

WEREWOLF

THE FORSAKEN

NAME:
 PLAYER:
 CHRONICLE:

CONCEPT:
 VIRTUE:
 VICE:

AUSPICE:
 TRIBE:
 LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●0000 STRENGTH: ●0000 PRESENCE: ●0000
 Finesse WITS: ●0000 DEXTERITY: ●0000 MANIPULATION: ●0000
 Resistance RESOLVE: ●0000 STAMINA: ●0000 COMPOSURE: ●0000

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

MERITS

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

FLAWS

ATTACK

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

DICE MOD

EQUIPMENT

EXPERIENCE

OTHER TRAITS

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

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HARMONY

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

RENOUN

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

