

WEREWOLF

THE APOCALYPSE™

Name:
Player:
Chronicle:

Breed:
Auspice:
Tribe:

Pack Name:
Pack Totem:
Concept:

Attributes

Physical

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

Social

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

Mental

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

Abilities

Talents

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

Skills

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

Knowledges

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

Advantages

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Gifts

Gifts

Renown

Glory

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Honor

○○○○○○○○○○○○
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Wisdom

○○○○○○○○○○○○
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Rank

Rage

○○○○○○○○○○○○
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Gnosis

○○○○○○○○○○○○
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Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

WEREWOLF

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Homid

No
Change

Difficulty: 6

Glabro

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

Difficulty: 7

Crinos

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

Difficulty: 6

Hispo

Strength (+3)____
Dexterity (+2)____
Stamina (+3)____
Manipulation (-3)____

Difficulty: 7

Lupus

Strength (+1)____
Dexterity (+2)____
Stamina (+2)____
Manipulation (-3)____

Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Other Traits

____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO

Battle Scars: _____

Metis Deformity: _____

Fetishes

Item: _____ Level ____ Gnosis ____
Power: _____
Item: _____ Level ____ Gnosis ____
Power: _____
Item: _____ Level ____ Gnosis ____
Power: _____
Item: _____ Level ____ Gnosis ____
Power: _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

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: _____