**Werewolf: The Forsaken**

**Attributes**

<table>
<thead>
<tr>
<th>Power</th>
<th>Finesse</th>
<th>Resistance</th>
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</thead>
<tbody>
<tr>
<td>Intuition</td>
<td>Strength</td>
<td>Presence</td>
</tr>
<tr>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
</tr>
<tr>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
</tr>
</tbody>
</table>

**Skills**

**Mental** (3 unskilled)
- Academics
- Computer
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Science

**Physical** (-1 unskilled)
- Athletics
- Brawl
- Drive
- Firearms
- Larceny
- Stealth
- Survival
- Weaponry

**Social** (-1 unskilled)
- Animal Ken
- Empathy
- Expression
- Intimiation
- Persuasion
- Socialize
- Streetwise
- Subterfuge

**Other Traits**

**Merits**

**Flaws**

<table>
<thead>
<tr>
<th>Renown</th>
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<tbody>
<tr>
<td>Purity</td>
</tr>
<tr>
<td>Glory</td>
</tr>
<tr>
<td>Honor</td>
</tr>
<tr>
<td>Wisdom</td>
</tr>
<tr>
<td>Cunning</td>
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</table>

**Health** (+2 Dala Form, +4 Gaura Form, +3 Urshul Form)

**Willpower**

**Essence**

**Harmony**

1. Purity
2. Glory
3. Honor
4. Wisdom
5. Cunning

<table>
<thead>
<tr>
<th>Weapon/Attack</th>
<th>Dice Mod.</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
</tr>
</thead>
</table>

**Experience:**

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**Name:**

**Player:**

**Chronicle:**

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**Virtue:**

**Vice:**

**Concept:**

**Auspice:**

**Tribe:**

**Lodge:**
**The Forsaken**

<table>
<thead>
<tr>
<th>Hisan</th>
<th>Dalu</th>
<th>Gauru</th>
<th>Urshul</th>
<th>Urban</th>
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<tbody>
<tr>
<td>(human)</td>
<td>(Near-Human)</td>
<td>(Wolf-Man)</td>
<td>(Near-Wolf)</td>
<td>(Wolf)</td>
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<tr>
<td>Size:</td>
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<tr>
<td>Armor:</td>
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</table>

Induces Lunacy; observers have 4-die bonus to their willpower to resist.

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.

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**Totem**

**Attributes:**
- **Power:**
- **Finesse:**
- **Resistance:**
- **Willpower:**
- **Essence:**
- **Initiative:**
- **Defense:**
- **Speed:**
- **Size:**
- **Corpus:**

**Influences:**
- 00000
- 00000
- 00000

**Numina:**

**Bonuses:**

**Ban:**

---

**Gifts and Rites**

**Gift Lists:**

**Max Rank:** 00000

**Gift** | **Roll** | **Page**
---|---|---

**Rituals:** 00000

**Rite** | **Roll** | **Page**
---|---|---

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**Induces Lunacy; observers have 2-die bonus to their willpower to resist.**

**Inflict Lethal Damage with bite attack.**
### Expanded Merits

**Allies**

**Resources**

**Contacts**

**Retainers**

**Language**

**Status**

**Mentor**

**Other ( )**

### Possessions

**Gear (Carried)**

**Equipment (Owned)**

**Vehicles**

**Misc.**

### Auspice Ability

**Name:**

**Notes:**

### Experience

**Total:**

**Total Spent:**

### Combat

<table>
<thead>
<tr>
<th>Weapon/Attack</th>
<th>Damage</th>
<th>Range</th>
<th>Clip</th>
<th>Size</th>
<th>Strength</th>
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