

WEREWOLF

THE APOCALYPSE

Name:

Breed:

Pack Name:

Player:

Aspice:

Pack Totem:

Chronicle:

Tribe:

Concept:

Attributes

Physical

Strength _____ 0000000000
Dexterity _____ 0000000000
Stamina _____ 0000000000

Social

Charisma _____ 0000000000
Manipulation _____ 0000000000
Appearance _____ 0000000000

Mental

Perception _____ 0000000000
Intelligence _____ 0000000000
Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
Athletics _____ 0000000000
Brawl _____ 0000000000
Dodge _____ 0000000000
Empathy _____ 0000000000
Expression _____ 0000000000
Intimidation _____ 0000000000
Primal-Urge _____ 0000000000
Streetwise _____ 0000000000
Subterfuge _____ 0000000000

Skills

Animal Ken _____ 0000000000
Crafts _____ 0000000000
Drive _____ 0000000000
Etiquette _____ 0000000000
Firearms _____ 0000000000
Leadership _____ 0000000000
Melee _____ 0000000000
Performance _____ 0000000000
Stealth _____ 0000000000
Survival _____ 0000000000

Knowledge

Computer _____ 0000000000
Enigmas _____ 0000000000
Investigation _____ 0000000000
Law _____ 0000000000
Linguistics _____ 0000000000
Medicine _____ 0000000000
Occult _____ 0000000000
Politics _____ 0000000000
Rituals _____ 0000000000
Science _____ 0000000000

Advantages

Backgrounds

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Gifts

Gifts

Renown

Glorify

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Honor

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Wisdom

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Cinaste

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Willpower

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □

Health

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

Experience

WALTER Lutz 4/10/11

Difficulty: 6

Difficulty: 7

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Difficulty: 7

Difficulty: 6

Fetishes

[illegible]

Rites

[illegible]

Combat

<i>Brawling Chart</i>			
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:

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THE APOCALYPSE™

Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Pack Totem

Kinfolk

Resources

Other ()

Other ()

Possessions

Experience

Gear (Carried):

TOTAL:

Equipment (Owned):

Gained From:

Sept

Name:

TOTAL SPENT:

Caern Location:

Spent On:

Type: Level:

Totem:

Leader:

THE APOCALYPSE™

[illegible]

Ago: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Sex: _____

	Height	Weight
Homid:		
Glabro:		
Crinas:		
Hypo:		
Lupus:		

Battle Scars: _____

Metis Deformity: _____

Pack Chart

Character Sketch

