

# WEREWOLF

## THE WILD WEST

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Auspice:  
Tribe:  
Lodge:

### Attributes

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	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

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#### 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	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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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 000000  
 000000

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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**Resources**

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**Contacts**

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**Retainer**

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**Language**

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**Status**

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**Mentor**

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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 \_\_\_\_\_

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### Combat

Weapon/Attack	Damage	Range	Ammo	Size	Strength	Cost

**Armor**

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

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

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

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

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

\_\_\_\_\_





