

Portrait	Identity	Player Information	332 Points
	Name: Ambrose Amyot	Player: Image	Race: 0
	Title: Warewolf Form	Campaign: Monster Hunters	Attributes: 295
	Religion:	Created On: Jun 18, 2011	Advantages: 227
Description			Disadvantages: -125
Race: Werewolf	Height: 6' 1"	Hair: Red, Straight, Medium	Quirks: 0
Gender: Male	Weight: 146 lb	Eyes: Blue	Skills: 57
Age: 27	Size: + 0	Skin: Pale	Spells: 0
Birthday: September 19	TL: 4	Hand: Right	Earned: -122

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 22	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 17	• None (0) 97 lb 8 12	- Eye -9 6	Basic FP: 16
Intelligence (IQ): 5	Light (1) 194 lb 6 11	3-4 Skull -7 8	Tired: 5
Health (HT): 16	Medium (2) 291 lb 4 10	5-5 Face -5 6	Collapse: 0
Will: 12	Heavy (3) 582 lb 3 9	6-7 Right Leg -2 6	Unconscious: -16
Fright Check: 14	X-Heavy (4) 970 lb 1 8	8-8 Right Arm -2 6	Current HP: _____
Basic Speed: 8.25	Lifting & Moving Things	9-10 Torso 0 6	Basic HP: 22
Basic Move: 8	Basic Lift: 97 lb	11-11 Groin -3 6	Reeling: 7
Perception: 13	One-Handed Lift: 194 lb	12-12 Left Arm -2 6	Collapse: 0
Vision: 13	Two-Handed Lift: 776 lb	13-14 Left Leg -2 6	Check #1: -22
Hearing: 13	Shove & Knock Over: 1,164 lb	15-15 Hand -4 6	Check #2: -44
Taste & Smell: 13	Running Shove & Knock Over: 2,328 lb	16-16 Foot -4 6	Check #3: -66
Touch: 13	Carry On Back: 1,455 lb	17-18 Neck -5 6	Check #4: -88
thr: 2d sw: 4d	Shift Slightly: 4,850 lb	- Vitals -3 6	Dead: -110

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Animal Empathy	5	B40	Body Language	13	Per+0	2	B181
Bad Temper CR: 9 (Resist Fairly Often).	-15	B124	Brawling	19	DX+2	4	B182
Berserk CR: 15 (Resist Almost All The Time).	-5	B124	Intimidation	15	Will+3	12	B202
Bestial	-10	B124	Observation	13	Per+0	2	B211
Bloodlust CR: 9 (Resist Fairly Often).	-15	B125	Survival (Plains)	13	Per+0	2	B223
Cannot Speak	-15	B125	Stealth	17	DX+0	2	B222
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43	Swimming	16	HT+0	1	B224
Damage Resistance 6 Tough Skin (Scratch or Skin Contact affect you; DR is flexible), -40%.	18	B47	Tracking	20	Per+7	28	B226
Discriminatory Hearing	15	B49	Wrestling	18	DX+1	4	B228
Discriminatory Smell Emotion Sense, +50%.	23	B49					
Enhanced Move (Ground:) 1	20	B52					
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59					
Immunity to (Transformation)	1	PU2:11					
Infectious Attack	-5	B140					
Injury Tolerance (Unliving) cut x1.5, imp x1, pi- x1/5, pi x1/3, pi+ x1/3, pi++ x1/2 except vs skull or vitals	20	B61					
Lunacy	-10	B143					
Meta-Trait: Quadruped	-35	B263					
Extra Legs (4 legs)	5	B54					
Horizontal	-10	B139					
No Fine Manipulators	-30	B145					
Regeneration Very Fast (You recover 1 HP per second), +100. Nor vs. silver	100	B80					
Vulnerability Silver, -5; Wounding x3, x3. x2 silver coated	-15	B161					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	17	No		2d+2 cr	C,1	
Natural	Kick w/Boots	17	No		2d+3 cr	C,1	
Natural	Punch	19	13		2d+1 cr	C	

Notes
Fright Check: -2 Bite (15): 2d+1 cutting; Reach C. Made as a Deceptive Attack (-2 to defend against). Claw (15): 2d+3 crushing; Reach C. Made as a Deceptive Attack (-2 to defend against). Running Claw or Bite (14): Either attack above, made as a Move and Attack instead of a Deceptive Attack; ignore the skill cap of 9.