

# WEREWOLF

## THE FORSAKEN

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Auspice:  
Tribe:  
Lodge:

### ATTRIBUTES

Power	Intelligence ●0000	Strength ●0000	Presence ●0000
Finesse	Wits ●0000	Dexterity ●0000	Manipulation ●0000
Resistance	Resolve ●0000	Stamina ●0000	Composure ●0000

### 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

### OTHER TRAITS

#### Merits

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

#### Flaws

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

<i>Attack</i>	<i>Dice Mod.</i>
Bite _____	(Gauru +2)
Claw _____	(Gauru +1)

#### Equipment

_____
_____
_____
_____

#### Experience

#### Health

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

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#### Willpower

0000000000
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#### Primal Urge

●0000000000
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#### Essence

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#### Harmony

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

#### Renown

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

