

# WEREWOLF

# What a Wonderful World of Darkness

## (The Spirit Chasers)

Player  
Chronicle  
Creature

**Nature**  
**Demeanor**  
**Residence**  
**Pack**

Age . . . . .  
Sex . . . . .  
Concept . . . . .  
Totem . . . . .

## Physical (—)

Strength	ooooo
Dexterity	ooooo
Stamina	ooooo

## Social ( )

Charisma	ooooo
Manipulation	ooooo
Appearance	ooooo

## Mental ( )

Perception	ooooo
Intelligence	ooooo
Wits	ooooo

## Talents ( )

Alertness	ooooo
Athletics	ooooo
Brawl	ooooo
Empathy	ooooo
Expression	ooooo
Intimidation	ooooo
Leadership	ooooo
Primal-urge	ooooo
Streetwise	ooooo
Subterfuge	ooooo

## Skills ( )

Animal ken	ooooo
Crafts	ooooo
Drive	ooooo
Etiquette	ooooo
Firearms	ooooo
Larceny	ooooo
Melee	ooooo
Performance	ooooo
Stealth	ooooo
Survival	ooooo

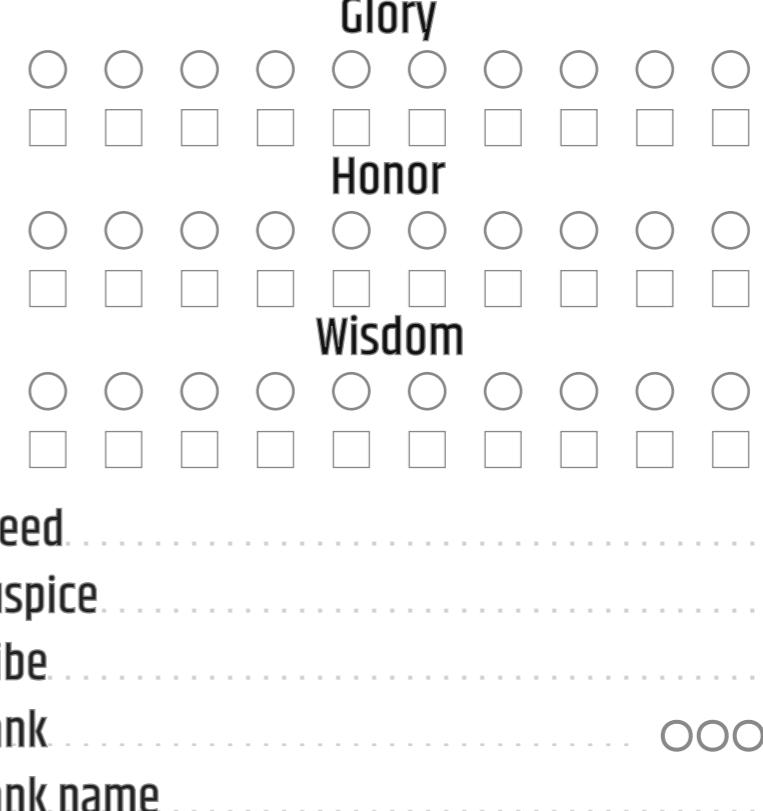
### Knowledges ( )

Academics	.....	ooooo
Computer	.....	ooooo
Enigmas	.....	ooooo
Investigation	.....	ooooo
Law	.....	ooooo
Medicine	.....	ooooo
Occult	.....	ooooo
Rituals	.....	ooooo
Science	.....	ooooo
Technology	.....	ooooo

## Backgrounds (\_)

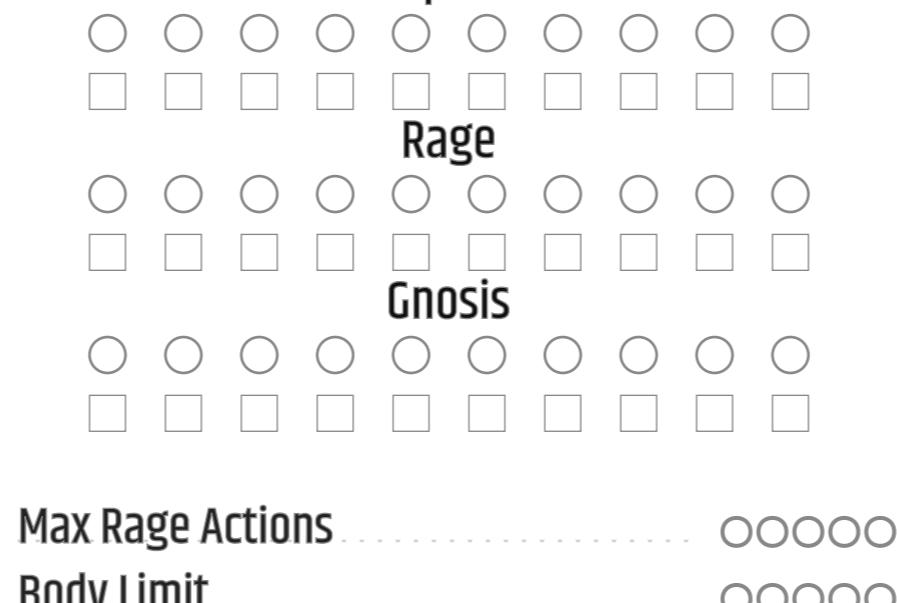
Allies	○○○○○
Ancestors	○○○○○
Contacts	○○○○○
Fate	○○○○○
Fetish	○○○○○
Kinfolk	○○○○○
Mentor	○○○○○
Pure breed	○○○○○
Resources	○○○○○
Rites	○○○○○
Spirit heritage	○○○○○
Totem	○○○○○

## Gifts (  )



## **Merits/Flaws**

Willpower



Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

## Specialities

## Action Shortcuts

## About Backgrounds

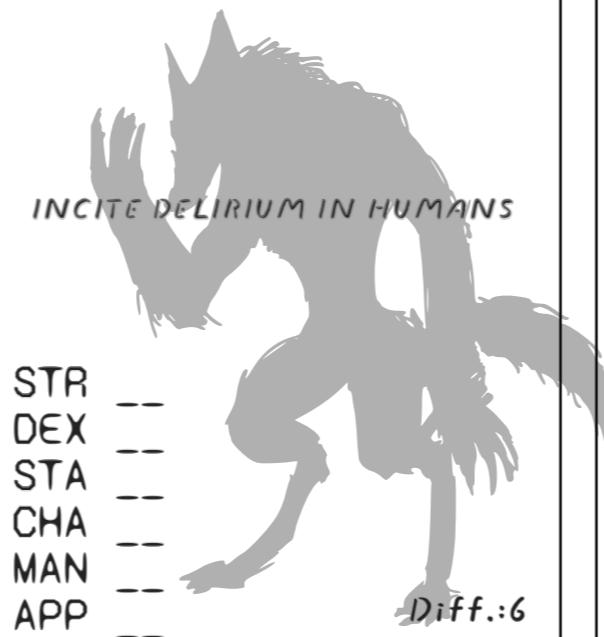
## Timeline

**Homid**

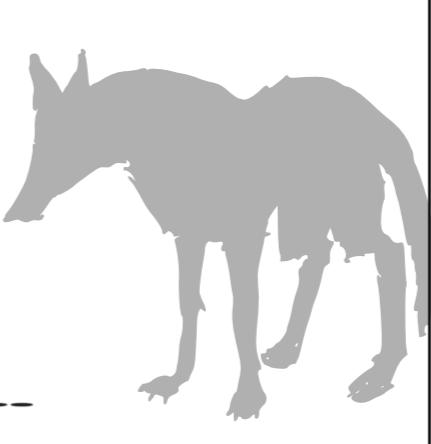
STR	--
DEX	--
STA	--
CHA	--
MAN	--
APP	--

**Glabro**

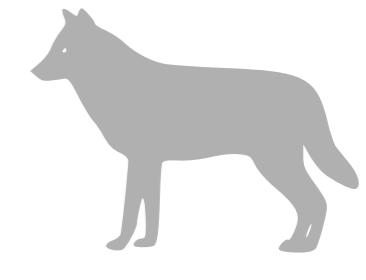
STR	--
DEX	--
STA	--
CHA	--
MAN	--
APP	--

**Crinos**

STR	--
DEX	--
STA	--
CHA	--
MAN	--
APP	--

**Hispo**

STR	--
DEX	--
STA	--
CHA	--
MAN	--
APP	--

**Lupus**

STR	--
DEX	--
STA	--
CHA	--
MAN	--
APP	--

Challenge: you make us laugh punk!

(P.3)

(The Spirit Chasers)

Archetypes

Gifts of Gaia

Merits & Flaws

