

# PARLOR GAMES

FOR 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

### HEALTH

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

000000000000000000	000000000000000000
□□□□□□□□□□□□□□	□□□□□□□□□□□□□□

### WILLPOWER

0000000000	□□□□□□□□
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### PRIMAL URGE

0000000000
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### ESSENCE

□□□□□□□□	□□□□□□□□
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### FLAWS

_____
_____
_____

### RENOWN

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

### 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

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

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**HISHU**  
(Human)

**DALU**  
(Near-Human)

**GAURU**  
(Wolf-Man)

**URSHUL**  
(Near-Wolf)

**URHAN**  
(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 a 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 +2 Lethal Damage  
with bite attack & +1 Lethal  
Damage with claw attack.  
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 a 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

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 \_\_\_\_\_ BOOK/PAGE \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Rituals: 00000  
RITE \_\_\_\_\_ ROLL \_\_\_\_\_ BOOK/PAGE \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_