

20TH ANNIVERSARY EDITION
WEREWOLF
 THE APOCALYPSE

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Tribe:

Concept:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

Skills

Animal-Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Rituals _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Gifts

Gifts

Renown

Glory

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

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 |
|----------------------------|--|---|--|--|

Other Traits

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

Battle Scars: _____

Metis (Deformity): _____

Fetishes

| | | |
|--------------|--------------|---------------|
| Item: _____ | Level: _____ | Gnosis: _____ |
| Power: _____ | | |
| Item: _____ | Level: _____ | Gnosis: _____ |
| Power: _____ | | |
| Item: _____ | Level: _____ | Gnosis: _____ |
| Power: _____ | | |
| Item: _____ | Level: _____ | Gnosis: _____ |
| Power: _____ | | |
| Item: _____ | Level: _____ | Gnosis: _____ |
| Power: _____ | | |

Rites

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: _____