

WEREWOLF

THE APOCALYPSE

Name: _____ Auspice: _____ Lodge: _____
 Player: _____ Tribe: _____ Chronicle: _____
 Concept: _____ XP: _____
 Origin Path: _____ 00000
 Role Path: _____ 00000
 Tribe Path: _____ 00000
 Other Path: _____ 00000

SKILLS

Academics _____ 00000
 Athletics _____ 00000
 Close Combat _____ 00000
 Culture _____ 00000
 Empathy _____ 00000
 Firearms _____ 00000
 Integrity _____ 00000
 Leadership _____ 00000
 Lore _____ 00000
 Medicine _____ 00000
 Persuasion _____ 00000
 Pilot _____ 00000
 Science _____ 00000
 Subterfuge _____ 00000
 Survival _____ 00000
 Technology _____ 00000

SPECIALTIES

EDGES (MERITS)

 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

SKILL TRICKS

 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

ATTRIBUTES

APPROACH	MENTAL	PHYSICAL	SOCIAL
<input type="checkbox"/> Force _____	Intellect _____ 00000	Might _____ 00000	Presence _____ 00000
<input type="checkbox"/> Finesse _____	Cunning _____ 00000	Dexterity _____ 00000	Manipulation _____ 00000
<input type="checkbox"/> Resilience _____	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

GIFTS

 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000

PRIMAL URGE

0 0 0 0 0 0 0 0 0

DEFENSE

Defense _____
 Defense Pool _____
 Soft Armor _____
 Initiative _____
 Movement _____
 Note: _____

RAGE

0 0 0 0 0

INJURY

Bruised _____ +1
 Bruised _____ +1
 Injured _____ +2
 Injured _____ +2
 Maimed _____ +4
 Taken Out

STRESS

Troubled _____ +1
 Troubled _____ +1
 Distraught _____ +2
 Distraught _____ +2
 Haunted _____ +4
 Burned Out

RENOWN

Purity _____ 00000
 Glory _____ 00000
 Honor _____ 00000
 Wisdom _____ 00000
 Cunning _____ 00000

