

THE APOCALYPSE

Tribe:

Patron:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics	00000	Animal Ken	00000	Academics	00000
Brawl	00000	Etiquette	00000	Awareness	00000
Craft	00000	Insight	00000	Finance	00000
Drive	00000	Intimidation	00000	Investigation	00000
Firearms	00000	Leadership	00000	Medicine	00000
Larceny	00000	Performance	00000	Occult	00000
Melee	00000	Persuasion	00000	Politics	00000
Stealth	00000	Streetwise	00000	Science	00000
Survival	00000	Subterfuge	00000	Technology	00000

GIFTS & RITES

[illegible]

FORMS

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests:
Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests:
Limited to wolves and Garou



* Does not apply to intimidation or non-humans ** Does not apply to Stealth tests

TOUGHSTONES

RENOWN

Glory	Honor	Wisdom
OOOOO	OOOOO	OOOOO

GNOSIS

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HEALTH

HEALTH Crinos

WILLPOWER

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RAGE

111012

WEREWOLF

THE APOCALYPSE

ADVANTAGES

BACKGROUNDS

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OOOOO

MERITS

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OOOOO
OOOOO

FLAWS

OOOOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

EXPERIENCE

Total:

Spent:

COMBAT

WEAPON/ATTACK

DAMAGE

BIOGRAPHY

Age: _____

Apparent Age: _____

Date of Birth: _____

Appearance: _____

Distinguishing Features: _____

History: _____

CHRONICLE TENETS

FAVORS & BANS

DERANGEMENTS

POSSESSIONS