

# 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 ○○○○○

#### Knowledge

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

### Advantages

#### Backgrounds

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#### Gifts

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#### Gifts

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#### Renown

#### Glory

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#### Honor

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#### Wisdom

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#### Rank

#### Rage

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#### Control

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#### Willpower

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#### Health

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

#### Experience

# WEREWOLF

## THE APOCALYPSE

*Homid*

*Alabro*

*Crinis*

*Hippo*

*Lupus*

No  
Change

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

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

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

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

Difficulty: 6

Difficulty: 7

Difficulty: 6

Difficulty: 7

Difficulty: 6

INCITE DELIRIUM  
IN HUMANS

*Other Traits*

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Battle Scars: \_\_\_\_\_  
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Metis Deformity: \_\_\_\_\_  
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*Fetishes*

Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
 Power: \_\_\_\_\_

*Rites*

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*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
Clay	Dex+Brawl	6	Strength+1/A
Cripple	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:*