

WEREWOLF

THE FORSAKEN
SECOND EDITION

Name:
Player:
Chronicle:

Blood:
Bone:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
Finesse	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
Resistance	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

OTHER TRAITS

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

Merits

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Renown

Purity__ 00000
Glory__ 00000
Honor__ 00000
Wisdom__ 00000
Cunning__ 00000

Aspirations

Hunters Aspect

Conditions

Health

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

Willpower

Max	Remaining
_____	_____

Primal Urge
0000000000

Essence

Max	Remaining
_____	_____

Flesh Touchstone

Harmony

0000000000
Spirit Touchstone

Kuruth Triggers

Passive: _____

Common: _____

Specific: _____

Beats: □□□□□ Experiences: _____

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Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength: _____
Dexterity: _____
Stamina: _____
Manipulation: _____

Strength(+1): _____
Dexterity: _____
Stamina(+1): _____
Manipulation(-1): _____

Strength(+3): _____
Dexterity(+1): _____
Stamina(+2): _____
Manipulation: _____

Strength(+2): _____
Dexterity(+2): _____
Stamina(+2): _____
Manipulation(-1): _____

Strength: _____
Dexterity(+2): _____
Stamina(+1): _____
Manipulation(-1): _____

Size: _____
Defense: _____
Initiative: _____
Speed: _____
Armor: _____
Perception(+1): _____

Size(+1): _____
Defense: _____
Initiative: _____
Speed(+1): _____
Armor: _____
Perception(+2): _____

Size(+2): _____
Defense: _____
Initiative(+1): _____
Speed(+4): _____
Armor: _____
Perception(+3): _____
Kuruth Limit: _____

Size(+1): _____
Defense: _____
Initiative(+2): _____
Speed(+7): _____
Armor: _____
Perception(+3): _____

Size(-1): _____
Defense: _____
Initiative(+2): _____
Speed(+5): _____
Armor: _____
Perception(+4): _____

Sheep's Clothing

Teeth/Claws +0L
Defense vs. Firearms
Mild Lunacy
Badass Motherfucker

Teeth/Claws +2L
(Initiative +3)
Defense vs. Firearms
Full Lunacy
Regeneration
Rage
Primal Fear
(Kuruth Limit=
Stamina + Primal Urge)

Teeth +2L/Claws +1L
Defense vs Firearms
Moderate Lunacy
Weaken the Prey

Teeth +1L
Chase Down

TOTEM

GIFTS AND RITES

Name: _____
Rank: _____
Attributes:
Power: _____
Finesse: _____
Resistance: _____
Willpower: _____ Essence: _____
Size: _____ Speed: _____
Defense: _____ Initiative: _____
Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000
Aspiration: _____
Manifestation: _____
Numina: _____
Bonuses: _____
Ban: _____
Bane: _____

Moon Gifts

_____ 00000

_____ 00000

Shadow Gifts

Wolf Gifts

Rites

WEREWOLF

THE FORSAKEN
SECOND EDITION

EXPANDED MERITS

Allies

Resources

Contacts

Retainer

Language

Status

Mentor

Other(_____)

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Fetishes

Misc

Auspice Ability

Skill Proficiencies

Name: _____

Notes: _____

_____	_____
_____	_____
_____	_____
_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

WEREWOLF

THE FORSAKEN
SECOND EDITION

HISTORY

DESCRIPTION

Age: _____
 Date of Birth: _____
 Hair: _____
 Eyes: _____
 Race: _____
 Nationality: _____
 Sex: _____

	Height	Weight	
Hishu:	_____	_____	_____
Dalu:	_____	_____	_____
Gauru:	_____	_____	_____
Urshul:	_____	_____	_____
Urhan:	_____	_____	_____

VISUALS

Rack Chart

Character Sketch

