

Name	Concept	Patron
Chronicle	Auspice	Tribe

## **ATTRIBUTES**

**PHYSICAL** SOCIAL MENTAL 00000 00000 00000 Strength Charisma Intelligence 00000 00000 00000 Dexterity Manipulation Wits 00000 00000 00000 Stamina Composure Resolve

Health Health

Crinos ####

SKILLS

Athletics	00000	Animal Ken	00000	Academics	00000
Brawl	00000	Etiquette	00000	Awareness	00000
Craft	00000	Insight	00000	Finance	00000
Driving	00000	Intimidation	00000	Investigation	00000
Firearms	00000	Leadership	00000	Medicine	00000
Larceny	00000	Performance	00000	Occult	00000
Melee	00000	Persuasion	00000	Politics	00000
Stealth	00000	Streetwise	00000	Science	00000
Survival	00000	Subterfuge	00000	Technology	00000

Glory 0000 Honor 0000 Wisdom 00000

**GIFTS & RITES** 

Name	Pool	Cost	Notes

Rage #####



Chronicle Tenets Touchstones Favors & Bans **ADVANTAGES & FLAWS FORMS of the GAROU** Homid Cost: Free 00000 Silver immunity 00000 Glabro Cost: One Rage Check 00000 Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty 00000 Regenerate: 1 per Rage Check 00000 Crinos Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy 00000 Physical Tests: Four-Dice Bonus Health Levels: +4 00000 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check 00000 Claws: +3 Bite: +1 Aggravated 00000 Causes Delirium Hispo Cost: One Rage Check 00000 Physical Tests: 00000 Two-Dice Bonus \*\* Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves Harano | | | | | | | | and Garou Regenerate: 1 per Rage Check Appearance Bite: +1 Aggravated Lupus Cost: Free Silver immunity Social Tests: Limited to wolves and Garou \* Does not apply to intimidation or non-humans \*\* Does not apply to Stealth tests History Notes **Total Experience Spent Experience**