SEREWOLF THE APOCALYPSE

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Name:		Breed:		Pack Name:			
Player:		Auspice:		Pack Totem:			
Chronicle:		Tribe:		Concept:			
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Physical		Soci	al	Mental			
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Dexterity	0000	Manipulation		Intelligence			
Stamina	●0000	Appearance		Wits	<b></b> 0000		
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Calents -		Skil		Knowledge			
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		
Backgrounds		Gift		Gifts			
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	Stam	ina (+2)		_ Dex	terity (+1)	a A	_ Dexterity	(+2)	Dexterity	y (+2)
	App	earance (-1)	)	_Stat	nina (+3)_	<b>9</b> 1	Stam <b>ina</b> I	(+3)	Stamina	(+2)
	Man	pulation (-	1)	Apr	earance 0		Manipula	tion (-3)	_ Manipul	ation (-3)
			4,463**	Mar	ipulation	(-3)	+1 Bire D	amage	-2 <b>Percer</b>	otion Diff.
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Maneuver/Weapon	Roll	Difficulty	Dan	nage	Range	Rate	Clip	Maneuver 1		f Damage
									Dex + Brawl 5	Strength + 1†
									Dex + Brawl 7 Dex + Brawl 6	Special Strength + 2†
									Dex + Brawl 6 Dex + Brawl 7	Strength Strength + 1
								Punch I	Dex + Brawl 6	Strength
	I						1 1	† These	maneuvers do aggr	avated damage.

Armor: