

# MIND'S EYE THEATRE WEREWOLF THE APOCALYPSE

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 00000 00000

Social 00000 00000

Mental 00000 00000

Bonus Attributes 00000

Bonus Attributes 00000

Bonus Attributes 00000

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

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 \_\_\_\_\_ 00000  
Animal Ken \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000

Empathy \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Lore \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000

Performance \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Merits & Flaws

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

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### 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.)*

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### Backgrounds

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

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

### Gnosis

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

## 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	9	10
							Frenzy I	Frenzy II	Frenzy III

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

### Health Levels

*(Incapacitated characters lose their simple action.)*

Healthy     
 Injured     
 Incapacitated

### Common Pools

**Unarmed Combat**

Physical  +Brawl  +Misc  -

**Dodge**

Physical  +Dodge  +Misc  -

**Attribute**

Attribute  +Skill  +Misc  -

**Attribute**

Attribute  +Skill  +Misc  -

**Attribute**

Attribute  +Skill  +Misc  -

Homid - None  
 Glabro - Claws deal agg damage, +1 to Physical, +3 to Dodge (or +5 with Dex focus).  
 Crinos - Teeth and claws deal agg damage, +4 to Brawl & Melee (or +6 with Strength focus)  
 Hispo - Teeth and claws deal agg damage, +2 to Brawl, +2 to Dodge (Stamina focus grants 1 extra health level in each wound category)  
 Lupus - +3 wild card bonus to track by scent