

BLOOD TALON RAHU

SUTHAR ANZUTU RAHU

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Offer no surrender that you would not accept

ATTRIBUTES

Power INTELLIGENCE: ●0000
Finesse WITS: ●0000
Resistance RESOLVE: ●0000

STRENGTH: ●0000
DEXTERITY: ●0000
STAMINA: ●0000

PRESENCE: ●0000
MANIPULATION: ●0000
COMPOSURE: ●0000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | MANIPULATION(-3): _____ |
| SPEED: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| ARMOR: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| PERCEPTION: _____ | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

_____ 00000

_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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 CAHALITH

SUTHAR ANZUTH CAHALITH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Offer no surrender that you would not accept

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower: _____

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

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 ELDOTH

SUTHAR ANZUTH ELDOTH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Offer no surrender that you would not accept

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

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ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____
Defense: _____
Speed: _____
Size: _____

CORPUS: _____

Influences: 00000
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NUMINA: _____

BONUSES: _____

BAN: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | 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 appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

BLOOD TALON ITHAEUR

SUTHAR ANZUTH ITHAEUR

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Offer no surrender that you would not accept

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

●●●●●●●●●●●●●●
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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | PERCEPTION(+3): _____ | PERCEPTION(+4): _____ |
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TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: 00000
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00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

Roll

Page

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).

BLOOD TALON IRRAKA

SUTHAR ANZUTH IIRAKA

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Offer no surrender that you would not accept

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

●●●●●●
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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

□□□□□□□□□□
□□□□□□□□□□

PRIMAL URGE

●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
|------|------|------|
|------|------|------|

Rituals: 00000

| Rite | 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).

BONE SHADOW RAHU

HIRAFATHA HISSU RAHU

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Pay each spirit in kind

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

ATTRIBUTES

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

●●●●●●
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●●●●●●

FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

●●●●●●●●●●●●
□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□□□□□□□□□□

PRIMAL URGE

●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GADRU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE:

Initiative: _____
Defense: _____
Speed: _____
Size: _____
Corpus: _____
Influences: 00000
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00000

Numina: _____

Bonuses:

Ban:

GIFTS AND RITES

Gift Lists:

Max Rank: 00000

| Gift | Roll | Page |
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Rituals: 00000

| Rite | Roll | Page |
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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.

BONE SHADOW CAHALITH

HIREATHRA HISSU CAHALITH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Pay each spirit in kind

Power INTELLIGENCE: ●○○○○
Finesse WITS: ●○○○○
Resistance RESOLVE: ●○○○○

ATTRIBUTES

STRENGTH: ●○○○○
DEXTERITY: ●○○○○
STAMINA: ●○○○○

PRESENCE: ●○○○○
MANIPULATION: ●○○○○
COMPOSURE: ●○○○○

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●○○○○
Computer ●○○○○
Crafts ●○○○○
Investigation ●○○○○
Medicine ●○○○○
Occult ●○○○○
Politics ●○○○○
Science ●○○○○

PHYSICAL (-1 UNSKILLED)

Athletics ●○○○○
Brawl ●○○○○
Drive ●○○○○
Firearms ●○○○○
Larceny ●○○○○
Stealth ●○○○○
Survival ●○○○○
Weaponry ●○○○○

SOCIAL (-1 UNSKILLED)

Animal/Ken ●○○○○
Empathy ●○○○○
Expression ●○○○○
Intimidation ●○○○○
Persuasion ●○○○○
Socialize ●○○○○
Streetwise ●○○○○
Subterfuge ●○○○○

MERITS

____ 00000
____ 00000
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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

□□□□□□□□□□
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PRIMAL URGE

●000000000000

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●○○○○
GLORY ●○○○○
HONOR ●○○○○
WISDOM ●○○○○
CUNNING ●○○○○

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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Rituals: 00000

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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.

BONE SHADOW ELDOTH

HIRAFARA HISSU ELDOTH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Pay each spirit in kind

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

ATTRIBUTES

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

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●●●●●●

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□
□□□□□□□□□□□□

PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GADRU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| ARMOR: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| PERCEPTION: _____ | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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Rituals: 00000

| 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 appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: _____
DEFENSE: _____
INITIATIVE: _____
SPEED: _____
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): _____
STAMINA(+1): _____
MANIPULATION(-1): _____
SIZE(+1): _____
DEFENSE: _____
INITIATIVE: _____
SPEED(+1): _____
ARMOR: _____
PERCEPTION(+2): _____

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): _____
DEXTERITY(+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.

STRENGTH(+2): _____
DEXTERITY(+2): _____
STAMINA(+2): _____
MANIPULATION(-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.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

Roll

Page

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

HIRAHARA HISSU IIRAKA

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Pay each spirit in kind

Power INTELLIGENCE: ●○○○○
Finesse WITS: ●○○○○
Resistance RESOLVE: ●○○○○

ATTRIBUTES

STRENGTH: ●○○○○
DEXTERITY: ●○○○○
STAMINA: ●○○○○

PRESENCE: ●○○○○
MANIPULATION: ●○○○○
COMPOSURE: ●○○○○

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●○○○○
Computer ●○○○○
Crafts ●○○○○
Investigation ●○○○○
Medicine ●○○○○
Occult ●○○○○
Politics ●○○○○
Science ●○○○○

PHYSICAL (-1 UNSKILLED)

Athletics ●○○○○
Brawl ●○○○○
Drive ●○○○○
Firearms ●○○○○
Larceny ●○○○○
Stealth ●○○○○
Survival ●○○○○
Weaponry ●○○○○

SOCIAL (-1 UNSKILLED)

Animal/Ken ●○○○○
Empathy ●○○○○
Expression ●○○○○
Intimidation ●○○○○
Persuasion ●○○○○
Socialize ●○○○○
Streetwise ●○○○○
Subterfuge ●○○○○

MERITS

____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

○○○○○○○○○○○○○○
□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□□□□□□□□□□

PRIMAL URGE

●○○○○○○○○○○○○

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●○○○○
GLORY ●○○○○
HONOR ●○○○○
WISDOM ●○○○○
CUNNING ●○○○○

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | MANIPULATION(-3): _____ |
| SPEED: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| ARMOR: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| PERCEPTION: _____ | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence:

Initiative:

Defense:

Speed:

Size:

Corpus:

Influences: 00000
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Numina:

Bonuses:

Ban:

GIFTS AND RITES

Gift Lists:

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

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).

HUNTERS IN DARKNESS RAHU

NAME:
PLAYER:
CHARONICLE:

WENINNA RAAU
CONCEPT:
VIRTUE:
VICE:

RACK:
LODGE:
BAN: Let no sacred place in your territory
be violated

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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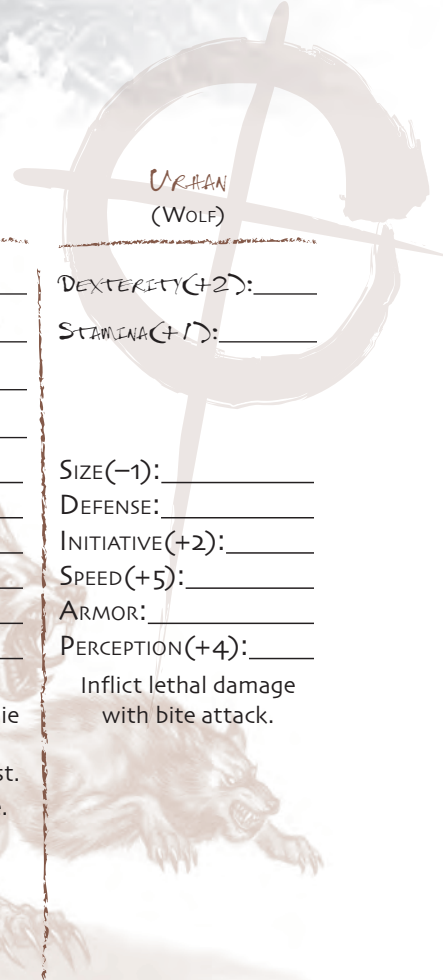
HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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



URBAN
(WOLF)

DEXTERITY(+2): _____

STAMINA(+1): _____

SIZE(-1): _____

DEFENSE: _____

INITIATIVE(+2): _____

SPEED(+5): _____

ARMOR: _____

PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

GIFTS AND RITES

Gift Lists:

Max Rank: 00000

| Gift | Roll | Page |
|------|------|------|
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| Gift | Roll | Page |
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Rituals: 000000

Rite Roll Page



Obay can attempt to "read" a foe, determining who is the superior warrior. The player rolls W/its

can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success

two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly

count only those abilities that might affect a direct fight. A werewolf might read a skilled vampire much more deadly when it can choose the time of engagement.

...even more readily when it can choose the time of engagement.

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 DARKNESS CAHALITH

WENIANA CAHALITH

NAME:
PLAYER:
CHARONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Let no sacred place in your territory
be violated

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

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 ELODOTH

NAME:
PLAYER:
CHARONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Let no sacred place in your territory
be violated

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

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ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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□□□□□□□□□□

PRIMAL URGE

●000000000000

HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
|------|------|------|
|------|------|------|

Rituals: 00000

| Rite | Roll | Page |
|------|------|------|
|------|------|------|

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 appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

HUNTERS IN DARKNESS ITHÆUR

WENINNA ITHÆUR

NAME:
PLAYER:
CHARONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Let no sacred place in your territory
be violated

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: _____
DEFENSE: _____
INITIATIVE: _____
SPEED: _____
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): _____
STAMINA(+1): _____
MANIPULATION(-1): _____
SIZE(+1): _____
DEFENSE: _____
INITIATIVE: _____
SPEED(+1): _____
ARMOR: _____
PERCEPTION(+2): _____

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): _____
DEXTERITY(+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.

STRENGTH(+2): _____
DEXTERITY(+2): _____
STAMINA(+2): _____
MANIPULATION(-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.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
|------|------|------|
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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).

HUNTERS IN DARKNESS IRRAKA

WENINNA IRRAKA

NAME:
PLAYER:
CHARONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Let no sacred place in your territory
be violated

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

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ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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).

TRU-MASER-KARU

FARSIL LUHAL RAHU

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Honor your territory in all things

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●000000000000

HARMONY

| | |
|----|---|
| 10 | 0 |
| 9 | 0 |
| 8 | 0 |
| 7 | 0 |
| 6 | 0 |
| 5 | 0 |
| 4 | 0 |
| 3 | 0 |
| 2 | 0 |
| 1 | 0 |

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

TRU-MASER KARATE

FARSIL LUNAL CAHALETH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
PAN: Honor your territory in all things

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

ATTRIBUTES

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

TRU-MASER RUSH

FARSEL LUMAL ELODOTH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Honor your territory in all things

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

ATTRIBUTES

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form +4 for Gauru form +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

TRUW MASTER TRAZUR

FARSIL LUHAL ITHAEUR

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Honor your territory in all things

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

| HISAU (HUMAN) | DALU (NEAR-HUMAN) | GAURU (WOLF-MAN) | URSAUL (NEAR-WOLF) | URAAH (WOLF) |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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 | GIFTS AND RITES |
|-------------------|-------------------|
| ATTRIBUTES: | Gift Lists: _____ |
| Power: _____ | _____ |
| Finesse: _____ | _____ |
| Resistance: _____ | _____ |
| WILLPOWER: _____ | Max Rank: 00000 |
| ESSENCE: _____ | |
| Initiative: _____ | |
| Defense: _____ | |
| Speed: _____ | |
| Size: _____ | |
| Corpus: _____ | |
| Influences: _____ | |
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| Numina: _____ | |
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| Bonuses: _____ | |
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| Ban: _____ | |
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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).

TRU-MASER TRAKA

FARSIL LUHAL IRRAKA

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Honor your territory in all things

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy 00000
Expression 00000
Intimidation 00000
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge 00000

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

□□□□□□□□□□
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PRIMAL URGE

●000000000000

HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOWN

PURITY 00000
GLORY 00000
HONOR 00000
WISDOM 00000
CUNNING 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

URBAN
(WOLF)

DEXTERITY(+2): _____

STAMINA(+1): _____

Influences:

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Numina:

Bonuses:

Ban:

Auspice Ability: Pathfinder's Sense. As scou

receive two bonus dice on the roll to look f

One, p. 252), or on the roll to determine in

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).

STORM LORD RAHU

NAME:
PLAYER:
CHRONICLE:

IMMINER RAHU
CONCEPT:
VIRTUE:
VICE:

PACK:
LODGE:
BAN: Allow no one to witness or to tend
your weakness

ATTRIBUTES

Power INTELLIGENCE: ●00000
Finesse WITS: ●00000
Resistance RESOLVE: ●00000

STRENGTH: ●00000
DEXTERITY: ●00000
STAMINA: ●00000

PRESENCE: ●00000
MANIPULATION: ●00000
COMPOSURE: ●00000

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●00000
Computer ●00000
Crafts ●00000
Investigation ●00000
Medicine ●00000
Occult ●00000
Politics ●00000
Science ●00000

PHYSICAL (-1 UNSKILLED)

Athletics ●00000
Brawl ●00000
Drive ●00000
Firearms ●00000
Larceny ●00000
Stealth ●00000
Survival ●00000
Weaponry ●00000

SOCIAL (-1 UNSKILLED)

Animal/Ken ●00000
Empathy ●00000
Expression ●00000
Intimidation ●00000
Persuasion ●00000
Socialize ●00000
Streetwise ●00000
Subterfuge ●00000

MERITS

●00000
●00000
●00000
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●00000
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●00000

FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

●000000000000
□000000000000

ESSENCE

□000000000000
□000000000000

PRIMAL URGE

●000000000000

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●00000
GLORY ●00000
HONOR ●00000
WISDOM ●00000
CUNNING ●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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | PERCEPTION(+3): _____ | PERCEPTION(+4): _____ |
| | Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist. | Age 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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Rituals: 00000

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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

IMMINER CAHALITH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Allow no one to witness or to tend
your weakness

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOVN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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

IMMINER ELODOTH

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Allow no one to witness or to tend
your weakness

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

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ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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Rituals: 00000

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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 appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

STORM LORD ITHAEUR

IMMINER ITHAEUR

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Allow no one to witness or to tend
your weakness

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

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ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

Roll

Page

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 IIRAKA

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

RACE:
LODGE:
BAN: Allow no one to witness or to tend
your weakness

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)
Claw (Gauru+1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | MANIPULATION(-3): _____ |
| SPEED: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| ARMOR: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| PERCEPTION: _____ | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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).

GHOST WOLF RAHU

TAIAIRTHA NUNEA RAHU

NAME:

PLAYER:

CHRONICLE:

VIRTUE:

VICE:

PACK:

CONCEPT:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●

Finesse WITS: ●●●●●●

Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●

DEXTERITY: ●●●●●●

STAMINA: ●●●●●●

PRESENCE: ●●●●●●

MANIPULATION: ●●●●●●

COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●

Computer ●●●●●●

Crafts ●●●●●●

Investigation ●●●●●●

Medicine ●●●●●●

Occult ●●●●●●

Politics ●●●●●●

Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●

Brawl ●●●●●●

Drive ●●●●●●

Firearms ●●●●●●

Larceny ●●●●●●

Stealth ●●●●●●

Survival ●●●●●●

Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●

Empathy ●●●●●●

Expression ●●●●●●

Intimidation ●●●●●●

Persuasion ●●●●●●

Socialize ●●●●●●

Streetwise ●●●●●●

Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form•+4 for Gauru form•+3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

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| 9 | ○ |
| 8 | ○ |
| 7 | ○ |
| 6 | ○ |
| 5 | ○ |
| 4 | ○ |
| 3 | ○ |
| 2 | ○ |
| 1 | ○ |

RENOWN

PURITY ●●●●●●

GLORY ●●●●●●

HONOR ●●●●●●

WISDOM ●●●●●●

CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

| | | | | |
|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | MANIPULATION(-3): _____ |
| SPEED: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| ARMOR: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| PERCEPTION: _____ | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

_____ 00000

_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
|------|------|------|
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Rituals: 00000

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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

TAIAIRTHA NUMEA CAHALITH

NAME:

PLAYER:

CHRONICLE:

VIRTUE:

VICE:

RACE:

CONCEPT:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●

Finesse WITS: ●●●●●●

Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●

DEXTERITY: ●●●●●●

STAMINA: ●●●●●●

PRESENCE: ●●●●●●

MANIPULATION: ●●●●●●

COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●

Computer ●●●●●●

Crafts ●●●●●●

Investigation ●●●●●●

Medicine ●●●●●●

Occult ●●●●●●

Politics ●●●●●●

Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●

Brawl ●●●●●●

Drive ●●●●●●

Firearms ●●●●●●

Larceny ●●●●●●

Stealth ●●●●●●

Survival ●●●●●●

Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●

Empathy ●●●●●●

Expression ●●●●●●

Intimidation ●●●●●●

Persuasion ●●●●●●

Socialize ●●●●●●

Streetwise ●●●●●●

Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form•+4 for Gauru form•+3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●

GLORY ●●●●●●

HONOR ●●●●●●

WISDOM ●●●●●●

CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____
Finesse: _____
Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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.

GHOST WOLF ELODOTH

TAIAIATHA NUNEA ELODOTH

NAME:

PLAYER:

CHRONICLE:

VIRTUE:

VICE:

RACE:

CONCEPT:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●

Finesse WITS: ●●●●●●

Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●

DEXTERITY: ●●●●●●

STAMINA: ●●●●●●

PRESENCE: ●●●●●●

MANIPULATION: ●●●●●●

COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●

Computer ●●●●●●

Crafts ●●●●●●

Investigation ●●●●●●

Medicine ●●●●●●

Occult ●●●●●●

Politics ●●●●●●

Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●

Brawl ●●●●●●

Drive ●●●●●●

Firearms ●●●●●●

Larceny ●●●●●●

Stealth ●●●●●●

Survival ●●●●●●

Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●

Empathy ●●●●●●

Expression ●●●●●●

Intimidation ●●●●●●

Persuasion ●●●●●●

Socialize ●●●●●●

Streetwise ●●●●●●

Subterfuge ●●●●●●

MERITS

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form•+4 for Gauru form•+3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 ●
9 ●
8 ●
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOWN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

STRENGTH(+1): _____

STAMINA(+1): _____

MANIPULATION(-1): _____

SIZE(+1): _____

DEFENSE: _____

INITIATIVE: _____

SPEED(+1): _____

ARMOR: _____

PERCEPTION(+2): _____

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): _____

DEXTERITY(+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.

STRENGTH(+2): _____

DEXTERITY(+2): _____

STAMINA(+2): _____

MANIPULATION(-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.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

Roll

Page

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 appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: _____
DEFENSE: _____
INITIATIVE: _____
SPEED: _____
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): _____
STAMINA(+1): _____
MANIPULATION(-1): _____
SIZE(+1): _____
DEFENSE: _____
INITIATIVE: _____
SPEED(+1): _____
ARMOR: _____
PERCEPTION(+2): _____

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): _____
DEXTERITY(+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.

STRENGTH(+2): _____
DEXTERITY(+2): _____
STAMINA(+2): _____
MANIPULATION(-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.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

| Gift | Roll | Page |
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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).

THIRTHA NUNEA IRRAKA

ATTRIBUTES

RENOWN

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

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|-------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| SIZE: _____ | STRENGTH(+1): _____ | STRENGTH(+3): _____ | STRENGTH(+2): _____ | DEXTERITY(+2): _____ |
| DEFENSE: _____ | STAMINA(+1): _____ | DEXTERITY(+1): _____ | DEXTERITY(+2): _____ | STAMINA(+1): _____ |
| INITIATIVE: _____ | MANIPULATION(-1): _____ | STAMINA(+2): _____ | STAMINA(+2): _____ | |
| SPEED: _____ | | | MANIPULATION(-3): _____ | |
| ARMOR: _____ | SIZE(+1): _____ | SIZE(+2): _____ | SIZE(+1): _____ | SIZE(-1): _____ |
| PERCEPTION: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ | DEFENSE: _____ |
| | INITIATIVE: _____ | INITIATIVE(+1): _____ | INITIATIVE(+2): _____ | INITIATIVE(+2): _____ |
| | SPEED(+1): _____ | SPEED(+4): _____ | SPEED(+7): _____ | SPEED(+5): _____ |
| | ARMOR: _____ | ARMOR: 1/1 | ARMOR: _____ | ARMOR: _____ |
| | PERCEPTION(+2): _____ | PERCEPTION(+3): _____ | 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

Attributes:

Power: _____

Finesse: _____

Resistance: _____

Willpower:

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

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).

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

| MELEE WEAPONS CHART | | | | |
|---------------------|--------|------|------|--------------------------|
| Type | 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 | •• | Armorpiercing 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 |

| RANGED WEAPONS CHART | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|-------------|------|----------|------|------|---------------------------|--|
| Type | 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) | |
| Shotgun† | 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 | •••• |

* 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

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

| FIRE DAMAGE | | |
|------------------------------------|--|-----------------|
| 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 | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|------------|--------|------|------|---------------------|
| Type | Throwing Modifier | Blast Area | Damage | Size | Cost | Example |
| 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. |

| 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 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 |

| 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 (ingestion, inhalation, injection) | 3 to 7 |
| Salmonella (ingestion) | 2 |
| Venom (injection or ingestion) | 3 to 8 |

| SUGGESTED 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) |

| SUGGESTED CHAIRMAGE | |
|----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Task | Price |
| Simple information | A small gift of Essence (1 or 2 points) or a minor task (disincorporate 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, disincorporating 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 | 8 experience points |
| *Not including Totem | |

| 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) |
| –1 | Distracting environment (powerful odors, noisy) |
| –2 | Packmates are involved in battle |
| –2 | Dense urban area (only if rite is performed in physical world) |
| –2 | Ritemaster is struck during rite but takes no damage |
| –3 | Rite is performed in a Barren |

STEPPING SIDWAYS

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 built-up areas in the countryside | –1 |
| 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)

| HARMONY AND SINS | | |
|------------------|---------------------------------------------------------------------------------------------------|-------------------------------|
| Harmony | Threshold Sin | Dice Rolled (Roll five dice.) |
| 10 | Not shapeshifting for more than three days. | |
| 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.) |

WHITE WOLF
GAME STUDIO

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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 into 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 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

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

MELEE WEAPONS CHART

| Type | 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 |

RANGED WEAPONS CHART

| Type | 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) |
| Shotgun† | 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 | •••• |

* 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*

| 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 and memory. |

*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) | — |
| Torch (second-degree burns) | +1 |
| Bunsen burner (third-degree burns) | +2 |
| Chemical fire/molten metal | +3 |

EXPLOSIVES CHART

| Type | Throwing Modifier | Blast Area | Damage | Size | Cost | Example |
|--------------------|-------------------|------------|--------|------|------|---------------------|
| 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 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 (ingestion, inhalation, injection) | 3 to 7 |
| 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 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 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 ••••+) |
| +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) |

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) |
| -1 | Distracting environment (powerful odors, noisy) |
| -2 | Packmates are involved in battle |
| -2 | Dense urban area (only if rite is performed in physical world) |
| -2 | Ritemaster is struck during rite but takes no damage |
| -3 | Rite is performed in a Barren |



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SUGGESTED CHAUMINAGE

| Task | Price |
|----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Simple information | A small gift of Essence (1 or 2 points) or 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. |

STEPPING SIDWAYS

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 built-up areas in the countryside | -1 |
| 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)

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 | 8 experience points |

*Not including Totem

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.) |