

WEREWOLF

THE APOCALYPSE

Name

Player

Chronicle

Auspices

Tribe

Patron

ATTRIBUTES

	Physical	Social	Mental
Strength	○○○○○	Charisma	○○○○○
Dexterity	○○○○○	Manipulation	○○○○○
Stamina	○○○○○	Composure	○○○○○

SKILLS

Athletics.....	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl.....	○○○○○	Etiquette.....	○○○○○	Awareness	○○○○○
Craft.....	○○○○○	Insight.....	○○○○○	Finance.....	○○○○○
Drive.....	○○○○○	Intimidation	○○○○○	Investigation	○○○○○
Firearms.....	○○○○○	Leadership	○○○○○	Medicine	○○○○○
Larceny.....	○○○○○	Performance	○○○○○	Occult.....	○○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics.....	○○○○○
Stealth	○○○○○	Streetwise	○○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge	○○○○○	Technology	○○○○○

ADVANTAGES and FLAWS

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FORMS of the GAROU

Homid	Cost: Free
Silver immunity	
Glabro	Cost: 1 RC
Physical Tests: +2 Dice Social Tests: -2 Dice*	
+ 1/RC	
Crinos	Cost: 2 RC
Spend 1 WP/turn or Frenzy Physical Tests: +4 Dice Social & Stealth Tests: Fail	
+ 2/RC +4 Level	/ / +3 +1 Agg.
Hispo	Cost: 1 RC
Physical Tests: +2 Dice** Stealth Tests: -2 Dice Social Tests: Only Wolves & Garou	
+ 1/RC	+1 Agg.
Lupus	Cost: Free
Silver immunity Social Tests: Only Wolves & Garou	

Health	Willpower
○○○○○ ○○○○○ Crinos □□□□□ □□□□□	○○○○○ ○○○○○ □□□□□ □□□□□
Harano Hauglosh	Rage □□□□□

* except Intimidation or Non-humans ** except Stealth tests
 RC = Rage Check WP = Willpower + = Health/Regenerate
 = Delirium // = Claw damage □ = Bite damage



Name _____

Player _____



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Experience |

Chronicle Tenets

Touchstones

Favor & Bans

RENNOW, GIFTS & RITES

Glory

○○○○○

Honor

○○○○○

Wisdom

○○○○○

Name _____

Dice Pool _____

Cost Notes _____

page? _____

PROFILE

Appearance

Notes

History