

WEREWOLF

THE FORSAKEN

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence ●0000	Strength ●0000	Presence ●0000
Finesse	Wits ●0000	Dexterity ●0000	Manipulation ●0000
Resistance	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
_____	00000
_____	00000

Flaws

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

<i>Attack</i>	<i>Dice Mod.</i>
Bite _____	(Gauru +2)
Claw _____	(Gauru +1)

Equipment

Experience

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

Renown

Purity	_____	00000
Glory	_____	00000
Honor	_____	00000
Wisdom	_____	00000
Cunning	_____	00000

WEREWOLF

THE FORSAKEN

EXPANDED MERITS

Allies

Resources

Contacts

Retainers

Language

Status

Mentor

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Auspice Ability

Experience

Name: _____
 Notes: _____

Total:

Total Spent: _____

COMBAT

<i>Weapon/Attack</i>	<i>Damage</i>	<i>Range</i>	<i>Clip</i>	<i>Size</i>	<i>Strength</i>

Armor

