

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)

Physical
(-1 unskilled)

Social
(-1 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

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)
00000000000000000000
□□□□□□□□□□□□□□□□

Harmony

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Willpower

0000000000
□□□□□□□□□□

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

_____ Dice Mod. _____ Range _____ Rate _____ Clp _____

Experience: _____

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

