

# WEREWOLF™

## THE APOCALYPSE

Name:

Breed:

Pack Name:

Player:

Auspice:

Pack Totem:

Chronicle:

Tribe:

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 \_\_\_\_\_ ○○○○○  
 Drive \_\_\_\_\_ ○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○  
 Firearms \_\_\_\_\_ ○○○○○  
 Melee \_\_\_\_\_ ○○○○○  
 Leadership \_\_\_\_\_ ○○○○○  
 Performance \_\_\_\_\_ ○○○○○  
 Repair \_\_\_\_\_ ○○○○○  
 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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#### Gnosis

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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~~
~~Glabro~~
~~Crinos~~
~~Hispo~~
~~Lupus~~

No  
Change

Difficulty: 6

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

Difficulty: 7

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

Difficulty: 6

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

Difficulty: 7

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

Difficulty: 6

INCITE DELIRIUM  
IN HUMANS

### Other Traits

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Battle Scars: \_\_\_\_\_

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Metis Deformity: \_\_\_\_\_

### Fetishes

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

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

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

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

### Rites

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## Combat

| Maneuver/Weapon | Roll | Difficulty | Damage | Range | Rate | Clip |
|-----------------|------|------------|--------|-------|------|------|
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |
|                 |      |            |        |       |      |      |

| 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: \_\_\_\_\_