

# The World of Darkness

## WEREWOLF

Name:  
Age:  
Player:

Concept:  
Virtue:  
Vice:

Auspice:  
Tribe:  
Chronicle:

### ATTRIBUTES

<b>POWER</b>	Intelligence ●0000	Strength ●0000	Presence ●0000
<b>FINESSE</b>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<b>RESISTANCE</b>	Resolve ●0000	Stamina ●0000	Composure ●0000

### SKILLS

Mental (-3 unskilled)	Physical (-1 unskilled)	Social (-1 unskilled)
Academics _____ 00000	Athletics _____ 00000	Animal Ken _____ 00000
Computer _____ 00000	Brawl _____ 00000	Empathy _____ 00000
Crafts _____ 00000	Drive _____ 00000	Expression _____ 00000
Investigation _____ 00000	Firearms _____ 00000	Intimidation _____ 00000
Medicine _____ 00000	Larceny _____ 00000	Persuasion _____ 00000
Occult _____ 00000	Stealth _____ 00000	Socialize _____ 00000
Politics _____ 00000	Survival _____ 00000	Streetwise _____ 00000
Science _____ 00000	Weaponry _____ 00000	Subterfuge _____ 00000

### OTHER TRAITS

Merits	Gifts	Morality
_____ 00000	_____	10 _____ 0
_____ 00000	_____	9 _____ 0
_____ 00000	_____	8 _____ 0
_____ 00000	_____	7 _____ 0
_____ 00000	_____	6 _____ 0
_____ 00000	_____	5 _____ 0
_____ 00000	_____	4 _____ 0
_____ 00000	_____	3 _____ 0
_____ 00000	_____	2 _____ 0
_____ 00000	_____	1 _____ 0
	<b>Shift</b> 0 0 0 0 0 □ □ □ □ □	
	<b>Rage</b> 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □	
	<b>Gnosis</b> 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □	
	<b>Willpower</b> 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □	
	<b>Health</b> 0 0 0 0 0 0 0 0 0 0 0 0 □ □ □ □ □ □ □ □ □ □ □ □	
		<b>Sanity</b> 10 _____ 0 9 _____ 0 8 _____ 0 7 _____ 0 6 _____ 0 5 _____ 0 4 _____ 0 3 _____ 0 2 _____ 0 1 _____ 0
<b>Flaws</b> _____ _____ _____		
Size _____ Speed _____ Initiative Mod _____ Defense _____ Armor _____		

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## WEREWOLF

Humanoid

Half-Man

Beast-Man

Half-Beast

Beast



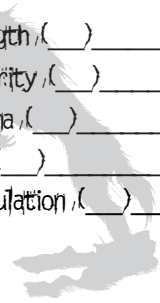
Strength / ( ) \_\_\_\_\_  
 Stamina / ( ) \_\_\_\_\_  
 Size / ( ) \_\_\_\_\_  
 Manipulation / ( ) \_\_\_\_\_



Strength / ( ) \_\_\_\_\_  
 Dexterity / ( ) \_\_\_\_\_  
 Stamina / ( ) \_\_\_\_\_  
 Size / ( ) \_\_\_\_\_  
 Manipulation / ( ) \_\_\_\_\_



Strength / ( ) \_\_\_\_\_  
 Dexterity / ( ) \_\_\_\_\_  
 Stamina / ( ) \_\_\_\_\_  
 Size / ( ) \_\_\_\_\_  
 Manipulation / ( ) \_\_\_\_\_



Strength / ( ) \_\_\_\_\_  
 Dexterity / ( ) \_\_\_\_\_  
 Stamina / ( ) \_\_\_\_\_  
 Size / ( ) \_\_\_\_\_  
 Manipulation / ( ) \_\_\_\_\_



### OTHER TRAITS

Merits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

Skills

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

Gifts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Experience

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Experience

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### COMBAT

Maneuver/Weapon	Dice Mod.	Roll	Range	Rate	Clip	Conceal