

WEREWOLF

The Apocalypse

Name:

Breed:

Pack Totem:

Player:

Auspice:

Battle Scars:

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
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Primal-Urge _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Leadership _____ 00000
Performance _____ 00000
Repair _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledges

Computer _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Rituals _____ 00000
Science _____ 00000

Advantages

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Gifts

Gifts

Renown

Glory _____
Honor _____
Wisdom _____

Rage

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

History

Bruised		□	□	X if aggravated
Hurt	-1	□	□	
Injured	-1	□	□	
Wounded	-2	□	□	
Mauled	-2	□	□	
Crippled	-5	□	□	
Incapacitated		□	□	

Rank

Gnosis

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

Combat

Weapon	Damage	Difficulty

Willpower

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

Experience

Hominid (Human): No Stat Adjustments; Diff. 6. Glabro (Near Man): Str. +2, Sta. +2, App. -1, Man. -1; Diff. 7. Crinos (Wolf Man): Str. +4, Sta. +3, Dex. +1, App. 0, Man. -3; Diff. 6. Hispo (Near Wolf): Str. +3, Sta. +3, Dex. +2, Man. -3; Diff. 7. Lupus (Wolf): Str. +1, Sta. +3, Dex. +2, Man. -3; Diff. 6. Attributes: 7/5/3 Abilities: 13/9/5 Gifts: 1 Level 1 from breed, auspice and tribe; Backgrounds: variable by tribe; Freebie Points: 15 (7/5/2/1)