

# 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  
\_\_\_\_0000000000  
\_\_\_\_0000000000  
\_\_\_\_0000000000  
\_\_\_\_0000000000  
\_\_\_\_0000000000  
\_\_\_\_0000000000  
\_\_\_\_0000000000

#### 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

# WEREWOLF

## THE FORSAKEN

**Hishu**  
(Human)

**Dalu**  
(Near-Human)

**Gauru**  
(Wolf-Man)

**Ursul**  
(Near-Wolf)

**Urhan**  
(Wolf)

Strength(+1): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Strength(+3): \_\_\_\_\_  
Dexterity(+1): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_

Strength(+2): \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation(-3): \_\_\_\_\_

Dexterity(+2): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_

Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception: \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed(+1): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+2): \_\_\_\_\_

Size(+2): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+1): \_\_\_\_\_  
Speed(+4): \_\_\_\_\_  
Armor: **1/1**  
Perception(+3): \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+7): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+3): \_\_\_\_\_

Size(-1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+5): \_\_\_\_\_  
Armor: \_\_\_\_\_  
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 +2 Lethal Damage  
with bite attack & +1 Lethal  
Damage with claw attack.  
Fail most Mental and  
Social Rolls.

Induces Lunacy;  
Observers have a 2-die  
bonus to their  
Willpower to resist.  
Inflict +2 Lethal Damage  
with bite attack.

Inflict +2 Lethal Damage  
with bite attack.

## TOTEM

## GIFTS AND RITES

Attributes:

Power: \_\_\_\_\_

Finesse: \_\_\_\_\_

Resistance: \_\_\_\_\_

Willpower: \_\_\_\_\_

Essence: \_\_\_\_\_

Initiative: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Size: \_\_\_\_\_

Corpus: \_\_\_\_\_

Influences: 00000

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Numina: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Bonuses: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ban: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Gift Lists: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Max Rank: 0000000000

| Gift  | Roll  | Page  |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

Rituals: 0000000000

| Rite  | Roll  | Page  |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
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| _____ | _____ | _____ |

# WEREWOLF

THE FORSAKEN

## EXPANDED MERITS

Allies

Resources

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Contacts

Retainer

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Language

Status

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Mentor

Other( \_\_\_\_\_ )

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## POSSESSIONS

Gear(Carried)

Equipment(Owned)

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Fetishes

Misc

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Auspice Ability

Experience

Name: \_\_\_\_\_

Notes: \_\_\_\_\_

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Total:

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

## COMBAT

| Weapon/Attack | Damage | Range | Clip | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |
|               |        |       |      |      |          |      |

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

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# WEREWOLF

THE FORSAKEN

## HISTORY

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## DESCRIPTION

Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

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|         | Height | Weight |
|---------|--------|--------|
| Hishu:  | _____  | _____  |
| Dalu:   | _____  | _____  |
| Gauru:  | _____  | _____  |
| Urshul: | _____  | _____  |
| Urhan:  | _____  | _____  |

## VISUALS

Pack Chart

Character Sketch

