

WEREWOLF[™]

THE APOCALYPSE

Name: Michael
 Player: NPC
 Chronicle: Salem

Breed: Homid
 Auspice: Balliaced
 Tribe: Fianna

Pack Name:
 Pack Totem:
 Concept: Warrior

Attributes

Physical		Social		Mental	
Strength	●●●●●	Charisma	●●●●●	Perception	●●●●●
Dexterity	●●●●●	Manipulation	●●●●●	Intelligence	●●●●●
Stamina	●●●●●	Appearance	●●●●●	Wits	●●●●●

Abilities

Talents		Skills		Knowledge	
Alertness	●●●●●	Animal Ken	○○○○○	Computer	●○○○○
Athletics	○○○○○	Drive	●○○○○	Enigmas	●○○○○
Brawl	●●●●●	Etiquette	●○○○○	Investigation	○○○○○
Dodge	●●●●●	Firearms	●○○○○	Law	●○○○○
Empathy	●○○○○	Melee	○○○○○	Linguistics	○○○○○
Expression	●○○○○	Leadership	●○○○○	Medicine	○○○○○
Intimidation	●●○○○	Performance	○○○○○	Occult	●○○○○
Primal-Urge	●●○○○	Repair	○○○○○	Politics	●○○○○
Streetwise	○○○○○	Stealth	●○○○○	Rituals	●○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

Advantages

Backgrounds		Gifts		Gifts	
<u>Resources</u>	●●●●●				
<u>Contacts</u>	●●○○○				
<u>Status</u>	●●○○○				
	○○○○○				
	○○○○○				

Renown

Glory

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

Honor

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

Wisdom

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

Rank

Rage

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

Gnosis

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

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"/>

Experience

WEREWOLF™ THE APOCALYPSE

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

No
Change

INCITE DELIRIUM IN HUMANS

Other Traits

- Kindred Lore ●●●●●
- Lupine Lore ●●●●●
-
-
-
-
-
-
-
-
-
-
- Eidetic Memory ○○○○○
- Dual Nature ○○○○○
- Unbandable ○○○○○
- True Love (Beenda) ○○○○○

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: _____

Character: Michael Moorecock		Pack:		Status:	
Breed:		Auspice:		Tribe:	
Age: 35		Born: 1964		Time in City:	
Time in City:		Died:			
Homid Form:					
Height: 6'1"			Weight: 210		
Glabro Form:					
Height:		Hair:		Weight:	
Crinos Form:					
Height:		Hair:		Weight:	
Hispo Form:					
Height:		Hair:		Weight:	
Lupis Form:					
Height:		Hair:		Weight:	
Enemies:					
Allies:					
Background: Michael was attacked on campus in Adrian, MI by a lycanthrope. He was infected and moved to Nashville where he met + married Brenda. He teaches at Univ. of Nashville and assists Brenda with her duties. He runs with the pack as little as possible, preferring to be with Brenda and their 2 girls.					
Gifts:					
Noteworthy Belongings:					
Notes: very protective of Brenda and their children					

