

WEREWOLF

THE FORSAKEN

Name:

Virtue:

Aspect:

Player:

Vice:

Tribes:

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

OTHER TRAITS

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

Merits

_____	00000
_____	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 Gauwa Form, +3 Urshul Form)

00000000000000000000
□□□□□□□□□□□□□□□□

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

Die Mod.

Range

Rate

Clp

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

WEREWOLF

THE FORSAKEN

Hishu
(human)

Size: _____
 Defense: _____
 Initiative: _____
 Speed: _____
 Armor: _____
 Perception: _____

Dahn
(Near-Human)

Strength(+1): _____
 Stamina(+1): _____
 Manipulation(-1): _____
 Size(+1): _____
 Defense: _____
 Initiative: _____
 Speed(+1): _____
 Armor: _____
 Perception(+2): _____

Induces Lunacy;
 observers have 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 Lethal Damage
 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 2-die
 bonus to their
 willpower to resist.
 Inflict +2 Lethal Damage
 with bite attack.

Urban
(Wolf)

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

Inflict +2 Lethal Damage
 with bite attack.

TOTEM GIFTS AND RITES

Attributes:

Power: _____ Finess: _____ Resistance: _____

Willpower: _____

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences:

00000

00000

00000

Numina:

Bonuses:

Ban:

Gift Lists:

Max Rank: 00000

Gift

Roll

Book/Page

Max Rank: 00000

Rite

Roll

Book/Page