WEREWOLF

Name: Breed: Pack Name:
Player: Auspice: Pack Totem:
Chronicle: Tribe: 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

_____ ○○○○○
_____ ○○○○○
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Gifts

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Gifts

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Renown

Glory

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Honor

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Wisdom

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Rage

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Gnosis

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□ □ □ □ □ □ □ □ □ □

Willpower

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□ □ □ □ □ □ □ □ □ □

Health

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

Rank

Attributes: 7/5/3 Abilities: 13/9/5 Gifts: 1 Level One from breed, auspice and tribe Backgrounds: 5 Freebie: 15 (7/5/2/1)

WEREWOLF

Forms

Homid (Dif 6): No Change
Glabro (Dif 7): Strength (+2)____, Stamina (+2)____, Appearance (-1)____, Manipulation (-1)____
Crinos (Dif 6): Strength (+4)____, Dexterity (+1)____, Stamina (+3)____, Appearance 0, Manipulation (-3)____, Delerium
Hispo (Dif 7): Strength (+3)____, Dexterity (+2)____, Stamina (+3)____, Manipulation (-3)____, +1 Bite Damage
Lupus (Dif 6): Strength (+1)____, Dexterity (+2)____, Stamina (+2)____, Manipulation (-3)____, -2 Perception Diff.

Merits and Flaws

Equipment

Miscellaneous

Combat

Combat	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table

Man	Acc	Dam
Bite	5	STR+1*
Body Slam	7	Special
Claw	6	STR+2*
Grapple	6	STR
Kick	7	STR+1
Punch	6	STR

Armor: