

WEREWOLF

THE FORSAKEN
SECOND EDITION

Name:

Virtue:

Type:

Concept:

Vice:

Ban:

Chronicle:

Hunger:

Bane:

ATTRIBUTES

<i>Power</i>	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
<i>Finesse</i>	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
<i>Resistance</i>	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

Mental

(-3 unskilled)

- Academics_ 0000000000
- Computer_ 0000000000
- Crafts___ 0000000000
- Investigation_ 0000000000
- Medicine__ 0000000000
- Occult___ 0000000000
- Politics___ 0000000000
- Science___ 0000000000

Physical

(-1 unskilled)

- Athletics__ 0000000000
- Brawl___ 0000000000
- Drive___ 0000000000
- Firearms__ 0000000000
- Larceny___ 0000000000
- Stealth___ 0000000000
- Survival___ 0000000000
- Weaponry_ 0000000000

Social

(-1 unskilled)

- Animal Ken_ 0000000000
- Empathy__ 0000000000
- Expression_ 0000000000
- Intimidation_ 0000000000
- Persuasion_ 0000000000
- Socialize__ 0000000000
- Streetwise_ 0000000000
- Subterfuge_ 0000000000

OTHER TRAITS

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Dread Powers

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

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Health

000000000000
 □□□□□□□□□□□□
 000000000000
 □□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□
 0000000000
 □□□□□□□□□□

Rank

0000000000

Integrity

0000000000

Conditions

Aspirations

