

MIND'S EYE THEATRE WEREWOLF THE APOCALYPSE

Name:
Archetype:
Chronicle:

Attributes

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

Physical	<input type="text" value="00000"/> <input type="text" value="00000"/>	Social	<input type="text" value="00000"/> <input type="text" value="00000"/>	Mental	<input type="text" value="00000"/> <input type="text" value="00000"/>
Bonus Attributes	<input type="text" value="00000"/>	Bonus Attributes	<input type="text" value="00000"/>	Bonus Attributes	<input type="text" value="00000"/>
<input type="checkbox"/> Strength	<input type="checkbox"/> Dexterity	<input type="checkbox"/> Stamina	<input type="checkbox"/> Charisma	<input type="checkbox"/> Manipulation	<input type="checkbox"/> Appearance
			<input type="checkbox"/> Perception	<input type="checkbox"/> Intelligence	<input type="checkbox"/> Wits

Skills

(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	<input type="text" value="00000"/>	Empathy	<input type="text" value="00000"/>	Performance	<input type="text" value="00000"/>
Animal Ken	<input type="text" value="00000"/>	Firearms	<input type="text" value="00000"/>	Performance	<input type="text" value="00000"/>
Athletics	<input type="text" value="00000"/>	Intimidation	<input type="text" value="00000"/>	Science	<input type="text" value="00000"/>
Awareness	<input type="text" value="00000"/>	Investigation	<input type="text" value="00000"/>	Science	<input type="text" value="00000"/>
Brawl	<input type="text" value="00000"/>	Leadership	<input type="text" value="00000"/>	Security	<input type="text" value="00000"/>
Computer	<input type="text" value="00000"/>	Linguistics	<input type="text" value="00000"/>	Stealth	<input type="text" value="00000"/>
Crafts	<input type="text" value="00000"/>	Lore	<input type="text" value="00000"/>	Streetwise	<input type="text" value="00000"/>
Crafts	<input type="text" value="00000"/>	Medicine	<input type="text" value="00000"/>	Subterfuge	<input type="text" value="00000"/>
Dodge	<input type="text" value="00000"/>	Melee	<input type="text" value="00000"/>	Survival	<input type="text" value="00000"/>
Drive	<input type="text" value="00000"/>	Occult	<input type="text" value="00000"/>		<input type="text" value="00000"/>

Merits & Flaws

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

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

Willpower

(Characters begin play with 6 Willpower.)

1	2	3	4	5	6	7
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Gifts

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

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Health Levels

(Incapacitated characters lose their simple action.)

Healthy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Injured	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Incapacitated	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Common Pools

Unarmed Combat			
Physical	+Brawl	+Misc	<input type="text" value="0"/>
Dodge			
Physical	+Dodge	+Misc	<input type="text" value="0"/>
Attribute			
Attribute	+Skill	+Misc	<input type="text" value="0"/>
Attribute			
Attribute	+Skill	+Misc	<input type="text" value="0"/>
Attribute			
Attribute	+Skill	+Misc	<input type="text" value="0"/>
Attribute			
Attribute	+Skill	+Misc	<input type="text" value="0"/>

Backgrounds

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

_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>
_____	<input type="text" value="00000"/>

Gnosis

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Rage

(Garou begin combat with 1 point of Rage, and gain an automatic point of Rage on each successive Everyman round. 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.)

