

WEREWOLF

THE FORSAKEN

NAME:

CONCEPT:

AUSPICE:

PLAYER:

VIRTUE:

TRIBE:

CHRONICLE:

VICE:

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)

PHYSICAL
(-1 UNSKILLED)

SOCIAL
(-1 UNSKILLED)

Academics	00000	Athletics	00000	Animal/Ken	00000
Computer	00000	Brawl	00000	Empathy	00000
Crafts	00000	Drive	00000	Expression	00000
Investigation	00000	Firearms	00000	Intimidation	00000
Medicine	00000	Larceny	00000	Persuasion	00000
Occult	00000	Stealth	00000	Socialize	00000
Politics	00000	Survival	00000	Streetwise	00000
Science	00000	Weaponry	00000	Subterfuge	00000

OTHER TRAITS

MERITS

	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000

FLAWS

EQUIPMENT

EXPERIENCE

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HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

000000000000
□□□□□□□□□□

PRIMAL URGE

●00000000000

ESSENCE

□□□□□□□□□□
□□□□□□□□□□

RENOUN

PURITY	00000
GLORY	00000
HONOR	00000
WISDOM	00000
CUNNING	00000

HARMONY

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

ATTACK

DICE MOD

Bite (Gauru+2)
Claw (Gauru+1)

