

WEREWOLF

THE FORSAKEN

Name:
Player:
Concept:

Virtue:
Vice:
Breed:

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

Flaws

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Rate	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

OTHER TRAITS

Health

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

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Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

Harmony

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

WEREWOLF

THE FORSAKEN

Homid
(Human)

Glabro
(Near-Human)

Crinos
(Wolf-Man)

Hispo
(Near-Wolf)

Lupus
(Wolf)

Strength(+1):	Strength(+1):	Strength(+3):	Strength(+2):	Dexterity(+2):
Stamina(+1):	Stamina(+1):	Dexterity(+1):	Dexterity(+2):	Stamina(+1):
Manipulation(-1):	Manipulation(-1):	Stamina(+2):	Stamina(+2):	Manipulation(-3):
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: 1/1	Armor:	Armor:
Perception:	Perception(+2):	Perception(+3):	Perception(+3):	Perception(+4):
	Induces Lunacy; Observers have a 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 +2 Lethal Damage with bite attack & +1 Lethal Damage with claw attack. Fail most Mental and Social Rolls.	Induces Lunacy; Observers have a 2 die bonus to their Willpower to resist. Inflict +2 Lethal Damage with bite attack.	Inflict +2 Lethal Damage with bite attack.

TOTEM

GIFTS AND RITES

Attributes:

Power:

Finesse:

Resistance:

Willpower:

Essence:

Initiative:

Defense:

Speed:

Size:

Corpus:

Influences: 00000

00000

00000

Numina:

Bonuses:

Ban:

Gift Lists:

Max Rank: 00000

Gift

Roll

Page

Rituals: 00000

Rite

Roll

Page

WEREWOLF

THE FORSAKEN

EXPANDED MERITS

Allies

Resources

Contacts

Retainer

Language

Status

Mentor

Other()

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Fetishes

Misc

Auspice Ability

Experience

Name: _____

Notes: _____

Total:

Total Spent:

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

WEREWOLF

THE FORSAKEN

HISTORY

DESCRIPTION

Age: _____
Date of Birth: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Sex: _____

	Height	Weight
Hishu:	_____	_____
Dalu:	_____	_____
Gauru:	_____	_____
Urshul:	_____	_____
Urhan:	_____	_____

VISUALS

Pack Chart

Character Sketch

