Attributes

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<th>Attribute</th>
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<td>Intelligence</td>
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<td>Wits</td>
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<td>Resolve</td>
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<td>Dexterity</td>
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<td>Stamina</td>
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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

Other Traits

- **Mentals**
  - Merits
  - Health
    - Willpower
    - Essence
    - Primal Urge
  - Flaws

- **Physical**
  - Attack
  - Dice Mod
  - BITE (Gauru +2)
  - CLAW (Gauru +1)

- **Social**
  - Equipment
    - Purity
    - Glory
    - Honor
    - Wisdom
    - Cunning

Experience

- **Auspice**
  - lodge
  - pack
- **Concept**
  - virtue
  - vice
  - auspice
- **Virtue**
  -共有
- **ChroNiCle**
  - player
  - name

Note: Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free Skill Specialty•Tribe•Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice•Merits 7•(Buying the fifth dot in Attributes, Skills or Merits costs two points)•Health = Stamina + Size•Willpower = Resolve + Composure•Size = 5 for adult human-sized werewolf•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity + 5•Starting Harmony = ?•Primal Urge starts at 1 dot•Essence=Harmony
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**Gifts and Rites**

**Max Rank:** OOOOO

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| Rituals: OOOOO |
| Rite | Roll | Page |

**Totem**

- **Strength (+1):**
- **Stamina (+1):**
- **Manipulation (-2):**
- **Strength (+2):**
- **Stamina (+2):**
- **Dexterity (+2):**
- **Stamina (+1):**
- **Dexterity (+2):**
- **Stamina (+2):**
- **Manipulation (-3):**

**Attributes:**

- **Power:***
- **Finesse:***
- **Resistance:***
- **Willpower:***
- **Essence:***
- **Initiative:***
- **Defense:***
- **Speed:***
- **Size:***
- **Corpus:***
- **Influences:***
- **Numina:***
- **Bonuses:***
- **Ban:***

**Gifts and Rites:**

- **Induces Lunacy:**
  - Observers have a 4-dice bonus to their Willpower roll to resist.

- **Inflict Lethal Damage:**

- **Rage invoked.**
  - Inflicts full Lunacy.
  - Wound penalties ignored.
  - no unconsciousness rolls made.
  - -2 to resist Death Rage.

- **Lunar Lure:**
  - Inflicts Lunacy.
  - Observers have a 2-dice bonus to their Willpower roll to resist.

- **Lunar Lure:**
  - Inflicts Lunar Lure.
  - Willpower roll to resist.

- **Inflict Lethal Damage:**

- **Induce Full Lunacy:**
  - Wound penalties ignored.
  - No unconsciousness rolls made.

- **-2 to resist Death Rage:**

- **Inflict Lethal Damage:**

- **Fail most Mental and Social rolls.**

**Totem**

- **Strength (+1):**
- **Stamina (+1):**
- **Manipulation (-1):**

**Attributes:**

- **Power:***
- **Finesse:***
- **Resistance:***
- **Willpower:***
- **Essence:***
- **Initiative:***
- **Defense:***
- **Speed:***
- **Size:***
- **Corpus:***
- **Influences:***
- **Numina:***
- **Bonuses:***
- **Ban:***