

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
□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□
□□□□□□□□
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

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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 _____