

Name: Vignette Blackmor (Shadow-Touched)		Auspice: Ithaicur		Tribe: Bone Shadow		Lodge: N/A Pack: Starlight Offensive		Primal-Urge: 3	
Dishu		Dalu		Sauru		Urshul		Urhan	
Initiative (Dex+Comp): 5		Initiative (Dex +Comp): 5		Initiative (Dex +Comp +1): 6		Initiative (Dex + Comp +2): 7		Initiative (Dex +Comp +2): 7	
Defense: 2		Defense: 2		Defense: 2		Defense: 2		Defense: 2	
Size: 5		Size (+1): 6		Size (+2): 7		Size (+1): 6		Size (-1): 4	
Speed: 4		Speed (+1): 10		Speed (+2): 11		Speed (+7): 16		Speed (+6): 16	
Perception (Wits +Comp): 5		Perception (Wits +Comp +2): 7		Perception (Wits +Comp +3): 8		Perception (Wits +Comp +3): 8		Perception (Wits + Comp +4): 9	
Strength: 2		Strength (+1): 3		Strength (+3): 5		Strength (+2): 4		Strength: 2	
Dexterity: 2		Dexterity: 2		Dexterity (+1): 3		Dexterity (+2): 4		Dexterity (2): 4	
Stamina: 2		Stamina (+1): 3		Stamina (+2): 4		Stamina (+2): 4		Stamina (+1): 3	
Intelligence: 3		Intelligence: 3		Intelligence: 3		Intelligence: 3		Intelligence: 3	
Wits: 2		Wits: 2		Wits: 2		Wits: 2		Wits: 2	
Resolve: 3		Resolve: 3		Resolve: 3		Resolve: 5		Resolve: 3	
Presence: 2		Presence: 2		Presence: 2		Presence: 2		Presence: 2	
Manipulation: 2		Manipulation (-1): 1		Manipulation: n/a (except intimidation) —		Manipulation (-3): 0		Manipulation: n/a (except intimidation) —	
Composure: 3		Composure: 3		Composure: 3		Composure: 3		Composure: 3	
Frenzy: n/a		Frenzy: Victim's Willpower +4		Frenzy: Victim's Willpower		Frenzy: Victim's Willpower +2		Frenzy: n/a	
Willpower		Essence		Death Rage: Resolve + Composure -2					
Harmony 7				Claw: +1 Lethal 8		Claw: Lethal 6		Claw: Bashing 4	
				Bite: +2 Lethal 9		Bite: Lethal 6		Bite: Lethal 4	
				Armor: 1/1					

Death Sight (*) (- / Instant / -) Uratha can see ghosts. Int + Occult roll to detect stains of death as instant action (phantom bloodstains mark deaths of creatures within last month, size varies according to size of creature and emotional discharge at death, darker stain = more recent). Applies only while in the physical world.

Ghost Knife ()** (1E / Instant / -) Uratha enables held object to injure ghosts for one scene. +1 bonus versus ghosts, Uratha picks lethal or bashing damage. In case of ranged weapons, applies only to ammunition loaded at time of infusion. Gift user can imbue his own natural weapons.

Corpse Witness (*)** (1E / Instant / Man + Occult + Purity) Corpse gives up the secrets of all it has 'seen' since its death. Only head is necessary, some flesh required. Uratha must breathe into corpse's mouth. DF: Corpse babbles blasphemies, Uratha loses 1WP. S: Corpse gives details of its observations the Uratha would consider important. ES: Corpse can answer specific questions (1 per additional success).

Two-World Eyes (*) (0 / Instant / Wits + Occult + Wisdom) Uratha sees events in both physical and spirit realms. Lasts 1 round per success. ES: Smell or hearing applies as well. 8

Read Spirit ()** (1E / Instant / Int + Occult + Cunning) Reveals name, type, and rank of a spirit, as well as one additional fact per success after first (Power, Finesse, Resistance, Willpower, Essence, Speed, Numina, etc.). 1 round of prior interaction with spirit required. No Ghosts. 7

Camaraderie ()** (- / Ref / Manip + Persuasion + Wisdom) User speaks to comrades about the need for unity and cooperation. Success gives +1 bonus to Resolve + Composure rolls to resist Kuruth. If any of those affected assist each other (WoD pg. 134), contributors gain +1 bonus to attempts to help. 6

Scent of Taint ()** (- / Instant or Contested / Wits + Occult + Purity) User can detect the presence of supernatural beings by scent in an area within 10 yards per dot of Wits. Does not work on Uratha, Wolf-Blooded, or places/objects. Gives +2 bonus to track a supernatural being. One roll per turn is given to determine if the creature has left/remaind in the vicinity. Does not determine type of creature, or pick them out of a crowd. Roll is contested if creature uses power to cloak itself. Works only in material world, does not detect disembodied spirits or ghosts.

- Modifiers: 6
- Individual encountered before: +1
 - Outdoors; calm weather -1
 - Outdoors; windy or drizzling -2
 - Outdoors; snowing or raining -3
 - Multiple supernatural beings in area -3
 - Crowded area -4

IN THIS EXAMPLE BRAWL = 2

