

WEREWOLF

THE FORSAKEN

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

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
_____	00000
_____	00000
_____	00000
_____	00000

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)
00000000000000000000
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Willpower

0000000000
□□□□□□□□□□

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	Clp
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Experience: _____				

