

WEREWOLF

THE FORSAKEN

Name:

Virtue:

Auspice:

Player:

Vice:

Tribe:

Chronicle:

Concept:

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
 _____ 00000

Flaws

Equipment

Experience

Health

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

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Willpower

0000000000
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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

Attack

Dice Mod.

Bite _____ (Gauru +2)
 Claw _____ (Gauru +1)

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

