	MIND'S EYE THEATRE		
have a family of the second se	R PPP (1)	Comments and the second	
Name:	NEKEWUU	-	
Archetype:	THE APOCALYPSE		
Chronicle:	, while the second seco	-	
	🗪 Attributes 🧼		
	nary attribute, 5 to your secondary, and 3 to your tertiary. Choos Social		
Physical 00000 00000			
Bonus Attributes 00000	Bonus Attributes 00000	Bonus Attributes 00000	
□Strength □Dexterity □Stamina	□Charisma □Manipulation □Appearance	□Perception □Intelligence □Wits	
and the second sec	Skills		
(Choose one skill and assign 4 dots. Cho	ose two, and assign 3 dots each. Choose three, and assign 2 dots e	rach. Choose four, and assign 1 dot each.)	
Academics00000	EmpathyOOOOO	Performance00000	
Animal Ken00000	Firearms00000	Performance00000	
Athletics00000	Intimidation00000	Science00000	
Awareness 00000   Brawl 00000	Investigation00000 Leadership00000	Science00000 Security00000	
Computer000000	Linguistics000000	Stealth00000	
Crafts00000	Lore00000	Streetwise00000	
Crafts00000	Medicine00000	Subterfuge00000	
Dodge00000	Melee00000	Survival00000 a	
Drive00000	Occult00000	00000	
👔 🛋 Merits & Flaws 🛶	- Willpower	🗪 Health Levels 🛶 👔	
(Buy up to 7 points of merits and recieve up to 7 points from flaws.)	(Characters begin play with 6 Willpower.)	(Incapacitated characters lose their simple action.)	
	1 2 3 4 5 6 7	Healthy $\Box \Box \Box$	
	Gifts	Injured 🗆 🗆 🔤 🔤	
· · · · · · · · · · · · · · · · · · ·	(Choose 3 rank one gifts that match your Tribe, Breed, or Auspice affinities.)		
	Name Level	🛋 Common Pools 🛶 🚦	
		Unarmed Combat	
ž		Physical +Brawl +Misc -	
		Dodge Physical +Dodge +Misc -	
Backgrounds		Attribute +Skill +Misc -	
(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)	<u> </u>		
00000		Attribute +Skill +Misc -	
00000	<u> </u>		
00000		Attribute +Skill +Misc -	
00000			
		Attribute +Skill +Misc -	
Gnosis		Attribute +Skill +Misc -	
(Every character begins play with a Gnosis pool of 10.)	<u> </u>		
		Attribute +Skill +Misc -	
and the second s	Rano mall	1	
(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.)			
Additional Rage	Additional Rage nerate 1/turn +1 Damage Action Regenerate 1/	Additional Rage	
$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$	$\frac{4}{5} \begin{bmatrix} 6 \\ 7 \end{bmatrix}$	8 9 10	
		Frenzy II Frenzy III	
(Slide a p	aperclip along the bottom of the character sheet to track your Garou's curr	ent rage.)	

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



There are five stages of Harano, each representing a graduation of this condition, with debilitating effects.

#### □First Stage

Nagging doubts and inexplicable sorrow plague your heart over trivial matters. Motivation and attention to detail is difficult. You suffer from all of the penalties of the Flaw: Careless (see Chapter Five: Merits and Flaws, Flaws, Careless, page 323).

#### □Second Stage

Rest or concentration feels impossible as you experience an adrenaline-soaked sense of potent hyperawareness, always preparing for yet-another battle or ambush that might occur at any moment. You suffer from insomnia, and you appear tired, irritable, and withdrawn to others. When testing for anger frenzy, you receive a +2 penalty to your current Rage level, as though you have 2 additional points of Rage. For example, if you have 6 points of Rage, you would be in anger frenzy: stage 1, but benefit from Rage level 6 on the Rage track. However, after accounting for your +2 penalty to your Rage level, you enter anger frenzy: stage 1, as though you had 8 points of Rage, instead of 6 points.

### □Third Stage

Anxiety and flashes of traumatic memories alter your perception of the world, transforming life into a series of disappointments and derogations. When presented with a reminder of one of the traumatic experiences that led you to Harano, you suffer from the Derangement: Incapacitated: Traumatic Event.

#### □Fourth Stage

You know in your heart that Gaia is gone and the world is lost, because you and your kin failed. Food and drink lose their taste. There is no joy in this life, only regret. You cannot regain Willpower until you have recovered from this stage of Harano.

#### □Fifth Stage

Your spirit has completely dissociated from your body. You have no joy, nor anger-only the comfort of nothingness. You are unable to take any action, even feeding yourself, unless forced by another.

Fetishes

## Wyrm Taint

There are five stages of Wyrm Taint, each representing a degradation of the soul, a dissolution of the covenant with Gaia, and acceptance of the Wyrm.

#### □First Stage

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You feel unclean, as though there is something wrong with your flesh, and your soul feels heavy and listless. You might find that your skin itches, as though you're suffering from a rash, and you always feel on edge.

#### □Second Stage

The corruption of the Wyrm is now visible on your flesh as you appear pale, ill, and clearly uncomfortable in the presence of untainted servants of Gaia. This malefaction has begun to penetrate your soul. You now take twice as long to recover Gnosis as you would normally (see Gnosis: Recovering Gnosis, page 376).

#### □Third Stage

The siren call of the Wyrm is now almost subliminal in your mind. Your perception alters, causing you to see the world in a continual state of decay. You believe it is your purpose to help it along. You gain the Derangement: Destruction: Call of the Wyrm.

#### □Fourth Stage

Your spiritual orientation has shifted away from Gaia to the Wyrm. You can no longer recover or gain Gnosis in the usual fashion, but rather you must be located in a Wyrm affiliated zone or in the presence of a creature affiliated with the Wyrm to regain Gnosis. In addition, werevolves without Wyrm Taint gain a point of Wyrm Taint if they are in your presence for longer than five minutes.

#### □Fifth Stage

Your spirit has almost completely surrendered to the Wyrm, and now your flesh reflects this this state. Your body has begun to mutate, featuring putrid pustules, weeping sores, and other deformities associated with the Black Spiral Dancers. You can exchange any tribal merits or gifts with any Black Spiral Dancer merit or gift of the same cost or level while you remain at the fifth stage of Wyrm Taint.

# Seethe Traits

Name:	The test pool for a static challenge to resist frenzy is Mental attribute + current Willpower versus 12 + the number of Seethe traits currently possessed.
Description:	
Type: Created By:	(Some of the ways a Garou might gain a Seethe trait include: struck by silver, loss of all Gnosis , loss of face, anger frenzy, etc.)
Cantrips:	
Qualities:	Cotem Pack Bonuses
Attuned To:	
Name:	
Description:	
Type: Created By:	
Cantrips:	
Qualities:	
Attuned To:	<u></u>