

# WEREWOLF

Name:  
 Player:  
 Concept:

Virtue:  
 Vice:  
 Auspice:

Tribe:  
 Lodge:  
 Totem:

## Attributes

Mental		Social		Physical	
Intelligence	_____00000	Presence	_____00000	Strength	_____00000
Wits	_____00000	Manipulation	_____00000	Dexterity	_____00000
Resolve	_____00000	Composure	_____00000	Stamina	_____00000

## Abilities

Mental		Social		Physical	
Academics	_____00000	Animal Ken	_____00000	Athletics	_____00000
Computer	_____00000	Empathy	_____00000	Brawl	_____00000
Crafts	_____00000	Expression	_____00000	Drive	_____00000
Investigation	_____00000	Intimidation	_____00000	Firearms	_____00000
Medicine	_____00000	Persuasion	_____00000	Larceny	_____00000
Occult	_____00000	Socialize	_____00000	Stealth	_____00000
Politics	_____00000	Streetwise	_____00000	Survival	_____00000
Science	_____00000	Subterfuge	_____00000	Weaponry	_____00000

## Advantages

Gifts

Merits

Flaws

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_00000

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Renown

Purity\_\_\_\_\_00000

Glory\_\_\_\_\_00000

Honor\_\_\_\_\_00000

Wisdom\_\_\_\_\_00000

Cunning\_\_\_\_\_00000

Size

\_\_\_\_\_

Speed

\_\_\_\_\_

Initiative

\_\_\_\_\_

Defense

\_\_\_\_\_

Armor

\_\_\_\_\_

Harmony

10 \_\_\_\_\_0

9 \_\_\_\_\_0

8 \_\_\_\_\_0

7 \_\_\_\_\_0

6 \_\_\_\_\_0

5 \_\_\_\_\_0

4 \_\_\_\_\_0

3 \_\_\_\_\_0

2 \_\_\_\_\_0

1 \_\_\_\_\_0

Primal Urge

000000000000

Willpower

000000000000

□□□□□□□□□□

Health

0000000000000000

□□□□□□□□□□□□□□

Essence

□□□□□□□□□□

□□□□□□□□□□

Experience



# WEREWOLF

## FORMS

Hishu (Human)

Dalu (Near-Human)

Sauru (Wolf-Man)

Urshul (Near-Wolf)

Urhan (Wolf)

Size: _____ Defense: _____ Initiative: _____ Speed: _____ Armor: _____ Perception: _____	Strength (+1): _____ Stamina (+1): _____ Manipulation (-1): _____ Size (+1): _____ Defense: _____ Initiative: _____ Speed (+1): _____ Armor: _____ Perception (+2): _____  Induces Lunacy; 4 dice bonus to Willpower rolls to resist	Strength (+3): _____ Dexterity (+1): _____ Stamina (+2): _____ Size (+2): _____ Defense: _____ Initiative (+1): _____ Speed (+4): _____ Armor: _____ 1/1 Perception (+3): _____  Rage invoked. Induces full Lunacy. Wound penalties ignored; no unconsciousness rolls made. -2 to resist Death Rage. Inflict lethal damage. Fail most Mental and Social rolls.	Strength (+2): _____ Dexterity (+2): _____ Stamina (+2): _____ Manipulation (-3): _____ Size (+1): _____ Defense: _____ Initiative (+2): _____ Speed (+7): _____ Armor: _____ Perception (+3): _____  Induces Lunacy; 2 dice bonus to Willpower rolls to resist. Inflict lethal damage.	Strength (+1): _____ Stamina (+1): _____ Manipulation (-1): _____ Size (+1): _____ Defense: _____ Initiative: _____ Speed (+5): _____ Armor: _____ Perception (+2): _____  Inflict lethal damage with bite attack.
---	--	--	---	---

## Expanded Background

Allies

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

Fetish

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

Contacts

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

Retainers

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

Other \_\_\_\_\_

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

Influence

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

Mentor

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

Resources

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

Status

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

Other \_\_\_\_\_

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

