

# WEREWOLF

## THE APOCALYPSE™

Name: Annike

Breed: Homid

Pack Name:

Player: Nathan

Appearance: Ahroun

Pack Totem:

Chronicle: The End Times

Tribe: Black Furies

Concept: Firebrand

### Attributes

#### Physical

Strength \_\_\_\_\_ ●●●●○  
 Dexterity \_\_\_\_\_ ●●●●○  
 Stamina/Tireless \_\_\_\_\_ ●●●●○

#### 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

Mentor  ●●●●○  
 Totem  ●○○○○  
 Allies  ●○○○○  
 Contacts  ●○○○○  
 ○○○○○

#### Gifts

Persuasion   
 Breath of the Wyld   
 Sense Wyrn   
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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

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### Rage

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### Cinosis

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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™

Human *Homid*

Canis *Canis*

Crinos *Crinos*

Hispo *Hispo*

Lynx *Lynx*

No  
Change

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

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

Strength(+3) \_\_\_\_\_  
Dexterity(+2) \_\_\_\_\_  
Stamina(+3) \_\_\_\_\_  
Manipulation(-3) \_\_\_\_\_  
+1 Die to Bite Damage

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

Difficulty: 6

Difficulty: 7

Difficulty: 6  
INCITE DELIRIUM  
IN HUMANS

Difficulty: 7

Difficulty: 6

### Other Traits

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

Item: \_\_\_\_\_ Level: \_\_\_\_\_ Costs: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Costs: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Costs: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Costs: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Costs: \_\_\_\_\_  
Power: \_\_\_\_\_

### Rites

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### 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: \_\_\_\_\_