Name:
Archetype:
Chronicle:

Tribe:
Breed:
Auspice:

Attributes

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Strength ☐Dexterity ☐Stamina

Social ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Charisma ☐Manipulation ☐Appearance

Mental ○○○○○ ○○○○○
Bonus Attributes ○○○○○
☐Perception ☐Intelligence ☐Wits

Abilities

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics ○○○○○
Animal Ken ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Computer ○○○○○
Crafts ○○○○○
Crafts ○○○○○
Dodge ○○○○○
Drive ○○○○○

Empathy ○○○○○
Firearms ○○○○○
Intimidation ○○○○○
Investigation ○○○○○
Leadership ○○○○○
Linguistics ○○○○○
Lore ○○○○○
Medicine ○○○○○
Melee ○○○○○
Occult ○○○○○

Performance ○○○○○
Performance ○○○○○
Science ○○○○○
Science ○○○○○
Security ○○○○○
Stealth ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○
Survival ○○○○○
○○○○○

Merits & Flaws

(Buy up to 7 points of merits and recieve up to 7 points from flaws.)

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Gifts

(Choose 3 rank one gifts that match your Tribe, Breed, or Auspice affinities.)

Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐☐☐
Injured ☐☐☐
Incapacitated ☐☐☐

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

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○○○○○

Gnosis

(Every character begins play with a gnosis pool of 10.)

☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

Common Pools

Unarmed Combat
Physical ☐ +Brawl ☐ +Misc ☐ – ○

Dodge
Physical ☐ +Dodge ☐ +Misc ☐ – ○

Attribute ☐ +Skill ☐ +Misc ☐ – ○

Attribute ☐ +Skill ☐ +Misc ☐ – ○

Attribute ☐ +Skill ☐ +Misc ☐ – ○

Attribute ☐ +Skill ☐ +Misc ☐ – ○

Homid – None
Glabro – Claws deal agg damage, +2 to physical, Dexterity focus (or +2 dodge-based defense pools).
Crinos – Teeth and claws deal agg damage, +3 to physical, Strength physical focus (or +5 to physical instead of +3).
Hispo – Teeth and claws deal agg damage, +2 to physical, Stamina physical focus (or +1 health at each wound level).
Lupus – +3 bonus to track by scent.

Rage

(Garou begin combat with 1 rage, and gain an automatic point of rage on each Everyman. All rage effects are cumulative.)

Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn
1	2	3	4	5	6	7	8 Frenzy I	9 Frenzy II	10 Frenzy III

(Slide a paperclip along the bottom of the character sheet to track your Garou's current rage.)

Difficulty Scale: Easy –5, Standard –8, Difficult –15, Challenging –20, Epic –30