

Werewolf the Forsaken

Name:		Concept:		Xp:	
Age:		Virtue		Initiative: (Dex+Comp)= +1D10	
Auspice:		Vice:		Defense:	
Tribe:		Lodge:		Size:	
Health		Willpower		Speed:	
+2 Dalu, +4 Gauru, +3 Urshul		○○○○○○○○○○○○○○ □□□□□□□□□□□□□□		Perception: (Wits+Comp)=	
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Gifts		Gifts		Rituals	
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Attributes

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

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

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)
		9	(roll 5 dice)
		8	(roll 4 dice)
		7	(roll 4 dice)
		6	(roll 3 dice)
		5	(roll 3 dice)
		4	(roll 3 dice)
		3	(roll 2 dice)
		2	(roll 2 dice)
		1	(roll 1 dice)

