

WEREWOLF

THE FORSAKEN

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental (-3 Unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Physical (-1 Unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

Social (-1 Unskilled)

Animal/Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Merits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Flaws

Renown

Purity _____ 00000
Glory _____ 00000
Honor _____ 00000
Wisdom _____ 00000
Cunning _____ 00000

Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Rate	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

OTHER TRAITS

Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)

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Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

Harmony

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

WEREWOLF

THE FORSAKEN

Hisau
(Human)

Dalu
(Near-Human)

Gaura
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Size: _____	Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Dexterity(+2): _____
Defense: _____	Stamina(+1): _____	Dexterity(+1): _____	Dexterity(+2): _____	Stamina(+1): _____
Initiative: _____	Manipulation(-1): _____	Stamina(+2): _____	Stamina(+2): _____	
Speed: _____			Manipulation(-3): _____	
Armor: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Perception: _____	Defense: _____	Defense: _____	Defense: _____	Defense: _____
	Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
	Speed(+1): _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
	Armor: _____	Armor: _____ 1/1	Armor: _____	Armor: _____
	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____	Perception(+4): _____
	Induces Lunacy; Observers have a 4 die bonus to their Willpower to resist.	Rage Invoked. Induces Full Lunacy. Wound Penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage. Inflict Lethal Damage. Fail most Mental and Social Rolls.	Induces Lunacy; Observers have a 2-die bonus to their Willpower to resist. Inflict Lethal Damage.	Inflict Lethal Damage with bite attack.

TOTEM

GIFTS AND RITES

Attributes:

Power: _____

Finesse: _____

Resistance: _____

Willpower: _____

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

Gift Lists: _____

Max Rank: 00000

Gift

Roll

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Rituals: 00000

Rite

Roll

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