SEREWOLF THE APOCALYPSE

		'			
Name:		Breed:		Pack Name:	
Player:		Auspice:		Pack Totem:	
Chronicle:		Tribe:		Concept:	
Chiofficie.		Attrib	utas —	Concept.	/
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Phys	sical	Soci	al	Men	
Strength	00000	Charisma		Perception	
Dexterity	0000	Manipulation		Intelligence	
Stamina	●0000	Appearance		Wits	 0000
		Abilit	ies me	THE PARTY THE	and the same
Tale	ınts	Skil		Knowle	odae
Alertness		Animal Ken		Computer	•
Athletics		Drive		Enigmas	
	00000	Etiquette		Investigation	
orawi Oodge		Firearms		Law	
Empathy		Melee		Linguistics	
- '		Leadership		Medicine	
xpression		Performance		Occult	
ntimidation					
Primal-Urge		Repair		Politics	
Streetwise		Stealth		Rituals	
Subterfuge	00000	Survival	00000	Science	0000
Backgr	<i>ounds</i> 00000	Gift		Gif	ts .
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Reno	wn —	- M. Ray	je 		lth
Glon		000000	0000	Bruised	
<u>0 0 0 0 0</u>	00000			Hurt	-1 🗆
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Hon	or	11.6	sis	Injured	-
	00000	Gno:	NO DESCRIPTION OF THE PARTY OF	Wounded	
		000000	00000	Mauled	-2 🗆
TT:-X				Crippled	-5 D
Wish	0 0 0 0 0			Incapacitat	ted 🗆
		==		•	
		Willpo	ower —	-Experi	ence——
M. Ra	nk	000000	00000		
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	Homid	Glabro	Crinos	Hispo	Lupus
Strength	(+0)	(+2)	(+4)	(+3)	(+1)
Dexterity	(+0)	(+0)	(+1)	(+2)	(+2)
Stamina	(+0)	(+2)	(+3)	(+3)	(+2)
Manipulation	(+0)	(-1)	(-3)	(-3)	(-3)
Appearance	(+0)	(-1)	0	(-1)	(+0)
Difficulty	6	7	6	7	6
Notes			INCITES	+1 Bite	-2 Per.
			DELIRIUM	Damage	Difficulty

Other Traits	<u> </u>		Jetishes	
00000	1	Item:	Dedicated Level	Gnosis
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00000		Item:	Dedicated Level	Gnosis
00000		Power		
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Battle Scars:				
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Metis Deformity:	Į			
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	1	Combat		

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart				
Maneuver	Roll		Damage	
Bite	Dex + Brawl	5	Strength + 1†	
Body Slam	Dex + Brawl	7	Special	
Claw	Dex + Brawl	6	Strength + 2†	
Grapple	Dex + Brawl	6	Strength	
Kick	Dex + Brawl	7	Strength + 1	
Punch	Dex + Brawl	6	Strength	
† These maneuvers do aggravated damage.				

Armor:	