

WEREWOLF THE APOCALYPSE™

Name:
Player:
Chronicle:

Breed:
Anspice:
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

Contacts _____ ●○○○○
Totem _____ ●●●○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Smell of Man _____
Open Seal _____
Control Simple Machine _____

Gifts

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Rank

Cub

Rage

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Gnosis

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Health

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

Experience

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Homid

No
Change

Difficulty: 6

Albino

Strength(+2) 4
Stamina(+2) 3
Appearance(-1) 1
Manipulation(-1) 1

Difficulty: 7

Crimo

Strength(+4) 6
Dexterity(+1) 3
Stamina(+3) 4
Manipulation(-3) -1
Appearance 0

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Hippo

Strength(+3) 5
Dexterity(+2) 4
Stamina(+3) 3
Manipulation(-3) -1
+1 Die to Bite Damage

Difficulty: 7

Lupus

Strength(+1) 3
Dexterity(+2) 4
Stamina(+2) 3
Manipulation(-3) -1
-2 Perception Diff.

Difficulty: 6

Other Traits

(Skill) Repair	●●●●○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Crits

Smell of Man	_____
Open Seal	_____
Control Simple Machine	_____
_____	_____
_____	_____
_____	_____

Fetishes

Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		
Item: _____	Level: _____	Costs: _____
Power: _____		

Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

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: _____

WEREWOLF THE APOCALYPSE™

Nature: Analyst

Demeanor: Jester

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
Eidetic Memory	Mental	2-pt.	Bad Sight (Myopia)	Physical	2-pt.
Lightning Calculator	Mental	1-pt.	Compulsion (Analyze Everything)	Mental	1-pt.

Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Best friend and one-way love interest, Sarah
Various Internet friends in chats and on boards

Pack Totem

Kinfolk

Resources

Other ()

Other ()

Possessions

Gear (Carried): Eyeglasses, scientific calculator

Experience

TOTAL:

Equipment (Owned): Cell phone, laptop

Gained From:

Sept

Name: Sept of the Hidden Walk

TOTAL SPENT:

Caern Location: St. Claire, WA

Spent On:

Type: Enigmas

Level: 2

Totem: Chimera

Leader: Kaz

