



# 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
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#### Essence

0000000000
0000000000

Points Per Turn:

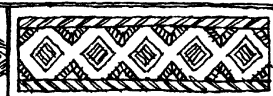
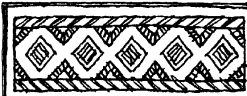
#### Harmony

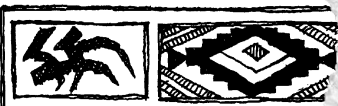
10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

#### Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Ammo	Size
Bite	(Gauru +2)		N/A	N/A
Claw	(Gauru +1)		N/A	N/A

Experience: \_\_\_\_\_





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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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Numina: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Bonuses: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

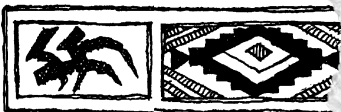
Ban: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Gifts & Rites

Gift Lists: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

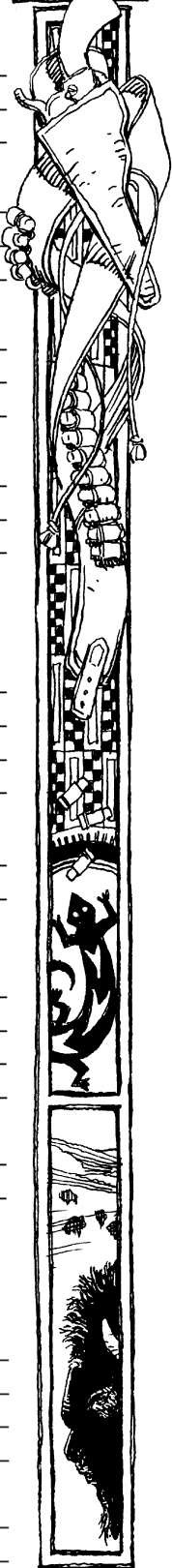
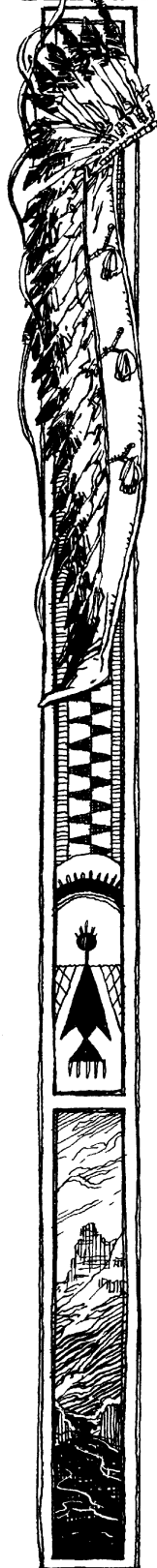
Max Rank: 00000  
 Gift \_\_\_\_\_ Roll \_\_\_\_\_ Page \_\_\_\_\_

Rituals: 00000  
 Rite \_\_\_\_\_ Roll \_\_\_\_\_ Page \_\_\_\_\_



# WEREWOLF

## THE WILD WEST



### Expanded Merits

**Allies**

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**Contacts**

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**Language**

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**Mentor**

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**Resources**

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**Retainer**

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**Status**

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**Other(\_\_\_\_\_)**

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### Possessions

**Gear(Carried)**

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**Equipment(Owned)**

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**Vehicles**

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**Misc.**

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### Animal

Name: \_\_\_\_\_ Type: \_\_\_\_\_

Intelligence: \_\_\_\_\_ Wits: \_\_\_\_\_ Resolve: \_\_\_\_\_ Strength: \_\_\_\_\_ Dexterity: \_\_\_\_\_ Stamina: \_\_\_\_\_ Presence: \_\_\_\_\_ Manipulation: \_\_\_\_\_ Composure: \_\_\_\_\_

Skills: \_\_\_\_\_

Health: \_\_\_\_\_ Willpower: \_\_\_\_\_ Size: \_\_\_\_\_ Speed: \_\_\_\_\_ Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_

Weapons/Attacks \_\_\_\_\_ Damage \_\_\_\_\_ Dice Pool \_\_\_\_\_ Special Notes \_\_\_\_\_

### Combat

Weapon/Attack	Damage	Range	Ammo	Size	Strength	Cost

**Armor**

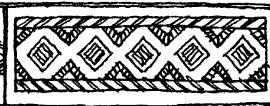
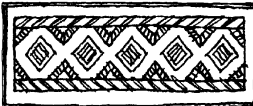
Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

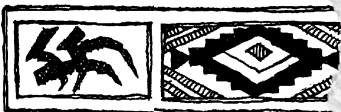
Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

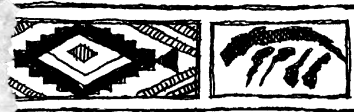






# WEREWOLF

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## History

[illegible]

## Description

Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

[illegible]

	Height	Weight
Hishu:		
Dalu:		
Gauru:		
Urshul:		
Urhan:		

## Auspice Ability

Name: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Experience

**Total:**

**Total Spent:**

## Visuals

## Pack Chart

## Character Sketch

