

WEREWOLF

THE WILD WEST

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 |
| Crafts | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |
| Technology | 00000 |

Physical

(-1 unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Firearms | 00000 |
| Larceny | 00000 |
| Ride | 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 |

Flaws

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

Renown

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

Health

| |
|------------------|
| 0000000000000000 |
| 0000000000000000 |

Willpower

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

Primal Urge

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

Essence

| |
|------------------------|
| 0000000000 |
| 0000000000 |
| Points Per Turn: _____ |

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 | Ammo | Size |
|---------------|------------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| Bite | (Gauru +2) | _____ | N/A | N/A |
| Claw | (Gauru +1) | _____ | N/A | N/A |
| Experience: | _____ | _____ | _____ | _____ |

WEREWOLF

THE WILD WEST

Hisau
(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 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(+1): _____
 Speed(+7): _____
 Armor: _____
 Perception(+3): _____

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

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

Inflict Lethal Damage with bite attack.

Totem

Attributes:
 Power: _____
 Finesse: _____
 Resistance: _____
 Willpower: _____
 Essence: _____
 Initiative: _____
 Defense: _____
 Speed: _____
 Size: _____
 Corpus: _____
 Influences: _____

000000
 000000
 000000

Numina: _____

 Bonuses: _____

 Ban: _____

Gifts & Rites

Gift Lists: _____

 Max Rank: 00000
 Gift _____ Roll _____ Page _____

Rituals: 00000
 Rite _____ Roll _____ Page _____