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)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Physical
(-1 Unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

Social
(-1 Unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Other Traits

Merits

_____ 00000
_____ 00000
_____ 00000
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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

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Essence

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□□□□□□□□□□

Primal Urge

○○○○○○○○○○

Harmony

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

Renown

Purity _____ 00000
Glory _____ 00000
Honor _____ 00000
Wisdom _____ 00000
Cunning _____ 00000

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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Hisau (Human)	Dalu (Near-Human)	Gauru (Wolf-Man)	Ursahl (Near-Wolf)	Urhan (Wolf)
	Strength(+1):_____	Strength(+3):_____	Strength(+2):_____	Dexterity(+2):_____
	Stamina(+1):_____	Dexterity(+1):_____	Dexterity(+2):_____	Stamina(+1):_____
	Manipulation(−1):___	Stamina(+2):_____	Stamina(+2):_____	
			Manipulation(−3):___	
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):_____	Perception(+3):_____	Perception(+3):_____	Perception(+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:_____ 00000

_____ 00000

_____ 00000

Numina:_____

Bonuses:_____

Ban: _____

Gifts and Rites

Gift Lists:_____

Max Rank: 00000

Gift	Roll	Page

Rituals: 00000

Rite	Roll	Page

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