WEREWOLF THE FORSAKEN CHARACTER SHEET pdf

1: MrGone's Character Sheets : New World of Darkness

Werewolf the Forsaken 4 Page Sheet [Build with the OWoD Werewolf border] Werewolf the Forsaken 4 Page Interactive Sheet [Build with the OWoD Werewolf border] Werewolf the Forsaken 2 Page Sheet [With Art Deco Borders].

The rite fails, and the Essence point is lost. The ritemaster cannot attempt to invoke this rite again until the next night. Either the ritemaster or the subject may pay the Essence point to invoke the blessing. The blessing does not affect weapons. This rite can be performed only on werewolf subjects; it cannot be used to bless a human, vampire or other supernatural being. The ritemaster may use this rite on herself. The blessings of this rite are not necessary for werewolves to affect spirits while in the spirit world; a werewolf in the Shadow has transformed his flesh into spirit matter, and is in the same state of being as the spirits that surround him. The blessing lasts for one scene. The blessing lasts until the next sunrise or sunset. Werewolves can certainly hunt and fight well enough on their own, but access to Essence to fuel their spiritual powers can often mean the difference between life and death. This might be a shard of broken glass from the window of a warehouse, a piece of bark from an ancient tree, or a sliver of bone from a burial ground â€" anything appropriate and symbolic. The rite takes about an hour to perform. Extended 40 successes; each roll represents five minutes Dramatic Failure: All successes are lost. The chosen object cannot be made into a touchstone, and the ritemaster must procure another before attempting the rite anew. No successes are added. If the required successes are gathered, the touchstone is successfully hallowed. The werewolf gains a point of Essence, and the touchstone loses its spiritual power. If the werewolf instead uses a standard action, he may withdraw a point of Essence without losing any excess. A touchstone can hold Essence only temporarily. The touchstone bleeds off one point of Essence per day, making it mainly useful for a planned raid into difficult territory or a direct evacuation. Considerable successes are gathered. This rite compels the intercession of spirits that represent a long sleep, such as bear-spirits or others in their sleepy late autumn incarnation. The rite is best performed only on loci that the pack can control; although it could technically be used to temporarily shut down loci outside their territory, the local spirits who use the locus are likely to reactivate it almost immediately after the pack leaves. Extended 10 successes per dot of locus rating; each roll represents one minute Roll Results Dramatic Failure: All successes are lost, and the locus remains active. The rite cannot be attempted again for 24 hours. Some successes are gained. If the required number is accumulated, the locus goes dormant for a period of no more than one lunar month. When a locus is dormant, any attempt to find it mystically suffers a â€"4 penalty. Considerable successes are gained. Some wounds, such as those inflicted by silver, simply inflict too much damage to be regenerated at any speed. The most grievously wounded werewolves might not survive the time required to complete the rite. The ritemaster must gather any subjects to be healed around herself, evenly spaced about her like the points of a compass or spokes of a wheel. As she chants or sings an invocation to ancestor-spirits and spirits of strength and mercy, she ritually cleans the wounds of each subject in turn. Some ritemasters wash the wounds in pure water, while others lick the wounds clean. Extended 5 to 25 successes; each roll represents fifteen minutes Dramatic Failure: The rite fails; the ritemaster may try again. The ritemaster may heal up to five Health points lost to aggravated damage; each Health point regained costs two Essence, and requires five successes. Either the ritualist or the subject being healed may pay the Essence cost, or they may split it between them; the Essence is spent before the ritemaster begins the rite, in order to charge the rite with the added power needed. The amount of Essence spent determines the length of the ritual as well as its potency; thus, if the ritemaster spent four Essence in order to heal two Health points, the rite would be completed once she accumulated ten successes. In effect, she jump-starts his healing process by ritually encouraging his body to heal itself. The ritemaster cannot force conscious targets to spend their own Essence, however. This rite can be used on any given subject, including the ritemaster, only once per day. The Rite of Healing cannot heal subjects other than werewolves, as it specifically accelerates the power of werewolf regeneration. No additional effect beyond the several successes gained. Powered by Voodoo version 0.

2: Werewolf: the Forsaken Creation Rules - Last Stand

Werewolf: the Forsaken 2nd Edition Click Here to buy Werewolf: The Forsaken books and help support this web site! Official Werewolf the Forsaken 2nd ED 2-Page Interactive Sheet.

At this time we are using the character sheet templates from the Second City room on the main IMC main. Guidelines for Werewolf and Wolf-Blooded template characters are as follows. The five Auspices are as follows. Werewolves receive a free specialty in any one of their Auspice skills they have at least one dot in, in addition to the three specialties that all characters receive at creation. Rahu Full Moon are determined, aggressive, and warlike. Their specialty skills are Brawl, Intimidation, and Survival. Primary Renown is Purity. Cahalith Gibbous Moon are passionate, thoughtful, and expressive. Their specialty skills are Crafts, Expression, and Persuasion. Primary Renown is Glory. Elodoth Half Moon are discerning, observant, and even-tempered. Their specialty skills are Empathy, Investigation, and Politics. Primary Renown is Honor. Ithaeur Crescent Moon are contemplative, foresightful, and spiritual. Their specialty skills are Animal Ken, Medicine, and Occult. Primary Renown is Wisdom. Irraka New Moon are inquisitive, contrary, and resourceful. Their specialty skills are Larceny, Stealth, and Subterfuge. Primary Renown is Cunning. Choose Tribe Tribe is chosen by the Uratha at the time they become a full member of Uratha society, or else the Tribe chooses which cubs they want to have join them. An initiation ritual is required to officially join a tribe. The five Forsaken Tribes are as follows, as well as Ghost Wolves. No alternate tribes or Pure tribes are available for play at this time. Characters may not begin play as part of a Lodge at this time. Blood Talons are warriors, defenders, and champions. Bone Shadows are shaman, wise men and women, and seers. Hunters in Darkness are stalkers, assassins, and guardians. Because Last Stand is an urban setting, this Tribe is very uncommon. Iron Masters are innovators, progressives, and improvisers. Because Last Stand is an urban setting, this Tribe is the most common. Storm Lords are commanders, aristocracy, and alphas. Ghost Wolves are loners, outcasts, and independents. Ghost Wolves do not have Primary Renown. Forsaken Werewolves choose one Gift each from their Auspice and Tribe lists, and one of your choice from other lists. Ghost Wolves choose one from their Auspice, one from the common lists, and one of their choice. Your highest-dot Gift cannot exceed the rating of your Primary Renown. You cannot choose a Gift from the Auspice-specific list of an Auspice other than your own. You may choose to trade your free-choice Gift dot for a dot in Rituals, which grants one free-dot rite from the lists on pp. Gift Lists affiliated with Auspice and Tribe are as follows: Essence pool is 10 and Essence per turn is 1. A character starts with Essence in their pool equal to their Harmony. Harmony Werewolves begin with a Harmony of 7. This drop must be explained in the history. Merits Werewolves may choose from the new Merits of Fetish or Totem. Wolf-Blooded is a Merit available to mortal characters who are blood relatives of Werewolves. We are using the alternate Merit from the Blood of the Wolf supplement, which I have included here for convenience. Wolf-Blooded must be purchased at character creation, but may be raised to a higher rating during play. Blood Of The Wolf, p. If the Storyteller does not wish to make use of this Merit, she is under no obligation to do so. Your character has a blood relationship with a werewolf. She might be a member of a wolf-blooded line such as the Pickerings or might be the only wolf-blood in her immediate family. She might not even know the truth of what she is. Those details are up to the player and the Storyteller. Merits like Watched and Allies on p. The effects of this Merit are cumulative: This Merit cannot increase in rating with experience points and cannot be purchased after character creation. The character possesses an instinctive understanding of canine body language and other cues. The character is slightly resistant to the Lunacy. The character can sense werewolves and spirits. This power functions exactly like the Unseen Sense Merit described on p. The truly blessed wolf-bloods can heal damage much more quickly than their fellow mortals, though nothing on the level of the Uratha. This power functions exactly like the Quick Healer Merit p. A character with both this level of Wolf-Blooded and the Quick Healer heals a point of bashing damage in four minutes, a point of lethal damage in 12 hours and a point of aggravated damage in four days. Note that aggravated damage benefits only from the Quick Healer Merit. Aside from the unfortunate circumstance of being related to monsters with hair-trigger tempers and ruthless, inhuman

enemies, the Wolf-Blooded Merit carries three intrinsic disadvantages. First, as stated on p. Attractiveness to spirits is the second major disadvantage. If more than one wolf-blood is in the area, spirits can take advantage of the highest rating represented, with one exception. See the sidebar on p. Finally, wolf-bloods suffer a much lessened form of the Rage that grips their werewolf relatives. If this roll fails, the character lashes out. This outburst might be nothing more than a shouted word or a raised hand, but multiple failed rolls within a given scene should carry increasingly intense responses.

3: Dalines: Sheet Generator - Werewolf: the Forsaken

Werewolf: The Forsaken Character Sheet Pad - Know Your Tribe Descended from Luna and Father Wolf, werewolves are the heirs of a mythic and glorious heritage. Or, the Know Your Tribe Descended from Luna and Father Wolf, werewolves are the heirs of a mythic and glorious heritage.

The Apocalypse 20th Anniversary Edition is a revised rulebook for the Werewolf: World of Darkness - 1d. The World of Darkness is two different lines of RPGs published by White Wolf and later Onyx Path that focus on deep role- playing and, depending on the specific sub- game, the horror genre. The setting can only be described as the modern world, but worse in every aspect. Every creeping suspicion you have is probably true, and the world is as dirty and corrupt as it often seems to be. In the old World of Darkness, each game was meant to be played separately; as a result the games often had conflicting metaplots and, despite using the same basic "Storyteller System", were incompatible when it came to various supernatural powers. The release of a new World of Darkness with an updated ruleset, the "Storytelling System" features a core book that contains the basic rules for all the games, and focuses on normal human beings in horrific situations that may or may not be supernatural in nature. The new games interact in a modular fashion and also have little established fluff, making it more malleable for Storytellers the in- game term for GM; abbreviated as ST. Complete listing of all downloadable movie scripts and movie screenplays available on the internet. Welcome to what is by far the most popular post on NewbieDM. The Masquerade; The original World of Darkness game. Covers playing vampire characters in the modern day World of Darkness. The new line has also been trying to avoid the old Gothic feel for which it was known specifically with Vampire: The Masquerade in favor of a slightly more traditional form of horror. As of December 2. Chronicles of Darkness to allow its setting to exist separately from that of the setting of the relaunched o. D which is itself now called Classic World of Darkness or c. The System[edit]The basic system in both the new and old World of Darkness revolves around a dicepool of d. Your dice pool consists of a number of dice equal to your relevant ability score plus your skill and other relevant modifiers. D, the Storyteller sets the difficulty for each roll depending on the circumstances, with the default being a difficulty of 7. A success is a roll of that difficulty or higher 7 or above, on most rolls. A roll of 1 is called a botch. No more than one success can be cancelled out in this way, so critical failures A botch with zero successes are relatively rare. The net number of successes determines how well you succeed, with one success meaning that you are barely able and a greater number indicating better achievement. When you get zero net successes if you get no successes or if your 1s cancel out your successes, or if you get at least one success and more ones than successes , you fail the roll. When you get zero successes and at least one 1, you botch- - a critical and spectacular failure. If you have a specialty in either your attribute or ability that is relevant on the roll, you may reroll all 1. D, a success is an 8, 9, or 1. A critical success is made when you get five or more successes. Instead of altering the target number of the roll, difficulty and circumstances increase or reduce the number of dice in the pool. When your dice pool is reduced to zero or less, you get a chance die. You roll the die normally, but only succeed on a ten which still explodes and if you get a one you get a critical failure. All other rolls are called simple failures. Short Summary of Game Lines[edit] Vampire: Your friends are also villains. Old World of Darkness o. D [edit]The original World of Darkness game. It gains its title from "The Masquerade", an in- game set of rules and guidelines dictated by the Camarilla sect in an attempt to keep the mortal populace unaware of vampires and their influence on society. This is also basically the only thing you can get more than one sect of vampires to agree on, and a lot of the game revolves around the resulting political intrigue. It is heavily influenced by gothic imagery and by a variety of different vampire mythos, including the romanticised version of the vampire popularised by Anne Rice. Second game to be released set in the World of Darkness. The game covers playing werewolf characters known as Garou. It gains its title from one of the major antagonistic themes in the game where supernatural forces of corruption are attempting to bring about the Apocalypse. The game tended to degenerate into hack- and- slash, mainly as it is a author tract where the authors had conflicting messages. Player characters in this game come from a variety of backgrounds, both mortal and immortal and are unified

by the fact that they all practice magic of one form or another. Magic is defined by the game as a force that can shape reality with the willpower, belief or special magical techniques of the user. Either move on by severing what anchors you have to this world, or stay and have a good time making scary noises. And oh, try not to fall into hell. So the real world would see an old butterknife, and it would be - but in the realm of faerie, it would also be a mystical longsword. The concept of Banality is unfortunately somewhat awkwardly implemented and requires some work by the Storyteller to appropriately function. The series was cut short, and a number of expansions that were announced were never released. This game is and was massively popular with otherkin since its premise is their delusion, and if you know anybody post- 2. Go play vampire the masquerade bloodlines to make that make more sense. Mortals are imbued with weird powers by mysterious forces in a last- ditch effort to keep the world from circling the drain. You play a mummy. Which has been resurrected. The game was almost universally met with a directly hostile response, and even reminding a Wo. D player of it will make him rage. The gates of the Hell that the fallen angels have been trapped in for millienia crack open, and the fallen find human hosts and servitors for their various ends. And if you thought The Underworld from Wt. A short fan- expansion from 1. Also has a neat custom sword fight system. If not, see Highlander 2 and The Source. The Quickening made by different authors exists. A fan- game from the 9. Sailor Moon and the old Wo. D meets Starship Troopers, has some parallels in the Mirrors: Infinite Macabre supplement for the n. A Fan- made expansion from 2. Brai- i- ins and grimderp ensue. D [edit]The Storytelling System Rulebook. The core rulebook unifies the rule systems of the other game lines, as well as provides basic system with which to play as mortal humans, and some barebones ghosts rules that are added onto in nearly every publication where ghosts are relevant. Essentially the second edition of the core rulebook. Brings in a new morality system, "Integrity", with breaking points instead of the hierarchy of sins. Along with systems of conditions and "beats". For better or worse depends on how you look at it. Not an actual gameline as such but a supplement that was released for Immortal characters that follow different ideas of Immortality. Except out of the 3 Immortals in the book, the first jumps off the karma meter so fast its unplayable, primarily because its Immortality is powered by bathing in a LOT of blood, preferably virgin but any human will do. The second, the Body Thief, is almost playable but again the karma meter gets in the way of anything involving the whole body swapping thing, resulting in the character becoming unplayable again.

4: Sheets - Steve's Character Sheets

Werewolf: The Forsaken Character Sheet Pad is a collection of character sheets for Werewolf: The Forsaken.. Summary Edit. From the Onyx Path catalog. Know Your Tribe Descended from Luna and Father Wolf, werewolves are the heirs of a mythic and glorious heritage.

I queried the company on a complete lark, inspired by the quality of the art: Honestly, I had some trouble with this review. Well, my first problem was that I have a habit of perceiving RPGs in a bubble. The second problem upon thoughtful reflection is that RPGs are not meant for just reading or case in point, reviewing. RPGs are meant for gaming. Read, comprehended and played. Certainly, the middle one took more time, than most games require. The main issue with Werewolf the Forsaken 2nd Edition is that the beginning text assumes familiarity. This fact put me a bit off my normal review talents because obviously I was unfamiliar, and neither did this situation provide a simple read. To make long story short too late comprehension required more than one pass. The confusion starts at the table of contents with how the chapters are titled and continues through with the introduction of vocabulary which is presumed the reader already understands the significance of. While the writing itself is excellent and the art is spectacular, the organization and layout is far from intuitive. I saw this as a problem concerning new storytellers or GMs and players. This sophisticated approach is clearly beneficial to those already familiar with Onyx Path Publishing and the new World of Darkness line. Based on the jaw dropping quality of this product how could it not? While there might be an argument that all RPGs are character driven or story driven etc. Though I hesitate to say WtF 2Ed is a sandbox, given the depth of detail concerning werewolf mythology, as well as in how it coincides with character play, it certainly can or perhaps should be utilized as such. The mythos of Wtf 2Ed is given in fragments throughout the book, which cover what the werewolf is and how it comes to being. Concerning character, each werewolf is a member of the pack and the pack must hunt. Auspices are in relation to the face of the moon upon the characters first change to the wolf and outline the characters personality, goals and desires. Each of these is interesting as well as very distinctive. In regards to character mechanics, each Auspice starts with a specific grouping of gifts, skills, renown and benefits. The tail wags the wolf in this section a compliment as everything to do with the individual character builds, keeps to its own and will so in gameplay in regards to dice rolls and mechanics. Tribes provide a comprehensive subset of culture and philosophy for the characters, the RPG provides five, with the sixth entry involving those who choose to go without a tribe association. Whichever culture is selected to presumably play is very important. So much so, that it will steer the scope of the game or chronicle. Each tribe is just as diverse as the next, allowing a great deal of variation in regards to the sort of RPG going to be played or the type of story going to be told. Some remove the marks of Mother Luna upon their spirit, following those Firstborn who ignore their duties, calling themselves the Pure. Others try to ignore the call of the hunt entirely, turning their back not just on Mother Luna and Father Wolf but on their need to hunt. These Ghost Wolves try to ignore what they are, embracing a life that has can never be the same. To put it shortly lodges are the finger on the bow, on the gift of the setting. Though the lodges sections are brief when you combine these three elements the picture of the game you want to play comes together quite nicely. Creating a character with WtF 2Ed is involving without being too time consuming and a lot of fun. Step one is creating a concept for the character and determining three aspirations. These are exactly what they seem. Create a concept and a list of what the werewolf character aspires to. Steps two through four are about traits attributes , skills generic and skill specialties specifics. Nine traits are separated equally into three categories; trait categories are mental, physical and social. In regards to game mechanics the strength of each trait as well as the proficiency in skills are represented by a dot on a character sheet. Each dot represents a D With character creation each of the nine traits receives one dot to start. The player allocates additional dots to each of these three categories, and then distributes the dots based on preference or character concept. In other words, what the player considers the most important trait category receives the most dots to distribute-the least important fewer dots. Skills are grouped by the same three categories as traits and the distribution of dots follows the exact same model as the player decided for traits. The trait with most dots receives the most skills

selections. Each character receives three specialties to start the game. For instance, a character has three dots in the drive skill but has selected a specialty in motorcycle, provides the player with an additional dot or D When or if required to apply a driving check three D10s are rolled, if driving a motorcycle four D10s are rolled. Steps five six and seven are about rounding out the character. Step five is choosing an auspice, tribe and lodge. Steps six and seven are about distributing dots for Merits and Advantages. Merits reveal the characters allies, holdings, and experiences while Advantages is a matter of looking over your character sheet and calculating. In regards to game mechanics WtF 2Ed is all about the D10s. Specifically, the skills section is an excellent example as each skill is listed, given a general description, and provides an actual breakdown of how it will work mechanically. Crunch wise this RPG does not outline a huge list of possible events and provide rules so I would put it on the lighter side, but with how skills are presented in the hands of an experienced storyteller this is not a problem. To conclude, Werewolf the Forsaken 2nd Edition captures the essence of what a story building engine should be, without deteriorating into the common trap of having more sand than box. Character and Setting elements are very detailed, yet the writing allows for a lot of wriggle room in the sort of game that can be played. Not many RPGs even attempt to pull this off, let alone do it successfully. The old World of Darkness line is definitely in capable hands.

5: Werewolf: The Forsaken Character Sheet Pad - White Wolf | Werewolf: The Forsaken | www.enganched

Werewolf: The Apocalypse 20th Anniversary Edition is a revised rulebook for the Werewolf: The. World of Darkness - 1d. The World of Darkness is two different lines of RPGs published by White Wolf and later Onyx Path that focus on deep role- playing and, depending on the specific sub- game, the horror genre.

While interested in the old stuff I decided to cut my teeth into the new and tentativly bought the WTF Book and decided to breeze through it. It was interesting and quite vivid and easily one of the higher quality books I had read in a long time. Though some things felt off I could honestly say I didnt know any better. It was maybe a year or so after this when I finally broke down and decided to take a gander at the older Werewolf the Apocalypse. I then started to read and honestly did a double take. The Cosmology was interesting as well and the way stuff like the Umbra was described was interesting in the extreme. Discounting the Vampires, Hunters, Mages and etc. One thing that bugged me was if the Forsaken Tribes already were being preyed upon by the Pure Then why the heck are they fighting each other? Are their still Werewolves in Europe? Is their some kinda leadership within the Forsaken or Pure? Are their any clear cut territories? And then I started to ask why some stuff was removed from the older book. Why were Lupus and Metis Werewolves removed? Why was the Triat and Gaia either shuffled away quietly or just plain removed? Why were the Umbral Realms like Wolf-Home removed? Why were the Tribes removed? When you read the Original material this new stuff just seems so Dissapointing to what it was and what it became. The only thing I can say that they did well were the rules which seem to be a lot simpler and easier. But this doesnt help all to much considering that even though the rules seem to be rock solid and good that everything else seems to suck.

6: Werewolf The Forsaken Pdf Character Sheet - staffrutracker

Yes please! I know CofD isn't as popular on here as say D&D or Pathfinder, but it does have a base and there aren't really any other online tabletop platforms that cater to the Chronicles games.

7: Werewolf: The Forsaken Character Sheet Pad | RPG Item | RPGGeek

Continuing its line of tools for the Storytelling System, White Wolf provides this indispensable collection of pre-printed Werewolf: The Forsaken character sheets. Each pad contains a character sheet for each of the six Tribe and Auspice combinations.

8: Within the Dungeon: RPG Review: Werewolf the Forsaken 2nd Edition

An online World of Darkness Character Sheet tool expect a werewolf to be fully adept with the flexibility Once the fetish is activated, the Forsaken.

9: www.enganchecubano.com: Customer reviews: Werewolf: The Forsaken Character Sheet Pad

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WEREWOLF THE FORSAKEN CHARACTER SHEET pdf

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