

PREDATORS

WEREWOLF: THE FORSAKEN

NAME:

VIRTUE:

RANK:

TYPE:

VICE:

DERANGEMENT(S):

CHRONICLE:

CONCEPT:

ATTRIBUTES

<i>Power</i>	Intelligence ●0000000	Strength ●0000000	Presence ●0000000
<i>Finesse</i>	Wits ●0000000	Dexterity ●0000000	Manipulation ●0000000
<i>Resistance</i>	Resolve ●0000000	Stamina ●0000000	Composure ●0000000

SKILLS

OTHER TRAITS

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

Aspects/Influences

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Numina

Ban

Corpus/Health

000000000000000000
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Willpower

0000000000
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Synthesis

0000000000

Essence

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Weapons/Attack

Type	Damage	Dice Pool
_____	_____	_____
_____	_____	_____
_____	_____	_____

Armor

Type	Rating	Defense Penalty
_____	_____	_____
_____	_____	_____
_____	_____	_____

Special Rules

Size: _____ Speed: _____ Defense: _____ Initiative Mod: _____