

PARLOR GAMES

FOR WEREWOLF: THE FORSAKEN

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
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

OTHER TRAITS

MERITS

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

HEALTH

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

000000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□

PRIMAL URGE

0000000000

ESSENCE

□□□□□□□□
□□□□□□□□

FLAWS

RENOWN

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

HARMONY

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

WEAPON/ATTACK

DICE MOD.

RANGE

RATE

AMMO

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

PARLOR GAMES

FOR WEREWOLF: THE FORSAKEN

HISHU
(Human)

DALU
(Near-Human)

GAURU
(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;
Observers have a 4-die
bonus to their
Willpower 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
and no unconsciousness
rolls made.
-2 to resist Death Rage.
Inflict +2 Lethal Damage
with bite attack & +1 Lethal
Damage with claw attack.
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;
Observers have a 2-die
bonus to their
Willpower to resist.
Inflict +2 Lethal Damage
with bite attack.*

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

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

*Inflict +2 Lethal Damage
with bite attack.*

TOTEM

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

GIFTS & RITES

Gift Lists: _____
Max Rank: 00000
GIFT _____ ROLL _____ BOOK/PAGE _____

Rituals: 00000
RITE _____ ROLL _____ BOOK/PAGE _____

