



Name	Concept	Patron
Chronicle	Auspice	Tribe

ATTRIBUTES

PHYSICAL

Strength ○○○○○○
Dexterity ○○○○○○
Stamina ○○○○○○

SOCIAL

Charisma ○○○○○○
Manipulation ○○○○○○
Composure ○○○○○○

MENTAL

Intelligence ○○○○○○
Wits ○○○○○○
Resolve ○○○○○○

Health

□□□□□□□□□□

Willpower

□□□□□□□□□□

Crinos □□□□□

SKILLS

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

RENOWN

Glory	○○○○○	Honor	○○○○○	Wisdom	○○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes

Rage □□□□□

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS






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Harano □ □ □ □ □ **Hauglosk** □ □ □ □ □

Appearance

History

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience