

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
_____ 00000
_____ 00000
_____ 00000

Renown

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

Aspirations

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

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SECOND EDITION

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength(+1): _____
Stamina(+1): _____
Manipulation(-1): _____

Size: _____
Defense: _____
Initiative: _____
Speed: _____
Armor: _____
Perception(+1): _____

Strength(+1): _____
Stamina(+1): _____
Manipulation(-1): _____

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

Strength(+3): _____
Dexterity(+1): _____
Stamina(+2): _____

Size(+2): _____
Defense: _____
Initiative(+1): _____
Speed(+4): _____
Perception(+3): _____

Strength(+2): _____
Dexterity(+2): _____
Stamina(+2): _____
Manipulation(-1): _____

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

Dexterity(+2): _____
Stamina(+1): _____
Manipulation(-1): _____

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

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

Teeth +1L
Chase Down

TOTEM

GIFTS AND RITES

Attributes:
Power: _____
Finesse: _____
Resistance: _____
Willpower: _____
Essence: _____
Initiative: _____
Defense: _____
Speed: _____
Size: _____
Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000
Aspiration: _____
Numina: _____
Bonuses: _____
Ban: _____
Bane: _____

Moon Gifts

_____ 00000

_____ 00000

Shadow Gifts

Wolf Gifts

Rites