

# 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  
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#### 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

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



# WEREWOLF

## THE FORSAKEN

### EXPANDED MERITS

*Allyes*

*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*

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

