Werewolf: The Forsaken

Name:
Player:
Auspice:
Tribe:
Chronicle:

Base Dice Pool: 3

Skills (+2 Dice)

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Renown

Purity _____ ○○○○○
Glory _____ ○○○○○
Honor _____ ○○○○○
Wisdom _____ ○○○○○
Cunning _____ ○○○○○

Gifts

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Health

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Willpower

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Essence

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Harmony

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Speed: _____
Defense: _____
Initiative: _____
Perception: _____
Experience: _____

Hishu (Human)	Dalu (Near-Human)	Gauru (Wolf-Man)	Urshul (Near-Wolf)	Urhan (Wolf)
No Change	Glory: +2 Honor: +1 Cunning: -1 Perception: +2	Purity: +1 Glory: +4 Honor: +2 Wisdom: -2 Perception: +3	Purity: +1 Glory: +2 Wisdom: -1 Cunning: +1 Perception: +3 Speed: +2	Purity: +2 Honor: -1 Wisdom: -1 Cunning: +1 Perception: +2 Speed: +5
	Induces Lunacy, Witnesses have a +2 bonus to resist	*Claw+1(L), Bite+2(L)* *Induces Full Lunacy, Ignore wound penalties -2 to resist Death Rage Fail most Mental and Social Rolls*	*Claw+0(L), Bite+2(L)* *Induces Lunacy, Witnesses have a +2 bonus to resist*	*Bite+1(L)*

Combat

Weapon/Attack	Dice Mod.	Range	Rate	Clip

Description

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Character Notes

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