

# WEREWOLF THE APOCALYPSE™

Name:  
Player:  
Chronicle:

Breed:  
Auspice:  
Tribe:

Pack Name:  
Pack Totem:  
Concept:

## Attributes

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

## Abilities

<i>Talents</i>		<i>Skills</i>		<i>Knowledges</i>	
Alertness	○○○○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Drive	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Etiquette	○○○○○	Law	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Leadership	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

## Advantages

<i>Backgrounds</i>	<i>Gifts</i>	<i>Gifts</i>
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____

### Renown

Glory  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Honor

Honor  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Wisdom

Wisdom  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Rank

Rank  
 □□□□□□□□□□

### Rage

Rage  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Gnosis

Gnosis  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Willpower

Willpower  
 ○○○○○○○○○○○  
 □□□□□□□□□□

### Health

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

### Experience

Experience  
 \_\_\_\_\_

# WEREWOLF

## THE APOCALYPSE™

### 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

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

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: \_\_\_\_\_