一种		(Mere	wolf t	he Fo	ırsake	n	6		
			Concept:				Xp:			
Age:			Virtue				Initiative: (+1D10		
Auspice:			Vice:				Defense:			
Tribe:			Lodge:				Size:			
Health				Willpe	ower		Speed:			
+2 Dalu, +4 Gauru, +3 Urshul			00000000000			0	Perception: (Wits+Comp)=			
00000000000			0000000000			[]	ESSENCE			
00000000000			PRIMAL URGE					00000000000	[1[]	
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	Power Intelligence		€ ●0000		Strength •0000)	Presence •OOOO		
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Re	sistance	Resolve	e •0000		Stamina	атіна •0000		Сотроѕите •ОООО		
			Skills			Skills				
Skills				7				Merits/Flaws		
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Crafts Investigation		Drive							_ 00000	
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-		Skill				Skill Specialty		Flav	v s	
10/		14/	/ 4		10/	/ 4		NA.	1 A	
Weapons/Armor			Weapons/Armor			apons/Ar	mor	Weapons/	Armor	
Weapons	Damage	Ran	iges	Clip/Ammo	Strength	Size		Special		
	_									
	_									
Armor Type	Rating	Strength	Defense	Speed	Perce	ption		Special/AR		
						. Each point of d	amage taken by	a person is subtracted off the	person's AR as well.	
NOTE: Damage to armor is or		_		n Strength of 6 or r	nore.			Uarmon-		
Equipment						4.5		Harmony		
Equipment	+		Special			10	(roll 5 dice)		0	
	+					9 8	(roll 4 dice)		0	
						7	(roll 4 dice)		0	
 						6	(roll 3 dice)		0	
	1					5	(roll 3 dice)		0	
						4	(roll 3 dice)		Ö	
						3	(roll 2 dice)		0	
						(roll 2 dice)		0		
						1	(roll 1 dice)		0	

History													
Ability Specialty	Annear	ance/Background notes/	Contacts	Supplies/Holdings	s/Wealth								
Skill specialty	Аррсаг	ance/background notes/v	Sonacis	Supplies/Holdings	3/ VV Caltii								
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	Wisdom		00000										
	Cunning		00000										
Hishu	Dalu (Near Human	Gauru (Welf Men)	Urshul	Urhan									
(Human)	(Near-Human Strength (+1):	(Wolf-Man) Strength (+3):	(Near-Wolf) Strength (+2):	(Wolf) Dexterity (+2):									
	Stamina (+1):	Dexterity (+1):	Dexterity (+2):	Stamina (+1):									
	Manipulation (-1):	Stamina (+2):	Stamina (+2):	. ,									
			Manipulation (-3):										
Size:	Size (+1):	Size (+2):	Size (+1):	Size (-1):									
Defense:	Defense: Initiative:	Defense:	Defense:	Defense:									
Initiative: Speed:	Speed (+1):	Initiative (+1): Speed (+4):	Initiative(+2): Speed(+7):	Initiative(+2): Speed (+5):									
Armor:	Armor:	Armor (1/1):	Armor:	Armor:									
Perception:	Perception (+2):	Perception (+3):	Perception (+3):	Perception (+4):									
	Induces Lunacy;	Rage invoked.	Induces Lunacy;	Inflict Lethal damage with									
	observers have a 4-die	Induces full Lunacy.	observers have a 2-die	bite attack.									
	bonus to their Willpower	Wound penalties ignored and no unconsciousness	bonus to their Willpower										
	to resist.	roll made.	to resist. Inflict lethal damage.										
		-2 to resist Death Rage											
		Inflict Lethal damage.											
		Fail most Mental and											
		Social rolls.											

Attributes 5/4/3 * Skills 11/7/4 (+3 specialties) * Merits 7 * (Buying the fifth dot in any area costs 2 points) * Health = Stamina + Size * Willpower = Resolve + Composure * Size = 5 for adult humans * Defense = Lowest of Dexterity or Wits * Initiative Mod = Dexterity + Composure Speed = Strength + Dexterity + 5 * Starting Harmony = 7* Primal Urge starts at 1