

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

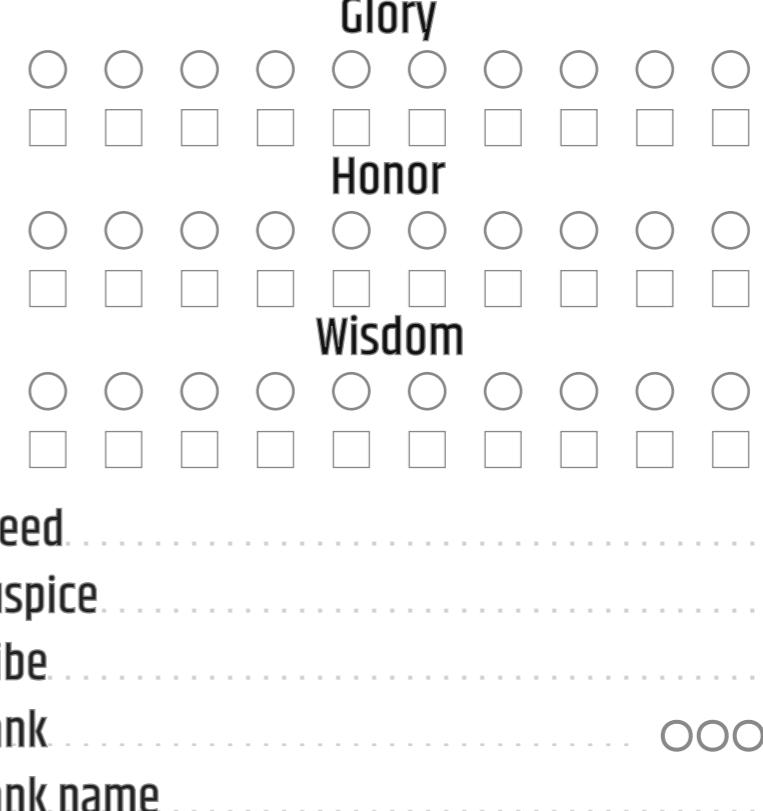
Knowledges ()

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

Backgrounds (_)

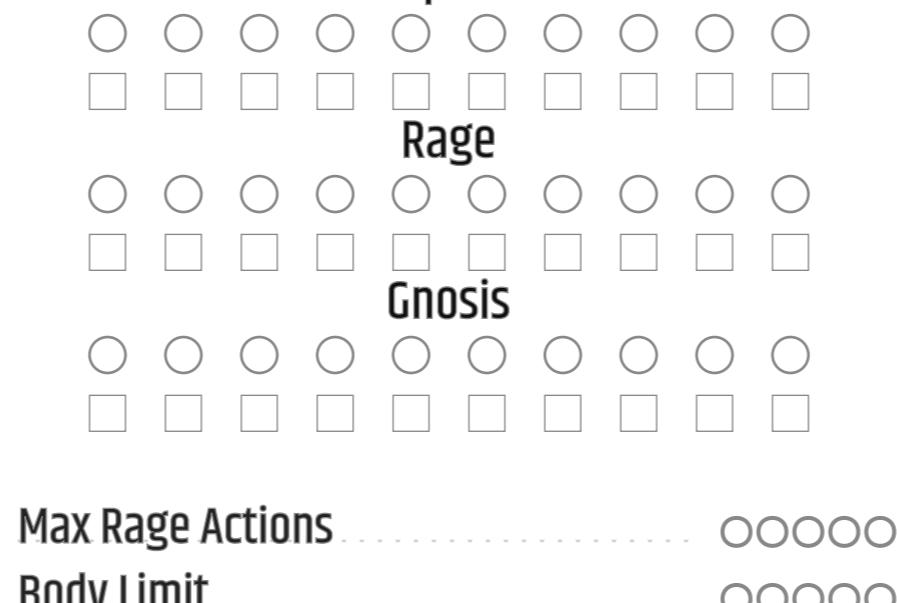
Allies	ooooo
Ancestors	ooooo
Contacts	ooooo
Fate	ooooo
Fetish	ooooo
Kinfolk	ooooo
Mentor	ooooo
Pure breed	ooooo
Resources	ooooo
Rites	ooooo
Spirit heritage	ooooo
Totem	ooooo

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