

PREDATORS

WEREWOLF: THE FORSAKEN

NAME:

TYPE:

RANK:

CHRONICLE:

CONCEPT:

DERANGEMENT(S):

ATTRIBUTES

<i>Power</i>	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
<i>Finesse</i>	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
<i>Resistance</i>	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

OTHER TRAITS

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

Aspects/Influences

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

Merits

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

Numina

Ban

Corpus/Health

00000000000000000000
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Willpower

0000000000
□□□□□□□□□□

Synthesis

0000000000

Essence

□□□□□□□□□□
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Weapons/Attack

Type	Damage	Dice Pool
_____	_____	_____
_____	_____	_____
_____	_____	_____

Armor

Type	Rating	Defense Penalty
_____	_____	_____
_____	_____	_____
_____	_____	_____

Special Rules

Size: _____ Speed: _____ Defense: _____ Initiative Mod: _____