 (AIII LAIA (12)	MANIPULATION (-3):_	
Size:	S175(14):	Size(12)	SIZE(+1):	SIZE(-1):
DEFENSE:	Size(+1): Defense:		DEFENSE:	Defense:
INITIATIVE:	INITIATIVE:			INITIATIVE(+2):
Speed:	Speed(+1):	A CONTRACT OF THE PROPERTY OF		
Armor:	ARMOR:			ARMOR:
Perception:	PERCEPTION(+2):		PERCEPTION(+3):	Perception(+4):
T LICEPTION:	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-d		observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	With Dice deader.
	Willpower roll to resis	ignored and	Willpower roll to resist.	
	, A	no unconsciousness	Inflict lethal damage.	
		rolls made.		
6.4		−2 to resist Death Rage	3/1/	4411
de de la Charles		Inflict lethal damage.		
		Fail most Mental and Social rolls.		
Totel		G1 t Lists:	fts and Rites	
Power:		( ) ( ) (		
Finesse:				
Resistance:		x Rank: 00000		
WILLROWER:	4			
ESSENCE:	Gif	t	Roll	Page
Initiative:	}			
Defense:	{			
Speed:				
Size:				
Corpus:	- 00000			
Influences:	00000			
	00000			
Numina:				
Trummu.				
	Rit	nals: 00000		
Bonuses:	Rit	<sup>2</sup>	Roll	Page
Ban:	-			
· ·				

**Auspice Ability:** Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).



SUTHAR ANZUTH IRRAKA

NAME: PLAYER: CHRONICLE:

Subterfuge\_

CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Offer no surrender that you would not accept

		1			and the same
Power INTELLIGE	NCE: 00000	ATTRIBUTES  Strength:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000	DEXTERITY:	•0000	MANIPULATION	v: •0000
Resistance RESOLVE:	•0000	STAMINA:	•0000	Composure:	•0000
Skills	3.0		OTHER	TRAITS	
MENTAL	<b>(</b>	MERITS		HEALTH	
(-3 UNSKILLED)	(		00000	+2 for Dalu form•+4 for Gauru form  O O O O O O O O O O	
Academics	00000		00000		
Computer	00000		00000	11/- 1 22 11-	
Crafts	00000		00000	WILLROWE	
Investigation	_00000		00000		
Medicine	00000		00000	ESSENCE	<u>.</u>
Occult	00000		00000		
Politics	00000		00000		
Science	00000		00000	PRIMAL UR	LGE
RAYSICAL (-1 Unskilled)		<b>FLAWS</b>		• 0 0 0 0 0 0	0000
Athletics	00000	1 2AVV		HARMON	Y
Brawl	00000			10	O
	00000			9	O
Drive				8	O
Firearms	000000	ATTACK	DICE MOD	7	0
Larceny	00000	Bite		6	o
Stealth	00000	Claw	· //~	<u>у</u> н	0
Survival	00000			3	o
Weaponry Social	00000		/	2	o
(-1 Unskilled)				1	O
Animal Ken	00000			RENOWN	
Empathy	00000		5.		
Expression	00000	EQUIPMEN		PURITY	00000
Intimidation	00000			GLORY	00000
Persuasion	00000			HONOR_	00000
Socialize	00000			NONON_	
Streetwise	00000	EXPERIENC	CE	Wisdom_	00000
Subterfuge	00000			CUNNING	00000

HISAU (HUMAN)	DALV (Near-Human)	GAURU (Wolf-Man)	URSHUL (NEAR-WOLF)	VRAAN (WOLF)
	Strength(+1):	Strengta(+3):	Strengta (+2):	DEXTERITY (+2):
The state of the s	STAMINA(+1):	DEXTERSTY (+1):	DEXTERITY (+2):	STAMINA(+1):
	MANIEULATION (-1):	STAMINA(+2):	Stamina (+2):	
THE STATE OF THE S			MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
Defense:	Defense:		Defense:	Defense:
INITIATIVE:	INITIATIVE:		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;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-	die Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to res	ignored dild	Willpower roll to resist.	
		no unconsciousness rolls made.	Inflict lethal damage.	
一 16角		-2 to resist Death Rage	A POST	All All
		Inflict lethal damage.	34/11	
		Fail most Mental and		
		Social rolls.		
			A CONTRACTOR OF A	was a second
Toten	1	G	ifts and Rites	
ATTRIBUTES:	G	iftLists:		
Power:				
Finesse:				
Resistance:		.ax Rank: 00000		
WILLROWER:				
ESSENCE:	Gi	ft	Roll	Page
Initiative:				
Defense:				
Speed:				
Size:				
Corpus:				
Influences:	00000 _			
	00000			
Numina:				
	Ri	tuals: 00000		
Bonuses:	Ri		Roll	Page
Ban:				
	2.			

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

# BONE SHADOW PAHU

HIRFATTHRA HISSU RAHU

NAME: RLAYER:			CONCEPT: VIRTUE:			PACK: LODGE:	
CHRONICLE:	7		VICE:			PAN: Pay each spirit in kind	e Break
Power	INTELLIGENCE	: •0000		ATTRIBUTES Strength:	•0000	PRESENCE:	•0000
Finesse	Wits:	•0000	5	DEXTERITY:	•0000	MANIPULATION:	•0000
Resistance	RESOLVE:	•0000	)	STAMINA:	•0000	COMPOSURE:	•0000
	Skills				OTHER	TRAITS	
	MENTAL			WERITS		#EALTH +2 for Dalu form•+4 for Gauru form•+	s for Urshul form
	(-3 Unskilled)				00000	0000000000	
Academics_		00000			00000	0000000000	
Computer_		00000	-		00000	WILLROWER	
Crafts		00000			00000	0000000	
Investigation		00000			00000	000000	
Medicine	•	00000			00000	ESSENCE	
Occult		00000			00000		
Politics		00000			00000		
Science		00000			00000	PRIMAL URGE	
	PAYSICAL (-1 Unskilled)	}		FLAWS			3-45
Athletics		00000				HARMONY	
Brawl		00000				10	0
Drive		00000				8	0
Firearms		00000				7	0
Larceny		00000	ATTACK		DICE WOD	6	0
Stealth		00000	Bite		(Gauru+2)	5	_0
Survival		00000	Claw		(Gauru+1)	4	o
Weaponry_		00000				3	o
,	SOCIAL (-1 UNSKILLED)					2	o o
Animal Ken_		00000				RENOWN	
Empathy		00000					00000
Expression_		00000		EQUIPMENT	-	PURITY	00000
Intimidation	n	00000		- 1-240-41		GLORY_	00000
Persuasion_		00000				HONOR	00000
Socialize		00000					
Streetwise_		00000		EXPERIENCE	2	WISDOW_	00000
Subterfuae		00000				CUNNING	00000

HISAU (HUMAN)	DALL (NEAR-HUMAN)	GAURU (WOLF-MAN)	URSHUL (NEAR-WOLF)	(WOLF)
المنافر المنافرة المن	STRENGTH(+1):	STRENGTH (+3):	STRENGTH (+2):	DEXTERITY(+2):
	STAMINA (+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA(+1):
	WATER TO THE TOTAL PROPERTY OF THE PARTY OF		CONTRACTOR OF THE PARTY OF THE	STAMLAACT ):
	MANIEULATION (-1):	Stamina (+2):	Stamina(+2):	
M			MANIPULATION (-3):_	
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;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
-		rolls made.	TO SOLVE	MILL SOLVE
		-2 to resist Death Rage Inflict lethal damage.	3/4	
		Fail most Mental and		
		Social rolls.		
Tor	TEM	G <sub>1</sub> :	fts and Rites	
ATTRIBUTES:	Gift	Lists:		
Power:				
Finesse:	ì			
Resistance:	Maxi	Rank: 00000		
WILLROWER:	)			
ESSENCE:			Roll	Page
Initiative:				
Defense:				
Speed:				
Size:				
Corpus:				
Influences:	00000			
	00000			
	00000 \			
Numina:				
	Ritna	<i>ls</i> : 00000		
Popusosi	Rite	,	Roll	Paga
Bonuses:	Thire in the		Non	Page
	74.27			
Ban:				
,				

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampile assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

## BONE SHADOW CAHALITH

HIRFATTHRA HISSU CAHALITH

NAME: PLAYER:			CONCEPT: VIRTUE:			PACK: LODGE:	
CARONICLE:			VICE:			BAN: Pay each spirit in kind	
		VAA.	1	TTRIBUTES			
Power	INTELLIGENO	e: •0000	:	Strength:	•0000	PRESENCE:	•0000
Finesse	Wits:	•0000		DEXTERITY:	•0000	MANIRULATION:	•0000
Resistance	RESOLVE:	•0000		Stamina:	•0000	COMPOSURE:	•0000
	Skills				OTHER	TRAITS	
	WENTAL			MERITS		HEALTH	. 6
	(-3 Unskilled)				00000	+2 for Dalu form•+4 for Gauru form•+3	
Academics_		_00000			00000		
Computer_		_00000			00000	WILLROWER	
Crafts		_00000			00000	0000000	
Investigation	on	_00000			00000		
Medicine		_00000			00000	ESSENCE	
Occult		_00000			00000	0000000	
Politics		_00000			00000	000000	
Science		_00000			00000	PRIMAL URGE	
	RAYSICAL (-1 Unskilled)			<b>FLAWS</b>		• 0 0 0 0 0 0	300
Athletics		00000		1042		HARMONY	
Brawl		00000				10	O
		00000				9	0
Firearms_		00000				8	0
Larceny		00000	ATTACK		DICE MOD	6	0
Stealth_		00000	Bite		(Gauru+2)	5	o
Survival		_00000	Claw		(Gauru+1)	4	o
Weaponry_		00000			+	3	o
weaponty	SOCIAL	_00000				2	o
	(-1 Unskilled)				1	1	0
Animal Ken_		_00000				RENOWN	
Empathy		_00000				PURITY	00000
Expression_		_00000		EQUIPMENT			
Intimidation	1	_00000				GLORY	00000
Persuasion_		_00000				HONOR_	00000
Socialize		_00000					
Streetwise_		_00000		EXPERIENCE		WISDOM	00000
Subterfuge_		_00000				CUNNING	00000

HISAU (HUMAN)	DALU (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	URHAN (WOLF)	
	STRENGTA(+1): STAMINA(+1):	Strengta (+3):  Dexterity (+1):	Strengt # (+2):  Dexterity(+2):	DEXTERETY(+2): Stanina(+1):	
	MANIPULATION (-1):_	Stamina(+2):	Stamina (+2):		
Size: Defense: Initiative: Speed: Armor: Perception:	SIZE(+1): DEFENSE: INITIATIVE: SPEED(+1): ARMOR: PERCEPTION(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	SIZE(+2):	SIZE(+1): DEFENSE: INITIATIVE(+2): SPEED(+7): ARMOR: PERCEPTION(+3): Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	SIZE(-1): DEFENSE: INITIATIVE(+2): SPEED(+5): ARMOR: PERCEPTION(+4): Inflict lethal damage with bite attack.	
Тотем			fts and Rites	THE TOP	
Power:	Maxi	Lists: Rank: 00000			
WILLROWER:  ESSENCE: Initiative: Defense: Speed:	Gift		Roll	Page	
Size:	00000 00000				
Numina:		ls: 00000			
Bonuses:	Rite	35: 00000	Roll	Page	
Ban:					

**Auspice Ability:** Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 2.7. In addition the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

# BONE SHADOW ELODOTH

HIRFATARA HISSU ELODOTA

NAME: PLAYER: CARONICLE:		CONCEPT: VIRTUE: VICE:		LODGE:  Rate Day oach spirit in kind	
CHRONICLE:				BAN: Pay each spirit in kind	
Power INTELLIGEN	CE: •000C	ATTRIBUT Strength:		PRESENCE:	•0000
Finesse WITS:	•0000			WANIFULATION:	
Resistance RESOLVE:	•0000		•0000	COMPOSURE:	•0000
Resistance RESULYE.	•••••	O (AII) LIVA.	00000	COMPOSURE.	
Skills			OTHER	TRAITS	
WENTAL		WERE	75	HEALTH +2 for Dalu form•+4 for Gauru form•	+3 for Urshul form
(-3 Unskilled)	2 00000		00000	0000000000	
Academics	00000		00000	0000000000	
Computer_	00000		00000	WILLROWER	,
Crafts	00000		00000	0000000	
Investigation	00000		00000		
Medicine	00000		00000	ESSENCE 0000000	100
Occult	00000		00000		
Politics	00000		00000	PRIMAL URG	r.
Science	00000		00000	• 0 0 0 0 0 0	
(-1 Unskilled)	· ·	FLAW:	3	at	
Athletics	00000			HARMONY	0
Brawl	00000			10 9	0
Drive	00000			8	0
Firearms	00000			7	O
Larceny	00000	ATTACK	DICE WOD	6	O
Stealth	00000	Bite		5	o
Survival	00000	Claw	(Gauru+1)	4	0
Weaponry	00000			3 2	o
SOCIAL (-1 Unskilled)	}			1	0
Animal Ken	_00000			RENOWN	
Empathy	00000		7	RENOWN	
Expression	00000			PURITY	00000
Intimidation	00000	Equiem	ENT	GLORY	00000
Persuasion	00000			ll a va c	00000
Socialize_	00000			Honor_	00000
Streetwise	{	EXPERSE	ENCE	Wisdom	00000
Subterfuge	00000			CUMNING_	00000

HISAU	DALLA	GAURU	URSHUL (NEW WOLF)	(WOLF)
(Human)	(NEAR-HUMAN)	(WOLF-MAN)	(NEAR-WOLF)	(VVOLF)
	STRENGTH (+1):	STRENGTH (+3):	Strength(+2):	DEXTERITY (+2):
	STAMINA (+1):	DEXTERSTY(+1):	DEXTERITY (+2):	STAMENA(+1):
	MANIEULATION (-1):_	STAMINA(+2):	Stamina (+2):	
THE S			MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
Defense:	Defense:	Defense:	Defense:	Defense:
NITIATIVE:	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;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
- A		rolls made.	AND SOLVER	All All
		−2 to resist Death Rage Inflict lethal damage.	3/1/	
		Fail most Mental and		\$
		Social rolls.		
Tagas		C.	Darrage Asia	
Totel	<b>Y</b>	71	fts and Rites	
ATTRIBUTES:	Gift	Lists:		
Power:				
Finesse:				
Resistance:		Rank: 00000		
WILLROWER:			- "	
ESSENCE:	Control of the Contro		Roll	Page
Initiative:				
Defense:				
Speed:Size:				
Corpus:				
Influences:	00000			
illiuciices.	00000			
	00000			
Numina:	}			
		1		
		<i>ls</i> : 00000		
Bonuses:	Rite		Roll	Page
Daw				
Ban:	<u>\</u>			
	ļ —			

Auspice Ability: Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

# BONE SHADOW ITHAEUR

HIRFATARA HISSU ITALAEUR

NAME: PLAYER:		DNCEPT: RTVE:		PACK: LODGE:	
CARONICLE:		ce:		BAN: Pay each spirit in kind	
Power LATE.		ATTRIBUTES STRENGTH:	•0000	PRESENCE:	•0000
Finesse WITS		DEXTERITY:	•00000	MANIPULATION	
Resistance RESC	LYE: 00000	STAMINA:	•0000	Composure:	00000
Sm	LLS		Other	TRAITS	
(-3 Unsk	4	WERITS		HEALTH +2 for Dalu form•+4 for Gauru form•	+3 for Urshul form
Academics	00000		00000	0000000000	
Computer_	00000		00000		
Crafts_	00000	10	00000	WILLROWER	
Investigation	00000		00000	0000000	
Medicine			00000	ESSENCE	
Occult_	00000		00000		
Politics	00000		00000		
Science	00000 \		00000	PRIMAL URG	sE
RAYSI		#TI A UN		• 0 0 0 0 0 0	000
(-1 Unsk	<b>f</b>	*LAWS		HARMONY	
Athletics				10	O
Brawl				9	O
Drive	<b>§</b>			8	O
Firearms		t TACK	DICE MOD	7	0
Larceny		te	(Gauru+2)	6	0
Stealth		aw	(Gauru+1)	<u> </u>	o
Survival_	00000			3	o
WeaponrySoci				2	0
(-1 Unsk				1	O
AnimalKen	00000 \ _			RENOWN	
Empathy	00000 \ -			PURITY	00000
Expression	00000	EQUIPMENT	-		
Intimidation	00000			GLORY	00000
Persuasion	00000   -			HONOR_	00000
Socialize	00000			Wisdom	00000
Streetwise	00000	EXPERIENCE	2	MIZAOM	00000
Subterfuge	00000			CUNNING	00000

HISAU (HUMAN)	DALU (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	WRAAN (WOLF)
yanki, manandii Alifey i aa	STRENGTH(+1):	_   Strength(+3):	Strengt # (+2):	DEXTERITY (+2):
	STAMINA(+1):	Dexterity(+1):	Dexterity(+2):	Stamina(+1):
	WALL STREET	The state of the s	CONTRACTOR OF THE PARTY OF THE	January J.
	MANIPULATION (-1):_	Stamina(+2):	Stamina(+2):	
			MANIPULATION (-3):_	
Size:			SIZE(+1):	SIZE(-1):
Defense:	Defense:		Defense:	Defense:
NITIATIVE:				INITIATIVE(+2):
Speed:				
Armor:				ARMOR:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-di	e Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist	ignored and	Willpower roll to resist.	
		no unconsciousness rolls made.	Inflict lethal damage.	
		-2 to resist Death Rage	A PORTON	ANN SH
		Inflict lethal damage.	3////	
		Fail most Mental and		
		Social rolls.		
TOT:	}	G1 t Lists:	fts and Rites	
Power:				
Finesse:	🕴			
Resistance:	Ma	x Rank: 00000		
WILLROWER:	1			
ESSENCE:	(	t	Roll	Page
Initiative:				
Defense:				
Speed:				
Size:				
Corpus: Influences:	00000			
illiuelices.	00000			
	00000			
Numina:				
7		nals: 00000		
Bonuses:	Rite	2	Roll	Page
	-147 -			
Ban:				
<u> </u>	y y			

**Auspice Ability:** Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

# BONE SHADOW IRRAKA

HIRFATARA HISSU IRRAKA

PLAYER: CARONICLE:		Virtue: Vice:		LODGE:  Ban: Pay each spirit in kind	
CANONICE.				PAN. Pay Cach spirit in kind	semble
Power INTELLIGEN	NCE: 00000	ATTRIBUTES  STRENGTH:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000		•0000	MANIPULATION	
Resistance RESOLVE:	•0000		•0000	Composure:	•0000
Carra			O. Talma	TRAITS	ser means.
Skills		***	OTHER	JRAIIS HEALTH	
WENTAL (-3 UNSKILLED)		WERITS	22222	+2 for Dalu form•+4 for Gauru form	
Academics	00000		00000	0000000000	
Computer	00000		00000		
Crafts	_00000		00000	WILLROWE 000000	
Investigation	00000		00000		
Medicine	00000		00000	ESSENCE	
Occult	00000		00000		
Politics	00000		00000	000000	000
Science	00000		00000	PRIMAL UR	SE
RAYSICAL		<b>*</b>		• 0 0 0 0 0 0	0000
(-1 Unskilled)	22222	<b>FLAWS</b>		HARMON	ý
Athletics	00000			10	O
Brawl	00000			9	O
Drive	00000			8	O
Firearms		A	ο	7	O
Larceny	00000	Attack	DICE MOD	6	o
Stealth	00000	Bite Claw	(Gauru+2) (Gauru+1)	ร ห	o
Survival	00000			3	0
Weaponry	00000		//	2	o
SOCIAL (-1 Unskilled)				1	
Animal Ken	00000			RENOWN	
Empathy	00000			PURITY	00000
Expression	00000	EQUIRMENT	-	CONTO	
Intimidation	00000			GLORY	00000
Persuasion	00000			Honor_	00000
Socialize	00000				0000
Streetwise	00000	EXPERIENCE	2	Wisdow_	00000
Subterfuge	00000			CUNNING_	00000

HISHU (HUMAN)	DALV (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSHUL (NEAR-WOLF)	WRAAN (WOLF)
gradient and the state of the s	STRENGTH (+1):	Strengta(+3):	_   Strengt # (+2):	DEXTERITY (+2):
	STAMINA(+1):	DEXTERITY (+1):	DEXTERITY (+2):	Stamina(+1):
	MANIEULATION (-1):		Stamina (+2):	
	Manufacture 73.		MANIPULATION (-3):_	
Core	S175(14)	Star (12)		S175( 4)!
Size:	SIZE(+1):		Size(+1):   Defense:	Size(-1): Defense:
INITIATIVE:	Defense:			INITIATIVE(+2):
Speed:				Speed(+5):
ARMOR:	ARMOR:	Charles and the second		ARMOR:
Perception:				7-17
PERCEPTION.	Perception(+2):		Perception(+3):	Perception(+4):
	Induces Lunacy; observers have a 4-c	Rage invoked.	Induces Lunacy; observers have a 2-die	Inflict lethal damage with bite attack.
	bonus to their	die Induces full Lunacy.  Wound penalties	bonus to their	With Dite attack.
	Willpower roll to resi	ist. ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
AL SERVICE		rolls made.		
		−2 to resist Death Rage	e	delete del
A STATE OF THE STA	P (25) 1434	Inflict lethal damage.		
		Fail most Mental and Social rolls.		
Tote	M	(	ilifts and Rites	more than the second
ATTRIBUTES:		ft Lists:		
Power:				
Finesse:	4 .	ax Rank: 00000		
Resistance:		ax Kank: 00000		
WILLOWER:	1	f <i>+</i>	Roll	Page
Initiative:	Ç.	1 (	150//	tage
Defense:				
Speed:				
Size:				
Corpus:				
Influences:	00000 \			
	00000			
	00000			
Numina:	}			
	Rin	tuals:00000		
Bonuses:	Rin		Roll	Page
Dollases.			I NOTI	1 uge
Ban:				

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

# HUNTERS IN DARKNESS RAHU

NAME: RLAYER: CHRONICLE: WENINNA RAH

CONCEPT: VIRTUE:

VICE:

RACK:

LODGE:

PAN: Let no sacred place in your territory be violated

Power INTELLIGEN	CE: 00000	ATTRIBUTE  Strength		PRESENCE:	•0000
Finesse WITS:	•0000 •0000			MANIPULATION	
Resistance RESOLVE:	•0000		•0000	COMPOSURE:	•0000
Resistance RESULYE.		J (AWUNA.	00000	COMPOSURE.	
Skills	•		OTHER	Traits	
MENTAL		WERE	ts	HEALTH +2 for Dalu form•+4 for Gauru form•	•+2 for Urshul form
(-3 Unskilled)	ì		00000	0000000000	-
Academics	00000		00000		
Computer	00000		00000	WILLPOWE	e.
Crafts	00000		00000	0000000	0000
Investigation	00000		00000		
Medicine	000000		00000	ESSENCE	
Occult	00000		00000		
Politics	00000		00000	000000	
Science	000000		00000	PRIMAL URG	
RAYSICAL (-1 Unskilled)		FLAW	VS.	• 0 0 0 0 0 0	0000
Athletics	00000		,-	HARMON	
Brawl	00000			10	O
Drive	00000			9	0
Firearms_	00000			8	0
Larceny	00000	Attack	DICE WOD	76	0
Stealth	00000	Bite		5	0
Survival	00000	Claw		4	0
	00000			3	o //
WeaponrySOCIAL	00000			2	o //
(-1 Unskilled)				1	O
AnimalKen	00000			RENOWN	
Empathy	00000			PURITY	00000
Expression	00000	Equien	NEXT	(URITY	00000
Intimidation	00000			GLORY	00000
Persnasion	00000			HONOR_	00000
Socialize	00000				
Streetwise	00000	EXPERI	ENCE	Wisdow_	00000
Subterfuge	00000			CUNNING	00000

HISAU	DALU	GAURU	URSAUL	URHAN
(Human)	(NEAR-HUMAN)	(WOLF-MAN)	(NEAR-WOLF)	(WOLF)
	STRENGTH(+1):	Strength(+3):	STRENGTH(+2):	DEXTERITY (+2):
	STAMINAC+1):	DEXTERSTY (+1):	DEXTERITY (+2):	STAMINAC+1):
	MANIPULATION (-1):	Stamina (+2):	Stamina (+2):	
	<b>烈</b> 為差變為		MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
DEFENSE:	DEFENSE:		DEFENSE:	Defense:
INITIATIVE:			INITIATIVE(+2):	INITIATIVE(+2):
Speed:			Speed (+7):	Speed(+5):
Armor:				ARMOR:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-c		observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resi	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
4		rolls made.		
		−2 to resist Death Rage	3/11	2411
		Inflict lethal damage.		
		Fail most Mental and Social rolls.		
	•	SOCIAL FOLIS.	•	•
Ta	OTEM	Gi	fts and Rites	
ATTRIBUTES:		ft Lists:	113 AND 1211ES	
Power:		1 7 2 3 7 3 -		
Finesse:	<b>)</b>			
		ax Rank: 00000		
WILLPOWER:	Y .			
	Git	<del></del>	Roll	Page
Initiative:				
Defense:				
Speed:				
Size:				
Corpus:				
Influences:				
	00000			
	00000 \			
Numina:				
	Rit	mals: 00000		
Bonuses:	Rit		Roll	Page
Bonuses:			, VOII	1 uge
- 2				
5	3			
Ban:				

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

### HUNTERS IN WARKNESS CAHALITH

WENLAWA CAHALITH

NAME:
RLAYER:
CHRONICLE:

CONCEPT: VIRTUE: VICE: PACK: LODGE:

PAN: Let no sacred place in your territory be violated

		ATTRI	BUTES		
Power INTELLIGEN	CE: 00000	STRENG	st#: ●0000	PRESENCE:	•0000
Finesse WITS:	•0000	DEXTE	RITY: •0000	MANIPULATION	N: •0000
Resistance RESOLVE:	•0000	STAMIA	IA: •0000	COMPOSURE:	•0000
Skills	<b>*</b>		OTHER	TRAITS	
MENTAL		WE	ERITS	HEALTH	
(-3 Unskilled)	Š		00000	+2 for Dalu form•+4 for Gauru form  O O O O O O O O O O	-
Academics	00000		00000		
Computer	00000		00000	WILLPOWE	÷e
Crafts	00000		00000		
Investigation	00000		00000		
Medicine	000000		00000	ESSENCE	3
Occult	00000		00000		
Politics	00000		00000	000000	
Science	000000 \		00000		
RAYSICAL (-1 UNSKILLED)		#	ZAWS	• 0 0 0 0 0 0	0000
Athletics	00000			HARMON	Y
Brawl	00000			10	O
Drive	00000			9	0
Firearms_	00000			8	0
Larceny	00000	Attack	DICE MOD	7	0
Stealth_	00000	Bite		5	o
Survival	00000	Claw	,	4	0
	00000			3	o
WeaponrySOCIAL	00000			2	o
(-1 Unskilled)			1	1	O
Animal Ken	00000			RENOWN	
Empathy	00000			2	2222
Expression	00000	Eou	MIRWENT	PURITY	00000
Intimidation	00000			GLORY	00000
Persuasion	00000			HONOR	00000
Socialize	00000				
Streetwise	00000	EXPE	ERIENCE	Wisdom_	00000
Subterfuge	00000			CUNNING	00000

HISAU (HUMAN)	DALU (Near-Human)	GAURU (Wolf-Man)	VKSAVL (NEAR-WOLF)	VRAAN (WOLF)
SIZE: DEFENSE: INITIATIVE: SPEED: ARMOR: PERCEPTION:	Strength(+1): Stamina(+1):  Maniqulation(-1)  Size(+1): Defense: Initiative: Speed(+1):	Strengt#(+3):  Dexterety(+/):  Stamena(+2):  SIZE(+2):  Defense:  Initiative(+1):  Speed(+4):  Armor:  Perception(+3):  Rage invoked.  Induces full Lunacy.  Wound penalties	Strengt+(+2):  Dexterity(+2):  Stamina(+2):  Wanifulation(-3):  Size(+1):  Defense:  Initiative(+2):  Speed(+7):  Armor:  Perception(+3):  Induces Lunacy; observers have a 2-die bonus to their  Willpower roll to resist.  Inflict lethal damage.	Dexterity(+2):  Stamina(+1):  Defense: Initiative(+2): Speed(+5): Armor: Perception(+4): Inflict lethal damage with bite attack.
Total  Attributes: Power: Finesse: Resistance: Willower: Essence: Initiative: Defense: Speed: Size: Corpus: Influences:	G - N	Gift Lists:	Roll	
Bonuses:Ban:		ituals: 00000 ite	Roll	Page

**Auspice Ability:** Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

#### HUNTERS IN DARKNESS ELODOTH

WENINNA ELODOTA

NAME: PLAYER: CHRONICLE: CONCEPT: VIRTUE: VICE:

PACK:

LODGE:

BAN: Let no sacred place in your territory be violated

00000

ATTRIBUTES STRENGTH: PRESENCE: Power INTELLIGENCE: 00000 •0000 •0000 DEXTERITY: Finesse WITS: **0**0000 •0000 WANTPINLATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 Politics 00000 00000 00000 PRIMAL URGE 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny \_\_(Gauru+2) 0 Bite 00000 Stealth \_(Gauru+1) Claw\_ 4 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken\_\_\_\_ 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_\_ EQUIPMENT 00000 GLORY 00000 Intimidation\_ Persuasion 00000 00000 HONOR\_ 00000 Socialize 00000 WISDOM EXPERIENCE 00000 Streetwise\_\_\_

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free specialty skill•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

CUNNING\_

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Subterfuge

AISAU (HUMAN)	DALIA (Near-Human)	GAURU (WOLF-MAN)	VKSAVL (NEAR-WOLF)	VRAAN (WOLF)
والمراق المستعد المنطق المنطق المنطق المنطقة ا	h x / li	prince and the state of the sta	production and the state of the	produce management of the specific region of the state of the specific region of the specif
	Strength(+1):	Strength (+3):	Strength(+2):	DEXTERITY (+2):
	STAMINA (+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA (+1):
	MANIPULATION (-1):	Stamina (+2):	STAMINA(+2):	
109			MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
DEFENSE:	Defense:	Defense:	Defense:	Defense:
INITIATIVE:	Initiative:	INITIATIVE(+1):	INITIATIVE(+2):	INITIATIVE(+2):
Speed:		SPEED(+4):	Speed(+7):	Speed(+5):
Armor:		ARMOR: 1/1	ARMOR:	ARMOR:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
		rolls made.  –2 to resist Death Rage	A POST OF THE PROPERTY OF THE	All Sales
		Inflict lethal damage.	3/11/	
		Fail most Mental and		
		Social rolls.		
TOTI		G <sub>1</sub> :	fts and Rites	
Power:				
Finesse:	4	Rank: 00000		
Resistance:		Rank: 00000		
WILLPOWER:			Roll	Page
Initiative:			1011	Tage
Defense:				
Speed:				
Size:				
Corpus:				
Influences:				
	00000			
Niversity	00000			
Numina:				
	Ritua	<i>ls</i> : 00000		
Bonuses:	Rite		Roll	Page
-4				
Ban:				

**Auspice Ability:** Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

### HUNTERS IN DARKNESS ITHEUR

WENINNA ITHAEUR

NAME:
RLAYER:
CHRONICLE:

CONCEPT: VIRTUE: VICE: PACK:

LODGE:

PAN: Let no sacred place in your territory be violated

			TTRIBUTES		0	
Power INTELLIGEN			TRENGTH:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000		DEXTERITY:	•0000	MANIPULATION:	
Resistance RESOLVE:	•0000	) S	TAMINA:	•0000	COMPOSURE:	•0000
Skills				OTHER	TRAITS	
WENTAL (-3 UNSKILLED)	ì		WERITS		+2 for Dalu form•+4 for Gauru form•+	3 for Urshul form
Academics	00000			00000	00000000000	
Computer	00000			00000		
Crafts_	00000			00000	WILLROWER	0 0 0
Investigation	00000			00000	0000000	
Medicine	00000			00000	Consular	
Occult_	00000			00000	ESSENCE	
Politics	00000			00000	0000000	
Science	00000			00000	PRIMAL URGE	=
PHYSICAL			FLAWS		•000000	000
(-1 Unskilled)	00000		1 LAWS		HARMONY	
AthleticsBrawl_	00000				10	O
	00000				9	O
Drive					8	O
Firearms	00000	ATTACK		DICE MOD	7	0
LarcenyStealth	00000			(Gauru+2)	5	0
Survival	00000	· ·			4	o
Weaponry	00000				3	o
Social	00000				2	o
(-1 Unskilled)					1	O
AnimalKen	00000				RENOWN	
Empathy	00000	-			PURITY	00000
Expression	00000		EQUIPMENT	- (1)	(UNITY	
Intimidation	00000				GLORY_	00000
Persuasion	00000				HONOR	00000
Socialize	00000				Wesney	00000
Streetwise	00000		EXPERIENCE	2	Wisdom	00000
Subterfuge	00000				CUNNING	00000

HISAU (HUMAN)	DALU (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	WRAAN (WOLF)
patent and the state of the sta	STRENGTH(+1):	STRENGTH (+3):	STRENGTH (+2):	DEXTERITY (+2):
	STAMINACHI):	Dexterity(+1):	DEXTERITY (+2):	STAMINA (+1):
	MANIEULATION (-1):_	STAMINA(+2):	STAMINA(+2):	
	TOTALLO ZACIONE 7 J.	3 (AMC)AC (2)		
C	5:(1:0)	C(12)	MANIPULATION (-3):_	5:=-( ))
Size:	SIZE(+1):	Size(+2): Defense:	SIZE(+1): Defense:	Size(-1): Defense:
Initiative:	Defense:	INITIATIVE(+1):		INITIATIVE(+2):
Q57" Y37 2 7 7 V Common III			INITIATIVE(+2):	
Speed:	SPEED(+1):	SPEED(+4):	Speed(+7):	Speed(+5):
ARMOR:	ARMOR:	ARMOR:1/1		ARMOR:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy; observers have a 2-die	Inflict lethal damage with bite attack.
	observers have a 4-die bonus to their	Induces full Lunacy.	bonus to their	with bite attack.
	Willpower roll to resist.	Wound penalties ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
10,000		rolls made.		
		−2 to resist Death Rage	Con Sales	della sell
		Inflict lethal damage.		
		Fail most Mental and		
Тоте	TM I	Social rolls.	FTS AND RITES	
1010				
ATTRIBUTES:		-ists: <u> </u>		
Power:				
Finesse:				
Resistance:		Rank: 00000		
WILLROWER:	1		ຄ <i>II</i>	n
Essence:	\$		Roll	Page
Initiative: Defense:				
Speed:				
Size:				
Corpus:				
Influences:	00000			
	00000			
	00000			
Numina:	<i>}</i>			
	Pitus	ls: 00000		
		3.0000	D //	n
Bonuses:	Rite		Roll	Page
7				
5				
Ban:				
4				

Auspice Ability: Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

### KNFSS IRRAKA

WENINNA IRRAKA

NAME: PLAYER: CARONICLE: CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Let no sacred place in your territory be violated

00000

**Attributes** STRENGTH: PRESENCE: Power INTELLIGENCE: 00000 •0000 •0000 DEXTERITY: Finesse WITS: **0**0000 •0000 WANTPINLATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ 00000 Occult 00000 Politics 00000 00000 00000 PRIMAL URGE 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 UNSKILLED) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 Larceny 0 0 Bite (Gauru+2) 00000 Stealth (Gauru+1) Claw\_ 4 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken\_\_\_\_ 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_\_ EQUIPMENT 00000 GLORY Intimidation\_ 00000 Persuasion 00000 00000 HONOR\_ 00000 Socialize 00000 WISDOM

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free specialty skill•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 = Harmon

EXPERIENCE

CUNNING\_

00000

00000

Streetwise\_\_\_

Subterfuge

FISHU (HUMAN)	DALI/ (Near-Human)	GAURU (Wolf-Man)	(NEAR-WOLF)	VRHAN (WOLF)
		(WOLF-MAN)  STRENGT#(+3):  DEXTERSTY(+1/):  SIZE(+2):  DEFENSE:  INITIATIVE(+1):  SPEED(+4):_  ARMOR:1/1  PERCEPTION(+3):  Rage invoked.	(NEAR-WOLF)  STRENGTH (+2):  DEXTERITY (+2):  STAMINA (+2):  WANTIFULATION (-3):  SIZE (+1):  DEFENSE:  INITIATIVE (+2):  SPEED (+7):	
Tote:  Attributes: Power: Finesse: Resistance:	Gift Max	rolls made.  -2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.	FTS AND RITES	
Willower:  Essence: Initiative: Defense: Speed: Size: Corpus: Influences:	Gift		Roll	Page
Bonuses:  Ban:	Ritur	ā/s: 00000	Roll	Page

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

#### THE THE PROPERTY OF THE PROPER

FARSIL LUHAL RAHU

NAME:		CONCEPT:			PACK:	
PLAYER: CARONICLE:		VIRTUE: VICE:			Lodge:  Ban: Honor your territory in al	l things
Power INTELLIGEN	CE: 00000		RIBUTES RENGTA:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000		CTERITY:	•0000	MANIFULATION:	
Resistance RESOLVE:	•0000		AMINA:	•0000	COMPOSURE:	•0000
Resis fance RESULYE.			TITLINET.	00000	COMPOSURE.	
Skills				OTHER	TRAITS	
MENTAL			WERITS		#EALTH +2 for Dalu form•+4 for Gauru form•+;	o for Urshul form
(-3 Unskilled)				00000	000000000000000000000000000000000000000	
Academics	00000			00000		
Computer				00000	WILLPOWER	
Crafts	00000			00000	0000000	
Investigation	00000			00000		
Medicine	000000			00000	ESSENCE	
Occult	00000			00000		
Politics	000000			00000		
Science	00000			00000	PRIMAL URGE	
RAYSICAL (-1 Unskilled)			FLAWS		•000000	000
Athletics	00000				HARMONY	
Brawl	00000				10	0
Drive					9	0
Firearms	00000				87	0
Larceny	00000	ATTACK		DICE WOD	6	0
Stealth	_00000	Bite		(Gauru+2)	5	0
Survival	00000	Claw		(Gauru+1)	4	o
Weaponry	00000				3	o //
SOCIAL	_				2	o
(-1 Unskilled)						O
Animal Ken	00000				RENOWN	
Empathy	00000				PURITY	00000
Expression	00000	ŧ	EQUIPMENT			00000
Intimidation	00000				GLORY	00000
Persuasion	00000				HONOR_	00000
Socialize	00000				Wisdow	00000
Streetwise	00000	E	EXPERIENCE		VIEDON	
Subterfuge	00000				CUNNING	00000

HISAU (HUMAN)	DALLA (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	(WOLF)
	STRENGTH (+1):	STRENGTH (+3):	Strength(+2):	Dexterity(+2):
	STAMINA(+1):	Dextersity(+1):	DEXTERITY (+2):	STAMINA (+1):
	MANIPULATION (-1):_	STAMINA(+2):	Stamina(+2):	
me)			MANIPULATION (-3):_	
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;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die bonus to their	Induces full Lunacy.	observers have a 2-die bonus to their	with bite attack.
	Willpower roll to resist.	Wound penalties ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
A 100 1		rolls made.		
		–2 to resist Death Rage	300	ddii Alli
de de la constante de la const		Inflict lethal damage.		
		Fail most Mental and Social rolls.		
	•	30Clai Tolis.	6	•
		1	1	
Totel			fts and Rites	
ATTRIBUTES:	Gift!	Lists:		
Power:	1			
Finesse:		2 1,00000		
Resistance:		Rank: 00000		
WILLROWER:			Roll	Page
Initiative:			1.0//	Tage
Defense:				
Speed:				
Size:				
Corpus:				
Influences:	00000			
	00000			
- //	00000			
Numina:				
	Ritua	<i>ls</i> : 00000		
Bonuses:	Rite		Roll	Page
Ban:				

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

#### THE THE WASHINGTON

FARSIL LUHAL CAHALITH

NAME:		CONCEPT:		PACK:	
PLAYER: CARONICLE:		Virtue: Vice:		Lodge:  Ban: Honor your territory in al	l things
	-	1			eman.
Power INTELLIGEN	CE: 00000	ATTRIBUTES STRENGTH:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000		•0000	MANIEULATION:	
Resistance RESOLVE:	•0000	// ·	•0000	Composure:	•0000
Acost function of the control of the		14110-1411		Composition.	en Brance.
Skills			OTHER	TRAITS	
WENTAL (-3 UNSKILLED)		MERITS		HEALTH +2 for Dalu form•+4 for Gauru form•+3	s for Urshul form
	00000		00000	00000000000	
Academics_			00000		
Computer			00000	WILLPOWER	
Crafts	00000		00000	0000000	
Investigation	000000		00000		
Medicine	000000		00000	Essence	100
Occult	00000		00000		
Politics	00000 \		00000		
Science	00000 }		00000	PRIMAL URGE	
RHYSICAL (-1 Unskilled)		FLAWS			
Athletics	00000			HARMONY	
Brawl	00000			10	0
Drive	00000			9 8	0
Firearms	00000			7	0
Larceny	00000	Attack	DICE WOD	6	o
Stealth	00000	Bite	(Gauru+2)	5	o
Survival	00000	Claw	(Gauru+1)	4	O
Weaponry	00000			3	o
SOCIAL	}			2	0
(-1 Unskilled)			<u>\\</u>	1	O
Animal Ken	00000			RENOWN	
Empathy	00000			PURITY	00000
Expression	00000	EQUIPMENT	_		
Intimidation	00000			GLORY	00000
Persuasion	00000			HONOR_	00000
Socialize	00000			Wisdow	00000
Streetwise	00000	EXPERIENCE		VYLOUN	
Subterfuge	00000			CUNNING	00000

HISAU (HUMAN)	DALV (Near-Human)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	VRAAN (WOLF)
Size:  Defense: Initiative: Speed: Armor: Perception:	Strength(+/):  Stamina(+/):  Manifulation(-/):  Size(+1):  Defense: Initiative:  Speed(+1):  Armor:  Perception(+2):  Induces Lunacy; observers have a 4-die bonus to their  Willpower roll to resist.	STRENGT# (+3):	Strengt#(+2):  Dexterity(+2):  Stamina(+2):  Wanifulation(-3):  Size(+1):  Defense:  Initiative(+2):  Speed(+7):  Armor:  Perception(+3):  Induces Lunacy; observers have a 2-die bonus to their  Willpower roll to resist.  Inflict lethal damage.	DEXTERITY(+2):  SIZE(-1):  DEFENSE: INITIATIVE(+2):  SPEED(+5):  ARMOR: PERCEPTION(+4):  Inflict lethal damage with bite attack.
Totel  Attributes:  Power: Finesse: Resistance: WILLROWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences:	Gift 1  Max i  Gift 1  O0000  O0000  O0000	G11  Rank: 00000  Is: 00000	Roll	
Bonuses:Ban:	Ritua	<i>Js</i> : 0000	Roll	Page

Auspice Ability: Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

FARSIL LUHAL ELODOTH

NAME: RLAYER:		CONCEPT: VIRTUE:		PACK: LODGE:	
CARONICLE:		VICE:		PAN: Honor your territory in all things	
Power INTELLIGEN	(ce: 00000	ATTRIBUTES STRENGTH:	•0000	PRESENCE: 0000	0
Finesse WITS:	•0000	DEXTERITY:	•0000	MANIPULATION: 0000	O
Resistance RESOLVE:	•0000	STAMINA:	•0000	Composure: 0000	0
Skills			OTHER	Traits	2.70
MENTAL		MERITS		HEALTH	
(-3 Unskilled)		<u> </u>	00000	+2 for Dalu form•+4 for Gauru form•+3 for Urshul for	
Academics	00000	1	00000		
Computer	00000	•	00000	WILLPOWER	
Crafts	00000		00000	0000000000	
Investigation	00000		00000		
Medicine	000000		00000	ESSENCE	
Occult	00000		00000	000000000	
Politics	00000		00000	00000000	
Science	000000 \		00000	PRIMAL URGE	
RAYSICAL (-1 UNSKILLED)		FLAWS		• 0 0 0 0 0 0 0 0 0	
Athletics	00000			HARMONY	
Brawl_	00000			10O	
Drive	00000			9O	
	00000			80	
Firearms	00000	Attack	DICE WOD	70	
Larceny		Bite	(Gauru+2)	6O 5O	
Stealth	000000	Claw	(Gauru+2) (Gauru+1)	4 0	
Survival	00000			3 0	
WeaponrySOCIAL	00000			20	
Animal Ken_	_00000				
	00000	1		RENOWN	
Empathy				PURITY 00	000
Expression	00000	EQUIPMENT		GLORYOO	000
Intimidation	00000				
Persuasion	00000			HonorOO	000
Socialize	00000	EXPERIENC		Wisdom 00	000
Streetwise	00000	CXYERLENC	C		
Subterfuge	00000			CUNNINGOO	000

HISHU	DALIA	Carraca	[Accutu	[Ac day		
(HUMAN)	(Near-Human)	GAURU (Wolf-Man)	(NEAR-WOLF)	(WOLF)		
(TIU/MAIN)	(IVEAK-TIUMAN)	(VVOLF-7VIAN)	THEART VOLF	CAACTER TO THE SECOND S		
	Strength(+1):	STRENGTH (+3):	Strength(+2):	DEXTERITY (+2):		
2	STAMINA(+1):	Dexterity(+1):	DEXTERITY (+2):	STAMINAC+1):		
(7/	MANIGULATION (-1):_	STAMINA (+2):	STAMINA (+2):			
			MANIPULATION (-3):_			
Size:	Size(+1):	SIZE(+2):	SIZE(+1):	Size(-1):		
Defense:	Defense:		Defense:	Defense:		
Initiative:	INITIATIVE:		INITIATIVE(+2):	INITIATIVE(+2):		
Speed:	Speed(+1):	The state of the s	Speed(+7):	Speed(+5):		
Armor:	ARMOR:	ARMOR:1/1		ARMOR:		
Perception:	PERCEPTION(+2):	Perception(+3):	PERCEPTION(+3):	Perception(+4):		
T LIKELY HOIN!	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage		
	observers have a 4-die		observers have a 2-die	with bite attack.		
	bonus to their	Wound penalties	bonus to their	With Dice detack.		
	Willpower roll to resist	ignored and	Willpower roll to resist.			
	<b>6</b>	no unconsciousness	Inflict lethal damage.			
12.00		rolls made.				
		−2 to resist Death Rage		deldi delli		
		Inflict lethal damage.				
		Fail most Mental and				
	•	Social rolls.	•	<b>*</b> ***		
			Area St. and area st. a.	and the same.		
Toten	1	<b>G</b> 1	fts and Rites			
A	Cif	Lists:				
ATTRIBUTES:		11373:				
Power: Finesse:						
Resistance:		:Rank:00000				
WILLPOWER:						
ESSENCE:		-	Roll	Page		
Initiative:						
Defense:	<u> </u>					
Speed:						
Size:						
Corpus:						
Influences:	00000					
-//	00000					
	00000					
Numina:	1					
	Ritu	als: 00000				
Ropusas						
Bonuses:	Rite		1.011	Page		
Ban:						
	1					

Auspice Ability: Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

## ARAIN-AMERICAN PORTE

FARSIL LUHAL ITHAEUR

CONCEPT:

NAWE:

PACK:

PLAYER: CARONICLE:		Virtue: Vice:			Longe:  Pan: Honor your territory in all things		
Power INTELLIGEN Finesse WITS: Resistance RESOLVE:	00000 00000	Stre	AIBUTES AGTH: ERITY: INA:	<ul><li>0000</li><li>0000</li><li>0000</li></ul>	PRESENCE: WANIPULATION: COMPOSURE:	<ul><li>0000</li><li>0000</li><li>0000</li></ul>	
SKILLS  WENTAL  (-3 UNSKILLED)  Academics  Computer  Crafts  Investigation  Medicine  Occult	_00000 _00000 _00000 _00000		MERITS	OTHER	TRAITS  #EALTH +2 for Dalu form.+4 for Gauru form.  00000000000000000000000000000000000	00000	
Politics	_00000		<b>FLAWS</b>	00000	PRIMAL URG	E	
Athletics	00000 00000 00000 00000 00000	Attack BiteClaw		DICE Word  (Gauru+2)  (Gauru+1)	#ARMONY  10		
Animal Ken Empathy Expression Intimidation Persuasion Socialize Streetwise Subterfuge	00000 00000 00000 00000 00000		OVIEWENT		RENOWN  PURITY  GLORY  HONOR  WISDOM  CUNNING	00000 00000 00000	

HISHU (HUMAN)	DALIA (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAVL (NEAR-WOLF)	WRHAN (WOLF)	
	Strengta(+1):	STRENGTH (+3):	Strength (+2):	DEXTERITY (+2):	
P	STAMINA (+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA(+1):	
	MANIPULATION (-1):_	Stamina (+2):	Stamina(+2):		
			MANIPULATION (-3):_		
Size:	Size(+1):	Size(+2): Defense: Initiative(+1):	Size(+1): Defense: Initiative(+2):	Size(-1): Defense: Initiative(+2):	
Speed:	Speed(+1):		Speed(+7):	Speed(+5):	
Armor:	Armor:	Armor: 1/1	Armor:	Armor:	
Perception:	Perception(+2):		Perception(+3):	Perception(+4):	
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll 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 roll to resist. Inflict lethal damage.	Inflict lethal damage with bite attack.	
TOTEM		G <sub>11</sub>	FTS AND RITES		
Power:		F13 (3			
Finesse:					
Resistance:		Rank: 00000			
WILLROWER:  ESSENCE: Initiative:	)		Roll	Page	
Defense: Speed:					
Size:					
Corpus:Influences:Numina:	00000				
Bonuses:	Ritu Rite	ā/s: 00000	Roll	Page	
Ban:					

Auspice Ability: Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

### AFRIF SEIER MENTERS

FARSIL LUHAL IRRAKA

NAME: PLAYER: CARONICLE:		CONCEPT: VIRTUE: VICE:		PACK: LODGE:  BAN: Honor your territory in all things	
CHAUNICLE.				PAN. Honor your territory in all tillings	
Power INTELLIGEN	CE: <b>0</b> 0000	ATTRIBUTES STRENGTH:	•0000	PRESENCE: 000	200
Finesse WITS:	•0000		•0000	MANIPULATION: 000	
Resistance RESOLVE:	•0000	// •	•0000	Composure: 000	
Resistance NESOLYE:	00000	J (AWLLNA)	00000	COMPOSURE: UUC	100 heave.
Skills			OTHER	Traits	
WENTAL (-3 Unskilled)		WERITS		#EALTH +2 for Dalu form•+4 for Gauru form•+3 for Urshi	ul form
	00000		00000	0000000000000	
Academics	00000		00000		
Computer			00000	WILLROWER	
Crafts	00000		00000	000000000	
Investigation	.1		00000	00000000	Ц
Medicine	000000		00000	ESSENCE	
Occult	00000		00000		
Politics	000000		00000		
Science	00000		00000	PRIMAL URGE	0
RAYSICAL (-1 Unskilled)		FLAWS			O
Athletics	00000			HARMONY	
Brawl	00000			10O	
Drive	00000			90	
Firearms_	00000			80	
Larceny	00000	Attack	DICE WOD	70	
Stealth	00000	Bite	(Gauru+2)	5 0	
Survival_	00000	Claw	(Gauru+1)	4 0	
Weaponry	_00000			30	,
Social	00000	_		2O	,
(-1 Unskilled)				10	
Animal Ken	00000			RENOWN	
Empathy	00000			PURITY	00000
Expression	00000	EQUIPMENT		(UKI()	,00,00
Intimidation	00000			GLORYC	00000
Persuasion	00000			HONORC	0000
Socialize	00000				
Streetwise	00000	EXPERIENCE		WisdowC	00000
Subterfuge	00000			CUMNINGC	00000

HISHU (HUMAN)	DALU (Near-Human)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	VRHAN (WOLF)
Size:	Strength(+/):  Stamina(+/):  Manifulation(-/):  Size(+1):  Defense: Initiative:  Speed(+1):  Armor:  Perception(+2):  Induces Lunacy; observers have a 4-die bonus to their  Willpower roll to resist.	Strengt#(+3):	Strength(+2):  Dexterity(+2):  Stamina(+2):  Wanifulation(-3):  Size(+1):  Defense:  Initiative(+2):  Speed(+7):  Armor:  Perception(+3):  Induces Lunacy; observers have a 2-die bonus to their  Willpower roll to resist.  Inflict lethal damage.	Dexterity(+2):  Stamina(+1):  SIZE(-1):  Defense:  Initiative(+2):  Speed(+5):  Armor:  Perception(+4):  Inflict lethal damage with bite attack.
Toten  Attributes:  Power: Finesse: Resistance: WILLROWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences: Numina: Bonuses:	Gift:  Maxi  Gift:  00000  00000  00000	Gittes:	Roll	
Ban:				

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

NAME: PLAYER: CHRONICLE: IMINIR RAHU

CONCEPT: VIRTUE:

VICE:

PACK:

LODGE:

PAN: Allow no one to witness or to tend your weakness

### ATTRIBUTES

Power INTELLIGENCE: 00000

Finesse WITS:

•0000

STRENGTA:

•0000

PRESENCE:

•0000

DEXTERITY:

•0000

MANIPULATION: 00000

STAIN TAIN.

**-**0000

Resistance RESOLVE:	•0000	) 5	STAMINA:	•0000	COMPOSURE:	•0000
Skills	<i></i>			OTHER	TRAITS	
MENTAL			WERITS		HEALT- +2 for Dalu form•+4 for Gauru fo	
(-3 Unskilled)	00000			00000	000000000	0000000
Academics_	00000			00000		
Computer_				00000	WILLROW	ER
Crafts				00000	000000	
Investigation	A.			00000	00000	
Medicine	1			00000	ESSENC	
Occult				00000		
Politics	000000			00000		
Science	000000 \			00000	PRIMAL U	
PAYSICAL (-1 UNSKILLED)			FLAWS		• 0 0 0 0 0	
Athletics	00000				HARMO	
Brawl	00000				10	0
Drive	00000				8	0
Firearms	00000				7	0
Larceny	00000	ATTACK		DICE WOD	6	0
Stealth	1	Bite		(Gauru+2)	5	o
Survival	00000	Claw		(Gauru+1)	4	o
Weaponry	00000				3	o
SOCIAL (-1 Unskilled)					2	o
Animal Ken	00000				RENOW	ÎN.
Empathy	00000					
Expression	00000		EQUIPMENT	-	PURITY	00000
Intimidation	00000		COLUMENT		GLORY	00000
Persuasion	00000				HONOR	00000
Socialize	00000					
Streetwise	00000		EXPERIENCE	2	Wisdow_	00000
Subterfuge	00000				CUNNING	00000

AISHU (Human)	DALU (NEAR-HUMAN)	GAURU (WOLF-MAN)	VRSAWL (NEAR-WOLF)	(WOLF)	
Size: Defense: Initiative: Speed: Armor: Perception:	STRENGTH(+1):  STAMINA(+1):  MANIEULATION(-1):  SIZE(+1):  DEFENSE:  INITIATIVE:	Strengt#(+3):  Dexterity(+1):  Stamina(+2):  Size(+2):  Defense:  Initiative(+1):  Speed(+4):  Armor:  Rage invoked.  Induces full Lunacy.  Wound penalties	Strength(+2):	SIZE(-1):	
Total  Attributes:  Power: Finesse: Resistance: WILLROWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences: Influences:	Gift  Max  Gift  00000  00000  00000	Rank: 00000	Roll		
Bun.					

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

## STORM LORD CAHALITH

IMINIR CAHALITH

NAME:
PLAYER:
CHRONICLE:

CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Allow no one to witness or to tend your weakness

### Attributes

Power INTELLIGENCE: 00000

•0000

PRESENCE:

•0000

Finesse WITS:

•0000

STRENGTH: DEXTERITY: •0000

MANIPULATION: 00000

STAIN TAIN.

Resistance RESOLVE:	•0000	) 5	STAMINA:	•0000	COMPOSURE:	•0000
Skills				OTHER	Traits	
WENTAL (-3 Unskilled)			MERITS		#EALTT +2 for Dalu form•+4 for Gauru for	
Academics_	00000			00000	0000000000	
Computer_	00000			00000		
Crafts	00000			00000	WILLROWE	
Investigation_	00000	-		00000	000000	
Medicine_				00000		
Occult_	00000			00000	ESSENCI 000000	
Politics	00000			00000	000000	
Science_	00000			00000	PRIMAL CA	0CE
(-1 Unskilled)			<b>FLAWS</b>		• 0 0 0 0 0	
Athletics	00000				HARMO	
Brawl					10	
Drive	1				9	
Firearms	1				8	0
Larceny		ATTACK		DICE MOD	6	
Stealth	00000	Bite		(Gauru+2)	5	o
Survival_	00000	Claw		(Gauru+1)	4	O
Weaponry	00000				3	O
SOCIAL (-1 Unskilled)				ŢĮ.	21	0
Animal Ken	00000				RENOW	N
Empathy	00000				2	2222
Expression	00000		EQUIPMENT	-	PURITY	00000
Intimidation	00000				GLORY	00000
Persuasion	00000				HONOR_	00000
Socialize	00000					
Streetwise	00000		EXPERIENCE	2	Wisdow	00000
Subterfuge	00000				CMNING	00000

HISHU (HUMAN)	DALLA (Near-Human)	GAURU (Wolf-Man)	VRSHVL (NEAR-WOLF)	VRAAN (WOLF)
Size:  Defense: Initiative: Speed: Armor: Perception:	STRENGTH(+1):  STAMINA(+1):  WANTEVLATION(-1):  SIZE(+1):  DEFENSE: INITIATIVE: SPEED(+1):  ARMOR: PERCEPTION(+2): Induces Lunacy; observers have a 4-did bonus to their Willpower roll to resist	DEFENSE:  INITIATIVE(+1):  SPEED(+4):  ARMOR:  PERCEPTION(+3):  Rage invoked.  Induces full Lunacy.  Wound penalties	Strength (+2):  Dexterity(+2):  Stamina(+2):  Wanifulation(-3):  Size(+1):  Defense:  Initiative(+2):  Speed(+7):  Armor:  Perception(+3):  Induces Lunacy;  observers have a 2-die bonus to their  Willpower roll to resist.  Inflict lethal damage.	Dexterity(+2):  Stamina(+1):  Size(-1): Defense: Initiative(+2): Speed(+5): Armor: Perception(+4): Inflict lethal damage with bite attack.
Tote  Attributes: Power: Finesse: Resistance: WILLROWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences: Numina: Bonuses:	Gift  Ma:  Gift  O0000  O0000  O0000  O0000	t Lists:	Roll	
Ban:				

**Auspice Ability:** Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

## STORM LORD ELODOTH

IMINIR ELODOTA

NAME:
PLAYER:
CHRONICLE:

CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Allow no one to witness or to tend your weakness

### Attributes

Power INTELLIGENCE: 00000

STRENGTH:

•0000

PRESENCE:

•0000

Finesse WETS:

•0000

DEXTERITY: •0000

MANIPINLATION: 00000

Resistance RESOLVE:

•0000

STAMINA:

•0000

COMPOSURE: •0000

OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics\_ 00000 \_\_\_\_\_ Computer\_ 00000 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 00000 Politics 00000 PRIMAL URGE 00000 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 Drive 00000 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 5 0 00000 Bite (Gauru+2) Stealth (Gauru+1) Claw\_ 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_ EQUIPMENT 00000 GLORY 00000 Intimidation\_ Persuasion 00000 HONOR 00000 00000 Socialize 00000 Wisdom EXPERIENCE 00000 Streetwise\_\_ 00000 CUNNING\_ 00000 Subterfuge

HISAU (HUMAN)	DALIA (NEAR-HUMA)	N)	GAURU (WOLF-MAN)	VRSAUL (NEAR-WOLF)	WRAAN (WOLF)
The second secon	Strength(+1):		Strength(+3):	Strengta(+2):	Dexterity(+2):
7	Stamina(+1):		DEXTERITY (+1):	DEXTERITY (+2):	STAMINAC+1):
	MANIEULATION (-	<b>/</b> ):	Stamina(+2):	Stamina(+2):	
THE STATE OF THE S				MANIPULATION (-3):_	
Size:	SIZE(+1):		SIZE(+2):	SIZE(+1):	Size(-1):
Defense:	DEFENSE:	2 N 3	Defense:	Defense:	Defense:
NITIATIVE:	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 Luna	cy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a		Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to the		Wound penalties	bonus to their	
	Willpower roll to	resist.	ignored and	Willpower roll to resist.	
			no unconsciousness rolls made.	Inflict lethal damage.	
- A			–2 to resist Death Rage	AND SOLVER	All All
			Inflict lethal damage.	3////	
			Fail most Mental and		2
		2	Social rolls.		
Тотел	M		Gn	FTS AND RITES	72.1147/01
ATTRIBUTES:		Gift1	ists: <u> </u>		
Power:					
Finesse:					
Resistance:		MaxR	lank:00000		
WILLPOWER:					
ESSENCE:	l l	Gift		Roll	Page
Initiative:	· · · · · · · · · · · · · · · · · · ·				
Defense:		-			
Speed:					
Size:		-			
Corpus:	00000	4			
Influences:	00000				
	00000	-			
Numina:					
Trailinioi_					
		Ritual	5: 00000		
Bonuses:		Rite		Roll	Page
Ban:					
//					

**Auspice Ability:** Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

## STORM LORD ITHAEUR

IMINIR ITHAEUR

NAME: PLAYER: CHRONICLE: CONCEPT: VIRTUE: VICE:

PACK: LODGE:

PAN: Allow no one to witness or to tend your weakness

### Attributes

Power INTELLIGENCE: 00000

STRENGTH:

•0000

PRESENCE:

•0000

Finesse WITS:

•0000

DEXTERITY: •0000

MANIPULATION: 00000

Resistance RESOLVE:	•0000	STAMINA:	•0000	COMPOSURE:	•0000
Skills	<u> </u>		OTHER	Traits	
MENTAL		MERIT:	S	HEALTH +2 for Dalu form•+4 for Gauru forr	
(-3 Unskilled)	3		00000	000000000000000	-
Academics_	00000		00000		
Computer_	00000		00000	WILLPOWE	÷ρ
Crafts	00000		00000	0000000	0000
Investigation	00000		00000		
Medicine	000000		00000	ESSENCE	2
Occult	00000		00000	000000	
Politics	00000		00000		
Science	000000 {		00000	PRIMAL CA	
RAYSICAL (-1 Unskilled)		*LAWS		•000000	
Athletics	00000			HARMON	
Braw!	00000			10	0
Drive	00000			9 8	0
Firearms	00000			7	0
Larceny	00000	Attack	DICE MOD	6	0
Stealth	00000	Bite	(Gauru+2)	5	o
Survival	00000	Claw	(Gauru+1)	4	o
Weaponry				3	o
SOCIAL (-1 UNSKILLED)				2	0
Animal Ken_	_00000			RENOWA	
Empathy	00000				
Expression	00000	EQUIPME	(i	PURITY	00000
Intimidation	00000	COLLINE	~ (	GLORY_	00000
Persuasion_	00000			HONOR_	00000
Socialize	00000			- NOVOR	
Streetwise		EXPERIEN	ICE	Wisdom	00000
Subterfuge	_00000			CUNNING	00000

HISHU (HUMAN)	DALL (NEAR-HUMAN)	)	GAURU (WOLF-MAN)	VRSAVL (NEAR-WOLF)	URHAN (WOLF)
A Company of the Comp	STRENGTH (+1):_	<u> </u>	Strengta (+3):	Strength(+2):	DEXTERITY (+2):
	STAMINA (+1):	1 =	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA(+1):
	MANIEULATION (-1	5:	Stamina (+2):	Stamina(+2):	
Total Control		1		MANIPULATION (-3):_	
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		Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a		Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their		Wound penalties	bonus to their	
	Willpower roll to r	esist.	ignored and	Willpower roll to resist.	
			no unconsciousness	Inflict lethal damage.	
4			rolls made.		
			−2 to resist Death Rage	3/1/	1112
A first A			Inflict lethal damage.  Fail most Mental and		1
		2	Social rolls.		
TOTE ATTRIBUTES:		Gif†1	G11	FTS AND RITES	
Power:					
Finesse:		MarB	Rank: 00000		
Resistance:		/ (WX / ·	Will Cooce		
ESSENCE:	h i	Gift		Roll	Page
Initiative:	(-	-/.11		1.077	1490
Defense:					
Speed:					
Size:					
Corpus:					
Influences:	00000				
	00000				
	00000				
Numina:					
		Ritual	ls: 00000		
Bonuses:	}	Rite		Roll	Page
Dollases.	1			, 3,,	, kgc
Ban:					

Auspice Ability: Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

## STORM LORD IRRAKA

IMINIR IRRAKA

NAME: PLAYER: CHRONICLE: CONCEPT: VIRTUE: VICE: PACK: LODGE:

PAN: Allow no one to witness or to tend your weakness

### ATTRIBUTES

Power INTELLIGENCE: 00000

STRENGTH: 00000

PRESENCE:

•0000

Finesse WITS:

•0000

DEXTERITY: 00000

MANIRULATION: •0000

Resistance RESOLVE:

•0000

STAMINA: 00000

COMPOSURE:

•0000

	Resistance RESOLVE:	•0000	)	TAWINA:	•0000	Composit	e: •0000
	Skills	<b></b>			OTHER	Traits	
	MENTAL			WERITS			ALTH auru form•+3 for Urshul form
	(-3 Unskilled)	1			00000		000000000
	Academics	00000			00000		100000000
	Computer	00000			00000	WT//	POWER
(	Crafts	00000			00000		00000
	Investigation	00000			00000		
	Medicine	000000			00000	Ess	ENCE
(	Occult	00000			00000		
1	Politics	00000			00000		
9	Science	000000 \			00000	,	LURGE
	(-1 UNSKILLED)			FLAWS			00000
,	Athletics	00000					EMONY
1	Brawl	00000				10 9	0
1	Orive	00000				8	0
1	Firearms	00000				7	
1	Larceny	00000	ATTACK		DICE WOD	6	
	Stealth	1	Bite		(Gauru+2)	5	o
	Survival	1	Claw		(Gauru+1)	4	o
	Weaponry	00000				3	o
	SOCIAL (-1 Unskilled)					2 1	O O
,	Animal Ken	00000				RE	NOWN
1	Empathy	00000			J.		
1	Expression	00000		EQUIPMENT	-	PURITY	00000
	Intimidation	00000		COLINCA		GLORY_	00000
1	Persuasion	00000				HONOR	00000
9	Socialize	00000					
9	Streetwise	00000		EXPERIENCE	2	Wisdow_	00000
9	Subterfuge	00000				CUNNING	00000

HESHU (HUMAN)	DALLA (NEAR-HUMAN)	GAURU (Wolf-Man)	(NEAR-WOLF)	VRAAN (WOLF)
grander and the spirit Maries are the an absorption 19, 12 at 10 a	Strength(+1):	Strengt # (+3):	STRENGTH (+2):	DEXTERITY(+2):
	STAMINA (+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA (+1):
	MANIQULATION (-1):_	STAMINA(+2):	Stamina(+2):	
(F)			MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	Size(-1):
Defense:	Defense:	Defense:	Defense:	Defense:
NITIATIVE:	INITIATIVE:	INITIATIVE (+1):	INITIATIVE(+2):	INITIATIVE(+2):
Speed:	Speed(+1):	The second secon	SPEED(+7):	Speed(+5):
Armor:	ARMOR:	ARMOR:1/1	ARMOR:	ARMOR:
Perception:	Perception(+2):	PERCEPTION(+3):	PERCEPTION(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their Willpower roll to resist.	Wound penalties	bonus to their Willpower roll to resist.	
	Willpower foll to resist.	ignored and no unconsciousness	Inflict lethal damage.	
		rolls made.	innice rection duringe.	
		-2 to resist Death Rage	A. S. W.	delds sold
	A SAGARAGE	Inflict lethal damage.		
		Fail most Mental and	380	
		Social rolls.	}	•
Totel  Attributes: Power:	Gift		fts and Rites	75.5647/09
Finesse:				
Resistance:	Max	Rank: 00000		
WILLROWER:				
ESSENCE:	· ·		Roll	Page
Initiative:	<i>,</i>			
Defense:	\ \			
Speed:				
Size: Corpus:				
Influences:	00000			
mildelices.	00000			
	00000			
Numina:				
		1 00000		
		1/5: 00000	- "	
Bonuses:	Rite		Roll	Page
Ban:				
	)			
	t <del></del>			<u> </u>

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

## GHOST WOLF RAHU

VIRTUE:

NAME:

PLAYER: CONCEPT: VICE: CARONICLE: Attributes STRENGTH: PRESENCE: POWER INTELLIGENCE: 00000 •0000 •0000 Finesse WITS: 00000 DEXTERITY: •0000 WANIPULATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 00000 Politics 00000 PRIMAL URGE 00000 00000 Science\_ •000000000 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 0 10 Brawl 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 5 0 00000 Bite (Gauru+2) Stealth \_(Gauru+1) Claw\_ 4 0 Survival 00000 3 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_ EQUIPMENT 00000 GLORY\_ 00000 Intimidation\_ Persuasion 00000 HONOR\_ 00000 00000 Socialize 00000 WISDOW\_ EXPERIENCE 00000 Streetwise\_\_\_ 00000 CUNNING\_ 00000 Subterfuge

PACK:

DALU (Near-Human)	GAURU (WOLF-MAN)	(NEAR-WOLF)	WRAAN (WOLF)	
STRENGTH(+1): STAMINA(+1): MANIBULATION(-1):	Strength(+3):  Dextersty(+1):  Stamina(+2):	Strength(+2):  Dexterity(+2):  Stamina(+2):	DEXTERITY (+2): STAMINA (+1):	
SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):  DEFENSE: INITIATIVE(+2):  SPEED(+5):  ARMOR:  PERCEPTION(+4):  Inflict lethal damage  with bite attack.	
Maxi Gift	Rank: 00000	Roll	Page	
00000   00000				
Ritua	<i>ls</i> : 00000	Ro!!	Page	
	(NEAR-HUMAN)  STRENGT#(+/):  STAWINA(+/):  WANTEVLATION(-/):  SIZE(+1): DEFENSE:_ INITIATIVE: SPEED(+1): ARMOR:_ PERCEPTION(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.  Maxi  Gift  OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOO	(NEAR-HUMAN)  STRENGT#(+1):  STAMENAL(+1):  WANGEVLATION(-1):  SIZE(+1):  DEFENSE: INITIATIVE: SPEED(+1): ARMOR: PERCEPTION(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.  M  Giff1 Lists:  Max Rank: 00000  Giff   Rituals: 00000  Rite	(NEAR-HUMAN) (WOLF-MAN) (NEAR-WOLF)  STRENGTR (+1): STRENGTR (+1): DENTERST (+1): DENTERST (+1): DESTRUMA (+2): STRENGR (+2): DESTRUMA (+2): STRENGR (+2): DEFENSE: INITIATIVE: SIZE(+1): DEFENSE: INITIATIVE: SPEED(+1): ARMOR: PERCEPTION(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.  MAX Rank: 00000 Giff Roll  Rituals: 00000 Rite Roll  Roll  Roll	

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

# GHOST WOLF CAHALITH

NAME: VERTUE: PACK:
PLAYER: VICE: CONCEPT:

CHRONICLE:						
			Attributes			
Power INTELLIGE	NCE: 00000	)	STRENGTH:	•0000	PRESENCE:	•0000
Finesse WITS:	•0000	5	DEXTERITY:	•0000	MANIPULATION:	•0000
Resistance RESOLVE:	•0000	)	STAMINA:	•0000	COMPOSURE:	•0000
Skills	1			OTHER	TRAITS	
MENTAL			WERITS		HEALTH +2 for Dalu form•+4 for Gauru form•+	a for Urchul form
(-3 Unskilled)	3			00000	000000000000000	-
Academics	00000			00000	0000000000	
Computer	00000			00000	WILLPOWER	
Crafts	00000			00000	0000000	000
Investigation	00000			00000	000000	
Medicine	00000			00000	ESSENCE	
Occult	00000			00000	0000000	
Politics	00000			00000	000000	
Science	00000	-		00000	PRIMAL URG	
PAYSICAL (-1 UNSKILLED)			<b>FLAWS</b>		• 0 0 0 0 0 0	000
Athletics	00000				HARMONY	
Brawl	00000				10	0
Drive	00000				9	0
Firearms	00000				8	0
Larceny	00000	ATTACK		DICE WOD	6	0
Stealth	00000			(Gauru+2)	5	o
Survival_	00000				4	o
Weaponry	00000	-			3	o
Social				<u> </u>	2	O
(-1 Unskilled)				<u>\\</u>	1	O
Animal Ken	00000				RENOWN	
Empathy	00000				On . o. c. 1001	00000
Expression	00000		EQUIPMENT	-	PURETY	00000
Intimidation	00000		- 1.200-11		GLORY_	00000
Persuasion	00000				HONOR_	00000
Socialize	00000					
Streetwise	00000		EXPERIENCE	3.	Wisdom	00000
Subterfuce	00000				CIMINIANG	00000

AISAU (HUMAN)	DALU (NEAR-HUMAN)	GAURU (WOLF-MAN)	(NEAR-WOLF)	URHAN (WOLF)	
	Strength(+1):	Dextersty(+1):	Strength(+2):  Dexterity(+2):  Stamina(+2):	DEXTERITY(+2): STAMINA(+1):	
Size:	SIZE(+1): DEFENSE: INITIATIVE: SPEED(+1): ARMOR: PERCEPTION(+2): Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	INITIATIVE (+1):	SIZE(+1): DEFENSE: INITIATIVE(+2): SPEED(+7): ARMOR: PERCEPTION(+3): Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	SIZE(-1): DEFENSE: INITIATIVE(+2): SPEED(+5): ARMOR: PERCEPTION(+4): Inflict lethal damage with bite attack.	
Tot:	<b>\</b>	G1:	fts and Rites		
Power:	Max Gift	Rank: 00000	Roll	Page	
Speed:Size:					
Bonuses:	Ritu	als: 00000	Roll	Page	
Ban:		,			

**Auspice Ability:** Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

# THIHIRTHA NUMEA ELODO

NAME: VIRTUE: PLAYER: CONCEPT: VICE: CARONICLE: Attributes Power INTELLIGENCE: 00000 STRENGTH: PRESENCE: •0000 •0000 Finesse WITS: 00000 DEXTERITY: •0000 MANIPULATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 00000 Politics 00000 00000 PRIMAL URGE 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 5 0 00000 Bite (Gauru+2) Stealth \_(Gauru+1) Claw\_ 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_\_ EQUIPMENT 00000 GLORY 00000 Intimidation\_ Persuasion 00000 00000 HONOR 00000 Socialize 00000 Wisdom EXPERIENCE 00000 Streetwise\_\_\_ 00000

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free specialty skill•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

CUNNING\_

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Subterfuge

HISAU (HUMAN)	DALIA (Near-Human)	GAURU (Wolf-Man)	VKSHVL (NEAR-WOLF)	WRHAN (WOLF)
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	STRENGTH (+1):	Strength(+3):	STRENGTH (+2):	DEXTERITY (+2):
	STAMENA (+1):	DEXTERITY (+1):	DEXTERITY (+2):	STAMINA (+1):
	MANIEULATION (-1):_	Stamina(+2):	Stamina (+2):	
69			MANIPULATION (-3):_	
Size:	_   SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
Defense:	Defense:	Defense:	Defense:	Defense:
INITIATIVE:	_ INITIATIVE:	INITIATIVE(+1):	INITIATIVE(+2):	INITIATIVE(+2):
SPEED:			Speed(+7):	Speed(+5):
Armor:		ARMOR: 1/1	ARMOR:	ARMOR:
PERCEPTION:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
4		rolls made.		THE STATE OF THE PARTY OF THE P
		-2 to resist Death Rage	3/11/	
		Inflict lethal damage. Fail most Mental and		
		Social rolls.		
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ATTRIBUTES:	Gift!	-ists: <u> </u>		
Power:				
Finesse:				
Resistance:	Max1	Rank: 00000		
WILLPOWER:				
ESSENCE:	Gift		Roll	Page
Initiative:				
Defense:				
Speed:				
Size:				
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Bonuses:	Rite		Roll	Page
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**Auspice Ability:** Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does not apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appearsement, demonstrating his ability to perceive the issue from the spirit's side as well.

# GHOST WOLF ITHAEUR

VIRTUE:

NAME:

PLAYER: CONCEPT: VICE: CHRONICLE: Attributes Power INTELLIGENCE: 00000 STRENGTH: PRESENCE: •0000 •0000 Finesse WITS: 00000 DEXTERITY: •0000 WANIPULATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 Politics 00000 00000 00000 PRIMAL URGE 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Brawl 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 5 0 00000 Bite (Gauru+2) Stealth (Gauru+1) Claw\_ 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_ EQUIPMENT 00000 GLORY Intimidation\_ 00000 Persuasion 00000 00000 HONOR 00000 Socialize 00000 WISDOW\_ EXPERIENCE 00000 Streetwise\_\_\_ 00000 00000 CUNNING\_ Subterfuge

PACK:

HISAU (HUMAN)	DALIV (Near-Human)	GAURU (WOLF-MAN)	(NEAR-WOLF)	CVRHAN (WOLF)
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SIZE: DEFENSE: INITIATIVE: SPEED: ARMOR: PERCEPTION: PERCEPTION: Finesse: Resistance: WILLIOWER: ESSENCE: Initiative: Defense: Speed: Size: Corpus: Influences:			Dexterity(+2):	STAMINA(+1):
	WALL STREET			STANDARCT J.
	MANIPULATION(-1):_	Stamina (+2):	STAMINA(+2):	
			MANIPULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
Defense:	Defense:		Defense:	Defense:
	INITIATIVE:	INITIATIVE(+1):	INITIATIVE(+2):	INITIATIVE(+2):
~ .			Speed(+7):	Speed(+5):
10.00				ARMOR:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
			Induces Lunacy;	Inflict lethal damage
			observers have a 2-die	with bite attack.
			bonus to their Willpower roll to resist.	
	Willipower roll to resist	ignored and	Inflict lethal damage.	
			innice rection damage.	
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		Fail most Mental and		
		Social rolls.		•
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Finesse:				
Resistance:	Max	:Rank:00000		
WILLROWER:				
	Gift		Roll	Page
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Dall.				

**Auspice Ability:** Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

# GHOST WOLF IRRAKA

VIRTUE:

NAME:

PLAYER: CONCEPT: VICE: CARONICLE: Attributes Power INTELLIGENCE: 00000 STRENGTH: PRESENCE: •0000 •0000 Finesse WITS: 00000 DEXTERITY: •0000 WANIPULATION: •0000 •0000 •0000 Resistance RESOLVE: STAMINA: COMPOSURE: •0000 OTHER TRAITS Skills HEALTH WENTAL WERITS +2 for Dalu form•+4 for Gauru form•+3 for Urshul form (-3 UNSKILLED) 00000 0000000000000000 00000 Academics 00000 \_\_\_\_\_ 00000 Computer\_\_\_\_ 00000 WILLROWER Crafts\_\_\_ 00000 00000 0000000000 \_\_\_\_\_ Investigation\_\_\_\_ 00000 00000 00000 Medicine 00000 ESSENCE \_\_\_\_\_ Occult 00000 00000 Politics 00000 00000 00000 PRIMAL URGE 00000 Science\_ • 0 0 0 0 0 0 0 0 0 PHYSICAL (-1 Unskilled) FLAWS HARMONY Athletics\_ 00000 10 0 Braw! 00000 0 00000 Drive 0 00000 Firearms\_ 0 ATTACK DICE WOD 00000 0 Larceny 0 (Gauru+2) 00000 Bite Stealth (Gauru+1) Claw\_ 4 0 Survival 00000 0 00000 Weaponry 0 SOCIAL 0 (-1 UNSKILLED) Animal Ken 00000 RENOWN Empathy\_\_\_ 00000 PURITY 00000 00000 Expression\_\_\_\_ EQUIPMENT 00000 GLORY 00000 Intimidation\_ Persuasion 00000 00000 HONOR\_ 00000 Socialize 00000 WISDOM EXPERIENCE 00000 Streetwise\_\_\_ 00000 00000 CUNNING\_ Subterfuge

PACK:

HISAU	DALU	GAURU	URSHUL	URHAN
(Human)	(NEAR-HUMAN)	(WOLF-MAN)	(NEAR-WOLF)	(WOLF)
	STRENGTH(+1):	Strength (+3):	Strengta(+2):	DEXTERITY (+2):
	STAMINA(+1):	DEXTERITY (+1):	DEXTERSTY (+2):	STAMINAC+1):
	MANIPULATION (-1):_	Stamina(+2):	STAMENA(+2):	
100	以及 凝裂流流		MANIEULATION (-3):_	
Size:	SIZE(+1):	SIZE(+2):	SIZE(+1):	SIZE(-1):
Defense:	Defense:	DEFENSE:	Defense:	Defense:
INITIATIVE:	INITIATIVE:		INITIATIVE(+2):	INITIATIVE(+2):
SPEED:			Speed(+7):	Speed(+5):
Armor:		ARMOR: 1/1		ARMOR:
PERCEPTION:	PERCEPTION(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict lethal damage
	observers have a 4-die		observers have a 2-die	with bite attack.
	bonus to their	Wound penalties	bonus to their	
	Willpower roll to resist.	ignored and	Willpower roll to resist.	
		no unconsciousness	Inflict lethal damage.	
		rolls made.		
		–2 to resist Death Rage	3/11/	7411
		Inflict lethal damage.		
		Fail most Mental and Social rolls.		
		y Social Tolls.	,	•
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Ton	TEM	<b>G</b> 1:	fts and Rites	
ATTRIBUTES:	Gift	Lists:		
Power:				
Finesse:				
Resistance:	Max	Rank: 00000		
WILLROWER:				
ESSENCE:	Gift		Roll	Page
Initiative:	} }			
Defense:				
Speed:				
Size:				
Corpus:	00000			
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**Auspice Ability:** Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

### COMBAT SLAMMARY CHART

### Stage One: Initiative • Everyone rolls Initiative: The result of a die roll + Dexterity + Composure.

### The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or intro the next turn.

### Stage Two: Attack • Unarmed close combat: Strength + Brawl, – target's Defense and armor

- Armed close combat: Strength + Weaponry, target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, target's armor Ranged combat (thrown weapons): Dexterity + Athletics, – target's
- Defense and armor Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool.

Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack The Storyteller describes the attack and wound in narrative terms.

### Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing: Ignores amount of target's armor equal to item's own rating • Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; –1
- per roll for each target if there's more than one • Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus
- to each attack roll; –1 per roll for each target if there's more than one Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- **Dodge:** Double target's Defense • Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3)reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- **Prone Target:** –2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: –2 at medium range, –4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)
- **Specified Target:** Torso –1, leg or arm –2, head –3, hand –4, eye –5
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply. Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

### GRAPPLING SLAWWARY

- Roll Strength + Brawl opponent's Defense for attacker to get a grip on target.
- Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free.
- Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl – attacker's Strength. Any successes allow for a maneuver (see below).
- If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl – opponent's Strength. Any successes allow a maneuver (see below).
- Possible maneuvers. Choose one:
- Render opponent prone
- Damage opponent
- Immobilize opponent
- Draw weapon
- Attack with drawn weapon Turn a drawn weapon
- Disarm opponent
- Use opponent as protection from ranged attacks
- Attempting to break free is always an option instead of performing an overpowering maneuver.

- WELEE WEAPONS CHART 1 (B) 1 • Knockout (p. 168) Brass Knuckles 1 (B) n/a • Club (wood) 2 (B) Mace (metal) 3 (B) 2 •• 1 (L) 1 • 2 •• Armor piercing 1 (p. 167) 3 (L) 2 ••• Durability +1\*\* Greatsword† 4 (L) 3 2(L) 1 • Large Ax† •• 9 again (p. 134) 5 (L) 4 ••• 9 again (p. 134) 3 (L) 4 • +1 Defense\*\*\*\*
- **Type:** Your character may use many other types of weapons (meat cleavers. halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a –1 penalty.
- **Damage:** The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).
- **Size:** 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 + = Cannot behidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on
- **Cost:** The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than
- This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example
- This weapon uses the Brawl Skill instead of Weaponry.
- Katanas are well-crafted swords. They do not break easily. See "Targeting" Items," **WoD** p. 138.
- \* The attacker must target the heart (–3 penalty) and achieve an exceptional success in order to paralyze a vampire.
- \*\*\* The spear-wielder gains a +1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

	EXTENDED ACTIONS							
1	Pace of Activity	Time per Roll						
1	Quick	1 turn (3 seconds)						
1	Short	10 minutes						
1	Long	30 minutes						
	Lengthy	1 hour						
	Consuming	1 day						
	Exhausting	1 week or month						
	Challenge	Target Number						
	Simple/Relaxed	5						
н	Involved/Trying	10						
1	Elaborate/Demanding	15						
1	Ornate/Daunting	20						
1	Intricate/Epic	25						

### RANGED WEAPONS CHART Revolver, Lt. SWM640 (.38 Special) SW M29 (.44 Magnum) Pistol, Lt. 17+1 2 Glock 17 (9mm) Colt M1911A1(.45 ACP) 30/60/120 7+1 3 200/400/800 5+1 Remington M-700 (30.06) SMG, Small\* 2 25/50/100 30+1 2 Ingram Mac-10 (9mm) HK MP-5 (9mm) SMG, Large\*† 3 50/100/200 30+1 Assault Rifle\*† 4 150/300/600 42+1 Steyr-Aug (5.56mm) Remington M870 (12-Gauge) 20/40/80 5+1 40/80/160 1 3

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

**Ranges:** The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty,

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

**Clip:** The number of shells a gun can hold -a "+1" indicates a bullet can be held in the chamber, ready to fire.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person **Cost:** The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts - see p. 160.)

\* Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-3 penalty and must achieve an exceptional success in order to paralyze a vampire).

9 again (see WOD p. 134)

		ARMOR CHART					Onlooker	
iss		Rating	Strength	Defense	Speed	Cost	1-2	
odern								
Reint	forced/thick clothing	1/0	1	0	0	n/a	3-4	
Kevla	ar vest* (thin)	1/2	1	0	0	•		

-2

	Flak jacket*	2/3	1	-1	0	••	5
	Full riot gear*	3/4	2	-2	-1	•••	0
Arc	haic						8
	Leather (hard)	1/0	2	-1	0	•	10
	Chainmail	2/1	3	-2	-2	••	

This type of armor is bulletproof.

**Rating:** Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

**Strength:** Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a –1 penalty.

**Defense:** The penalty imposed on your character's Defense trait for the armor worn.

3/2

**Speed:** The penalty imposed on your character's Speed trait for the armor worn.

**Cost:** The minimum dots in the Resources Merit usually required to purchase the armor.

	EFFECTS OF LUNACY		
	Onlooker's Willpower+	Result	
st	1-2	No control over actions; any actions are at –5 penalty; no memory of events; refusal to believe evidence.	
a	3-4	Minimal control over actions; any actions are at –4 penalty; remember in most general sense; always rationalize.	
	5-7	Some control over actions; any actions are at –3 penalty; forgets unless actively tries to remember (requiring roll).	
-	8-9	Must spend Willpower point to retain control for a turn; any actions are at –1 penalty unless Willpower is spent; retains hazy half-memories.	
	10	Completely unaffected by Lunacy; full control	

\*The Wolf-Blooded Merit adds two to effective Willpower

FIRE DAMAGE	
Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	_
-	_ +1
Candle (first-degree burns) Torch (second-degree burns) Bunsen burner (third-degree burns)	
Torch (second-degree burns)	
Torch (second-degree burns) Bunsen burner (third-degree burns)	+2

Effects of Lunacy		
Onlooker's Willpower+	Result	
1-2	No control over actions; any actions are at –5 penalty; no memory of events; refusal to believe evidence.	
3-4	Minimal control over actions; any actions are at –4 penalty; remember in most general sense; always rationalize.	
5-7	Some control over actions; any actions are at –3 penalty; forgets unless actively tries to remember (requiring roll).	
8-9	Must spend Willpower point to retain control for a turn; any actions are at –1 penalty unless Willpower is spent; retains hazy half-memories.	
10	Completely unaffected by Lunacy; full control	

# 4 10

Strenath

12

14

### Lift a chair 40 lbs. Lift a large dog 100 lbs

Lift

**Damage:** Indicates how dangerous the item is when used as a weapon or to do

harm. Damage is the lower of the item's Durability or Size. This rating is added to attack

rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a –1 penalty.

EXPLOSIVES CHART

Blast Damage

20+ 6+

**Throwing Modifier:** The attack-roll bonus to throw an explosive at a chosen target. Explosives

**Cost:** The minimum dots in the Resources Merit usually required to purchase the explosive. The

Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing,

\* Concussion explosives deliver bashing damage and knock the target down (see "Knockdown,"

\* Timed or triggered bombs that hold a variable amount of dynamite, plastique or other

SAMPLE OBJECTS

explosive cause damage to surrounding structures and ignite flammable materials, which

Throwing

n/a

marked "n/a" cannot normally be thrown.

while damage caused by the fire is lethal.

† Explosives that are aerodynamic when thrown.

Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1

Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

**Coffin:** Durability 1, Size 6, Structure 7, Damage 1

**Blast Area:** The diameter in yards in which an explosion occurs.

complicates damage. The figures listed are suggestions only.

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

**Door, Bank Vault:** Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

**Door, Wooden (Exterior):** Durability 2, Size 5, Structure 7, Damage 2

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1

**Door, Metal (Security):** Durability 3, Size 5, Structure 8, Damage 3

**Tempered Steel:** Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

**Lamppost, Steel:** Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

**Steel Bars:** Durability 3, Size 2, Structure 5, Damage 2

FEATS OF STRENGTH

"n/a" entry indicates that the item can be created rather than purchased.

Incendiary\*

Single Destructive

High Explosive\*\*\*

Lift a large dog	TOO IDS.
Lift a public mailbox	250 lbs.
Lift a wooden crate	400 lbs.
Lift a coffin	650 lbs.
Lift a refrigerator	800 lbs.
Overturn a small car	900 lbs.
Lift a motorcycle	1000 lbs.
Overturn a mid-sized car	1200 lbs.
Lift a large tree trunk	1500 lbs.
Overturn a full-sized car	2000 lbs.
Lift a wrecking ball	3000 lbs.
Overturn a station wagon	4000 lbs.
Overturn a van	5000 lbs.
Overturn a truck	6000 lbs.

Molotov Cocktail

Stick of Dynamite

n/a

• • •

• • •

1-3 •••• Plastique

EFFECTS OF PRIMAL URGE				
Primal Urge	Attribute/ Skill Maximum	Max Essence/ Max Essence per Turn	Social Penalty	Essence Bleed
1	5	10/1	-1	_
2	5	11/1	-1	_
3	5	12/1	-2	_
4	5	13/2	-2	_
5	5	14/2	-3	_
6	6	15/3	-3	1/day
7	7	20/5	-3	1/12 hou
8	8	30/7	-4	1/10 hou
9	9	50/10	-4	1/8 hours
10	10	100/15	-5	1/4 hours

ELECTROCUTION DAMAGE			
Source	Damage		
Minor; wall socket	4 (B)		
Major; protective fence	6 (B)		
Severe; junction box	8 (B)		
Fatal; main line feed/subway rail	10 (B)		

Poisons			
Poison/Toxin	Toxicity		
Ammonia (inhalation)	3		
Bleach (ingestion)	4		
Cyanide (ingestion or inhalation)	7		
Drug/Alcohol Abuse	3 to 7		
(ingestion, inhalation, injection)			
Salmonella (ingestion)	2		
Venom (injection or ingestion)	3 to 8		

### ENTERING DEATH RAGE

The following stimuli can trigger a Death Rage check (Resolve + Composure) when a character is in combat:

 when a wound inflicts aggravated damage • upon striking or being struck by an attack roll that is an exceptional success

• when a wound is marked in one of the character's last three Health boxes

The following list details potential stimuli that might subject a werewolf to a Death Rage roll when not in combat A player must make a check when faced with a provocation that matches his character's Harmony score, or any provoca-

### tion above his Harmony score on the following chart. Harmony Minimum Stimulus 9-10 Lovedone/packmate slain or badly injured; betrayed

by loved one/packmate Betrayed by ally Injured outside of combat by an event that inflicts

aggravated damage; loved one/packmate in danger Humiliated or injured Insulted; authority challenged

The Storyteller decides when a Virtue or Vice influences a Death Rage roll. If appropriate, the player gains or loses one die from his Resolve + Composure pool.

WEREWOLF HONORARY SPIRIT RANKS

Werewolf Renown	Honorary Rani
0-7	Two
8-15	Three
16-23	Four
24+	Five

EFFECTS OF PRIMAL URGE				
rimal Irge	Attribute/ Skill Maximum	Max Essence/ Max Essence per Turn	Social Penalty	Essence Bleed
1	5	10/1	-1	_
2	5	11/1	-1	_
3	5	12/1	-2	_
4	5	13/2	-2	_
5	5	14/2	-3	_
6	6	15/3	-3	1/day
7	7	20/5	-3	1/12 hours
8	8	30/7	-4	1/10 hours
9	9	50/10	-4	1/8 hours
10	10	100/15	-5	1/4 hours

### SUGGESTED MODIFIERS FOR GIFT USE Modifier Situation +2 In the area of influence of a powerful locus (rated ••••+) In the area of influence of a locus (rated Character's auspice moon is in the sky Character has a wound marked in third to last Health box Local spirits are actively hostile to Gift user In the presence of a werewolf in Death Rade Character has a wound marked in second to last Health box Afflicted with powerful sensory stimuli (deafening noise, powerful stench, etc.) Character is in a Barren

Character has a wound marked in last

Bound and gagged with silver manacles

(Gifts that require a specific action or

SUGGESTED CHIMINAGE

Guiding to a nearby destination A small gift of Essence and a

Guiding to a distant destination A major act of benefit to the spirit

Asking the spirit to join in an attack A major gift of Essence (at least

A small gift of Essence (1 or 2

the material world)

werewolf's return.

points) or a minor task (discorporate

a Gaffling, small physical changes to

A large gift of Essence (3 to 5

points) or a major task (create a

specific emotion or act in the

physical world, discorporating

A small gift of Essence, or a

several of the spirit's enemies)

minor favor to be repaid on the

minor act of the spirit's choice

and a regular gift of 2 or 3 Essence

Major reshaping of the physical

for the spirit for a period of not

less than one month per level of

2 points per Rank of the spirit to

after the fight, to be carried out

at a time of the spirit's choosing.

be attacked). Sworn promise of

a service of the spirit's choice

generate appropriate Essence

per day during the journey

world or regular work to

the spirit's Rank.

In the middle of a hurricane

Simple information

Secret information

Giving directions

Asking the spirit to relocate

ability to speak are impossible)

### Rulebook, p. 51) In the vicinity of a locus (rated • to •••) Ritemaster is in Dalu form Ritemaster's auspice moon is in the sky −1 to −3 Performer suffers wound penalties Local spirits are hostile to ritualist physical world)

For a character to step from one world to the next. the player rolls Intelligence + Presence + Primal Urge. The werewolf must be in the area influenced by a locus to even attempt stepping sideways, unless he's using the Rending the Gauntlet rite (W:tF p. 165). The following factors affect

• The werewolf stares into a reflective surface (+1)

• Near a locus with a rating of •• or ••• (+1) • In the vicinity of a locus with a rating of •••• or

• Attempting to cross the Gauntlet during the day (–2) The strength of the Gauntlet varies from place to

place. The Gauntlet's strength reduces the dice pool accord- ing to the following table:	
Location	Dice Pool Modifier
Dense Urban Areas	-3
City suburbs & towns	-2
Small towns, villages, other built-up areas in the countryside	<b>-1</b>
Wilderness	+0
The number of successes achieve	d on the Intelligence +

Presence + Primal Urge roll indicates how long it takes the cross the Gauntlet. (See **W:TF** p. 251)

### EXPERIENCE COSTS

<b>Trait</b> Attribute	<b>Experience Point Cost</b> New dots x 5
Skill	New dots x 3
Skill Specialty	3
Affinity (tribe, auspice or common) Gift	New dots x 5
Other Gift	New dots x 7
Rite	Rite dots x 2
Merit*	New dots x 2
Totem Merit	3 points per additional dot
Primal Urge	New dots x 8
Primary (auspice, tribe) Renown	New dots x 6
Other Renown	New dots x 8
Harmony	New dots x 3
Willpower *Not including Totem	8 experience points

SUGGESTED MODIFIERS FOR RITE USE Modifier Situation +2 Ritemaster meditates successfully prior to ritual (that is, four or more successes are accumulated in a meditation Attribute task — see **World of Darkness** In the vicinity of a powerful locus (rated ••••+) Ritualist has gained goodwill of local spirits City suburb or town (only if rite is performed in Distracting environment (powerful odors, noisy) Packmates are involved in battle Dense urban area (only if rite is performed in physical world) Ritemaster is struck during rite but takes no damage Rite is performed in a Barren

VHITE WOI

GAME STUDIO

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### STEPPING SIDEWAYS

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ng to the following table:	
ocation	Dice Pool Modifier
ense Urban Areas	-3
ity suburbs & towns	-2
mall towns, villages, other	-1
built-up areas in the countryside	
Vilderness	+0
The number of successes achieved	on the Intelligence +

werewolf to adjust himself to the other facet of reality and

### HARMONY AND SINS Harmony Threshold Sin Dice Rolled Not shapeshifting for more than (Roll five dice.) three days. Not obtaining your own food; (Roll five dice.) carrying a silver weapon Disrespect to a spirit or elder Uratha. (Roll four dice.) Spending too much time alone; (Roll four dice.) significantly violating a tribal vow. Mating with other Uratha; (Roll three dice.)

slaying a human or wolf needlessly. Slaying a werewolf in the heat (Roll three dice.) Revealing the existence of werewolves (Roll three dice.) to a human; using a silver weapon against another werewolf. Torturing enemies/prey; murdering (Roll two dice.) a werewolf. Hunting humans or wolves for food. (Roll two dice.) Betrayal of pack; (Roll two dice.) hunting werewolves for food.

### COMBAT SUMMARY CHART

### Stage One: Initiative

• Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or intro the next turn.

### Stage Two: Attack

- Unarmed close combat: Strength + Brawl, target's Defense and armor
- Armed close combat: Strength + Weaponry, target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

The Storyteller describes the attack and wound in narrative terms.

### Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Plercing: Ignores amount of target's armor equal to item's own rating
- Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target if there's more than one
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; -1 per roll for each target if there's more than one
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- **Prone Target:** –2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting Into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5
- Surprised or immobilized Target: Defense doesn't apply
- **Touching a Target:** Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

### GRAPPLING SUMMARY

- Roll Strength + Brawl opponent's Defense for attacker to get a grip on target.
- Target's next action can be dedicated to breaking free. Roll Strength
   + Brawl attacker's Strength. Any successes indicate breaking free.

Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl – attacker's Strength. Any successes allow for a maneuver (see below).

- If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl opponent's Strength. Any successes allow a maneuver (see below).
- Possible maneuvers. Choose one:

Render opponent prone

Damage opponent

Immobilize opponent

Draw weapon

Attack with drawn weapon

Turn a drawn weapon

Disarm opponent

Use opponent as protection from ranged attacks  $% \left( t\right) =\left( t\right) \left( t\right)$ 

Attempting to break free is always an option instead of performing an overpowering maneuver.

	WELEE	= WEAR	ONS CH	ART
Туре	Damage	Size	Cost	Special
Sap	1 (B)	1	•	Knockout (p. 168)
Brass Knuckles	1 (B)	n/a	•	Brawl*
Club (wood)	2 (B)	2	n/a	
Mace (metal)	3 (B)	2	••	
Knife	1 (L)	1	•	
Rapier	2 (L)	2	••	Armor piercing 1 (p. 167)
Sword	3 (L)	2	••	
Katana	3 (L)	2	•••	Durability +1**
Greatsword†	4 (L)	3	•••	
Small Ax	2 (L)	1	•	
Large Ax†	3 (L)	3	• •	9 again (p. 134)
Great Ax†	5 (L)	4	•••	9 again (p. 134)
Stake***	1 (L)	1	n/a	
Spear†	3 (L)	4	•	+1 Defense****

**Type:** Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a –1 penalty.

**Damage:** The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

**Size:** 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

**Cost:** The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

- † This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example.
- \* This weapon uses the Brawl Skill instead of Weaponry.
- \*\* Katanas are well-crafted swords. They do not break easily. See "Targeting Items," **WoD** p. 138.
- \*\*\* The attacker must target the heart (-3 penalty) and achieve an exceptional success in order to paralyze a vampire.
- \*\*\*\* The spear-wielder gains a+1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

EXTENDED	ACTIONS
Pace of Activity	Time per Roll
Quick	1 turn (3 seconds)
Short	10 minutes
Long	30 minutes
Lengthy	1 hour
Consuming	1 day
Exhausting	1 week or month
Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

		1	RANGED	WEAPONS (	CHART		
Туре	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1	••	SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1(.45 ACP)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotguni	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	3	•••	

**Damage:** Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty, respectively.

**Clip:** The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire.

**Strength:** The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person

**Cost:** The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

\* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see p. 160.)

\*\* Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (–3 penalty and must achieve an exceptional success in order to paralyze a vampire).

\*\*\* 9 again (see WOD p. 134)

	ARMOR	CHART			
Class	Rating	Strength	Defense	Speed	Cost
Modern					
Reinforced/thick clothing	1/0	1	0	0	n/a
Kevlar vest* (thin)	1/2	1	0	0	•
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
Archaic					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

<sup>\*</sup> This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

**Strength:** Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a –1 penalty.

**Defense:** The penalty imposed on your character's Defense trait for the armor worn.

**Speed:** The penalty imposed on your character's Speed trait for the armor worn.

**Cost:** The minimum dots in the Resources Merit usually required to purchase the armor.

### EFFECTS OF LUNACY

	- ,
Onlooker's Willpower* 1-2	Result  No control over actions; any actions are at –5 penalty; no memory of events; refusal to believe evidence.
3-4	Minimal control over actions; any actions are at –4 penalty; remember in most general sense; always rationalize.
5-7	Some control over actions; any actions are at –3 penalty; forgets unless actively tries to remember (requiring roll).
8-9	Must spend Willpower point to retain control for a turn; any actions are at –1 penalty unless Willpower is spent; retains hazy half-memories.
10	Completely unaffected by Lunacy; full control and memory.

\*The Wolf-Blooded Merit adds two to effective Willpower

,,	
Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	_
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

EXPLOSIVES CHART						
Туре	Throwing Modifier	Blast Area	Damage	Size	Cost	Exam <b>ple</b>
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	•••	Concussion Grenade†
Shredding	+2	3	4	1	•••	Shrapnel Grenade†
Single Destructive	+1	4	4+	1	•••	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3	••••	Plastique

**Blast Area:** The diameter in yards in which an explosion occurs.

**Throwing Modifier:** The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

**Cost:** The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

- \* Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.
- \*\* Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," **WoD** p. 168).
- \*\*\* Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.
- † Explosives that are aerodynamic when thrown.

### SAMPLE OBJECTS

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

**Board, 2"x4":** Durability 1, Size 3, Structure 4, Damage 1 **Cabinet, Wooden:** Durability 1, Size 4, Structure 5, Damage 1 **Chair, Wooden:** Durability 1, Size 4, Structure 5, Damage 1

Coffin: Durability 1, Size 6, Structure 7, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2
Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1
Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

**Damage:** Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a –1 penalty.

	FEATS OF STRENGTH	
Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.
11	Overturn a full-sized car	2000 lbs.
12	Lift a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

ELECTROCUTION DAMA	SE
Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Poisons	
Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse	3 to 7
(ingestion, inhalation, injection)	
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

### ENTERING DEATH RAGE

The following stimuli can trigger a Death Rage check (Resolve + Composure) when a character is in combat:

- when a wound inflicts aggravated damage
- upon striking or being struck by an attack roll that is an exceptional success
- when a wound is marked in one of the character's last three Health boxes

The following list details potential stimuli that might subject a werewolf to a Death Rage roll when not in combat. A player must make a check when faced with a provocation that matches his character's Harmony score, or any provocation above his Harmony score on the following chart.

Harmony	Minimum Stimulus
9–10	Loved one/packmate slain or badly injured; betrayed by loved one/packmate
7–8	Betrayed by ally
5–6	Injured outside of combat by an event that inflicts aggravated damage; loved one/packmate in danger
3-4	Humiliated or injured
1-2	Insulted; authority challenged

The Storyteller decides when a Virtue or Vice influences a Death Rage roll. If appropriate, the player gains or loses one die from his Resolve + Composure pool.

### WEREWOLF HONORARY SPIRIT RANKS

Werewolf Renown	Honorary Rank
0-7	Two
8-15	Three
16-23	Four
24+	Five

EFFECTS O	FRRIMAL	URGE
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EFFECTS OF KRIMAL URGE				
Primal Urge	Attribute/ <b>Skill Maximum</b>	Max Essence/ Max Essence per Turn	Social Penalty	Essence <b>Bleed</b>
1	5	10/1	-1	_
2	5	11/1	-1	_
3	5	12/1	-2	_
4	5	13/2	-2	_
5	5	14/2	-3	_
6	6	15/3	-3	1/day
7	7	20/5	-3	1/12 hours
8	8	30/7	-4	1/10 hours
9	9	50/10	-4	1/8 hours
10	10	100/15	-5	1/4 hours

Sugge:	STED MODIFIERS FOR GIFT USE
Modifier	Situation
+2	In the area of influence of a powerful locus (rated ••••+)
+1	In the area of influence of a locus (rated • to •••)
+1	Character's auspice moon is in the sky
-1	Character has a wound marked in third to last Health box
-1	Local spirits are actively hostile to Gift user
-1	In the presence of a werewolf in Death Rage
-2	Character has a wound marked in second to last Health box
-2	Afflicted with powerful sensory stimuli (deafening noise, powerful stench, etc.)
-3	Character is in a Barren
-3	Character has a wound marked in last Health box
-4	In the middle of a hurricane
-5	Bound and gagged with silver manacles (Gifts that require a specific action or ability to speak are impossible)

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SUGGESTED	~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
DIMOGENTED	1 LIN 1 AINGE

	C 1.2 1.7 1.10 -
Task	Price
Simple information	A small gift of Essence (1 or 2 points) <i>or</i> a minor task (discorporate a Gaffling, small physical changes to the material world)
Secret information	A large gift of Essence (3 to 5 points) or a major task (create a specific emotion or act in the physical world, discorporating several of the spirit's enemies)
Giving directions	A small gift of Essence, or a minor favor to be repaid on the werewolf's return.
Guiding to a nearby destination	A small gift of Essence and a minor act of the spirit's choice
Guiding to a distant destination	A major act of benefit to the spirit and a regular gift of 2 or 3 Essence per day during the journey
Asking the spirit to relocate	Major reshaping of the physical world or regular work to generate appropriate Essence for the spirit for a period of not less than one month per level of the spirit's Rank.
Asking the spirit to join in an attack	A major gift of Essence (at least 2 points per Rank of the spirit to be attacked). Sworn promise of a service of the spirit's choice after the fight, to be carried out at a time of the spirit's choosing.

### EXPERIENCE COSTS

Trait	Experience Point Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Affinity (tribe, auspice or common) Gift	New dots x 5
Other Gift	New dots x 7
Rite	Rite dots x 2
Merit*	New dots x 2
Totem Merit	3 points per additional dot
Primal Urge	New dots x 8
Primary (auspice, tribe) Renown	New dots x 6
Other Renown	New dots x 8
Harmony	New dots x 3
Willpower *Not including Totem	8 experience points

### SUGGESTED MODIFIERS FOR RITE USE Modifier Situation +2 Ritemaster meditates successfully prior to ritual (that is, four or more successes are accumulated in a meditation Attribute task — see **World of Darkness** Rulebook, p. 51) +2 In the vicinity of a powerful locus (rated ••••+) +1 In the vicinity of a locus (rated • to •••) +1 Ritualist has gained goodwill of local spirits +1 Ritemaster is in Dalu form +1 Ritemaster's auspice moon is in the sky -1 to -3 Performer suffers wound penalties -1 Local spirits are hostile to ritualist -1 City suburb or town (only if rite is performed in physical world) Distracting environment (powerful odors, noisy) -1

Packmates are involved in battle

Rite is performed in a Barren

physical world)

-2

-2

-2

-3

### STEPPING SIDEWAYS

Dense urban area (only if rite is performed in

Ritemaster is struck during rite but takes no damage

For a character to step from one world to the next, the player rolls Intelligence + Presence + Primal Urge. The werewolf must be in the area influenced by a locus to even attempt stepping sideways, unless he's using the Rending the Gauntlet rite (**W:tF** p. 165). The following factors affect the roll:

- The werewolf stares into a reflective surface (+1)
- Near a locus with a rating of •• or ••• (+1)
- In the vicinity of a locus with a rating of •••• or above (+2)
- Attempting to cross the Gauntlet during the day (–2) The strength of the Gauntlet varies from place to place. The Gauntlet's strength reduces the dice pool according to the following table:

Location	Dice Pool Modifier
Dense Urban Areas	-3
City suburbs & towns	-2
Small towns, villages, other	-1
built-up areas in the countryside	
Wilderness	+0

The number of successes achieved on the Intelligence + Presence + Primal Urge roll indicates how long it takes the werewolf to adjust himself to the other facet of reality and cross the Gauntlet. (See **W:TF** p. 251)



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	HARMONY AND SINS	
Harmony	Threshold Sin	Dice Rolled
10	Not shapeshifting for more than three days.	(Roll five dice.)
9	Not obtaining your own food; carrying a silver weapon.	(Roll five dice.)
8	Disrespect to a spirit or elder Uratha.	(Roll four dice.)
7	Spending too much time alone; significantly violating a tribal vow.	(Roll four dice.)
6	Mating with other Uratha; slaying a human or wolf needlessly.	(Roll three dice.)
5	Slaying a werewolf in the heat of battle.	(Roll three dice.)
4	Revealing the existence of werewolves to a human; using a silver weapon against another werewolf.	(Roll three dice.)
3	Torturing enemies/prey; murdering a werewolf.	(Roll two dice.)
2	Hunting humans or wolves for food.	(Roll two dice.)
1	Betrayal of pack; hunting werewolves for food.	(Roll two dice.)