

# WEREWOLF

THE FORSAKEN

NAME:  
PLAYER:  
CHRONICLE:

VIRTUE:  
VICE:  
CONCEPT:

AUSPICE:  
TRIBE:  
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 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### FLAWS

|       |
|-------|
| _____ |
| _____ |

### RENOWN

|         |       |
|---------|-------|
| Purity  | 00000 |
| Glory   | 00000 |
| Honor   | 00000 |
| Wisdom  | 00000 |
| Cunning | 00000 |

### HEALTH

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

|                    |
|--------------------|
| 000000000000000000 |
| □□□□□□□□□□□□□□□□   |

### WILLPOWER

|            |
|------------|
| 0000000000 |
| □□□□□□□□□□ |

### PRIMAL URGE

|            |
|------------|
| 0000000000 |
|------------|

### ESSENCE

|            |
|------------|
| □□□□□□□□□□ |
| □□□□□□□□□□ |

### HARMONY

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

| WEAPON/ATTACK | DICE MOD. | RANGE | RATE  | AMMO  |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |

# WEREWOLF

## THE FORSAKEN

**HISHU**  
(Human)

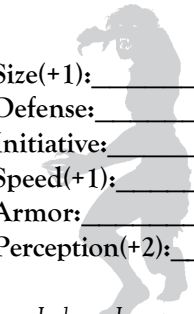
Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception: \_\_\_\_\_



**DALU**  
(Near-Human)

Strength(+1): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

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

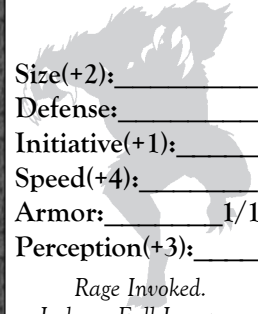


*Induces Lunacy;  
Observers have a 4-die  
bonus to their  
Willpower to resist.*

**GAURU**  
(Wolf-Man)

Strength(+3): \_\_\_\_\_  
Dexterity(+1): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_

Size(+2): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+1): \_\_\_\_\_  
Speed(+4): \_\_\_\_\_  
Armor: \_\_\_\_\_ 1/1  
Perception(+3): \_\_\_\_\_

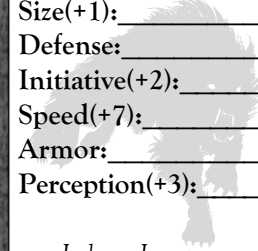


*Rage Invoked.  
Induces Full Lunacy.  
Wound Penalties ignored  
and no unconsciousness  
rolls made.  
-2 to resist Death Rage.  
Inflict +2 Lethal Damage  
with bite attack & +1 Lethal  
Damage with claw attack.  
Fail most Mental and  
Social Rolls.*

**URSHUL**  
(Near-Wolf)

Strength(+2): \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation(-3): \_\_\_\_\_

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

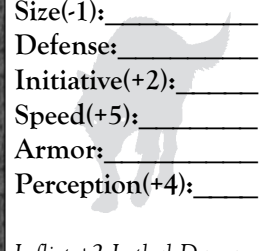


*Induces Lunacy;  
Observers have a 2-die  
bonus to their  
Willpower to resist.  
Inflict +2 Lethal Damage  
with bite attack.*

**URHAN**  
(Wolf)

Dexterity(+2): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_

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



*Inflict +2 Lethal Damage  
with bite attack.*

## TOTEM

Attributes:  
Power: \_\_\_\_\_  
Finesse: \_\_\_\_\_  
Resistance: \_\_\_\_\_  
Willpower: \_\_\_\_\_  
Essence: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Size: \_\_\_\_\_  
Corpus: \_\_\_\_\_  
Influences: \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
Numina: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Bonuses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Ban: \_\_\_\_\_  
\_\_\_\_\_

## GIFTS & RITES

Gift Lists: \_\_\_\_\_  
\_\_\_\_\_  
Max Rank: 00000  
GIFT ROLL BOOK/PAGE  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Rituals: 00000  
RITE ROLL BOOK/PAGE  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_