

WEREWOLF

THE FORSAKEN SECOND EDITION

Name:
Player:
Chronicle:

Blood:
Bone:
Concept:

Auspice:
Tribe:
Lodge:

ATTRIBUTES

Power	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
Finesse	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
Resistance	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

Mental (-3 Unskilled)

Academics_ 0000000000
Computer_ 0000000000
Crafts_ 0000000000
Investigation 0000000000
Medicine_ 0000000000
Occult_ 0000000000
Politics_ 0000000000
Science_ 0000000000

Physical (-1 Unskilled)

Athletics_ 0000000000
Brawl_ 0000000000
Drive_ 0000000000
Firearms_ 0000000000
Larceny_ 0000000000
Stealth_ 0000000000
Survival_ 0000000000
Weaponry_ 0000000000

Social (-1 Unskilled)

Animal/Ken_ 0000000000
Empathy_ 0000000000
Expression_ 0000000000
Intimidation 0000000000
Persuasion_ 0000000000
Socialize_ 0000000000
Streetwise_ 0000000000
Subterfuge_ 0000000000

Merits

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Renown

Purity_ 00000
Glory_ 00000
Honor_ 00000
Wisdom_ 00000
Cunning_ 00000

Aspirations

Hunters Aspect

Conditions

OTHER TRAITS

Health

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

Max	Remaining
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Primal Urge
0000000000

Essence

Max	Remaining
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Flesh Touchstone

Harmony

0000000000

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: _____	Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Strength: _____
Dexterity: _____	Dexterity: _____	Dexterity(+1): _____	Dexterity(+2): _____	Dexterity(+2): _____
Stamina: _____	Stamina(+1): _____	Stamina(+2): _____	Stamina(+2): _____	Stamina(+1): _____
Manipulation: _____	Manipulation(-1): _____	Manipulation: _____	Manipulation(-1): _____	Manipulation(-1): _____
Size: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
Speed: _____	Speed(+1): _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Armor: _____	Armor: _____	Armor: _____	Armor: _____
Perception(+1): _____	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____	Perception(+4): _____
		Kuruth Limit: _____		

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
(Kuruth Limit=
Stamina + Primal Urge)

Teeth +2L/Claws +1L
Defense vs Firearms
Moderate Lunacy
Weaken the Prey

Teeth +1L
Chase Down

TOTEM

GIFTS AND RITES

Moon Gifts

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Shadow Gifts

Wolf Gifts

Name: _____

Rank: _____

Attributes:

Power: _____

Finesse: _____

Resistance: _____

Willpower: _____ Essence: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

Corpus: _____

Influences: _____ 00000

_____ 00000

_____ 00000

Aspiration: _____

Manifestation: _____

Numina: _____

Bonuses: _____

Ban: _____

Bane: _____

Rites



EXPANDED MERITS

Allies

Contacts

Language

Mentor

Resources

Retainer

Status

Other()

POSSESSIONS

Gear(Carried)

Fetishes

Equipment(Owned)

Misc

Auspice Ability

Name:

Notes:

Skill Proficiencies

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating:

Strength:

Defense:

Speed:

Description:



DESCRIPTION

VISUALS

Character Sketch