

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

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

00000000000
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Primal Urge

00000000000

Essence

□□□□□□□□□□
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Flesh Touchstone

Harmony

00000000000

Spirit Touchstone

Kuruth Triggers

Passive: _____

Common: _____

Specific: _____

Beats: □ □ □ □ □ Experiences: _____

Urban
(Wolf)

Experiences Chart: Attribute: 4 • Skill: 2 • Shadow Gift: 3(Affinity) or 5(Non-Affinity) • Moon Gift: 5 • New Facet of unlocked Shadow or Moon Gift: 2
New Facet of Wolf Gift: 1 • Renown: 3 • Rites: 1 • Primal Urge: 5 • Harmony cannot be increased or decreased with experiences