

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
_____	00000

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Health

(+2 Dalu Form, +4 Gauwa 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

Die Mod.

Range

Rate

Clp

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

WEREWOLF

THE FORSAKEN

Highly
(human)

Dahn
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urban
(Wolf)

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

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.

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.

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.

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

WEREWOLF

THE FORSAKEN

HISTORY

DESCRIPTION

Age: _____
 Hair: _____
 Eyes: _____
 Race: _____
 Nationality: _____
 Sex: _____

	Height	Weight
Hibern:	_____	_____
Dahn:	_____	_____
Caava:	_____	_____
Urbuhl:	_____	_____
Urban:	_____	_____

VISUALS

Pack Chart

Character Sketch

