

20TH ANNIVERSARY EDITION WEREWOLF THE APOCALYPSE

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Tribe:

Concept:

Attributes

Physical

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Social

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Mental

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Primal-Urge _____ 0000000000
 Streetwise _____ 0000000000
 Subterfuge _____ 0000000000
 _____ 0000000000

Skills

Animal-Ken _____ 0000000000
 Crafts _____ 0000000000
 Drive _____ 0000000000
 Etiquette _____ 0000000000
 Firearms _____ 0000000000
 Larceny _____ 0000000000
 Melee _____ 0000000000
 Performance _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000
 _____ 0000000000

Knowledges

Academics _____ 0000000000
 Computer _____ 0000000000
 Enigmas _____ 0000000000
 Investigation _____ 0000000000
 Law _____ 0000000000
 Medicine _____ 0000000000
 Occult _____ 0000000000
 Rituals _____ 0000000000
 Science _____ 0000000000
 Technology _____ 0000000000
 _____ 0000000000

Advantages

Backgrounds

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Gifts

Gifts

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Experience

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Homid
Glabro
Crinos
Hispo
Lupus

No Change Difficulty: 6	Strength(+2) _____ Stamina(+2) _____ Manipulation(-2) _____ Appearance(-1) _____ Difficulty: 7	Strength(+4) _____ Dexterity(+1) _____ Stamina(+3) _____ Manipulation(-3) _____ Appearance 0 Difficulty: 6 INCITE DELIRIUM IN HUMANS	Strength(+3) _____ Dexterity(+2) _____ Stamina(+3) _____ Manipulation(-3) _____ +1 Die to Bite Damage Difficulty: 7	Strength(+1) _____ Dexterity(+2) _____ Stamina(+2) _____ Manipulation(-3) _____ -2 Perception Diff. Difficulty: 6
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Other Traits

_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO
_____	OOOOOOOOO

Fetishes

Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		

Rites

Battle Scars: _____

Metis (Deformity): _____

Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 2/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: _____