

WEREWOLF

THE FORSAKEN

Name:

Virtue:

Auspice:

Player:

Vice:

Tribe:

Chronicle:

Concept:

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
_____	00000

Health

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

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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

Willpower

0000000000
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Primal Urge

0000000000

Flaws

Essence

□□□□□□□□□□
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Size: _____ Armor: _____
 Speed: _____ Defense: _____
 Initiative Mod: _____

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Rate	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Experience: _____

