

WEREWOLF

THE FORSAKEN

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

AUSPICE:
TRIBE:
LODGE:

ATTRIBUTES

INTELLIGENCE: ●○○○○○
WITS: ●○○○○○
RESOLVE: ●○○○○○

STRENGTH: ●○○○○○
DEXTERITY: ●○○○○○
STAMINA: ●○○○○○

PRESENCE: ●○○○○○
MANIPULATION: ●○○○○○
COMPOSURE: ●○○○○○

SKILLS

MENTAL (-3 Unskilled)

Academics ○○○○○○
Computer ○○○○○○
Crafts ○○○○○○
Investigation ○○○○○○
Medicine ○○○○○○
Occult ○○○○○○
Politics ○○○○○○
Science ○○○○○○

PHYSICAL (-1 Unskilled)

Athletics ○○○○○○
Brawl ○○○○○○
Drive ○○○○○○
Firearms ○○○○○○
Larceny ○○○○○○
Stealth ○○○○○○
Survival ○○○○○○
Weaponry ○○○○○○

SOCIAL (-1 Unskilled)

Animal/Ken ○○○○○○
Empathy ○○○○○○
Expression ○○○○○○
Intimidation ○○○○○○
Persuasion ○○○○○○
Socialize ○○○○○○
Streetwise ○○○○○○
Subterfuge ○○○○○○

MERITS

____ ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○

FLAWS

ATTACK DICE MOD
Bite _____ (Gauru +2)
Claw _____ (Gauru +1)

EQUIPMENT

EXPERIENCE

OTHER TRAITS

HEALTH

○○○○○○○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○○○
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□□□□□□□□□□

PRIMAL URGE

●○○○○○○○○○○○○

HARMONY

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

RENOWN

Purity ○○○○○○
Glory ○○○○○○
Honor ○○○○○○
Wisdom ○○○○○○
Cunning ○○○○○○

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

HISHU

DALU

GAURU

VRSHU

VRHAN

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): _____ Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	PERCEPTION(+3): _____ Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.	PERCEPTION(+3): _____ Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	PERCEPTION(+4): _____ Inflict 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