

# PURE LANDS

## WENDIGO

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Tribe:

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

*Glory*  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
□ □ □ □ □ □ □ □ □ □

#### Honor

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

#### Wisdom

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

#### Rank

#### Rage

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

#### Anger

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

#### Willpower

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

#### Health

Bruised ☐  
Hurt -1 ☐  
Injured -1 ☐  
Wounded -2 ☐  
Mauled -2 ☐  
Crippled -5 ☐  
Incapacitated ☐

#### Weakness

*Lupus*

Strength (+1)\_\_\_\_  
Stamina (+2)\_\_\_\_  
Dexterity (+2)\_\_\_\_  
Manipulation (-3)\_\_\_\_

Difficulty: 6

## Fetishes

Power: \_\_\_\_\_

## Rights

Metis Deformity: \_\_\_\_\_

# Combat

### *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

## WENDIGO

Nature: \_\_\_\_\_

Demeanor: \_\_\_\_\_

### Merits & Flaws

| Merit | Type  | Cost  | Flaw  | Type  | Cost  |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

### Expanded Background

Allies

Resources

Contacts

Pure Breed

Kinfolk

Past Lives

Mentor

Pack Totem

Possessions

Experience

Gear (Carried) \_\_\_\_\_

TOTAL:

Equipment (Owned) \_\_\_\_\_

Gained From: \_\_\_\_\_

Sept

Name \_\_\_\_\_

Caern Location \_\_\_\_\_

Level \_\_\_\_\_ Type \_\_\_\_\_

Totem \_\_\_\_\_

Leader \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

Spent On: \_\_\_\_\_

