

APPENDIX: THE PLAYERS' PACK



SHELLEY MOONSHADOW LE BORGNE

Shelley always loved sports. She played ice hockey and was on track to becoming a professional. Once during a match she got into a fight and lost her temper, experiencing her First Change. If not for the ice skates and the padding, she might have murdered both teams. She has been better able to control her changes since then, but she has developed a new-found interest in reading, listening, singing, and storytelling. Inspired by the legends of the Garou, she leads a double life. By day, she plays hockey in the big city. By night she prowls the streets, teaching the songs of the moon to the other werewolves.

Tribe: Shadow Lords

Auspice: Galliard

Patron: Thunder

Touchstones: Coach MacKenzie

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 3, Manipulation 1, Composure 2; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 6 / Willpower 4

Skills: Athletics 4, Brawl 2, Driving 2, Firearms 2, Melee 3, Stealth 1, Survival 3, Intimidation 3, Leadership 1, Performance 1

Renown: Glory 2, Honor 1

Gifts: Hare's Leap, Animal Magnetism, Fatal Flaw

Rites: Rite of Dedication

Advantages: Resources 1, Spirit Pact 3, Linguistics (French) 1, Mask 2

Flaws: Folkloric Tell (shadow reveals the other form) 1, Folkloric Bane (moonstone) 1

DARIUS VAN DETTA

Darius is not his real name, of course. He is first and foremost a wolf. A lone wolf at that. Having challenged the leader a few too many times, he was bitten and clawed and eventually driven out of the pack. He attacked humans who tried to shoot him. And that is when he saw a mirage of the enemy, the Wyrms, and he changed. He was a naked human himself, and could understand the ways of the spirits. He now sometimes goes by the unconvincing human name of Darius Van Detta, and does his utmost to take down the Wyrms wherever they are at work. He does not really understand human society, but he is loyal to his new Garou pack.

Tribe: Black Fury

Auspice: Theurge

Patron: Gorgon

Touchstones: Nahanni

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 2, Manipulation 3, Composure 4; Intelligence 2, Wits 2, Resolve 3

Secondary Attributes: Health 6 / Willpower 7

Skills: Athletics 1, Brawl 2, Melee 3, Stealth 2, Survival 4, Animal Ken 3, Intimidation 2, Leadership 1, Persuasion 1, Awareness 3, Occult 1

Renown: Glory 2, Wisdom 1

Gifts: Penumbral Senses, Mother's Touch, Curse of Aeolus

Rites: Rite of Shadow Passage

Advantages: Moon-Quickened 1, Moon-Riled 3, Allies (local drifters) 2, Contacts (local gas station attendant who sees a lot) 1

Flaws: Illiterate 2

IDA RATBRAIN FONG

Ida was a straight A student who always did what she was told. She obeyed parents, teachers, priests, politicians, and bosses. Yet she knew something was wrong with the world. But why? When she became a journalist, she tried to ask these questions, not realizing she was constantly being lied to. When the realization finally hit her, Ida raged. After the change, she has questioned every authority, challenged every tradition, and turned every stone, if it helps get to the truth. On the way, she has also become a disillusioned big city drug addict who has drifted more and more into marginalia with her strange opinions and attitudes.

Tribe: Bone Gnawer

Auspice: Ragabash

Patron: Rat

Touchstones: Coach MacKenzie

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 1

Secondary Attributes: Health 5 / Willpower 3

Skills: Driving 1, Firearms 1, Larceny 4, Stealth 3, Etiquette 2, Insight 1, Persuasion 1, Streetwise 3, Subterfuge 2, Investigation 3, Technology 2

Renown: Honor 2, Wisdom 1

Gifts: Catfeet, Gremlins, Blissful Ignorance

Rites: Rite of the Forgetful Record

Advantages: Contacts (drug dealer in town) 1, Mask (fake ID under the name Susan Wu) 1, Day Job (regular freelance writing assignments) 2, Linguistics (French, Spanish, Mandarin) 3

Flaws: Hopeless Addiction 2

ASHLEY FERNFUR GREENEYES

Ashley grew up a wolf, one of those wolves who loved the territory of their pack and did their utmost to protect its flora and fauna from destruction. When she found that territory decimated by large machines, she raged, and changed. In human form she attacked those who drove the machines and escaped into the woods. Humans recognized her as Indigenous, and she adopted the name Ashley Greeneyes. She lives on the outskirts of town with a human woman, fiercely protecting their garden and any peace of green nature she sees.

Tribe: Hart Warden

Auspice: Ahroun

Patron: Stag

Touchstones: Nahanni

Attributes: Strength 2, Dexterity 2, Stamina 4; Charisma 2, Manipulation 1, Composure 3; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7 / Willpower 5

Skills: Brawl 1, Craft 4, Melee 2, Stealth 1, Survival 3, Animal Ken 3, Insight 1, Leadership 2, Persuasion 2, Awareness 3

Renown: Glory 2, Honor 1

Gifts: Staredown, Razor Claws, Sacred Boundary

Rites: Rite of Dedication

Advantages: Safe House 2, Resources 1, Contact (town clerk wife) 2, Allies (Indigenous activists) 2

Flaws: Illiterate 2

JONAS SPARKS BEAULIEU

Jonas was born into the Dene people on a Reserve with less than three hundred people. He always had an affinity for machines, working as a mechanic repairing fire trucks and helicopters. After he changed, he felt a strange need to delve deep into the history and customs of the Garou as well as the laws of Canada, the territory, and the reserve, becoming an impromptu arbitrator in many disputes. Jonas studies law in the big city, but never really feels like he belongs there.

Tribe: Glass Walkers

Auspice: Philodox

Patron: Spider

Touchstones: Coach MacKenzie

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 3, Manipulation 2, Composure 3; Intelligence 4, Wits 2, Resolve 2

Secondary Attributes: Health 5 / Willpower 5

Skills: Craft 2, Driving 3, Firearms 3, Larceny 1, Streetwise 2, Subterfuge 1, Academics 3, Investigation 2, Politics 1, Technology 4

Renown: Honor 1, Wisdom 2

Gifts: Eyes of the Owl, Thwarting the Arrow, Gaia's Candor, Porcupine's Reprisal

Rites: Rite of Dedication

Advantages: Contact (tribal chief) 2, Resources 2, Mask 2, Fame (flair as a car mechanic) 1

Flaws: Moon-Thrall 2

JARED TIERNEY

Jared may not have the book smarts, but he has heart. He prides himself on having grown on a farm and knowing where food really comes from. He is also a hunter, prowling the wilds outside the farm. When he first changed, a violent rage overtook him and he killed his entire family. He was never sentenced for murder but eventually living with the guilt was too much. He moved into the city where he worked in construction but never really fit in, getting into too many fights with those who thought they could take him. Now Jared has come back home where he belongs.

Tribe: Galestalkers

Auspice: Ahroun

Patron: North Wind

Touchstones: Coach MacKenzie

Attributes: Strength 4, Dexterity 3, Stamina 3; Charisma 2, Manipulation 1, Composure 3; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 6 / Willpower 5

Skills: Athletics 3, Brawl 4, Craft 1, Driving 2, Firearms 3, Melee 1, Survival 2, Animal Ken 3, Intimidation 2, Leadership 1

Renown: Honor 2, Wisdom 1

Gifts: Raging Strike, Lacerating Wind, Halt the Coward's Flight

Rites: Rite of Rage

Advantages: Moon-quicken 1, Moon-Riled 3, Mask 2, Contacts (local farmer) 1

Flaws: Dark Secret 1 (killed his family), Folkloric Tell (people hear howls in your presence) 1

WEREWOLF

THE APOCALYPSE

Name <i>Shelley "Moonshadow" Le Borgne</i>	Concept <i>Poetic Hockey Player</i>	Patron <i>Thunder</i>
Chronicle <i>Red Tundra</i>	Auspices <i>Galliard</i>	Tribe <i>Shadow Lords</i>

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●●○○
Manipulation ●○○○○
Composure ●●○○○

MENTAL

Intelligence ●●○○○
Wits ●●○○○
Resolve ●●○○○

Health

■ ■ ■ ■ ■ □ □ □ □ □

Willpower

■ ■ ■ ■ □ □ □ □ □ □

Grinos □ □ □ □

SKILLS

Athletics ●●●○○	Animal Ken ○○○○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ○○○○○	Awareness ○○○○○
Craft ○○○○○	Insight ○○○○○	Finance ○○○○○
Driving ●●○○○	Intimidation ●●●○○	Investigation ○○○○○
Firearms ●●○○○	Leadership ●○○○○	Medicine ○○○○○
Larceny ○○○○○	Performance ●○○○○	Occult ○○○○○
Melee ●●●○○	Persuasion ○○○○○	Politics ○○○○○
Stealth ●○○○○	Streetwise ○○○○○	Science ○○○○○
Survival ●●●○○	Subterfuge ○○○○○	Technology ○○○○○

RENOUN

Glory ●●○○○	Honor ●○○○○	Wisdom ○○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap		1 + RC	Each Rage Check allows the Garou to attack an extra enemy the same round
Animal Magnetism		1 RC	Add Glory to Social pools with humans
Fatal Flaw	Charisma + Honor	1 RC	Heals 1 Willpower for each Garou who hears the howl and joins the presence of the howler
	Charisma + Glory	1 RC	All pack members within earshot get +1 Rage
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage □ □ □ □ □

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Resources	● ○ ○ ○ ○ ○
Spirit Pact	● ● ● ● ○ ○
Linguistics (French)	● ○ ○ ○ ○ ○
Mask	● ● ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
Folkloric Tell (shadow reveals the other form)	● ○ ○ ○ ○ ○
Folkloric Bane	● ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○

Harano □ □ □ □ □

Hauglosk □ □ □ □ □

Apperance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Darius Van Detta	Concept A Wolf Pretending To Be Human	Patron Gorgon
Chronicle Red Tundra	Auspices Theurge	Tribe Black Fury

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Composure ●●●○○

MENTAL

Intelligence ●○○○○
Wits ●●○○○
Resolve ●●●○○

Health

□□□□□□□□□□

Willpower

□□□□□□□□□□

Grinos □□□□

SKILLS

Athletics ●○○○○	Animal Ken ●●●○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ○○○○○	Awareness ●●●○○
Craft ○○○○○	Insight ○○○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ●●○○○	Investigation ○○○○○
Firearms ○○○○○	Leadership ●○○○○	Medicine ○○○○○
Larceny ○○○○○	Performance ○○○○○	Occult ●○○○○
Melee ●●●○○	Persuasion ●○○○○	Politics ○○○○○
Stealth ●●○○○	Streetwise ○○○○○	Science ○○○○○
Survival ●●●○○	Subterfuge ○○○○○	Technology ○○○○○

RENOUN

Glory ●●○○○	Honor ○○○○○	Wisdom ●●○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Penumbral Senses	Intelligence + Wisdom	1 W	Difficult = Gauntlet strength, success allows interaction with local spirits
Mother's Touch	Intelligence + Glory	1 W	Heals Superficial damage = no. of successes
Curse of Aeolus	Wits + Wisdom	1 W	Difficulty 2, sense whether there's something supernatural nearby
Rite of Shadow Passage	Renown + Occult		Difficulty = local Gauntlet rating, success allows pack to move to the Umbra

Rage □□□□□

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Moon-Quickened	● ○ ○ ○ ○
Moon-Riled	● ● ● ○ ○
Allies (local drifters)	● ● ○ ○ ○
Contacts (lpcal gas station attendant who sees a lot)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
Illiterate	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano □ □ □ □ □

Hauglosk □ □ □ □ □

Apperance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name <i>Ida "Ratbrain" Fong</i>	Concept <i>Wayward Student</i>	Patron <i>Rat</i>
Chronicle <i>Red Tundra</i>	Auspices <i>Ragabash</i>	Tribe <i>Bone Gnawer</i>

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●○○○
Manipulation ●●●○○
Composure ●●○○○

MENTAL

Intelligence ●●●○○
Wits ●●●○○
Resolve ●○○○○

Health

■ ■ ■ ■ ■ □ □ □ □ □

Willpower

■ ■ ■ □ □ □ □ □ □ □

Grinos □ □ □ □

SKILLS

Athletics ○○○○○	Animal Ken ○○○○○	Academics ○○○○○
Brawl ○○○○○	Etiquette ●●○○○	Awareness ○○○○○
Craft ○○○○○	Insight ●○○○○	Finance ○○○○○
Driving ●○○○○	Intimidation ○○○○○	Investigation ●●●○○
Firearms ●○○○○	Leadership ○○○○○	Medicine ○○○○○
Larceny ●●●○○	Performance ○○○○○	Occult ○○○○○
Melee ○○○○○	Persuasion ●○○○○	Politics ○○○○○
Stealth ●●●○○	Streetwise ●●●○○	Science ○○○○○
Survival ○○○○○	Subterfuge ●●○○○	Technology ●●○○○

RENOUN

Glory ○○○○○	Honor ●●○○○	Wisdom ●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Catfeet	Intelligence + Wisdom	1 W	Automatically succeed at keeping balance
Grewlins	Manipulation + Honor vs Composure + Insight	1 RC	Successes cause Willpower damage and force the victim to turn attention to the Gift's user
Blissful Ignorance	Charisma + Glory	1 RC	Renders device unusable for a scene
Rite of the Forgetful Record	Wisdom + Investigation		On success, the Difficulty to find the participants via databases or records increases by 3

Rage □ □ □ □ □

WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans

ADVANTAGES & FLAWS

Contact (drug dealer in town)	●○○○○
Mask (fake ID under the name Susan Wu)	●○○○○
Day Job (regular freelance writing assignments)	●●○○○
Linguistics (French, Spanish, Mandarin)	●●●○○
	○○○○○
Hopeless Addiction	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○






Harano □□□□□

Hauglosk □□□□□

Apperance

History

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Ashley "Fernfur" Greeneyes	Concept Wolfborn Activist	Patron Stag
Chronicle Red Tundra	Auspices Ahroun	Tribe Hart Warden

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Composure ●●●○○

MENTAL

Intelligence ●●○○○
Wits ●●●○○
Resolve ●●○○○

Health

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Willpower

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Grinos ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

SKILLS

Athletics ○○○○○	Animal Ken ●●●○○	Academics ○○○○○
Brawl ●○○○○	Etiquette ○○○○○	Awareness ●●●○○
Craft ●●●○○	Insight ●○○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ○○○○○	Investigation ○○○○○
Firearms ○○○○○	Leadership ●●○○○	Medicine ○○○○○
Larceny ○○○○○	Performance ○○○○○	Occult ○○○○○
Melee ●●○○○	Persuasion ●●○○○	Politics ○○○○○
Stealth ●○○○○	Streetwise ○○○○○	Science ○○○○○
Survival ●●●○○	Subterfuge ○○○○○	Technology ○○○○○

RENOW

Glory ●●○○○	Honor ●○○○○	Wisdom ○○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Staredown	Charisma + Honor vs Composure + Resolve	1 RC	Automatic success with humans and animals, forces target to step aside
Razor Claws		-1 RC	Add half of Glory (round up) to claw damage
Sacred Boundary			Add Wisdom to attempts to sense traps, ambushes or surprise attacks
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Safe House	●●○○○
Resources	●○○○○
Contact (town clerk wife)	●●○○○
Allies (Indigenous activists)	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano □□□□□

Hauglosk □□□□□

Apperance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
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Health Levels: +4
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and Garou
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Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



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** Does not apply to Stealth tests

Notes

Total Experience
Spent Experience

WEREWOLF

THE APOCALYPSE

Name <i>Jonas "Sparks" Beaulieu</i>	Concept <i>The Mechanic</i>	Patron <i>Spider</i>
Chronicle <i>Red Tundra</i>	Auspices <i>Philodox</i>	Tribe <i>Glass Walkers</i>

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●●○○○
 Manipulation ●●○○○○
 Composure ●●●○○○

MENTAL

Intelligence ●●●○○○
 Wits ●●○○○○
 Resolve ●●○○○○

Health

■ ■ ■ ■ ■ □ □ □ □ □

Willpower

■ ■ ■ ■ ■ □ □ □ □ □

Crinos □ □ □ □ □

SKILLS

Athletics ○○○○○○	Animal Ken ○○○○○○	Academics ●●●○○○
Brawl ○○○○○○	Etiquette ○○○○○○	Awareness ○○○○○○
Craft ●●○○○○	Insight ○○○○○○	Finance ○○○○○○
Driving ●●●○○○	Intimidation ○○○○○○	Investigation ●●○○○○
Firearms ●●●○○○	Leadership ○○○○○○	Medicine ○○○○○○
Larceny ●○○○○○	Performance ○○○○○○	Occult ○○○○○○
Melee ○○○○○○	Persuasion ○○○○○○	Politics ●○○○○○
Stealth ○○○○○○	Streetwise ●●○○○○	Science ○○○○○○
Survival ○○○○○○	Subterfuge ●○○○○○	Technology ●●●○○○

RENOUN

Glory ○○○○○○	Honor ●○○○○○	Wisdom ●●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Eyes of the Owl		1 W	Add Honor as a bonus to all tests to avoid projectile weapons; only works in crinos
Thwarting the Arrow	Charisma + Glory vs Composure + Subterfuge	1 RC	Forces truthful answer to a question; automatic success with humans, test with supernaturals
Gaia's Candor		1 RC	When damaged in brawl or melee, Rage Check inflicts damage equal to Glory to the attacker
Porcupine's Reprisal	Wits + Wisdom	1 W	Reveals true nature of beings pretending to be human
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage □ □ □ □ □

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Contact (tribal chief)	●●○○○
Resources	●●○○○
Mask	●●○○○
Fame (flair as a car mechanic)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano □□□□□

Hauglosk □□□□□

Apperance

History

FORMS of the GAROU

Homid

Cost: Free
Silver immunity



Glabro

Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos

Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo

Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus

Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name <i>Jared Tierney</i>	Concept <i>Wayward Student</i>	Patron <i>North Wind</i>
Chronicle <i>Red Tundra</i>	Auspices <i>Ahroun</i>	Tribe <i>Galestalkers</i>

ATTRIBUTES

PHYSICAL

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

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Composure ●●●○○

MENTAL

Intelligence ●●○○○
Wits ●●○○○
Resolve ●●○○○

Health

□□□□□□□□□□

Willpower

□□□□□□□□□□

Grinos □□□□

SKILLS

Athletics ●●●○○	Animal Ken ●●●○○	Academics ○○○○○
Brawl ●●●○○	Etiquette ○○○○○	Awareness ○○○○○
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Stealth ○○○○○	Streetwise ○○○○○	Science ○○○○○
Survival ●●○○○	Subterfuge ○○○○○	Technology ○○○○○

RENOUN

Glory ○○○○○	Honor ●●○○○	Wisdom ●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Raging Strike		1 W	Automatically succeed at keeping balance
Lacerating Wind	Manipulation + Honor vs Composure + Insight	1 RC	Successes cause Willpower damage and force the victim to turn attention to the Gift's user
Halt the Coward's Flight	Charisma + Glory	1 RC	Renders device unusable for a scene
Rite of Rage	Glory + Intimidation		Difficulty equals no. of participants, min 3. Win increases Rage for each participant

Rage □□□□□

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Contact (drug dealer in town)	○○○○○
Mask (fake ID of dubious quality)	●●○○○
Addiction	●○○○○
Person of Interest	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano □□□□□

Hauglosk □□□□□

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Lupus Cost: Free
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Spent Experience