

# Werewolf the Forsaken

Name:	Concept:	Xp:
Age:	Virtue	Initiative: (Dex+Comp)= +1D10
Auspice:	Vice:	Defense:
Tribe:	Lodge:	Size:
<b>Health</b>	<b>Willpower</b>	Speed:
+2 Dalu, +4 Gauru, +3 Urshul	000000000000	Perception: (Wits+Comp)=
000000000000	□□□□□□□□□□	<b>Essence</b>
000000000000	<b>Primal Urge</b>	[] [] [] [] [] [] [] [] [] []
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Gifts	Gifts	Rituals
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## Attributes

<b>Power</b>	Intelligence ●0000	Strength ●0000	Presence ●0000
<b>Finesse</b>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<b>Resistance</b>	Resolve ●0000	Stamina ●0000	Composure ●0000

Skills	Skills	Skills	Merits/Flaws
Mental (-3 unskilled)	Physical (-1 unskilled)	Social (-1 unskilled)	Merits
Academics _____ 00000	Athletics _____ 00000	Animal Ken _____ 00000	_____ 00000
Computer _____ 00000	Brawl _____ 00000	Empathy _____ 00000	_____ 00000
Crafts _____ 00000	Drive _____ 00000	Expression _____ 00000	_____ 00000
Investigation _____ 00000	Firearms _____ 00000	Intimidation _____ 00000	_____ 00000
Medicine _____ 00000	Larceny _____ 00000	Persuasion _____ 00000	_____ 00000
Occult _____ 00000	Stealth _____ 00000	Socialize _____ 00000	_____ 00000
Politics _____ 00000	Survival _____ 00000	Streetwise _____ 00000	_____ 00000
Science _____ 00000	Weaponry _____ 00000	Subterfuge _____ 00000	_____ 00000

Mental Specialties		Physical Specialties		Social Specialties		Flaws
Skill	Specialty	Skill	Specialty	Skill	Specialty	

Weapons/Armor		Weapons/Armor		Weapons/Armor		Weapons/Armor	
Weapons	Damage	Ranges	Clip/Ammo	Strength	Size	Special	
Armor Type	Rating	Strength	Defense	Speed	Perception	Special/AR	

AR=Armor rating, which is the amount of bashing, lethal or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  
 NOTE: Damage to armor is only taken from weapons of size 2 or creatures with an Strength of 6 or more.

Equipment	Harmony
Equipment	Special
	10 (roll 5 dice) 0
	9 (roll 5 dice) 0
	8 (roll 4 dice) 0
	7 (roll 4 dice) 0
	6 (roll 3 dice) 0
	5 (roll 3 dice) 0
	4 (roll 3 dice) 0
	3 (roll 2 dice) 0
	2 (roll 2 dice) 0
	1 (roll 1 dice) 0

