WEREWOLF™ THE APOCALYPSE

Totem Spirit _____

Rage O O O O O O O O O O

A spirit uses Rage as its Strength. It is also the Difficulty for damage rolls to hurt the spirit.

Gnosis O O O O O O O O O O

A spiit uses Gnosis for all Social nd Mental rolls.

Willpower O O O O O O O O O O

A spirit uses Willpower as Dexterity to perform actions, and can move at Willpower + 20 yards per turn.

Essence
(Health)

Essence is usually equal to the sum of a spirit's Rage, Gnosis, and Willpower.

Charms:

Powers Bestowed upon the pack:

Ban:

Cost	Power
1	Per 3 points to spend on Willpower, Rage, and/or Gnosis.
1	Totem can speak to the pack without the benefit of the Gift: Spirit Speech
1	Totem can always find the pack members.
2	Totem is nearly always with teh pack members.
2	Totem is respected by other spirits.
2	Per Charm possessed.
3	Per extra pack member who can use the Totem's powers in teh same turn.
4	Totem is connected mystically to all pack members, allowing communication among them even at great distances.
5	Totem is feared by agents of the Wyrm.

Unspent Points / Total Points

/

(every XP spent = 1/2 Point)

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