

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)
 00000000000000000000
 □□□□□□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
 □□□□□□□□□□

Flesh Touchstone

 Harmony
 0000000000

Spirit Touchstone

 Kuruth Triggers
 Passive: _____

 Common: _____

 Specific: _____

Beats: □□□□□ Experiences: _____

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

WEREWOLF

THE FORSAKEN
SECOND EDITION

EXPANDED MERITS

Allies

Resources

Contacts

Retainer

Language

Status

Mentor

Other(_____)

POSSESSIONS

Gear(Carried)

Equipment(Owned)

Fetishes

Misc

Auspice Ability

Skill Proficiencies

Name: _____

Notes: _____

_____	_____
_____	_____
_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____
