

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

X if aggravated

Rank

Gnosis

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

Other Traits

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

Willpower

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

Experience

WEREWOLF

The Apocalypse

Homid

No
Change

Difficulty: 6

Glabro

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

Difficulty: 7

Crinos

Strength(+4) _____
Dexterity(+1) _____
Stamina(+3) _____
Manipulation(-3) _____
Appearance(0) _____

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Hispo

Strength(+3) _____
Dexterity(+2) _____
Stamina(+3) _____
Manipulation(-3) _____
+1 Bite Damage

Difficulty: 7

► *Lupus*

Strength(+1) _____
Dexterity(+2) _____
Stamina(+3) _____
Manipulation(-3) _____
-2 Perception Diff.

Difficulty: 6

Other Traits

[illegible]

Battle Scars:

Metis Deformity:

- Fetishes

[illegible]

Rites

Combat

[illegible]

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1†
Body Slam	Dex + Brawl	7	Special
Claw	Dex + Brawl	6	Strength + 2†
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

† These maneuvers do aggravated damage.

Armor: