

# WEREWOLF

THE FORSAKEN  
SECOND EDITION

Name:  
Player:  
Chronicle:

Blood:  
Bone:  
Concept:

Auspice:  
Tribe:  
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

### Merits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Renown

Purity \_\_\_\_\_ 00000  
 Glory \_\_\_\_\_ 00000  
 Honor \_\_\_\_\_ 00000  
 Wisdom \_\_\_\_\_ 00000  
 Cunning \_\_\_\_\_ 00000

### Aspirations

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Hunters Aspect

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Conditions

\_\_\_\_\_  
 \_\_\_\_\_

## OTHER TRAITS

### Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)  
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### Willpower

0000000000  
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### Primal Urge

0000000000

### Essence

□□□□□□□□□□  
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### Flesh Touchstone

\_\_\_\_\_

### Harmony

0000000000

### Spirit Touchstone

\_\_\_\_\_

### Kuruth Triggers

Passive: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Common: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Specific: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Beats: □□□□□ Experiences: \_\_\_\_\_

Aspirations 3 + 1 Totem • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice • Tribe • Primal Urge 1 • Renown 1 auspice, 1 tribe, 1 free • 1 Moon Gift, 2 Shadow Gifts, 1 Moon/Wolf Gift • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Perception = Wits + Composure • Starting Harmony = 7 • Essence = 7

# WEREWOLF

THE FORSAKEN  
SECOND EDITION

*Hishu*  
(Human)

*Dalu*  
(Near-Human)

*Gauru*  
(Wolf-Man)

*Urshul*  
(Near-Wolf)

*Urhan*  
(Wolf)

Strength: \_\_\_\_\_  
Dexterity: \_\_\_\_\_  
Stamina: \_\_\_\_\_  
Manipulation: \_\_\_\_\_

Strength(+1): \_\_\_\_\_  
Dexterity: \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Strength(+3): \_\_\_\_\_  
Dexterity(+1): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation: \_\_\_\_\_

Strength(+2): \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+2): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Strength: \_\_\_\_\_  
Dexterity(+2): \_\_\_\_\_  
Stamina(+1): \_\_\_\_\_  
Manipulation(-1): \_\_\_\_\_

Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+1): \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative: \_\_\_\_\_  
Speed(+1): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+2): \_\_\_\_\_

Size(+2): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+1): \_\_\_\_\_  
Speed(+4): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+3): \_\_\_\_\_  
Kuruth Limit: \_\_\_\_\_

Size(+1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+7): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+3): \_\_\_\_\_

Size(-1): \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative(+2): \_\_\_\_\_  
Speed(+5): \_\_\_\_\_  
Armor: \_\_\_\_\_  
Perception(+4): \_\_\_\_\_

Sheep's Clothing

Teeth/Claws +0L  
Defense vs. Firearms  
Mild Lunacy  
Badass Motherfucker

Teeth/Claws +2L  
(Initiative +3)  
Defense vs. Firearms  
Full Lunacy  
Regeneration  
Rage  
Primal Fear  
(Kuruth Limit=  
Stamina + Primal Urge)

Teeth +2L/Claws +1L  
Defense vs Firearms  
Moderate Lunacy  
Weaken the Prey

Teeth +1L  
Chase Down

## TOTEM

## GIFTS AND RITES

Name: \_\_\_\_\_  
Rank: \_\_\_\_\_  
Attributes:  
Power: \_\_\_\_\_  
Finesse: \_\_\_\_\_  
Resistance: \_\_\_\_\_  
Willpower: \_\_\_\_\_ Essence: \_\_\_\_\_  
Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_ Initiative: \_\_\_\_\_  
Corpus: \_\_\_\_\_  
Influences: \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
Aspiration: \_\_\_\_\_  
Manifestation: \_\_\_\_\_  
Numina: \_\_\_\_\_  
Bonuses: \_\_\_\_\_  
Ban: \_\_\_\_\_  
Bane: \_\_\_\_\_

### Moon Gifts

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

### Shadow Gifts

### Wolf Gifts

### Rites