Werewolf: The Forsaken

Name:
Player:
Chronicle:

Concept:
Virtue: Choose One
Vice: Choose One

Auspice: Choose One
Tribe: Choose One
Lodge:

Attributes

Power Intelligence:	●○○○○	Strength:	●○○○○	Presence:	●○○○○
Finesse Wits:	●○○○○	Dexterity:	●○○○○	Manipulation:	●○○○○
Resistance Resolve:	●○○○○	Stamina:	●○○○○	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 ○○○○○

Other Traits

Merits

- ○○○○○
- ○○○○○
- ○○○○○
- ○○○○○
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- ○○○○○

Flaws

-
-
-

Attack / Dice Mod

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

Equipment

Experience

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

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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

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Hishu (Human)	Dalu (Near-Human)	Gauru (Wolf-Man)	Urshul (Near-Wolf)	Urhan (Wolf)
	Strength(+1):	Strength(+3): 2	Strength(+2): 1	Dexterity(+2): 1
	Stamina(+1):	Dexterity(+1):	Dexterity(+2): 1	Stamina(+1): 0
	Manipulation(−1):	Stamina(+2): 1	Stamina(+2): 1	
			Manipulation(−3): -2	
Size: 5	Size(+1): 6	Size(+2): 7	Size(+1): 6	Size(−1): 4
Defense:	Defense:	Defense:	Defense:	Defense:
Initiative:	Initiative:	Initiative(+1): 1	Initiative(+2): 2	Initiative(+2): 2
Speed:	Speed(+1): 1	Speed(+4): 4	Speed(+7): 7	Speed(+5): 5
Armor:	Armor:	Armor: 1/1	Armor:	Armor:
Perception:	Perception(+2): 2	Perception(+3): 3	Perception(+3): 3	Perception(+4): 4
	Induces Lunacy; observers have a 4-die bonus to their Willpower to resist.	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.	Induces Lunacy; observers have a 2-die bonus to their Willpower to resist. Inflict lethal damage.	Inflict lethal damage with bite attack.

Totem

Attributes:
- Power:
- Finesse:
- Resistance:

Willpower:
Essence:
Initiative:
Defense:
Speed:
Size:
Corpus:
Influences: ○○○○○
○○○○○
○○○○○
Numina:

Bonuses:

Ban:

Gifts and Rites

Gift Lists:

Max Rank: ○○○○○

Gift	Roll	Page

Rituals: ○○○○○

Rite	Roll	Page

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