

Name: Werewolf Height: 180cm Age: 29 Background: _____
 Occupation: Carpenter Weight: 75kg Appearance: Ponytail, blond, hirsute

STR	5	1	25
AGL	5	1	25
AWR	7	2	49
WIL	5	1	25
HLT	6	2	36
POW	6	2	36

Carrying capacity:		
Unencumbered	6kg	+0
Half encumbered	13kg	+1
Full encumbered	25kg	+2
2x encumbered	50kg	+4
3x encumbered	75kg	+6
4x encumbered	100kg	+8
5x encumbered	125kg	+10

Ads & Disads	AP	SP
Level 3 Contact -- Other weres/parano...	0	-15
Pain Tolerance	-5	0
Trick -- Can scare off most dogs with a ...	0	5
Shapeshift	0	-18
Level 2 Enemy -- Monster hunters, ta...	10	0
Level 3 Aggressive	6	0
Level 2 Lethal Vulnerability -- Silver	10	0
Wealth: 9800Cr	0	0

Base amount	150	100
Total AP and SP	149	89

Skills	Level	Cost	Exp.
Projectile Weapons	1	2	
Unarmed combat	5	24	
Claws (7)	+2	4	
Land vehicles	1	2	
Carpenter	5	24	
First Aid	2	2	
Music	3	5	
Area knowledge: Game	4	5	
Hunting	4	12	
Survival	4	12	
Shapeshifting skill	5	21	

Total skill cost 113 SP

Carried items	Size	Mass
Hat		
Shirt Pocket		
Jacket		
Trouser pocket		
Boot/Ankle		
Jewelry		

Health & Armor =Non-lethal =Lethal =HLT

Damage multiple: 1

Weapons and Armor

Remington 870, 4.1kg, 410Cr, Skill 1, Caliber 12ga, DV 10, Initiative mod +0, Range mod 2, Size 13, TL 10-12, Extra clip -, RoF 2, Clip 7i, AV 8

Level II vest, 2½kg, 500Cr, AV 5/5, All melee thrust count as AP

Hunting knife, 0.3kg, 35Cr, Skill 1, Skill Modifier +0, Damage lethal(c/p), DV 2/1, Initiative mod. +0/+0, Length 2, Size 1, TL 3, AV 4, Origin Any

Hand axe, 0.7kg, 30Cr, Skill 0, Skill Modifier -1, Damage lethal(c), DV 3/1, Initiative mod. -1, Length 3, Size 4, TL 3, AV 8/2, Origin Any

Starting wealth: 9800Cr

Totals: 7.6kg, 975Cr