

WEREWOLF[™]

THE APOCALYPSE

Name: Walter Ozborne
 Player: NPC
 Chronicle: Nashville

Breed: Homid
 Auspice: Therape
 Tribe: Glass Walker

Pack Name:
 Pack Totem: Cockroach
 Concept:

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	
Alias	●●●●●	Mother's touch	_____	Smell of man	_____
Resources	●●●●●	Sense Wyem	_____	Tan Technology	_____
Rites	●●●●●	Spirit Speech	_____	Sight from Beyond	_____
_____	●●●●●	Control Simple Machine	_____	_____	_____
_____	●●●●●	Persuasion	_____	_____	_____

Renown

Glory

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

Honor

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

Wisdom

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

Rank

Rage

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

Gnosis

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

Willpower

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

Health

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

Experience

WEREWOLF™ THE APOCALYPSE

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



INCITE DELIRIUM IN HUMANS

Other Traits

- Computer Aptitude ●●●●●
- Calm heart ●●●●●
- true love ○○○○○
- Acute Smell ○○○○○
- Garou love ●●●●●
- Computer Hacking ●●●●●
- Kindred Love ●●●●●
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

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

- Rite of Contrition _____
- Rite of Cleansing _____
- _____
- _____
- _____
- _____
- _____
- _____

Combat

Mancuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Mancuver	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 mancuvers do aggravated damage

Armor: _____

