



20<sup>TH</sup> 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

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#### Gifts

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### Renown

#### Glory

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#### Honor

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#### Wisdom

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### Rage

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### Gnosis

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### Health

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

### Rank

### Willpower

### Experience

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Homid
Glabro
Crinos
Hispo
Lupus

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

### Other Traits

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
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 \_\_\_\_\_ 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

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 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: \_\_\_\_\_