

WEREWOLF

THE FORSAKEN

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

AUSPICE:
TRIBE:
LODGE:

ATTRIBUTES

<i>Power</i>	Intelligence ●0000	Strength ●0000	Presence ●0000
<i>Finesse</i>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<i>Resistance</i>	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
_____ 00000
_____ 00000

Flaws

Renown

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

Size: _____ Armor: _____
Speed: _____ Defense: _____
Initiative Mod: _____

Health

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

00000000000000000000
□□□□□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
□□□□□□□□□□

Harmony

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

Weapon/Attack

Dice Mod. Range Rate Clip

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 fifth 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

EXPANDED MERITS

Allies

Contacts

Language

Mentor

Resources

Retainer

Status

Other(_____)

POSSESSIONS

Gear(Carried)

Vehicles

Equipment(Owned)

Misc

Auspice Ability

Name: _____

Notes: _____

Experience

Total:

Total Spent: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength

Armor

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

