

# 20th ANNIVERSARY EDITION 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 \_\_\_\_\_○○○○○  
Empathy \_\_\_\_\_○○○○○  
Expression \_\_\_\_\_○○○○○  
Intimidation \_\_\_\_\_○○○○○  
Leadership \_\_\_\_\_○○○○○  
Primal-Urge \_\_\_\_\_○○○○○  
Streetwise \_\_\_\_\_○○○○○  
Subterfuge \_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○

### Skills

Animal-Ken \_\_\_\_\_○○○○○  
Crafts \_\_\_\_\_○○○○○  
Drive \_\_\_\_\_○○○○○  
Etiquette \_\_\_\_\_○○○○○  
Firearms \_\_\_\_\_○○○○○  
Larceny \_\_\_\_\_○○○○○  
Melee \_\_\_\_\_○○○○○  
Performance \_\_\_\_\_○○○○○  
Stealth \_\_\_\_\_○○○○○  
Survival \_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○

### Knowledges

Academics \_\_\_\_\_○○○○○  
Computer \_\_\_\_\_○○○○○  
Enigmas \_\_\_\_\_○○○○○  
Investigation \_\_\_\_\_○○○○○  
Law \_\_\_\_\_○○○○○  
Medicine \_\_\_\_\_○○○○○  
Occult \_\_\_\_\_○○○○○  
Rituals \_\_\_\_\_○○○○○  
Science \_\_\_\_\_○○○○○  
Technology \_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○

## Advantages

### Backgrounds

\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○

### Gifts

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Gifts

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Renown

#### Glory

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

#### Honor

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

#### Wisdom

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

### Rank

### Rage

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

### Gnosis

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

### Willpower

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

### Health

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

### Experience

# 20<sup>th</sup> ANNIVERSARY EDITION WEREWOLF THE APOCALYPSE

 **Homid**
 **Glabro**
 **Crinos**
 **Hispo**
 **Lupus**

No Change  Difficulty: 6	Strength(+2) _____	Strength(+4) _____	Strength(+3) _____	Strength(+1) _____
	Stamina(+2) _____	Dexterity(+1) _____	Dexterity(+2) _____	Dexterity(+2) _____
	Manipulation(-2) _____	Stamina(+3) _____	Stamina(+3) _____	Stamina(+2) _____
	Appearance(-1) _____	Manipulation(-3) _____	Manipulation(-3) _____	Manipulation(-3) _____
	Appearance 0	+1 Die to Bite Damage	-2 Perception Diff.	
	Difficulty: 7	Difficulty: 6	Difficulty: 7	Difficulty: 6

INCITE DELIRIUM  
IN HUMANS

## Other Traits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

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

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

## Fetishes

Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		

## Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Combat

Weapon/Attack	Roll	Diff.	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 + 2/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: \_\_\_\_\_