

PURE LANDS

GURAHIL

Name:

Breed:

Nature:

Player:

Tribe:

Demeanor:

Chronicle:

Auspice:

Concept:

Attributes

Physical

Strength _____ ●○○○○
 Dexterity _____ ●○○○○
 Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
 Manipulation _____ ●○○○○
 Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
 Intelligence _____ ●○○○○
 Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○
 Athletics _____ ○○○○○
 Barter _____ ○○○○○
 Brawl _____ ○○○○○
 Dodge _____ ○○○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Primal-Urge _____ ○○○○○
 Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Archery _____ ○○○○○
 Boating _____ ○○○○○
 Crafts _____ ○○○○○
 Etiquette _____ ○○○○○
 Leadership _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○

Knowledges

Animal Lore _____ ○○○○○
 Enigmas _____ ○○○○○
 Healing _____ ○○○○○
 Herbalism _____ ○○○○○
 Investigation _____ ○○○○○
 Linguistics _____ ○○○○○
 Nation Lore _____ ○○○○○
 Occult _____ ○○○○○
 Rituals _____ ○○○○○
 Traditions _____ ○○○○○

Advantages

Backgrounds

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Gifts

Gifts

Renown

Suitor
 ○○○○○○○○○○○○○
 □□□□□□□□□□

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Anger

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Health

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

Strength/Weakness

PURE LANDS

GURAH!

Howl

Arthren

Crinos

Bjornen

Ursus

No
Change

Strength(+3) _____
Stamina(+3) _____
Appearance(-2) _____
Manipulation(-2) _____

Strength(+5) _____
Dexterity(-1) _____
Stamina(+5) _____
Manipulation(-3) _____
Appearance 0

Strength(+4) _____
Dexterity(-2) _____
Stamina(+4) _____
Manipulation(-3) _____
+1 Die to Bite Damage

Strength(+3) _____
Stamina(+3) _____
Manipulation(-3) _____

Difficulty: 6

Difficulty: 7

Difficulty: 6

Difficulty: 7

Difficulty: 6

INCITE REDUCED
DELIRIUM

Other Traits

_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○

Battle Scars: _____

Mottos Deformity: _____

Fetishes

Item: _____ Level: _____ Gnosis: _____
Power: _____

Item: _____ Level: _____ Gnosis: _____
Power: _____

Item: _____ Level: _____ Gnosis: _____
Power: _____

Item: _____ Level: _____ Gnosis: _____
Power: _____

Rights

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1/A
Body Tackle	Dex+Brawl	7	Special/B
Claw	Dex+Brawl	6	Strength+1/A
Grapple	Dex+Brawl	6	Strength/B
Kick	Dex+Brawl	7	Strength+1/B
Punch	Dex+Brawl	6	Strength/B

A=Aggravated Damage
B=Bashing Damage

Armor: _____

PURE LANDS

GURAHIL

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Expanded Background

Allies

Kinfolk

Ancestors

Mentor

Contacts

Umbral Glade

Other (_____)

Other (_____)

Possessions

Experience

Gear (Carried) _____

TOTAL:

Equipment (Owned) _____

Gained From: _____

Umbral Glade

Size _____

TOTAL SPENT: _____

Location _____

Spent On: _____

Base Gauntlet _____

Description _____

PURE LANDS

GURAHIL

History

Prelude

Description

Age _____
Hair _____
Eyes _____
Race _____
Nationality _____
Sex _____

	Height	Weight
Homid		
Arthren		
Crinos		
Bjornen		
Ursus		

Visuals

Umbral Citadel

Character Sketch

