

WEREWOLF

THE APOCALYPSE

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack Totem:

Chronicle:

Tribe:

Concept:

Attributes

Physical

Social

Mental

Strength _____ ●○○○○
 Dexterity _____ ●○○○○
 Stamina _____ ●○○○○

Charisma _____ ●○○○○
 Manipulation _____ ●○○○○
 Appearance _____ ●○○○○

Perception _____ ●○○○○
 Intelligence _____ ●○○○○
 Wits _____ ●○○○○

Abilities

Talents

Skills

Knowledges

Alertness _____ ○○○○○
 Athletics _____ ○○○○○
 Brawl _____ ○○○○○
 Dodge _____ ○○○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Primal-Urge _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ○○○○○
 Firearms _____ ○○○○○
 Leadership _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○

Computer _____ ○○○○○
 Enigmas _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ○○○○○
 Linguistics _____ ○○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ○○○○○
 Rituals _____ ○○○○○
 Science _____ ○○○○○

Advantages

Backgrounds

Crafts

Crafts

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Renown

Glory

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

Honor

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

Wisdom

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

Rank

Rage

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

Cinaste

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

Willpower

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

Health

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

Experience

WEREWOLF

THE APOCALYPSE

☐ *Homid* ☐☐☐☐☐

☐ *Cisabro* ☐☐☐☐☐

☐ *Crinas* ☐☐☐☐☐

☐ *Hiso* ☐☐☐☐☐

☐ *Lupus* ☐☐☐☐☐

No
Change

Difficulty: 6

Strength(+2) _____
Stamina(+2) _____
Appearance(-1) _____
Manipulation(-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

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

Battle Scars: _____

Met's Deformity: _____

Fetishes

Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____

Rites

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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 + 1/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: _____