

WEREWOLF

THE FORSAKEN

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
Finesse	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
Resistance	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

OTHER TRAITS

Mental (3 Unskilled)

Academics__0000000000
Computer__0000000000
Crafts__0000000000
Investigation 0000000000
Medicine__0000000000
Occult__0000000000
Politics__0000000000
Science__0000000000

Physical (1 Unskilled)

Athletics__0000000000
Brawl__0000000000
Drive__0000000000
Firearms__0000000000
Larceny__0000000000
Stealth__0000000000
Survival__0000000000
Weaponry__0000000000

Social (1 Unskilled)

Animal/Ken_0000000000
Empathy__0000000000
Expression__0000000000
Intimidation 0000000000
Persuasion__0000000000
Socialize__0000000000
Streetwise__0000000000
Subterfuge__0000000000

Merits

____0000000000
____0000000000
____0000000000
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Flaws

Renown

Purity__00000
Glory__00000
Honor__00000
Wisdom__00000
Cunning__00000

Health

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

Max Remaining
Primal Urge
0000000000

Essence

Max Remaining

Harmony

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

Weapon/Attack

Dice Mod.

Range

Rate

Clip

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence=Harmony

