WEREWOLF

Name: Michael Norman Smith
Player: Scott Kullberg
Chronicle: LeaAnn's

Breed: Competitor
Auspice: Perfectionist
Tribe: Gangrel

Pack Name: 11th
Pack Totem: Small apartment
Concept: Ex-Special Forces

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

Generation ●●○○○
Status ●○○○○
Resources ●●○○○
_____ ○○○○○
_____ ○○○○○

Gifts/Rites

Foo
Bar
Baz
Quux

Gifts/Rites

6

Renown

Glory

●○○○○○○○○○
■■□□□□□□□□

Honor

●●●○○○○○○○
■■■■□□□□□□

Wisdom

●●●●●○○○○○
■■■■■■□□□□

Rage

●●●●●●○○○○
□□□□□□□□□□

Gnosis

●●●●●●○○○○
□□□□□□□□□□

Willpower

●●●●●●●●○○
□□□□□□□□□□

Health

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

Rank

2

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

Danger Sense

Post-Traumatic Stress Disorder
Prey Exclusion (No Military)
Vengeance

Equipment

M-16 assault rifle w/ 4 spare magazines
H&K P7M10 .40 S&W w/ 2 spare magazines
M3 Bayonet (Large Knife)
Vertical-draw shoulder holster, black leather
Green beret w/ Special Forces patch
Black/gray fatigue-like clothing
Camouflage face paint, dark
Deluxe Leatherman tool
Black sneakers
Motorcycle Helmet (full face, tinted visor)
Fannypack holster (for jogging)
24 silver shotshells
Silvered M3 Bayonet

Colt M1911 .45 w/ 2 spare magazines
Remington 1100 12ga w/ 24 loose shells
Military fatigues (no insignia)
Small medal case w/ medals and NCO insignia
Harley-Davidson motorcycle
Suit of high-tech urban camouflage
Oversized plain black leather jacket
Combat boots
Inexpensive dark sunglasses
Deluxe gun-cleaning kit
Short sword
Dragonsbreath shotshells

Miscellaneous

Languages: English, Vietnamese
Specialties: Firearms/Rifle
Quirks: Files claws occasionally
Slight intolerance for civilian men
Really anal about firearm safety, terminology, and maintenance
Always knows all the exits and is nervous without more than one
Dislikes dishonesty within a group
Finds others' intimidation attempts humorous and reacts oppositely.
Calls people 'son' or 'damage' when instructing or scolding
Assumes command in dangerous situations
Runs 5-10 miles every evening if possible
Seeks revenge against the officers he believes 'expended' his squad.

Combat

Combat	Difficulty	Damage	Concealment	Range	Rate	Clip
M-16	7	7	N	200	20*	20/30
M1911	8	5	J	25	3	7(8)
P7M10	7	5	P	20	3	10(11)
Remington 1100	6	8	T	20	3	8

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: 0

Other:

Version 1.0.31, updated 22 JUN 94 -- After the Kill Shea run, 2xp spent (alertness)