

WEREWOLF

THE FORSAKEN

TOTEM SPIRIT SHEET

NAME: _____

CONCEPT: _____

TYPE: _____

TOTAL COST: _____

RANK

0 0 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 0 0

INFLUENCES

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

WILLPOWER

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

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

NUMINA

ESSENCE

□ □ □ □ □ □ □ □ □ □ □ □
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RESISTANCE

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

BAN

CORPUS

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

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

Pack: _____

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

BONUSES

Name: _____	Name: _____	Name: _____
Type: _____	Type: _____	Type: _____
System: _____	System: _____	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 • Essence 15