

WEREWOLF

THE APOCALYPSE

| | | |
|-----------|---------|--------|
| Name | Concept | Patron |
| Chronicle | Auspice | Tribe |

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

Health

□□□□□□□□□□

Willpower

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Crinos □□□□□

SKILLS

| | | |
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| 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..... ○○○○○○ |

RENOWN

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|--------------|--------------|---------------|
| Glory ○○○○○○ | Honor ○○○○○○ | Wisdom ○○○○○○ |
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GIFTS & RITES

| Name | Pool | Cost | Notes |
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Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

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ADVANTAGES & FLAWS

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Harano □□□□□ **Hauglosk** □□□□□

Appearance

History

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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

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Total Experience

Spent Experience