

# WEREWOLF

## THE APOCALYPSE™

Name:  
Player:  
Concept:

Breed:  
Auspice:  
Tribe:

Virtue:  
Vice:  
Concept:

### Attributes

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

### Skills

### Other Traits

#### Mental (-3 Unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

#### Physical (-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

#### Social (-1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

#### Merits

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

#### Flaws

_____
_____
_____

#### Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

#### Health

(+2 Glabro Form, +4 Crinos Form, +3 Hispo Form)

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#### Willpower

0000000000	0000000000
□□□□□□□□	□□□□□□□□

#### Crinos

0000000000	0000000000
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#### Essence

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Points Per Turn: \_\_\_\_\_

#### Harmony

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

#### Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Rate	Clp
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Gnosis starts at 1 dot • Essence = Harmony

# WEREWOLF

## THE APOCALYPSE™

### Homid

### Celabro

### Crinos

### Hippo

### Lupus

Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Dexterity(+2): _____
Stamina(+1): _____	Dexterity(+1): _____	Dexterity(+2): _____	Stamina(+1): _____
Manipulation(-1): _____	Stamina(+2): _____	Stamina(+2): _____	Manipulation(-3): _____
Size: _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
Speed: _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Armor: 1/1	Armor: _____	Armor: _____
Perception: _____	Perception(+2): _____	Perception(+3): _____	Perception(+4): _____

Induces Lunacy;  
Observers have a 4 die  
bonus to their  
Willpower to resist.

Rage Invoked.  
Induces Full Lunacy.  
Wound Penalties ignored  
and no unconsciousness  
rolls made.  
-2 to resist Death Rage.  
Inflict +2 Lethal Damage  
with bite attack & +1 Lethal  
Damage with claw attack.  
Fail most Mental and  
Social Rolls.

Induces Lunacy;  
Observers have a 2-die  
bonus to their  
Willpower to resist.  
Inflict +2 Lethal Damage  
with bite attack.

Inflict +2 Lethal Damage  
with bite attack.

## Totem

## Gifts and Rites

Attributes:	Gift Lists:		
Power: _____			
Finasse: _____			
Resistance: _____	Max Rank: 00000		
Willpower: _____	Gift	Roll	Page
Essence: _____			
Initiative: _____			
Defense: _____			
Speed: _____			
Size: _____			
Corpus: _____			
Influences: 00000			
00000			
00000			
Numina: _____	Rituals: 00000		
	Rite	Roll	Page
Bonuses: _____			
Ban: _____			