

WEREWOLF

THE FORSAKEN SECOND EDITION

Name:
Player:
Chronicle:

Blood:
Bone:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental (-3 Unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Physical (-1 Unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 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

Merits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Renown

Purity _____ 00000
Glory _____ 00000
Honor _____ 00000
Wisdom _____ 00000
Cunning _____ 00000

Aspirations

Conditions

OTHER TRAITS

Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)

00000000000000000000
□□□□□□□□□□□□□□□□

Willpower

00000000000
□□□□□□□□□□

Primal Urge

00000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

Flesh Touchstone

Harmony

00000000000

Spirit Touchstone

Kuruth Triggers

Passive: _____

Common: _____

Specific: _____

Beats: □ □ □ □ □ Experiences: _____

WEREWOLF

THE FORSAKEN

SECOND EDITION

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Dexterity(+2): _____
Stamina(+1): _____	Dexterity(+1): _____	Dexterity(+2): _____	Stamina(+1): _____
Manipulation(-1): _____	Stamina(+2): _____	Stamina(+2): _____	Manipulation(-1): _____
Size: _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
Speed: _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Perception(+3): _____	Armor: _____	Armor: _____
Perception(+1): _____	Perception(+2): _____	Perception(+3): _____	Perception(+4): _____
Sheep's Clothing	Teeth/Claws +0L Defense vs. Firearms Mild Lunacy Badass Motherfucker	Teeth/Claws +2L (Initiative +3) Defense vs. Firearms Full Lunacy Regeneration Rage Primal Fear	Teeth +2L/Claws +1L Defense vs Firearms Moderate Lunacy Weaken the Prey
			Teeth +1L Chase Down

TOTEM

GIFTS AND RITES

Attributes:

Power: _____

Finesse: _____

Resistance: _____

Willpower: _____

Essence: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

_____ 00000

_____ 00000

Aspiration: _____

Numina: _____

Bonuses: _____

Ban: _____

Bane: _____

Moon Gifts

_____ 00000

_____ 00000

Shadow Gifts

Wolf Gifts

Rites



EXPANDED MERITS

Allies

Contacts

Language

Mentor

Resources

Retainer

Status

Other()

POSSESSIONS

Gear(Carried)

Fetishes

Equipment(Owned)

Misc

Auspice Ability

Name:

Notes:

Experience

Total:

Total Spent:

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating:

Strength:

Defense:

Speed:

Description:



DESCRIPTION

VISUALS

Character Sketch