Werewolf: The Forsaken

Totem Spirit Sheet

NAME: CONCEPT: TYPE: TOTAL COST:

RANK 0 0 0 0 0 0 0 0 0 0

POWER 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

INFLUENCES
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

WILLPOWER 0 0 0 0 0 0 0 0 0 0 ☐☐☐☐☐☐☐☐☐☐

FINESSE 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

NUMINA
_____
_____
_____
_____

ESSENCE
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

RESISTANCE 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

CORPUS 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

BAN
_____
_____
_____

Size:_____ Speed:_____ Initiative:_____ Defense:_____

Pack:_____

Name	Contribution	Name	Contribution
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000

Bonuses

Name:_____
Type:_____
System:
_____
_____
_____
_____
_____

Name:_____
Type:_____
System:
_____
_____
_____
_____
_____

Name:_____
Type:_____
System:
_____
_____
_____
_____
_____

Bans

Severity: 00000
_____
_____
_____
_____

Severity: 00000
_____
_____
_____
_____

Severity: 00000
_____
_____
_____
_____

Description:_____
_____
_____
_____

Rank: 2 • Attributes 9 dots among Power/Finesse/Resistance (no more than seven dots on each) • Influences 2 • Assign Totem Points • Assign Numina (Material Vision, one other Numen, 3 Totem points each additional) • Assign Bonuses • Assign Bans • Corpus = Resistance + Size • Willpower = Resistance x 2 • Size (depends on description) • Defense = highest of Power or Finesse • Initiative Mod = Finesse x 2 • Speed = Power + Finesse + Size • Essense 15