### Attributes

<table>
<thead>
<tr>
<th>Power</th>
<th>Finesse</th>
<th>Resistance</th>
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<tbody>
<tr>
<td>Intelligence</td>
<td>Strength</td>
<td>Dexterity</td>
</tr>
<tr>
<td>Wits</td>
<td>Stamina</td>
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</table>

### Skills

<table>
<thead>
<tr>
<th>Mental (-3 unskilled)</th>
<th>Physical (-1 unskilled)</th>
<th>Social (-1 unskilled)</th>
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<tbody>
<tr>
<td>Academics</td>
<td>Athletics</td>
<td>Animal Ken</td>
</tr>
<tr>
<td>Computer</td>
<td>Brawl</td>
<td>Empathy</td>
</tr>
<tr>
<td>Crafts</td>
<td>Drive</td>
<td>Expression</td>
</tr>
<tr>
<td>Investigation</td>
<td>Firearms</td>
<td>Intimidation</td>
</tr>
<tr>
<td>Medicine</td>
<td>Larceny</td>
<td>Persuasion</td>
</tr>
<tr>
<td>Occult</td>
<td>Stealth</td>
<td>Socialize</td>
</tr>
<tr>
<td>Politics</td>
<td>Survival</td>
<td>Streetwise</td>
</tr>
<tr>
<td>Science</td>
<td>Weaponry</td>
<td>Subterfuge</td>
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</table>

### Other Traits

<table>
<thead>
<tr>
<th>Merit</th>
<th>Health (+2 Dalu Form, +4 Gaura Form, +3 Urshul Form)</th>
<th>Harmony</th>
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<tr>
<th>Flaw</th>
<th>Essence</th>
<th>Size:</th>
<th>Armor:</th>
<th>Speed:</th>
<th>Defense:</th>
<th>Initiative Mod:</th>
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### Renown

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<tr>
<th>Purity</th>
<th>Glory</th>
<th>Honor</th>
<th>Wisdom</th>
<th>Cunning</th>
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### Experience:

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<thead>
<tr>
<th>Weapon/Attack</th>
<th>Dice Mod.</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
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**Name:**

**Player:**

**Chronicle:**

**Virtue:**

**Vice:**

**Concept:**

**Auspice:**

**Tribe:**

**Concept:**
### Werewolf: The Forsaken

#### Dalu
(Near-Human)

- **Strength:** __________
- **Stamina:** __________
- **Manipulation:** __________
- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Dalu
(Near-Human)

- **Strength:** __________
- **Stamina:** __________
- **Manipulation:** __________
- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Gaul
(Wolf-Man)

- **Strength:** __________
- **Dexterity:** __________
- **Stamina:** __________
- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Urshul
(Near-Wolf)

- **Strength:** __________
- **Dexterity:** __________
- **Stamina:** __________
- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Urhan
(Wolf)

- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Hisau
(human)

- **Size:** __________
- **Defence:** __________
- **Initiative:** __________
- **Speed:** __________
- **Armor:** __________
- **Perception:** __________

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

### Gifts and Rites

#### Gift Lists:

- **Max Rank:** 00000

<table>
<thead>
<tr>
<th>Gift</th>
<th>Roll</th>
<th>Page</th>
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#### Rituals:

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<th>Rite</th>
<th>Roll</th>
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</table>

#### Totem

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

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

- **Numina:**
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  -

- **Bonuses:**
  -
  -
  -
  -

- **Ban:**
  -
  -
  -
  -