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20th Anniversary Edition Werewolf the Apocalypse

Garou Name:
Name:
Player:
Chronicle:
Archetyp:

Breed:
Auspice:
Tribe:
Nature:

Pack Name:
Pack Totem:
Concept:
Demeanor:

Attributes

Attributes: 5 points Per Dot. Starting Dots: 3, 5, & 7

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

Social
Charisma ○○○○○
Manipulation ○○○○○
Appearance ○○○○○

Mental
Perception ○○○○○
Intelligence ○○○○○
Wits ○○○○○

Abilities

Abilities: 2 points Per Dot. Starting Dots: 5, 9, & 13

Talents
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Primal-Urge ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○
_____ ○○○○○

Skills
Animal-Ken ○○○○○
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
_____ ○○○○○

Knowledges
Academics ○○○○○
Computer ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Medicine ○○○○○
Occult ○○○○○
Rituals ○○○○○
Science ○○○○○
Technology ○○○○○
_____ ○○○○○

Advantages

Backgrounds
Start with 5 Background points. Purchase more for 1 point per Dot.

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Gifts
Start with 3 Gifts. Purchase more for 7 points per gift

Breed	Tribe	Auspice	Gifts
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	

Gifts

Breed	Tribe	Auspice	Gifts
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	
☐	☐	☐	

Renown
See Page 251 of Core Rulebook for Starting Points.

Glory ○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐
Honor ○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐
Wisdom ○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐

Rank

Rage
Your Auspice determines your starting Rage.
1 Point Per Additional Dot.

○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐

Gnosis
Determined by your chosen Breed.
2 Points Per Additional Dot.

○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐

Willpower
Determined by your chosen Tribe.
1 Point Per Additional Dot.

○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐

Health

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

Experience
15 Additional Starting Points

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Werewolf the Apocalypse 20th Anniversary Edition

Homid

No Change

Difficulty: **6**

Glabro

Strength(+2)_____
Stamina(+2)_____
Manipulation(– 2)___
Appearance(– 1)_ __

Difficulty: **7**

Crinos

Strength(+4)_____
Dexterity(+1)_____
Stamina(+3)_____
Manipulation(– 3)___
Appearance 0

Difficulty: **6**

INCITE DELIRIUM IN HUMANS

Hispo

Strength(+3)_____
Dexterity(+2)_____
Stamina(+3)_____
Manipulation(– 3)___

+1 Die to Bite Damage

Difficulty: **7**

Lupus

Strength(+1)_____
Dexterity(+2)_____
Stamina(+2)_____
Manipulation(– 3)___

–2 Perception Diff.

Difficulty: **6**

Other Traits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Battle Scars:_____

Metis Deformity:_____

Fetishes

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Item:_____ Level:___ Gnosis:___
Power:_____ Add Fetish Page

Rites

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 2/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor:_____

Notes:

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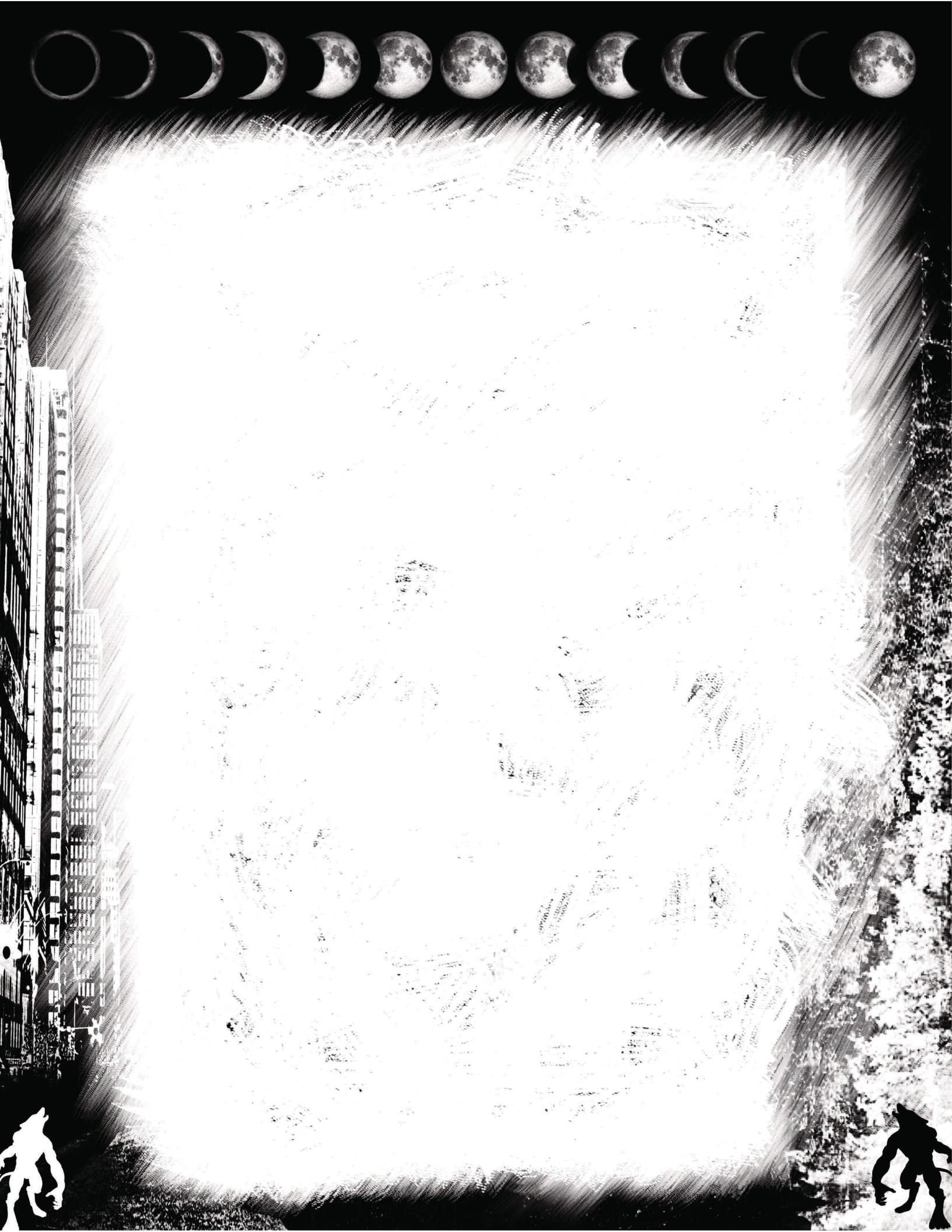
Free Starting Points Allocated to:
Show Name and Points

Experience Allocated to:
Show Name and Points

Add Fetish Page