

WEREWOLF™

THE APOCALYPSE

Name: Thorleif Andersson

Player:

Chronicle: Hundofa

Breed: Homic

Auspice: Skald (Galliard)

Tribe: Get of Fenris

Pack Name:

Pack Totem:

Concept:

Attributes

Physical

Strength ●●●●●●
Dexterity ●●●●●●
Stamina ●●●●●●

Social

Charisma ●●●●●●
Manipulation ●●●●●●
Appearance ●●●●●●

Mental

Perception ●●●●●●
Intelligence ●●●●●●
Wits ●●●●●●

Abilities

Talents

Alertness 000000
Athletics ●●●●●●
Brawl ●●●●●●
Dodge ●●●●●●
Empathy 000000
Expression ●●●●●●
Intimidation ●●●●●●
Primal-Urge ●●●●●●
Streetwise 000000
Subterfuge 000000

Skills

Animal Ken ●●●●●●
Drive ●●●●●●
Etiquette 000000
Firearms 000000
Melee ●●●●●●
Leadership ●●●●●●
Performance ●●●●●●
Repair 000000
Stealth ●●●●●●
Survival 000000

Knowledge

Computer 000000
Enigmas 000000
Investigation 000000
Law 000000
Linguistics ●●●●●●
Medicine 000000
Occult ●●●●●●
Politics ●●●●●●
Rituals ●●●●●●
Science 000000

Advantages

Backgrounds

Kinfolk ●●●●●●
 000000
 000000
 000000
 000000

Gifts

Smell of man
Razor Claws
Beast speech
Resist pain

Gifts

Renown

Glory
0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Honor

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Wisdom

0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Rank

2

Rage

● ● ● ● ● ● ● ● ● ● ● ●
□ □ □ □ □ □ □ □ □ □

Gnosis

● ● ● ● ● ● ● ● ● ● ● ●
□ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ● ● ● ● ● ● ● ●
□ □ □ □ □ □ □ □ □ □

Health

Bruised □
Hurt -1 □
Injured -1 □
Wounded -2 □
Mauled -2 □
Crippled -5 □
Incapacitated □

Experience

EREWOLF

THE APOCALYPSE

No
Change

Stamina (+2)_____ Dexterity (+1)_____ Dexterity (+2)_____ Dexterity (+2)_____

Manipulation (-1) Appearance 0 Manipulation (-3) Manipulation (-3)

Manipulation (-3) +1 Bite Damage -2 Perception Diff.

Difficulty: 7

Difficulty: 6

Difficulty: 7

Difficulty: 6

INCITE DELIRIUM IN HUMANS

~~*****~~ *Fetishes* ~~*****~~

Item: _____ ☐ Dedicated Level _____ Gnosis _____

Power

Item: _____ ☐ Dedicated Level _____ Gnosis

Power

Item: _____ ☐ Dedicated Level Gnosis

Power

Item: _____ ☐ Dedicated Level _____ Gnosis _____

Power

WINTERFLIGHT WITH THE RITES

Battle Scars: _____

Metis Deformity: _____

Combat

Maneuver	Roll	Diff	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: _____

WEREWOLFTM

THE APOCALYPSE

Name: Monika Sios

Player:

Chronicle: Hundolyn

Breed: Homid

Auspice: Rotager (ragabash)

Tribe: Cit of Fenris

Pack Name:

Pack Totem:

Concept:

Attributes

Physical

Strength ●●●●●

Dexterity ●●●●●

Stamina ●●●●●

Social

Charisma ●●●●●

Manipulation ●●●●●

Appearance ●●●●●

Mental

Perception ●●●●●

Intelligence ●●●●●

Wits ●●●●●

Abilities

Talents

Alertness ●●●●●

Athletics ●●●●●

Brawl ●●●●●

Dodge ●●●●●

Empathy ○○○○○

Expression ○○○○○

Intimidation ○○○○○

Primal-Urge ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

Skills

Animal Ken ●●●●●

Drive ●●●●●

Etiquette ○○○○○

Firearms ●●●●●

Melee ●●●●●

Leadership ○○○○○

Performance ○○○○○

Repair ●●●●●

Stealth ●●●●●

Survival ●●●●●

Knowledge

Computer ○○○○○

Enigmas ○○○○○

Investigation ●●●●●

Law ○○○○○

Linguistics ●●●●●

Medicine ○○○○○

Occult ○○○○○

Politics ●●●●●

Rituals ○○○○○

Science ○○○○○

Advantages

Backgrounds

Pure breed ●●●●●

Ferish ●●●●●

Ally ●●●●●

Contacts ●●●●●

Kinfolk ●●●●●

Gifts

Resist Pain

Persuasion

Blur of Milky eye

Gifts

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Rank

1

Rage

● ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Gnosis

● ● ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

Bruised □

Hurt -1 □

Injured -1 ☒ □

Wounded -2 □

Mauled -2 □

Crippled -5 □

Incapacitated □

Experience

AFG 501

No
Change

Difficulty: 6

Difficulty: 7

Difficulty: 6

Difficulty: 7

Difficulty: 6

INCITE DELIRIUM IN HUMANS

Fetishes

Battle Scars: _____

Metis Deformity:_____

Item: _____ ☐ Dedicated Level _____ Gnosis _____
Power _____

Rites

Combat

Brawling Chart

Maneuver	Roll	Diff	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: _____

WEREWOLFTM

THE APOCALYPSE

Name: Aron Mueller

Player:

Chronicle:

Breed: Homid

Auspice: Philodox

Tribe: Gout of Fenris

Pack Name:

Pack Totem:

Concept:

Attributes

Physical

Strength ☐ ☐ ☐ ☐ ☐ ☐

Dexterity ☐ ☐ ☐ ☐ ☐ ☐

Stamina ☐ ☐ ☐ ☐ ☐ ☐

Social

Charisma ☐ ☐ ☐ ☐ ☐ ☐

Manipulation ☐ ☐ ☐ ☐ ☐ ☐

Appearance ☐ ☐ ☐ ☐ ☐ ☐

Mental

Perception ☐ ☐ ☐ ☐ ☐ ☐

Intelligence ☐ ☐ ☐ ☐ ☐ ☐

Wits ☐ ☐ ☐ ☐ ☐ ☐

Abilities

Talents

Alertness ☐ ☐ ☐ ☐ ☐ ☐

Athletics ☐ ☐ ☐ ☐ ☐ ☐

Brawl ☐ ☐ ☐ ☐ ☐ ☐

Dodge ☐ ☐ ☐ ☐ ☐ ☐

Empathy ☐ ☐ ☐ ☐ ☐ ☐

Expression ☐ ☐ ☐ ☐ ☐ ☐

Intimidation ☐ ☐ ☐ ☐ ☐ ☐

Primal-Urge ☐ ☐ ☐ ☐ ☐ ☐

Streetwise ☐ ☐ ☐ ☐ ☐ ☐

Subterfuge ☐ ☐ ☐ ☐ ☐ ☐

Skills

Animal Ken ☐ ☐ ☐ ☐ ☐ ☐

Drive ☐ ☐ ☐ ☐ ☐ ☐

Etiquette ☐ ☐ ☐ ☐ ☐ ☐

Firearms ☐ ☐ ☐ ☐ ☐ ☐

Melee ☐ ☐ ☐ ☐ ☐ ☐

Leadership ☐ ☐ ☐ ☐ ☐ ☐

Performance ☐ ☐ ☐ ☐ ☐ ☐

Repair ☐ ☐ ☐ ☐ ☐ ☐

Stealth ☐ ☐ ☐ ☐ ☐ ☐

Survival ☐ ☐ ☐ ☐ ☐ ☐

Knowledge

Computer ☐ ☐ ☐ ☐ ☐ ☐

Enigmas ☐ ☐ ☐ ☐ ☐ ☐

Investigation ☐ ☐ ☐ ☐ ☐ ☐

Law ☐ ☐ ☐ ☐ ☐ ☐

Linguistics ☐ ☐ ☐ ☐ ☐ ☐

Medicine ☐ ☐ ☐ ☐ ☐ ☐

Occult ☐ ☐ ☐ ☐ ☐ ☐

Politics ☐ ☐ ☐ ☐ ☐ ☐

Rituals ☐ ☐ ☐ ☐ ☐ ☐

Science ☐ ☐ ☐ ☐ ☐ ☐

Advantages

Backgrounds

RESOURCES ☐ ☐ ☐ ☐ ☐ ☐

Klaive ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Gifts

PERSUASION CHAL SUB (06)

SCENT O-T TRUE FORM PERCEPTION (05, 9)

RESIST PAIN (WILL)

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Gifts

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Renown

Glory

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Honor

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wisdom

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rage

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gnosis

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

Bruised ☐

Hurt -1 ☐

Injured -1 ☐

Wounded -2 ☐

Mauled -2 ☐

Crippled -5 ☐

Incapacitated ☐

Experience

Rank
3

WEREWOLFTM

THE APOCALYPSE

~~Homid~~ ~~Glabro~~ ~~Crinos~~ ~~Hispo~~ ~~Lupus~~

No
Change

Strength (+2) _____ Strength (+4) _____ Strength (+3) _____ Strength (+1) _____
 Stamina (+2) _____ Dexterity (+1) _____ Dexterity (+2) _____ Dexterity (+2) _____
 Appearance (-1) _____ Stamina (+3) _____ Stamina (+3) _____ Stamina (+2) _____
 Manipulation (-1) _____ Appearance 0 _____ Manipulation (-3) _____ Manipulation (-3) _____
 Manipulation (-3) _____ +1 Bite Damage -2 Perception Diff.
 Difficulty: 6 Difficulty: 7 Difficulty: 6 Difficulty: 7 Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Other Traits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Battle Scars: _____

Metis Deformity: _____

Fetishes

Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	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: _____

Str +2 Str +4 Str +3
Sta. +2 Dex. +1 Str. +2
Sta. +3 Sta. +7

Concept:

Wits 00000

Science_____00000

00000

-Experience

WEREWOLF™

THE APOCALYPSE

~~Homid~~ ~~Glabro~~ ~~Crinos~~ ~~Hispo~~ ~~Lupus~~

No
Change

Strength (+2) _____ Strength (+4) _____ Strength (+3) _____ Strength (+1) _____
 Stamina (+2) _____ Dexterity (+1) _____ Dexterity (+2) _____ Dexterity (+2) _____
 Appearance (-1) _____ Stamina (+3) _____ Stamina (+3) _____ Stamina (+2) _____
 Manipulation (-1) _____ Appearance 0 _____ Manipulation (-3) _____ Manipulation (-3) _____
 Manipulation (-3) _____ +1 Bite Damage -2 Perception Diff.
 Difficulty: 6 Difficulty: 7 Difficulty: 6 Difficulty: 7 Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Other Traits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Battle Scars: _____

Metis Deformity: _____

Fetishes

Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____
 Item: _____ ☐ Dedicated Level _____ Gnosis _____
 Power _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	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: _____

WEREWOLFTM

THE APOCALYPSE

Name: Eva Silverschield
 Player:
 Chronicle: Hundotja

Breed: Hornid
 Auspice: Ahrayn
 Tribe: Silver Fang

Pack Name:
 Pack Totem:
 Concept:

Attributes

Physical

Strength ●●●●●
 Dexterity ●●●●●
 Stamina ●●●●●

Social

Charisma ●●●●●
 Manipulation ●●●●●
 Appearance ●●●●●

Mental

Perception ●●●●●
 Intelligence ●●●●●
 Wits ●●●●●

Abilities

Talents

Alertness ●●●●●
 Athletics ●●●●●
 Brawl ●●●●●
 Dodge ●●●●●
 Empathy 00000
 Expression 00000
 Intimidation ●●●●●
 Primal-Urge ●●●●●
 Streetwise ●●●●●
 Subterfuge ●●●●●

Skills

Animal Ken 00000
 Drive ●●●●●
 Etiquette ●●●●●
 Firearms ●●●●●
 Melee ●●●●●
 Leadership 00000
 Performance 00000
 Repair 00000
 Stealth 00000
 Survival 00000

Knowledge

Computer ●●●●●
 Enigmas 00000
 Investigation 00000
 Law ●●●●●
 Linguistics ●●●●●
 Medicine ●●●●●
 Occult ●●●●●
 Politics 00000
 Rituals 00000
 Science ●●●●●

Advantages

Backgrounds

Pure Breed ●●●●●
Resources ●●●●●
Klative ●●●●●
 00000
 00000

Gifts

Persuasion
Razor Claws
Inspiration
Stare down
Sense Wym

Gifts

Renown

Glory

0 0 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Honor

0 0 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wisdom

0 0 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rank

2

Rage

● ● ● ● ● ● ● ● ● ●
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gnosis

● ● 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

● ● ● ● ● ● 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

Bruised ☐
 Hurt -1 ☐
 Injured -1 ☐
 Wounded -2 ☐
 Mauled -2 ☐
 Crippled -5 ☐
 Incapacitated ☐

Experience

THE APOCALYPSE

No
Change

Strength (+2) <u>5</u>	Strength (+4) <u>7</u>	Strength (+3) <u>6</u>	Strength (+1) <u>4</u>
Stamina (+2) <u>5</u>	Dexterity (+1) <u>6</u>	Dexterity (+2) <u>7</u>	Dexterity (+2) <u>7</u>
Appearance (-1) <u>3</u>	Stamina (+3) <u>6</u>	Stamina (+3) <u>6</u>	Stamina (+2) <u>5</u>
Manipulation (-1) <u>1</u>	Appearance 0	Manipulation (-3) <u>-1</u>	Manipulation (-3) <u>-1</u>
	Manipulation (-3) <u>-1</u>	+1 Bite Damage	-2 Perception Diff.
Difficulty: 7	Difficulty: 6	Difficulty: 7	Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Fetishes

[illegible]

Battle Scars: _____

Metis Deformity: _____

Item: _____ ☐ Dedicated Level ____ Gnosis _____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis _____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis _____
Power _____

Item: _____ ☐ Dedicated Level ____ Gnosis _____
Power _____

Rites

Combat

Brawling Chart

Maneuver	Roll	Diff	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: _____