

# WEREWOLF

## THE FORSAKEN

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

AUSPICE:  
TRIBE:  
LODGE:

### ATTRIBUTES

<i>Power</i>	Intelligence ●0000	Strength ●0000	Presence ●0000
<i>Finesse</i>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<i>Resistance</i>	Resolve ●0000	Stamina ●0000	Composure ●0000

### 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

### OTHER TRAITS

#### Merits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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#### Flaws

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

#### Renown

Purity \_\_\_\_\_ 00000  
Glory \_\_\_\_\_ 00000  
Honor \_\_\_\_\_ 00000  
Wisdom \_\_\_\_\_ 00000  
Cunning \_\_\_\_\_ 00000

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

#### Health

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

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#### Willpower

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#### Primal Urge

0000000000

#### Essence

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#### 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 fifth 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

## EXPANDED MERITS

Allies

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Contacts

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Language

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Mentor

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Resources

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Retainer

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Status

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

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## POSSESSIONS

Gear(Carried)

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Vehicles

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Equipment(Owned)

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Misc

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Auspice Ability

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

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

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Experience

Total:

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

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength

Armor

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