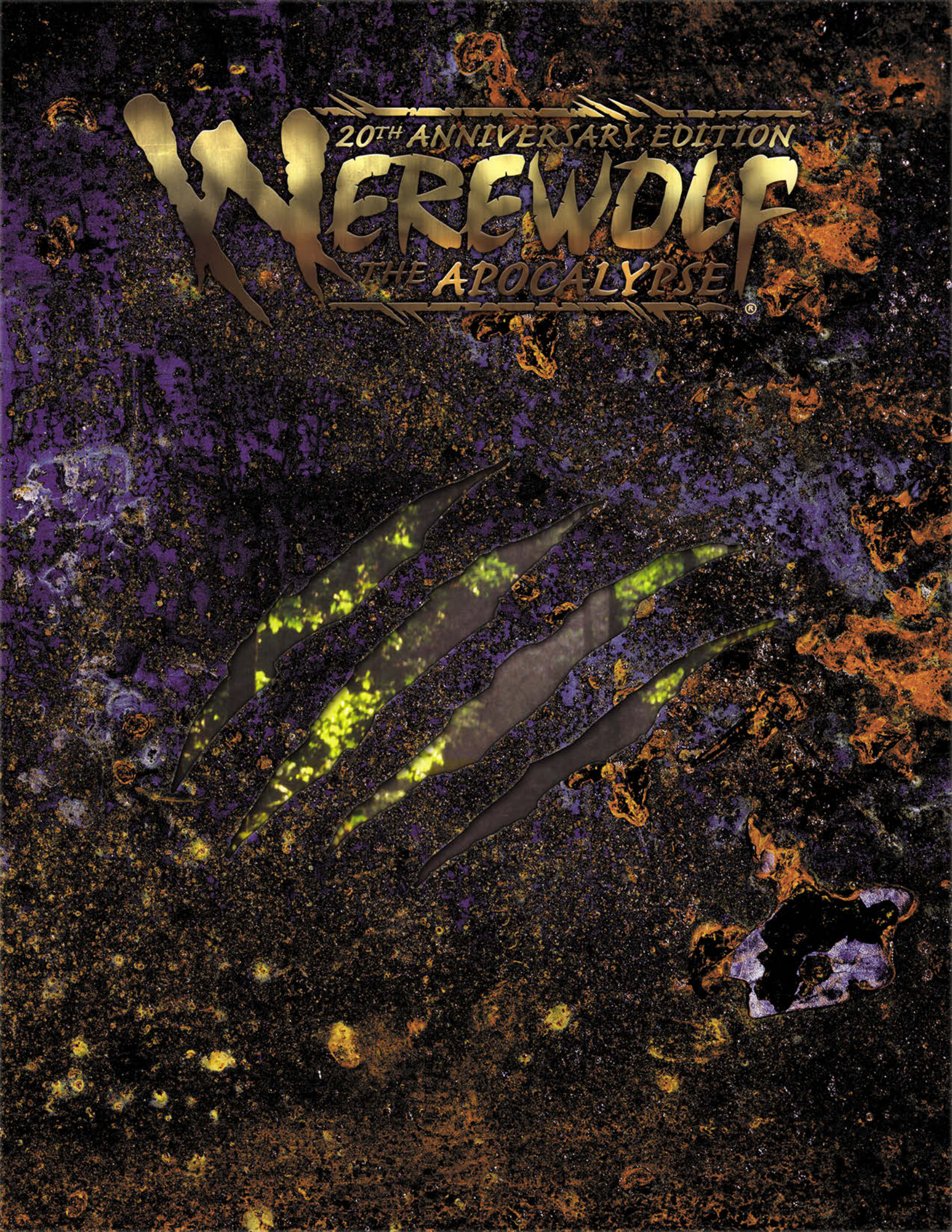
20TH ANNIVERSARY EDITION
WEREWOLF
THE APOCALYPSE
®

THE EIGHTH SIGN
Are you willing to be made nothing?
dipped into oblivion?
-- "Phoenix," D.H. Lawrence
RUN, BLACKPAW!
FOLLOW THE EAGLE! BRING OTHERS TO PROTECT THE CAERN!
WRITER · BILL BRIDGES
ART · JOHN BRIDGES

BLAM!
ONE OF THEM'S GETTING AWAY! TAKE HIM DOWN!
SCREE!
YES, SPIRIT!
TAKE US INTO THE SHADOW!
HE'S ESCAPING INTO THE UMBRA! RADIO FOR INTERCEPT!
SPAK!
SPAK!
NO! EVEN HERE THEY INFEST?!

SPLORTCH!
SPLUK!
SPLAK!
HOW...?
WHERE... WHERE HAVE YOU *TAKEN* US? WHAT *ARE* THESE THINGS? MORE *ENEMIES*!
SKITCH SKITCH
YOU *GET ON* OUT OF HERE, LITTLE SPIDERS. THESE HERE ARE *MY* GUESTS.
SKRITCH
KLI-KLACK!
GRRR___

JUMPING JEHOSHAPHAT! DON'T YOU GO GROWLING AT ME IN MY CAERN, YOUNG CUB. YOU'RE THE ONE WHO CAME HERE UNINVITED.
NOW, YOU CAN STAND DOWN AND LET ME HELP THAT BEAUTIFUL CREATURE WHO BROUGHT YOU HERE, OR I CAN LEAVE YOU TO THE SPIDERS.
I... I AM SORRY. I DON'T KNOW WHERE I AM. WE WERE UNDER ATTACK.
YOU'RE IN CENTRAL PARK. BY THE LOOK AND SOUND OF YOU, I FIGURE YOU'RE A COUNTRY WOLF. PROBABLY AIN'T NEVER SEEN SUCH A PLACE BEFORE.
DON'T YOU WORRY, OL' MOTHER LARISSA IS A FRIEND. NOW, WHO IS THIS LOVELY SPIRIT?
THAT IS GOLDEN EAGLE, MY GUARDIAN FROM BEFORE MY FIRST CHANGE. MY ELDER, TEN TOOTH, SENT HIM TO GUIDE ME, TO FIND HELP. I PRAY TEN TOOTH HAS NOT FALLEN.
I'LL BET A SACK OF WOODEN NICKELS THAT HE'S MORE THAN HE SEEMS.
NOT MANY GAFFLINGS OR JAGGLINGS CAN OPEN A PERSONAL MOON BRIDGE AND WALTZ UNINVITED INTO A PROTECTED CAERN.
LET'S STEP BACK INTO THE MATERIAL WORLD AND TEND TO YOUR FRIEND. YOU CAN TELL ME ALL ABOUT IT.
THE SEPT OF THE GREEN, CENTRAL PARK, NY
OW!
KEEP STILL. THAT WAS A SILVER BULLET, BUT I CAN STITCH IT UP. JUST GOTTA GET PAST ALL THIS FUR... HMMM, WHAT'S THIS? A BIRTHMARK?

WELL, THIS IS *INTERESTING*. HOW'D *THAT* GET THERE?
TEN TOOTH SAYS I WAS *BORN* WITH IT, BUT I DON'T KNOW WHAT IT MEANS.
I'VE BEEN DIGGING INTO PENTEX FOR *YEARS* NOW, BUT I DIDN'T THINK THEY HAD THE *BALLS* TO START SECRET OIL DRILLING IN YELLOWSTONE -- ESPECIALLY AFTER THE *FALLOUT* FROM THE MONTANA PIPELINE RUPTURE.
BLACKPAW HERE SAYS THAT SPILL WAS A DECOY, MEANT TO DRAW EYES *AWAY* FROM THE DRILLING.
DRILLING?! IT'S WORSE -- THEY'RE *FRACKING!* SHOOTING MASSIVE AMOUNTS OF CHEMICALS INTO *GAIA'S BODY*.
WHY ARE WE STILL *TALKING*? WE MUST OPEN A MOON BRIDGE AND *TAKE BACK* THE BISON ROCK CAERN! IF WE HURRY, MY PEOPLE MIGHT STILL BE *ALIVE*.
I GUESS THIS IS AS GOOD A TIME AS ANY TO *BREAK* IT TO YOU, BLACKPAW. MY GUYS HAVE BEEN *ALL OVER* THE NET, FIGURING THE SCORE.
MOST OF YOUR SEPTMATES *DIED* IN THE ATTACK.
NO! HOW CAN YOU *KNOW* THAT? YOUR WEAVER-TAINTED NET *LIES!*
IT'S THE *MODERN WORLD*, CUB. NOT EVERY SPIRIT SHITS IN THE WOODS. MY NET SPIRITS *KNOW THINGS* YOUR BACKWOODS HAINTS CAN'T EVEN IMAGINE.
GRRRR---
THAT'S *ENOUGH!* KLEON, YOU SAID YOU HAD FRESH INFORMATION?
ONE OF BLACKPAW'S SEPTMATES WAS *CAPTURED*. SOMEONE NAMED TEN TOOTH. BUT HE'S NOT IN YELLOWSTONE ANYMORE. THEY TOOK HIM NORTH, INTO CANADA.

OH GREAT GAIA -- THE TAR SANDS!
THAT'S RIGHT. I DON'T KNOW WHY THEY'RE KEEPING HIM ALIVE, BUT HE WON'T LAST LONG UP THERE.
THEY WANT THE GLYPH THAT BINDS THE ANCIENT MONSTER UNDER THE CAERN. ONLY TEN TOOTH KNOWS IT. THE ENEMY WANTS TO FIND IT AND UNLEASH IT.
WE HAVE TO RESCUE TEN TOOTH NOW! WE CANNOT LET THEM FREE THE BANE!
THE TAR SANDS ARE A WYRM HELL! MARI, WE CAN'T GO ALONE! LORD ALBRECHT IS STILL GATHERING A STRIKE FORCE TO TAKE BACK THE CAERN.
WE CAN'T WAIT FOR ALBRECHT! EVERY MINUTE IS PRECIOUS! WE MUST HAVE COURAGE AND WE MUST LEAVE NOW!
SCREE!
WELL, THE BIRD'S SPOKEN. THAT SETTLES IT. I'LL OPEN A BRIDGE RIGHT NOW TO THE GHOST CAERN.
GHOST CAERN?
THE SEPT CLOSEST TO THE TAR SANDS. THEY DIED FIGHTING AGAINST PENTEX; THEIR SPIRITS ARE STILL ANGRY. I'M HOPING YOUR GOLDEN EAGLE CAN CONVINCE THEM TO LET US PASS.
GET READY, WOLF CUB. YOU ARE ABOUT TO SEE WHAT THE WHOLE WORLD WILL BE WHEN THE APOCALYPSE COMES.

I DON'T *LIKE* THIS... WE DON'T EVEN HAVE AN AHROUN. AND THERE'S A **LOT** OF *INTERFERENCE* AHEAD. MY GPS ISN'T WORKING.
NOT THE GPS YOU'RE THINKING OF -- THIS IS A *GLASS WALKER* HACK. USES CELL TOWERS TO *PING* WEAVER SPIRITS AND BUILD A GRID OF SPIRIT ACTIVITY IN THE AREA.
GPS? *REALLY?* YOU EXPECT TECH TO WORK HERE?
THEN WHY ISN'T IT *WORKING?*

MY THEORY? EVERYTHING'S DEAD.

GRRRR...
THE GHOST GAROU!

WHO *DARES* VIOLATE OUR CAERN? THE WYRM COULD NOT TAKE IT -- NEITHER SHALL *YOU!*

I BEG PEACE, NOBLE WARRIORS! WE ARE YOUR SIBLINGS UNDER GAIA. I OFFER CHIMINAGE...
...A FEATHER FROM GOLDEN EAGLE, BOUND WITH GLASS BEADS — ONE FOR EACH FAVOR YOU MAY ASK OF THE SEPT OF THE GREEN.
BAH! TOKENS OF PEACE?! WE DIED FIGHTING! THERE IS NO PEACE FOR US NOW! NOT EVER!
ARRR!
YOU WILL DIE HERE!
IDIOT! THE WYRM IS AT YOUR BORDERS AND YET YOU STRIKE AT US?! WE WILL STRIKE BACK!
RAWWK!
IT CANNOT BE!
WE DID NOT RECOGNIZE YOU, O SPIRIT! FROM OUT OF OUR GRAY DREAMS, FROM BEYOND ALL OUR ENDS, HOPE HAS NOT DIED. WE ACCEPT YOUR GIFT AND YOU MAY PASS.

WHAT'S GOING ON? WHY ARE THEY *ACTING* LIKE THAT?
I... I HAVE NO *IDEA*. MOTHER LARISSA TOLD ME SHE THOUGHT THE EAGLE WAS MORE THAN HE APPEARED TO BE, BUT... *THIS?*
I HAVE NEVER SEEN **THIS!**

CURIOUSER AND CURIOUSER. WELL, AT LEAST WE GOT OUR ENTRY PASS.
LET'S GET MOVING.

WE'RE CLOSE -- ALL THIS *GODDAMN* INFERNAL SMOG IS FROM THE UPGRADER FACILITIES.
IF WE HAD A FULL FORCE WITH US WE COULD *TAKE DOWN* THOSE STACKS.

DAMN IT! *NO! SILVER!*

SURRENDER AND LIVE! RESIST AND *DIE!* YOU ARE *VASTLY* OUTNUMBERED.

HMM... I RECOGNIZE MARI CABRAH, AND YOU'RE *CLEARLY* A GLASS WALKER. THAT LEAVES YOUNG *BLACKPAW*.
CUB, I'VE BEEN WAITING FOR YOU EVER SINCE OUR SILVER BULLET PLANTED A *TRACKING DEVICE* IN YOUR BLOODSTREAM.
NOW, IF YOU WILL SUBMIT TO BEING *CUFFED*, WE CAN REMOVE THAT **NET** AND I'LL GIVE YOU A TOUR OF OUR... LITTLE PROJECT.

I KNOW YOU CAN'T SEE MUCH THROUGH ALL THIS **SMOG**, BUT AS WE CREST THIS RISE HERE I THINK YOU'LL GET A FINE VIEW OF OUR **WORK**.
THESE **CUFFS** -- I CAN'T UNLOCK THEM AND MY SPIRITS AREN'T **RESPONDING**. THEY'RE SOME SORT OF HIGH-TECH **FETISHES**. I'M FROZEN IN BREED FORM.
GREAT GAIA... IT IS WORSE THAN I IMAGINED.
GAIA HAS ***NOTHING*** TO DO WITH IT. THIS IS ***OUR*** HARD WORK, AND WE WILL BE RICHLY REWARDED FOR IT. JUST BE GLAD YOU'RE NOT SEEING IT FROM THE ***UMBRA***. I BELIEVE IT WOULD BREAK YOUR FRAGILE HEARTS.
NOW, LET'S GET YOU INTO THE TENT. THE ***BIG MAN*** HAS ARRIVED FOR A TOUR AND I WANT TO SHOW HIM THE **FRUITS** OF OUR LABORS.
IT'S A BIGGER CATCH THAN I HAD ***EXPECTED***, SIR!
NOT ONLY DID WE GET THE ***STRAY CUB***, BUT HE BROUGHT WITH HIM PART OF LORD ALBRECHT'S PACK!
TEN TOOTH! WHAT HAVE THEY ***DONE*** TO YOU?!

OH, BLACKPAW, I HAD HOPED YOU WOULDN'T COME. I CANNOT BEAR TO LOSE YOU. NONE OF US WILL LEAVE HERE.
MOST FORTUITOUS! MAGDA, DO YOU SEE HERE? THESE ARE WEREWOLVES OF GREAT RENOWN!
HOW AMUSING. I CAN'T TELL ONE FROM THE OTHER, THOUGH. I'LL HAVE TO TRUST YOUR KNOWLEDGE IN THESE THINGS, FRANCESCO.
BUT TO CONTINUE OUR CONVERSATION, YOU WERE TELLING ME SOMETHING ABOUT THEIR BIZARRE RELIGION? SOMETHING ABOUT A PROPHECY THAT SPEAKS OF THIS VERY OPERATION?
THEY CALL IT THE PROPHECY OF THE PHOENIX. FROM IT THEY DERIVE THEIR FEAR OF THE WYRM'S ULTIMATE DOMINION, WHICH THEY CALL THE APOCALYPSE.
DO YOU WANT TO HEAR IT? I LEARNED IT BY HEART WHEN I WAS OF THEIR KIND.
DO NOT DARE IMPUNE THE PHOENIX, TRAITOR!
OH SHUT UP. NOW THAT WE HAVE YOUR CUB, WE DON'T NEED YOU. SO, HOW DOES IT BEGIN? OH, YES...
Phoenix took me.
Carried me in his claws.
High above the world.
So that I could see beyond tomorrow.
And I looked.
I beheld the future.

There were no more children, or grandchildren, or fathers, or mothers.
I saw the decimation of our kin. Hunted beyond hunting, death beyond death, to the last one.
This was the first Sign that Phoenix gave to me, that the Children of the Weaver, the Humans, would give to us, the Garou.
I looked.
I beheld the future.
I saw the Children of the Weaver birthing.
A great tide of Humans, rising.
I saw more and more, until Gaia groaned at having to carry them all. Their houses overrunning, their rakes raping, their hands clawing at the parched earth, trying to feed from Her.
This was the second Sign of the last days, that Phoenix showed me, that the Humans would do.
I looked again.
I beheld the third Sign.
I turned my head away in disgust, but I could not help but look again.
I beheld, then the fourth Sign.
So many. So many children. So many Humans. And they fell against each other, one to one, and the Wyrm brought forth corruption and gave each a measure.
The Wyrm grew powerful; its wings fanned the breezes of decay. It spread its diseases, and they were horrible: the Herd became afflicted with diseases of the head and the blood.
And the strange Fire I saw, out of control, the great Plume rising over the wilderness, spreading death wherever it shone in that dark and cold land. And I heard the agony of the Sea as She keened, for some drunken fool had poured a lake of black death out upon her.
Children were born twisted. Animals fell sick and no one could cure them.
In these final days, even the Warriors of Gaia could not escape the palsied talons of the sickness-bringing deathbird.
A tear in my eye, I looked again and the Phoenix showed me the fifth Sign.
I saw other Plumes rising like death-spears toward the beautiful sky, piercing it, letting Father Sun burn and parch Gaia. The air grew hot; even in the darkness of Winter it was warm.
The plants withered in the sun. A cry of pain and disease arose from the dying forests; as one the relations cried tears of mourning.

Then, as though a veil were torn the sixth Sign showed itself to me.
In these last days, Gaia shakes in rage. Fire boils from the depths. Ash shrouds the sky. The Wyrm skulks in the shadows made by these ... and rears to strike.
The old ones are gone; the Guardians of the Pathways and the Crossroads are finished. In these final days, the sixth Sign will make itself known in the Packs that form.
Each Pack will have unto itself a Quest, a Sacred Journey it must perform. Such is the will of Gaia.
And I saw the sky turn black, and the moon was as blood.
And the seventh Sign I glimpsed, though I could not look on it in full. But its heat I could feel.
The Apocalypse. The final days of the world.
The moon was swallowed by the Sun, and it burned in His belly. Unholy fires fell to the ground, burning us all, twisting us and making us vomit blood. The Wyrm made itself manifest in the towers and the rivers and the air and the land, and everywhere its children ran rampant, devouring, destroying, calling down curses of every kind.
And the Herd ran in fear. And the Dark Ones, children of the Wyrm, crawled from their caves and walked the streets in daylight.
I turned my head from the sight. Phoenix told me: "This is as it shall be, but not as it should."
Phoenix left me then.
Now, I cannot dream. I can only remember the Signs, each one in perfect detail.
These are the last days. May Gaia have mercy on us.
SO YOU SEE, EVEN THE GAROU FORETELL OUR VICTORY -- THE WYRM'S RISE TO POWER. THIS PROPHECY IS THEIR GREATEST FEAR,
THE SIGN OF THEIR SHAME. WE ALSO APPRECIATE IT -- IT'S QUITE A MORALE BOOSTER FOR THE TROOPS.
BUT WHAT OF THIS PHOENIX? IF THE SPIRIT COULD FORESEE ALL THIS, COULD IT ACT TO CHANGE WHAT IS TO COME?
IT IS A FAIRY TALE. THE FIREBIRD REPRESENTS HOW GAIA'S OWN WILL RISE FROM THE ASHES OF DEFEAT. IRONICALLY, IT'S A SOURCE OF DESPAIR TO THEM, AND HAS BROKEN THEIR RANKS.

BULLSHIT! YOU'RE SCARED OF US AND YOU KNOW IT! ALBRECHT IS GATHERING TROOPS EVEN AS WE SPEAK. WE'LL STOP YOUR DAMN FRACKING OPERATION COLD!
FRACKING?! WE DON'T NEED THE GAS! THOSE EARTHQUAKES SUPPOSEDLY CAUSED BY FRACKING? THAT'S OUR ALLY STIRRING IN HIS NEST.
AND HE'S CERTAINLY AWAKE BY NOW. ALL WE NEED IS...
... THIS ONE!
GRAWR!
HERE IT IS! THE GLYPH-KEY! HOW CURIOUS THAT IT'S A PHOENIX. I DIDN'T EXPECT THAT.
YOUR ELDER WAS CLEVER TO HIDE THE KEY ON YOU INSTEAD OF NEAR THE CAERN. CARSON! GET A PICTURE OF THIS!
CLICK!
AND... SEND! THE YELLOWSTONE TEAM HAS THE IMAGE. THEY CAN BEGIN ERODING THE WARD.
THEN WE NO LONGER NEED THE CUB. I THINK BREAKING HIS NECK WILL BE A MERCY.
KHHKK--!

SCREE-AH!
AAARGGH! GET THIS THING OFF ME!
NYAAA! FIRE! HELP ME --
GODDAMN IT, I'LL TEAR IT TO PIECES!
YAAARGH!
THE PHOENIX!
WE'RE FREE!
FWOOSH!!
KRAK!
CL-CLACK!

TRAITOR!
TEN TOOTH -- RISE! I WILL SUPPORT YOU! WE MUST GO!
WE'VE ONLY GOT A FEW MINUTES TO TAKE ADVANTAGE OF THIS CHAOS! C'MON!
THIS IS SOME WEIRD SHIT! I WANT AN EXPLANATION SOONER THAN LATER! I DO NOT LIKE SURPRISES!
KEEP MOVING! THEY'RE RIGHT BEHIND US!
ARGH! SILVER!
GOT HER! FINISH HER OFF!

YOU'RE GOING *DOWN* WITH ME!
AARRROOOO!
WHAT THE *FUCK?!*
GO, MARI CABRAH. THESE ONES ARE OURS.
YOU SHOULDN'T FIGHT *ALONE!*
THEY DESERVE THEIR *FINAL BATTLE,* MARI. WE'VE GOT TO GET TO THE BISON ROCK CAERN.
YOU HAVE WATCHED OVER ME MY WHOLE LIFE AS EAGLE, BUT NEVER REVEALED YOURSELF AS...THE PHOENIX. *BUT* WHY?

SCREE!
A NEW SIGN? I SEE A GAROU, ALONE. WHY DOES HE WEEP? HE IS SURROUNDED BY BOUNTY.
IS... IS THIS HARANO? THE GREAT SURRENDER TO SORROW?
NO! THE WYRM IS HERE! RISE AND FIGHT, DAMN YOU!
HIS PACK HAS COME! ALL IS NOT LOST!
NO... THEY ARE OVERWHELMED. IT IS AS YOU SHOWED US BEFORE -- WE ARE DOOMED!
WAIT! AN ARMY OF ALL TRIBES! AND THE TOTEMS FIGHT WITH THEM!

THEY ARE ***WINNING!*** THE ENEMY FALLS BEFORE THEIR ***RAGE!***

HOW... HOW CAN THIS BE? ARE WE TRULY ***MIGHTY*** ENOUGH FOR THIS TASK, IF WE DO NOT GIVE IN TO SORROW?
WAS THE SEVENTH SIGN NOT THE END BUT THE ***CALL*** TO BATTLE?

HE HAS SHOWN YOU THE ***EIGHTH OMEN.*** THE BIRTHMARK YOU BEAR IS ITS SIGN. ***YOU*** ARE MEANT TO SHARE IT WITH ALL GAROU, TO OVERCOME THEIR DESPAIR.
WHY ***ME***, TEN TOOTH? WHY AM I SO MARKED?
BECAUSE YOU ARE HIS ***SON,*** BLACKPAW. YOU ARE THE SON OF THE ***PHOENIX,*** THE MATING OF WOLF AND SPIRIT.
COME, THE PHOENIX OPENS THE BRIDGE TO OUR CAERN. WE MUST PREPARE TO ***FIGHT*** AGAINST IMPOSSIBLE ODDS.

WE'RE HERE — OH SHIT!
GREAT GAIA!
ALBRECHT!
SHRRAAK!
KKRR-UUUMP!

THE PHOENIX! THE FIRE THAT WAS *FORETOLD* TO US! *RALLY!*
YAARGH! RETREAT!
THEY'VE GOT REINFORCEMENTS!
MARI?! YOU'RE HERE!
WHERE? I CAN'T SEE SHIT THROUGH THIS *DUST* I KICKED UP.
IT'S GOOD TO SEE YOU, EVAN. ALBRECHT, YOU LOOK LIKE SHIT.
ONCE AGAIN, EVAN AND I DO ALL THE WORK. DID YOU *ENJOY* YOUR VACATION?
VACATION?! WE ALMOST GOT *KILLED* BY ONE OF THE BOARD OF DIRECTORS OF *PENTEX!*
WE SAVED THE BISON ROCK CAERN'S ELDER -- AND, OH YEAH, WE BROUGHT *THE PHOENIX* WITH US TO HELP FINISH *YOUR* BATTLE.

SO... SO MANY HAVE FALLEN. BUT THANKS TO YOU, MY HOME IS SAFE.
SORRY TO LEAVE SUCH A MESS. LOOKS LIKE YOU'VE GOT SOME HOUSEKEEPING TO DO.
GO EASY ON HIM, ALBRECHT. WE'VE ALL LOST FRIENDS.

YOU CANNOT STAY FOR LONG, BLACKPAW. YOUR **QUEST** HAS REVEALED ITSELF.
I DON'T UNDERSTAND. SAVING THE **CAERN** WAS MY QUEST.
YOU HAVE SEEN THE **EIGHTH SIGN.** YOU ARE A GALLIARD. IT IS YOUR **DUTY** TO NOW TELL EVERYONE ABOUT WHAT YOU HAVE SEEN. PHOENIX HAS REVEALED A NEW OMEN. THE GAROU MUST **KNOW** OF IT.

I... I WILL DO THIS. I WILL TRAVEL AND **TELL** ALL THE GAROU ABOUT THE **CALL TO BATTLE.**

I WILL TELL THEM ABOUT THE FUTURE.
I WILL TELL THEM HOW **GAIA'S OWN** WILL BE VICTORIOUS, EVEN UNTO THE **LAST.**

20TH ANNIVERSARY EDITION
WEREWOLF
THE APOCALYPSE®

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Luke "Prince of Ruin" **Parsons**, for dancing the Black Spiral and coming out with most of his sanity intact.

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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fictional and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

Check out White Wolf online at http://www.white-wolf.com

Check out Onyx Path online at http://www.theonyxpath.com

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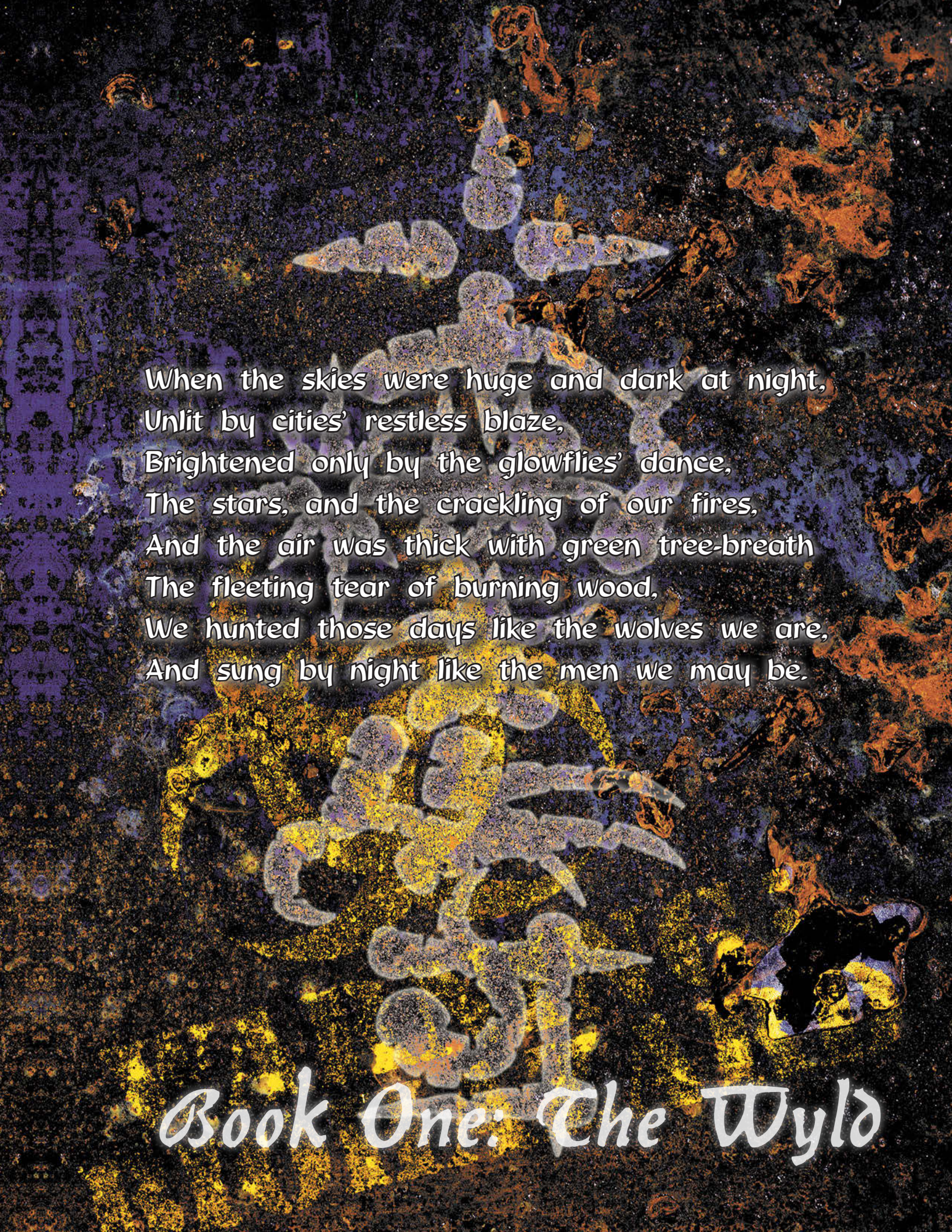

When the skies were huge and dark at night,
Unlit by cities' restless blaze,
Brightened only by the glowflies' dance,
The stars, and the crackling of our fires,
And the air was thick with green tree-breath
The fleeting tear of burning wood,
We hunted those days like the wolves we are,
And sung by night like the men we may be.
Book One: The Wyld

RON SPENCER

Introduction

Those of you holding this book in your hands probably need no introduction to **Werewolf: The Apocalypse**. You already know the savage horror and the joyous exultation of Rage. You know the tragedy of a warrior-people who turned on their own, and the one last hope that still burns as long as their hearts possess the will to fight. You know the glory of a struggle against a god of Entropy and Corruption, and the triumph of delivering just one small mortal soul. You know the pain of a world and the beauty of the spirit.

This book is for you. **Werewolf: The Apocalypse — 20th Anniversary Edition**. The Prophecy of Phoenix will be fulfilled.

The Nature of the Beast

Twenty years ago, a game about werewolves hit the shelves like a hammer. Nobody knew quite what to expect. **Vampire: The Masquerade** had alluded to werewolves — we knew they were out there, that they were terrifyingly strong, and that they hated vampires. And of course, we knew what to expect from werewolf movies: creatures that went mad by the light of the full moon. But there had to be more to it than that, right?

And there was. There was so much more.

Where the vampires gathered in clans, the werewolves had tribes. They were born of humans or wolves, or neither. And although they were every inch the physically powerful, terrifying monsters we'd expected, they were also incredibly spiritual. **Werewolf** opened up an entirely new facet of the World of Darkness: the spirit world. They still hated vampires, but they were defined by an entirely new struggle, a battle against cosmic horror that incorporated a commentary on the horrible things humans do to one another and the world we live on. We even learned a new name for these creatures — the Garou.

Twenty years have passed since **Werewolf: The Apocalypse** came clawing its way into the world. To this day, it's still hard to find many games like it. **Werewolf** is a game with a laser-precise focus, mixed with and almost contradicted by a remarkable mélange of components. It can keep a narrow, precise course of the story of a pack or sept's war against the Wyrm, or it can branch out into stories of politics, tragedy, spirituality, history, ecology — the entirety of human experience and far, far beyond. No matter what you're interested in as a Storyteller or a player, it can be relevant to the struggle of the Garou.

What This Book Is

• **A Classic Experience:** Everyone's first experience with **Werewolf: The Apocalypse** was different, but we'd venture a guess that a common theme was the sudden realization of the scale the game implied. This

wasn't about simple territories and city politics. The book described a war for the soul and body of the Earth itself, fought in countless gritty trenches and across truly cosmic backdrops. This book is about that sense of scale: it's about the immensity of the threat facing the Garou, and the great depth and breadth of the People themselves. It's about the immediacy of a world in peril and the exultation of raw, bestial might.

• **A Howl of Warning:** When **Werewolf: The Apocalypse** first debuted, there was a lot of tension building up as the millennium was about to turn over. We were all becoming increasingly aware of the dangers of environmental destruction, the dangers of factional bickering, and the sense that society could come undone. Werewolf was a cry of fury that people could do so much damage in the name of greed, and a desire to strike back.

Fast forward twenty years. Society didn't collapse, obviously — but the themes of **Werewolf: The Apocalypse** stay with us. We're seeing more and more signs of consequences for abusing the planet. Droughts and wildfires hint at the dangers of a climate that is shifting, thanks to human pollution. The oceanic food chains are being torn apart and disrupted by thoughtless overfishing. Avaricious bankers have gambled away billions of dollars, gutting economies around the world in their pursuit of Mammon. Industry continues to plunder the natural resources of the world without questioning what will happen when those finite resources run out.

To be sure, there's been some progress. "Green" is a concept that has yet to die on the vine. More people think about carbon footprints and alternative energy supplies — but not enough people; not yet. We aren't out of the woods. Things still have the capacity to get a lot worse. The Garou can still see Apocalypse coming, and anyone with the eyes and the imagination can see it as well. The warnings of **Werewolf** are still relevant.

• **A Thank You:** It's not just the warnings that remain relevant. **Werewolf** would be nothing if its message wasn't carried on by people who care; the Garou would be forgotten if people still didn't enjoy telling their stories. Without you, this 20th anniversary edition would never have come to pass: without you, **Werewolf** wouldn't have taken off in the first place. Thank you for letting us sketch this portion of the World of Darkness for you, and thank you for bringing it to life.

Live-Action

For those troupes interested in exploring **Werewolf** through live-action play, there's plenty of support out there. Some troupes use our Mind's Eye Theatre rules or a variation of these tabletop rules, but there are also groups that use their own rulesets to bring the **Werewolf: The Apocalypse** experience to life. Organizations such as The Mind's Eye Society, The Garou Nation and One World By Night organize regular events.

Werewolf can be a challenging setting for a LARP, requiring as it does an active imagination. Costuming can't easily account for a Hispo form or a Nexus Crawler. But Werewolf also enjoys the advantages of other modern live-action games, in that many of the locations require little modification, and it's easy to dress as a modern Garou in Homid form. Not that costuming goes to waste, of course!

Werewolf also provides plenty of conflicts for a LARP to thrive on. The external war against the Wyrm can be used to gather a group together, while the internal rivalries and blood feuds of a sept can threaten to tear them apart. It all makes for meaty, bloody roleplay of the finest sort.

Safeguards

Despite the wide variety of live-action games out there, there are some rules common between them to ensure that live-action is safe and enjoyable for all participants and bystanders.

• **No Touching:** All combat and physical interaction is generally handled through the rules. Players must never strike, grapple, or otherwise touch anyone during the game — some games allow some consensual touching in specific instances, but it doesn't hurt to assume "no touching" is the rule. The Storyteller should call a time-out if one or more players start straining at this rule.

• **No Weapons:** No knives, no swords, no klaives and nothing that even remotely resembles a firearm should be carried. It's best to represent weapons with index cards marked "Grand Klaive" or "Glock" or the like; during combat challenges, present the card to the Storyteller, who will adjudicate its use in play.

• **Play in a Designated Area:** Most games should take place in private areas. Don't involve bystanders in the game, and make sure everyone in the area, or who passes through the area, understands exactly what you're doing. And always, always be polite to people outside the game.

• **Know When to Stop:** If the Storyteller calls for a time-out or other break in the action, stop immediately. In Live-Action, the Storyteller is still the final arbiter of all game events.

The Werewolf

Werewolves are creatures caught between worlds. They are both human and wolf, yet not truly either one. They're modern monsters with primal souls, each one a beast of flesh with a heart of spirit. Werewolves are sufficiently like us that in their human forms, they seem as mortal as the rest of us — no stronger, no faster, no

more invulnerable. When the change comes over them, however, they become true monsters: strong enough to smash down doors and claw apart metal, swift enough to run down any human and even able to shrug off bullets.

What Are Werewolves?

The werewolf has many different incarnations throughout human folklore and fiction. There are dozens of explanations for the person that turns into a beast, often contradicting one another. The Garou are like the werewolves of myth in many ways, and unlike them in many others.

• **Werewolves are the victims of a curse.** False. Most werewolves consider their nature to be a blessing, although it's not without its burdens. Their anger can burn out of control in horrible ways, and by their birthright werewolves are drawn into an ancient and terrible war against an enemy that might never be defeated.

• **A werewolf's bite infects its victim with lycanthropy.** False. Werewolves have some spiritual powers that allow them to pass on curse-like ill effects with a bite, but they don't create more of their kind in that way. A werewolf is born, not infected. Some are born to human parents, others to wolves; a few are born to werewolf parents, though such concentration of Garou blood is debilitating. Most werewolves never know what they are until they undergo the First Change, and then the others come to reveal everything.

• **Werewolves are skinchangers who derive their power from a magical spell or object.** False. Werewolves do have a form of animistic magic: their ability to communicate with, combat, and ritually invoke spirits. However, this magic derives from their werewolf nature, not the other way around. They are partly spirit, able to walk into the spirit world and command supernatural powers derived from there.

• **Werewolves change forms only under the light of a full moon.** False. Werewolves can change whenever they want, though some circumstances can force them to change against their will.

• **Werewolves become savage, mindless beasts during the full moon.** Mostly false. Werewolves' emotions are affected by the full moon, and the most violent of them are on hair triggers during the full moon. It's very easy for a werewolf to lose control to a bestial fury at this time, but they must be provoked further — the sight of the full moon alone does not take their reason from them.

• **Werewolves can be killed only by a silver bullet.** False. Werewolves heal incredibly quickly in most of their forms, but aren't immortal. Silver is their weakness, however; wounds inflicted by silver weapons do not heal as quickly.

A silver bullet is as dangerous to a werewolf as a lead slug is to a human. Of course, in neither case is an instant kill guaranteed — but with a good shot through the heart, there's little a werewolf's incredible healing ability can do.

• **Werewolf packs work like wolf packs, with alphas, betas, and omegas.** Partially true. Most actual wolf packs in the wild are family units. What people tend to think of as "alpha," "beta," and "omega" roles in a wolf pack show up more commonly in wolf packs formed from unrelated wolves, such as in captivity. That said, most werewolf packs are not family units, either, and establishing some form of hierarchy comes naturally to them. When the horrors come boiling up from the ground, it's good to have a reflexive chain of command.

• **There are certain "tells" for a werewolf in human form, such as index and middle fingers being the same length or eyebrows that grow together.** False. Werewolves are difficult to tell apart from ordinary humans, at least physically. However, a werewolf with high amounts of Rage — the supernatural fury that feeds their might — exudes such predatory malice that ordinary humans will instinctively shun and avoid her.

Blood, Moon, and Totem

Werewolves are born shapeshifters, descended from bloodlines that reach back to prehistory. Most don't know what they are until they reach maturity and undergo the First Change. At that point, they find they weren't really human — or wolf — at all.

Three factors define the Garou: breed, auspice, and tribe. Breed is the birth form of the werewolf. Some are born to a human parent and a Garou parent; others to a wolf and a Garou. Still others are born to bloodlines of Kinfolk — people who possess werewolf blood but are not shapechangers themselves — and may not even know of their strange heritage. And some werewolves are born to Garou-Garou matings, though theirs is a difficult lot.

Auspice is the moon phase of a werewolf's birth. The light of Luna affects them, granting them specific blessings that will govern their path in life. The brighter the birth moon, the more Rage the werewolf will feel. Those born under the full moon are the most furious of all — the warriors among a warrior people.

Tribe is a social unit as well as a family. A werewolf may come to a tribe for ideological reasons, but most are descended from a tribe's bloodlines. A tribe defines itself by its Kin, its territory, its ideology and its tribal totem.

But while these three things can define a werewolf, a fourth bond exists — the bond of the pack. A werewolf's packmates are like immediate family, best friends, and brothers-in-arms all at once.

A World of Spirits

Werewolves are aware of a hidden side of the World of Darkness. They interact with the spirit world, which they call the Umbra. Much of their powers are derived from this world. Garou call on spirits to teach them supernatural tricks, bind them into fetishes, or invoke them in complicated rites. But not all spirits are their allies…

The spirit world and the material world are inextricably linked. What affects one affects the other. Pollution in the physical world spreads spiritual blight in the Umbra, which in turn brings down psychic corruption on the mortals influenced by the unseen world. This dynamic is critical to both worlds, and it is the focus of the Garou's war for the soul of Gaia.

The War

The Garou are defined as a people by their great struggle. Gaia, the soul of the world, is dying. She is wounded by the talons of a cosmological force of corruption known as the Wyrm. This colossal spirit lurks far beyond the reach of the Garou, but its influence is felt everywhere. Its minions are myriad twisted spirits of corruption and the mortals and even werewolves that have fallen under their sway.

The corruption endemic in human society — avaricious corporations, vicious murderers, zealous cults — is a symptom of the oncoming end. The Garou believe in the Apocalypse: a time in which the Wyrm's legions will break forth in order to finally remake the blasted world fully in its image. The Apocalypse may be the end of all things. But the werewolves were created to fight against it, until the last Garou breathes one last breath.

How to Use This Book

While this book doesn't include everything from the game line's entire run, it is intended to be close enough to comprehensive that it covers all areas of the game at least a little bit. The organization is as follows:

Chapter One: A World of Darkness describes the overall setting as well as the basics of the Garou Nation and their struggle.

Chapter Two: The Garou elaborates on the breeds, auspices and tribes that define what it is to be a werewolf.

Chapter Three: Character and Traits details character creation and the Traits that define a werewolf character.

Chapter Four: Gifts, Rites, and Fetishes covers the many spiritual powers that give the Garou a potent edge.

Chapter Five: Rules provides the basic resolution systems for the game.

Chapter Six: Systems and Drama elaborates on those basics, providing more detailed subsystems to handle more complicated elements of gameplay such as combat.

Chapter Seven: The Spirit World explores the Umbra, the hidden side of the world.

Chapter Eight: Storytelling is a collection of advice and techniques for Storytellers, useful in preparing and running engaging chronicles in the world of **Werewolf**.

Chapter Nine: Allies details those that are on the same side of the war as the Garou, such as spirits, Kinfolk, and the other Changing Breeds. It also provides a look at the Lost Tribes.

Conversely, **Chapter Ten: Enemies** is a rogue's gallery of the worst enemies the Garou face, servants of the Wyrm, Weaver, and beyond.

Finally, the **Appendix** adds miscellaneous optional rules and details of sub-factions such as tribal camps.

Source Material

What does one use for inspiration for **Werewolf: The Apocalypse**? It's almost easier to answer the question of what *doesn't* one use for inspiration. Each subsection of the game can draw from different sources.

Straightforward literary and pop-culture depictions of werewolves are reasonably numerous, ranging from early influential classics like *An American Werewolf in London* and *The Howling* to clever tales like *Ginger Snaps* and *Dog Soldiers*. Many recent urban fantasy series feature werewolves to some degree, and these days the special effects technology in movies like *Van Helsing* can provide visual inspiration for Garou shapeshifting.

The spiritual side of the Umbra is also highly influential. *Princess Mononoke* is a fantastic blend of ecological concerns, human fallibility and animistic cosmology. The Lovecraftian Cthulhu Mythos offers a take on alien horror from the depths of the world, while the more animistic terror derived from Japanese horror films offers a closer-to-home take. There's also really no substitute for volumes of actual folktales from various cultures, from Native Americans to Russians.

Pack bonding and politics derive great impact from stories about close relationships and bloody rivalries, both in war settings and beyond. Consider *Band of Brothers*, *Henry V*, *The Wire*, or even *The Thirteenth Warrior*.

Ecological or zoological works can provide a wealth of information to help you get a handle on the animal side of the setting. Barry Lopez's *Of Wolves and Men*, Rachel Carson's *Silent Spring*, and Aldo Leopold's *A Sand County Almanac* are all influential works. But there's also something to be said for documentaries such as *Nature* or *Planet Earth* — even "shocker" shows like *River Monsters* and *Monsters Inside Me* may provide ideas.

RON SPENCER '12

Chapter One: A World of Darkness

The world of **Werewolf** is very much like our own. The one absolute rule seems to be that power corrupts. Give someone money, and he can buy his way into power. Once he's there, he'll cheerfully sell his influence. If he notices the pain and suffering he causes as he brings his influence to bear on behalf of his patrons, he does not care. He smiles and tells those beneath him, "This is for your own good" as he presses down, literally or figuratively, squeezing the life and joy from the world.

The natural world is a resource to those in power, nothing more. The splendor of nature is lost upon them or, at best, it's quaint. It's something they enjoyed when they were children, but now there's money to be made, so they fire up bulldozers, they dump chemicals into the water, they drain underground lakes, and they use controlled detonations to find pockets of natural gas. Never mind that they are causing droughts. Never mind that the fish population is steadily dying off. Forget that their mining techniques cause earthquakes. These things might matter someday, but they don't matter now, and *now* is when the money is made.

This is the real world. In the world of **Werewolf: The Apocalypse**, this corruption and greed has will and agenda. In the World of Darkness, the insatiable nature of human greed does not exclusively stem from modern economic failure or an obsession with corporatism. It is intrinsic to the spiritual nature of the world, and it wants to watch the world die, rot, and implode. This infection worms its way into everything. Some people, places, and things are more resistant, but the rot is insidious and patient. It feeds on rage, frustration, and victimization just as easily as it feeds on greed and privilege. It will take any emotion or urge it can — even one that's perfectly healthy and natural — and twist until it gets what it wants.

Of course, not everyone is content to go blindly into Hell. Some people rebel. They stand up and march in the streets. They give their money only to those who will use it properly. Some leave their jobs and families to stand, buffeted by the elements and beaten by the police, in defiance of a system that is broken beyond repair. Some take more direct measures — they throw stones, bottles or bombs. They become criminals, because they know that in the face of Armageddon there can be no conversation or patience. There can be only action, only decision, and if that involves bleeding or dying, then at least they can say they tried.

Even such noble sentiment can be turned, though. Evil is patient. Evil is insidious. And unlike our world, the World of Darkness boasts monsters. Spirits slither into human beings, animals, and whatever else they can and twist flesh, bone, and viscera into monsters. Whole city blocks, acres of forests, entire lakes — any place can become tainted, spewing out such creatures or sucking in life and decaying it. Vampires roam the city streets,

and although they might be monsters, they at least are *capable* of remembering their humanity and acting on it. But stranger beasts still lurk in the crevices of the world, and they see human beings — indeed, they see *life* — the way we would see the last morsel of food on the plate.

Fortunately, though, the world of **Werewolf** also boasts warriors who are willing to give their last breaths if it means the world can repair itself. They aren't incorruptible, they aren't always noble, but they probably have a better chance than anyone of fighting back successfully, simply because they can fight this degradation on its own terms.

These warriors are the Garou — and you get to be one of them.

Caught Between Worlds

Werewolves are creatures of many worlds. They can walk amidst the throng of humanity, undetectable, quite capable of blending in (at least for a short time). They can take on the forms of wolves and run in a pack, hunting what game humanity has left for them and singing their love to the moon. And then the Garou have their own culture, with an oral tradition and a rich and complex society that dates back to prehistory. Most werewolves are at least somewhat comfortable in all of these worlds.

Some prefer living as humans do, but such a life is frustrating, to say the least. Over seven billion humans populate the Earth. Any werewolf can try to live among them, but modern cities hold many dangers for the Garou. The presence of the unnatural awakens their most feral instincts, and the cities combine overpopulation, artificial materials, and pollution to form a mélange that is the very definition of "unnatural."

A werewolf may try to escape into the natural world, but thanks to ecological devastation, the wilderness is shrinking. As the werewolves are keenly aware, the number of wild wolves on the planet is decreasing rapidly. Average folks hate and fear wolves, cast them as villains in children's stories, and see them as a menace to farmers and fair game for hunters. Wolves were once one of the most wide-ranging mammals on the planet. Now, thanks to centuries of over-hunting and persecution, only a few places on Earth boast robust and healthy wolf populations. The wolf has no place left to hide.

No matter how or where they live, werewolves struggle to survive. Caught between worlds, they must choose between two extremes: hunting in urban hellholes and exploring the constantly changing wilderness.

Urban Hell

Opinions on cities vary among the Garou, but few see them favorably. Cities are nests of vermin or nigh-indestructible temples to the Wyrm's power. The people living in them are miserable, and that misery turns outward in an apathetic contempt for the rest of the planet. The inhabitants of the city know that they could sacrifice little and still do much for the health of the planet. But they don't care, and so they litter, pollute, and produce more trash than the world can bear. Their urine is laden with toxins from the many pills they ingest, and this is flushed into the waterways, lakes, and, eventually, oceans of the world. Some Garou feel that the cities could be redeemed, and that large gatherings of humans would, in fact, be a good place to start such a campaign. Other werewolves would rather see them burned to the ground. If humanity can pick itself up from the ashes, so be it, but the species as a whole has long surpassed its rights.

The cities are densely packed with sensory input, and this drives the Garou mad. The air tastes wrong. Music, car horns, and the constant blare of televisions and radios makes any kind of navigation by sound impossible. Thousands of people walk the streets, faces buried in cell phones, oblivious to the predators beside them. For a werewolf, whose every instinct says that an inattentive animal is an animal ready to die, the cities are frustrating to the point of madness.

Two tribes of the Garou not only keep the cities, but thrive there. The Bone Gnawers and the Glass Walkers both revere the spirits of the urban jungle in their own ways, and they have found the cities to be just as rich and diverse as anything a forest could offer. For many werewolves, though, going to a city is a complete change of paradigm, and one that not all Garou are equipped to handle.

Primal Wilderness

Urban werewolves point out that wild animals seem drawn to human settlements, so there must be something worth coming for. Lupus Garou respond that such settlements provide light, heat, easy food, and shelter. That doesn't make them safe, just more convenient than the wilderness.

The wild places in the world don't care that the werewolves revere them. A patch of quicksand or a cold snap will kill a werewolf without any deference to the Garou's lifelong fight to protect the natural world. Animals respond to their own basic needs, and they don't concern themselves with morality or logic.

In addition to the general concerns of providing for one's basic needs in the wilderness, the wilds of the World of Darkness are no freer from supernatural danger than the cities. Bygone creatures from ages past lurk in the forests and jungles. Ancient spirits locked down by Theurges or other sages in eras past are often only one bulldozed copse of trees away from rising up to wreak havoc once again. Not even the werewolves are privy to all of the secrets that the virgin wilderness holds.

The Spirit World

Beyond the physical world — the world of blood, asphalt, wood, and life — lies a world of spirits and

ephemera. This world, which werewolves call the *Umbra*, is accessible to any werewolf, but that doesn't mean that they understand it. Everything has a spirit, and in the Umbra, spirits of wind and water mingle with the spirits of plastic and oil while spirits of anger and innovation watch from the sidelines (or, perhaps, the spirits of sidelines). The immediate Umbra is a bizarre reflection of the physical world, but one can wander deeper into this spirit landscape. The depths of the Umbra can be explored and learned, but never mapped or mastered. Woe to the werewolf pack that grows too confident.

Rage and Gnosis

Everything about a werewolf is a study in duality: wolf and man, city and wilderness, duty and passion, Rage and Gnosis. Rage is a werewolf's primal fury — what drives him to victory in battle and fuels the desire to win the war against the Wyrm. It is their physical, visceral reaction to anything that even slightly upsets them, and is therefore what makes them dangerous. A werewolf is a powderkeg on the best of days, and with the planet slowly dying, coughing up disease and poison with every gasp, werewolves don't really have good days.

Gnosis, then, is the werewolf's faith — her appreciation for the mysteries of the world and the wonder of the spirits. It is what allows her to befriend totem spirits for her pack and learn the Gifts of the ephemeral beings of the Umbra. While not as immediately dangerous as Rage, Gnosis has its own problems. If a werewolf ignores the base for the sublime for too long, she can become lost in the Umbra, her physical side falling away until only a spirit remains.

Walking Between Worlds

The world of werewolves is harsh, yet this harshness provides contrast to great acts of sacrifice and heroism. Quite simply, werewolves fight and die for their beliefs. Warriors fight horrific abominations with tooth and claw, while mystics hunt evil with supernatural insight. Some wise warriors employ even stranger methods, like street-savvy trickery, political activism, and cunning intrigue. No matter what tactics they choose, werewolves walk between two worlds: the reality of the violent physical world and the mystery of the enigmatic spirit world.

Wherever they run — in the cities, in the wilderness, or even in the spirit world — werewolves face the same overwhelming fate. Their world is dying, and their destiny

is ultimately tragic. In fact, many of their mystics proclaim that these are the Final Days. The End Times, when all of creation will finally unravel, are here. As the light dies, werewolf heroes are willing to sacrifice everything to hold back the darkness. We live in the age of the Apocalypse. If this is to be the last battle, then the Warriors of Gaia aim to win it or die with a curse on their lips and blood on their teeth.

Mythic History

Looking at the way the world ends, many a Garou sage asks, "How did we come to this?" The storytellers of the People can answer that.

Some time ago, before human beings recorded the rise and fall of empires and civilizations and called it all "history," werewolves held dominance over the natural world. Created by Gaia to be the world's protectors, they passed along their gifts to their children. Some chose to mate with humanity, favoring their intelligence and adaptability. Others chose to take mates from wolves, embracing their pack mentality and tenacity. The Garou acted as a check on the growth of the human population, but protected humanity as well. They tried to teach humanity to live in harmony with the world, and to find balance.

What happened, then, to make humanity so…*wrong*? Every tribe of werewolves has its own explanation for that, but what they do agree on is that the Garou became extremely aggressive in policing humanity. This time, called the Impergium, was one of violence and terror. Humanity became terrified of the wilderness and of wolves in particular; that horror follows them even today, much to the Garou's chagrin. Humans gathered together in settlements to keep each other safe at night. Those settlements became farming communities, and then cities. And all along the way, the Garou would steal into the communities and take the weakest (or the most brazen, or the least reverent — the criteria for who died under the moon were never set in stone).

Some werewolves tell this story a little differently. They claim that gathering into settlements wasn't humanity's idea at all. It was the werewolves who pushed them into these groups — these *herds* — to keep a better eye on their breeding stock. Humanity developed agriculture and, eventually, cities as a response to this — but if not for the Garou, they might still be a nomadic species.

The stories of the Garou are an oral tradition, part history and part legend, so the "truth" remains unclear. However it happened, once humanity realized that they could build walls and keep the werewolves out, the Garou stepped up their Impergium. Unfortunately, humanity was not the only species to suffer under the fangs of the werewolves.

The War of Rage

Werewolves are not the only type of shapeshifter in the world. Gaia bestowed this gift on many animals, and to each of these *Fera* she granted a special task. The Garou were to be the world's protectors. The wereravens watched over everything, learning all they could. The wereboars rooted out corruption and poison before it had a chance to take hold. The werecoyotes played elaborate pranks and forced all of the other shapeshifters to question what they knew.

Somewhere along the way, the werewolves either decided they could handle all of the other Fera's duties or they simply lost control of their Rage. They went to war, hunting down and killing the wererats and werebats, the werecrocodiles and the werebears, sending the weresharks swimming away from the coasts and the wereravens flying to places that the Garou couldn't reach. The werewolves managed to wipe out a few species entirely, and so reduced the numbers of most of the others that, in these End Times, most Garou only know them as legends.

The werewolves won the War of Rage, but it may have cost them everything. If the other Fera were alive now, if they had remained intact and able to perform their tasks, the Wyrm would never have gained the foothold it has on the world. But the Garou were ill-suited to the tasks that the Fera performed, and while they were busy "winning" the War of Rage, humanity was finding its own voice and strength.

The Concord

No modern werewolf knows how it was that humanity learned the secret of silver, but they know the result all too well. Some time ago, toward the end of the War of Rage, humanity learned a way to strike desperately back out at the night. Were people helped along on this path by other supernatural forces? Did Gaia grant them intelligence and will they hadn't heretofore possessed? Again, no one knows, and it doesn't much matter. Somehow, humanity gained not only the courage to fight the Garou but the means to do it. Still damaged from the War of Rage and fractious in any event, the Garou fell back, and a great and momentous argument began.

Some werewolves felt that humanity was, if not justified, then at least understandable in its anger. After all, the Garou had been killing them with impunity for centuries. Perhaps the Garou should approach humanity with more compassion, and teach them, in turn, to respect Gaia. Other werewolves snarled that humanity had grievously overstepped its bounds and deserved to be slaughtered wholesale. Many werewolves howled for some kind of retribution, just to show humanity its place. The ethos of many of the modern tribes can be found in each tribe's attitudes toward the end of the Impergium.

The werewolves fought for months, but eventually reached an agreement called the Concord. They would leave humanity to its own devices, retreat from an overt presence in the world of men and try to guide and check them from the shadows. They would not kill with impunity, but instead maintain their own society separate from that of humanity. They would continue to take mates from the strongest, brightest and best humans, but never again attempt to guide the course of human destiny. The civilization of werewolves thus formed is known as the Western Concordiat, and as it came into focus, the Impergium ended. Werewolves faded into the collective unconscious of mankind.

They never faded entirely, though. Humanity remembers the Garou, even if it doesn't really believe in them. No person is born without an instinctive fear of the night and the monsters that lurk in it. The human mind is programmed to see shapes in shadows and to hear howling in the wind… and this isn't just a trick of genetics. Werewolves pounded that fear into humankind through centuries of predation. Only now, as the wolf population dwindles and the last remaining areas of virgin land in the world are found, exploited and plundered, do the Garou realize the enormity of their errors.

Wars Fought and Wars Lost

Humanity spread out from its settlements like weeds across a prairie, and the Garou watched. They fought the Wyrm, when necessary, but for many years the Wyrm and the Weaver were comparatively occasional threats. Werewolves wound up fighting each other more often than anything the Destroyer could cough up. Septs fought for prime hunting grounds, powerful caerns, or simply the glory of combat. Tribe made war on tribe, just as humans formed nations to war on other nations. Slowly but surely, werewolves came to identify with human cultures. This only gave their inter-sept or -tribe warfare a bit of direction.

The history of the Garou is a rich tapestry of mighty heroes and tragic mistakes. Many of the legends that humanity still tells have analogs in werewolf tradition. Which is "true?" Was Beowulf a mighty warrior that fought a monster, or a Silver Fang who bested a Wyrm-creature? Did Elijah call up she-bears to murder the children who mocked him in the name of God, or was he an undead monstrosity eventually laid low by the Silent Striders? Each of the tribes of the People has legends that paint them as virtuous, brave and forthright. Likewise, the tribes tell stories about each other that paint rival tribes in a less flattering light.

The Garou do agree on a few historical moments of note, however.

The Rise of Cities

If there was a moment in the whole of human history in which the Garou could have soundly established themselves as the dominant species, it was probably the moment when humans constructed shelters near each other and decided to stay in one place. Agriculture, roads, trade, and eventually bureaucracy, overpopulation, begging, and all of the other things that come from city life can arguably be traced to that moment. Historians among the Garou are fond of saying that the Weaver won the day the first human built a road.

The Garou's oral history stretches back to the earliest cities; they tell stories of Babylon, Uruk and (later) Rome. They recount legends about how Pattern Spiders grew in a few short years from minor servants of order and construction to mad, bloated creatures bent on turning everything around them into stone and law. Worse, ancient tales from these cities make very clear that the Weaver wasn't the only creature growing powerful off humanity's decision to build nests. Vampires love population density; it makes their predations easier and gives them camouflage. Spirits that had simply never existed before could feast indefinitely on the feelings and events of a city — and that included Banes.

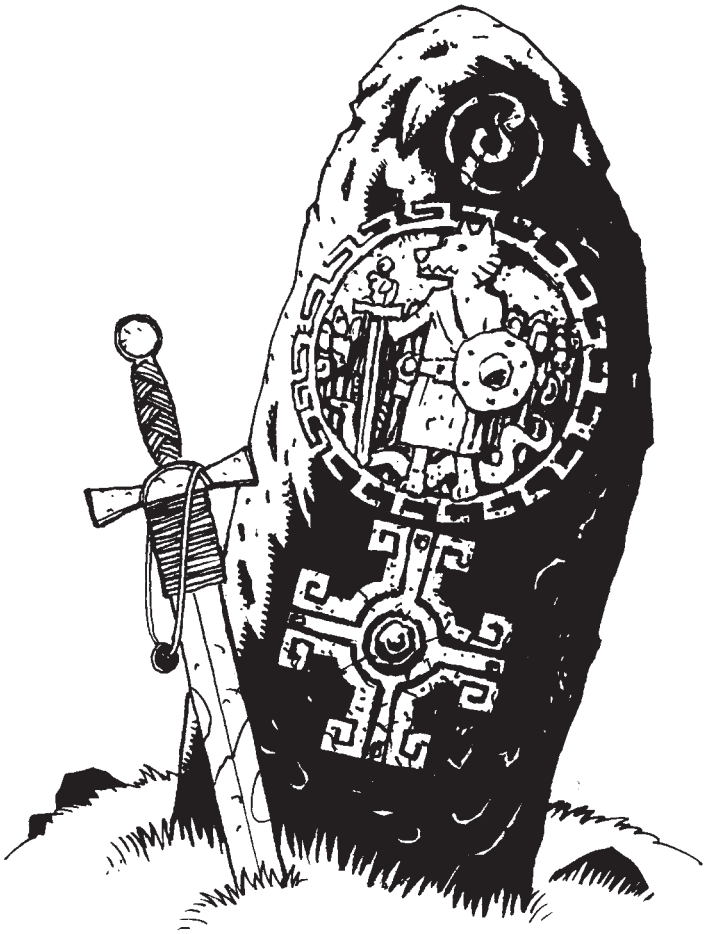
If the Garou had risen up and leveled every human settlement, would that have saved the world? Modern Garou sometimes wax poetic about this unspoiled paradise in which humanity never left its hunter-gatherer roots. The Glass Walkers don't usually bother responding to this fantasy when lupus Garou say it, but they are fond of reminding homids that without civilization, there would be none of the comforts that they themselves found so pleasing before Gaia called them to service.

Furthermore, the Garou *bred* with the citizens of Babylon. The Silver Fangs boast several families that trace their lineage back to Rome, and the Silent Striders (though it's a sore subject) claim royal Egyptian blood. Werewolves have never had a problem taking mates from the strongest, smartest, and best of humanity —and in the early days of civilization, those people were the ones building the cities. Even if the Red Talons urged utter destruction (which they probably did), the situation just wasn't that simple.

The Fall of the White Howlers

The White Howlers were a tribe of Garou renowned for sending their cubs into the deepest Wyrm-pits to combat the evil therein. Brave, steadfast, and not entirely cautious, the Howlers claimed tribal territory in what is now Scotland. Their Kinfolk were the Picts, the native peoples of that region.

Over the years, their habit of sending young Garou to fight in the blackest pits of the Wyrm took its toll. While their tribal power was dwindling, their human Kinfolk were losing influence in their homeland. Eventually, in the 1st century, the White Howlers as a whole descended into the worst parts of the Umbra, supposedly to kill the Wyrm by striking at its heart.



The White Howlers never emerged. What emerged was a tribe of broken, mad, tumor-ridden, and utterly vicious werewolves. That tribe was the Black Spiral Dancers, and they would go on to become the steadfast servants of the Wyrm and the Garou's most hated foes.

The People tell stories about the White Howlers in modern times, but no living werewolf has ever met one, nor do present-day Garou have any real sense of what the tribe stood for or how it conducted its rituals. Still, the Garou romanticize the Howlers' bravery and fortitude, because they don't wish to admit that taking the fight to the Wyrm is not just a suicide mission. It's a recruitment opportunity for the enemy.

The Prophecies of Shadow

In the 12th and 13th centuries, ten tribes of werewolves fought for position, power, and glory across Europe. The tribe that would eventually become the Glass Walkers still called themselves the Warders of Men, while the Pure Tribes and the Stargazers would not rejoin the Garou Nation for many years. The Garou fought the Wyrm and its minions, naturally, but there were still vast stretches of land and packs of wolves across Europe, and it was possible for a sept of werewolves to go years without facing a serious threat from Wyrm or Weaver.

In 1230, a Red Talon Theurge named Songs of Shadow emerged from the Umbra and traveled across Europe, stopping at every sept he passed and delivering 10 prophecies for 10 tribes. At the time, the Prophecies of Shadow didn't seem immediate or important — they referred to dire events in the future, but Songs of Shadow wasn't clear on *when* in the future these visions would be relevant or, indeed, on any details at all. He merely repeated them and then left, and was never heard from again.

In modern times, a few Garou historians remember that these prophecies existed, and historians of the Silver Fangs and Shadow Lords supposedly have transcriptions of all ten. But no tribe or sept can agree that the Prophecies ever came to pass, that the tribes did what they were supposed to do, or that the Prophecies were ever valid in the first place. As the Wyrm grows ever more powerful, though, a small but vocal subset of werewolves wonders if some answers might not be found in these visions.

The Fall of the Croatan

The Croatan were once a tribe of Garou, standing beside the Uktena and the Wendigo as the self-described "Pure Tribes." Honorable and steadfast, they protected their people from the threat of disease and invasion as best they could when the white men came to the Americas.

While they might have been able to survive as their brother tribes did, they chose to make a stand against one of the manifestations of the Wyrm — the Eater-of-Souls. This creature drew enough power from the starvation and disease rampant in the New World to breach the Gauntlet and enter the physical world.

On the Roanoke colony on the Carolina coast, the Croatan sacrificed itself as a whole to protect the homelands from this monster. The tribe vanished overnight, but unlike the White Howlers, the Croatan were not corrupted or pressed into service. Why and how this came to pass is fodder for a thousand songs of the Garou, but the result was plain: The Croatan were gone, with only a few carvings remaining to mark their passing. In modern times, the name "Croatan" is spoken with great reverence, especially among the Wendigo and Uktena. Although the Croatan's destruction is tragic, it still gives the Garou hope. After all, if Eater-of-Souls could be killed, maybe the Wyrm itself could fall, even if it took the lives of every Garou to do the job.

The War of Tears

The continent of Australia did not fare well with contact from other lands, least of all with regards to its native peoples. As Europeans were introducing foreign, invasive species to Australia and irreparably altering its ecosystem, the Garou discovered the native lycanthropes — the Bunyip. This tribe of Garou drew its lupine Kinfolk

from the thylacines, or Tasmanian wolves. Smaller than other werewolves, they had served as the protectors of Australia's Umbra (which they called the "Dreamtime") for as long as they could remember.

But much like their human cousins, the foreign Garou made some horrible mistakes. The Black Spiral Dancers manipulated them into declaring a hunt on the Bunyip, and the European werewolves, more numerous and, pound for pound, stronger, chased them down and slaughtered them. It was only after the last Bunyip was dead that the Dancers revealed their role in this War of Tears, and in the destruction of another of the tribes.

The Industrial Revolution

As humanity deepened their reliance on mechanization and industry, the Weaver's webs grew stronger. Factories and workhouses were common targets for packs looking for glory, but they were often deathtraps. Powerful Weaver-spirits spun webs of iron around whole districts, and every worker served as their eyes and ears. The Wyrm wasn't far behind, as the misery and poverty of the unfortunate laborers — to say nothing of the greed and selfishness of the overseers — fueled the appetites of Banes and other servants of the Corrupter. In the Industrial Age, the Garou faced foes that they could not kill. The enemy wasn't a monster or a spirit; it was a movement and a growing feeling of apathy between people.

The Wild West

Australia, of course, wasn't the only continent to see invaders, both human and Garou. Europeans spread across North America like a swarm of cockroaches, claiming whatever territory they pleased and ousting the natives. And as much as the werewolves like to think they are above human philosophy and its expansionist concerns, the Get, the Fianna, the Shadow Lords, the Silver Fangs, and the Glass Walkers (at that point, called the Iron Riders) were right there beside their human Kinfolk. They fought the native Garou, pushing them out of their septs and away from the caerns and claiming the places of power that the Pure Tribes had claimed for centuries.

The lawless West was a battleground for decades. Native American and European Garou faced off against each other, against human hunters who knew the truth about the howls in the night, against vampires following their mortal herds, and, of course, against Wyrm-creatures only too happy to exploit the carnage and fear. Without consistent order or government, the supernatural had little to check its violence.

Of course, civilization, or at least industry, eventually came to the west. The Garou managed to carve out parcels of territory for their septs, but over time, more and more of these areas have been overtaken, stripped, and paved. That said, not all of the participants in the Wild West are dead and gone. Spirits, vampires, and other creatures blessed with unnaturally long lifespans might well remember the Garou that prowled the roads of Dodge, Tombstone, and Oklahoma City, and the descendants of those werewolves might prove ample targets for their revenge.

Becoming Garou

Stories say that anyone bitten by a werewolf will become one himself under the next full moon. Some say the curse of lycanthropy is also transmittable via the curse of a witch or wizard, or even from drinking water from a wolf's paw print. These stories are the result of confused encounters with the Garou, or perhaps deliberate trickery on the part of some Ragabash with too much time on their hands.

The truth is, werewolves are born, not made. A werewolf is the descendant of another werewolf, but is born of the same stock as the mother. Garou do not normally know of their heritage until puberty hits, at which point the First Change comes upon the cub. This happens much further along in the lifespan for homid Garou than lupus, of course, but it always comes as a terrible and traumatic shock.

It would be easier, of course, if a werewolf could breed with a human being or a wolf and know for certain that the child or cubs resulting would be Garou. But it isn't that simple — a child of a werewolf and a normal human being or wolf has approximately a one-in-10 chance of undergoing the Change. The child of two werewolves is always Garou, but such a mating violates the Litany and brings with it another set of problems (see Metis, below).

Kinfolk

The child of a werewolf more commonly only carries the werewolf gene. Such carriers are called *Kinfolk*. They can be either human or wolf, but in either case they enjoy a special (if not always pleasant) status in werewolf society.

Some tribes look at their Kinfolk as revered children, since they might Change at any time (it's most common during puberty, but it's not unknown for a Garou to experience the First Change during adulthood). Such werewolves look after their Kinfolk, keeping them safe from supernatural enemies and close to the family so that if they do Change, they can join Garou Society with a minimum of disruptions. Other tribes view their Kinfolk as breeding stock. Few of them Change, and those that do aren't getting any benefits by being coddled. The tribes that put the greatest stock on family — the Silver Fangs, Shadow Lords, Get of Fenris, and Fianna — are the most likely to keep close tabs and place heavy restrictions on their Kinfolk. Likewise, the

Bone Gnawers, Children of Gaia, and Glass Walkers are more likely to take a mate based on love or desire, rather than trying to maximize their chances of breeding true. Almost all the tribes have to admit that, at this point, any werewolf who is going to fight in the Last Battle has probably already been born, anyway.

Wolf Kinfolk, however, are a special case. With the wolf population dwindling and so few Garou willing to find a suitable lupine mate, wolf Kinfolk are especially prized. The Red Talons, obviously, keep the closest and most protective eye on their Kinfolk, but almost all of the tribes are more willing to fight, hunt and kill in the name of such mates simply because so few of them remain.

While wolf packs including Kinfolk usually have a powerful spirit or even a Garou protector (possibly even a pack, if the Kinfolk roams in territory that includes a caern or another important feature), Garou often assign a spirit observer to human Kinfolk. This spirit is called a *Kin-Fetch*, and its job is to alert the Garou if the Kinfolk ever Changes. This system worked better before the human population became as dense as it is, and before the Wyrm established the firm hold it has on the world. Kin-Fetches aren't infallible — many of them aren't even very bright, and can be distracted, deceived, or simply destroyed before completing their duty.

Cubs

The term "cub" refers, in Garou society, to a werewolf who either has not yet Changed, or has not yet accepted her place as a Garou. The first application of the term is usually only used in retrospective, obviously, since it isn't typically possible to tell a pre-Change werewolf from a Kinfolk. Rumor has it that certain divinatory rites once allowed certain knowledge of whether a child would eventually Change, but if these rites ever existed, they are lost to modern Garou. The best the People can do is keep tabs on their children and wait.

The First Change usually occurs around sexual maturity — between ages 10-16 for humans and approximately 2 years of age for wolves. Even before the Change, though, Kinfolk are prone to strong emotional responses, fits of temper, difficulty fitting in with their society, strange dreams, and odd fixations. In wolf society, this can lead to a Kinfolk being driven from the pack (though if the Kinfolk is strong enough, it just as often leads to the cub claiming a position of dominance). In human society, the Kinfolk might be wrongly diagnosed with mental illness or wind up in detention.

In any event, it all comes to a head on the night of the First Change. The character shapeshifts for the first time, usually in response to a threat or some other intense stimulus. Changing into the dreadful Crinos form, the werewolf takes out a lifetime of frustration, rage, and barely-repressed feelings of being *wrong* at whatever is in her immediate area.

If the cub is lucky, a werewolf or a pack is nearby and can subdue her before she wreaks too much havoc. If she is unlucky, she Changes alone and must find a way to calm herself down before she descends into irrevocable madness. If she is *truly* unlucky, the werewolves that find her are Black Spiral Dancers. In this case, she is taken away and forced to walk the Black Spiral: pressed into service for the Wyrm before she ever has a chance to know what that means.

In years past, it wasn't uncommon for large cities or stretches of forest to boast a pack tasked solely with hunting down and controlling newly-Changed Garou. With the Apocalypse looming, however, and the werewolf population at an all-time low, these specialized packs are rare. At best, a lone Theurge may try to manage all of the Kin-Fetches in an area, but in general, this is a task that no one really has time to perform anymore. Therefore, some cubs vanish entirely or live their lives in a state of bestial madness, with only the Delirium to cover their predations and the servants of the Wyrm to put them to use.

It sometimes happens that a Kin-Fetch, a werewolf, or a helpful spirit identifies a Garou pre-Change. In this instance, the Garou are able to rescue (or kidnap) the cub before the Change actually happens. In some ways, this is a perfect situation, because it allows for the Change to happen under somewhat controlled conditions. Some werewolves, though, feel that the destruction and carnage wrought by the Rage of the First Change is exactly what young Garou need in order to understand their new lives.

Coming of Age

Once a cub has been found, the rescuing Garou take her to a sept. There, she prepares for the Rite of Passage. Part of this preparation is learning the ways of the Garou common to all the tribes — the Litany, stepping sideways, controlling the Change, and even learning a Gift from a spirit. The cub must also learn about the tribes (a process always colored by the biases of the Garou that found her) and decide which of them she wishes to join. In some cases, membership in a given tribe is expected. A cub might be Pure Bred into one tribe or another, and several tribes are meticulous about maintaining their lineages. In these cases, membership in a tribe isn't really optional.

Every tribe has its own traditions for marking a cub's passage into adulthood. The Garou signal a cub's coming of age with a Rite of Passage, a deadly and dangerous quest that tests a werewolf's strength and wisdom to its very limits. The rite is more than a transition into adulthood. It also shows elders that a cub is worthy of membership in one of the tribes. Until this quest is complete, she does not belong to any of them, for she has not proven herself worthy.

Two choices follow. First, a werewolf may approach her chosen tribe alone. Once she does, the tribal elders may send her out on a test particularly suited to their kind. Solitary vision quests are based on ancient tribal traditions. Usually, however, the elders send the cub to a place where many werewolves gather. There, the child must wait until several cubs are ready to embark on a quest together. In this case, the ritual is also a test of the cubs' ability to work together and resolve their differences. They may later decide to join the same pack. In all cases, the elders send spirits to watch over the petitioners, if only to verify the greatness of their deeds. Once these cubs return, they become cliath, join their respective tribes formally, and learn their first tribal Gifts.

Breeds

A werewolf's true nature is shaped long before his First Change. If one of his parents is human, he will grow up in human society, learning the ways of man. If one of his parents is a wolf, he will be raised by wolves, and human society is a mystery to him. In almost every case, one of the parents is Garou. Whether the child's mother's natural form is that of a human or a wolf determines what his *breed* will be. (It's also possible that a werewolf might he born to two human parents or to a mated pair of wolves, if the werewolf blood is strong enough in his family. As mentioned, though, the likelihood of such an occurrence is much lower.) There are three such breeds in Garou society: *homid*, *lupus*, and *metis*.

Homid

A homid werewolf grows up in human society, but is never truly integrated with it. Pre-Change werewolves, as mentioned, are prone to behavioral problems and sensory quirks that make them strange. They understand that human society has rules and has a certain set of expectations, but they often find them strange, unfair, or just annoying. Some mask it better than others, but the end result is that when the Change finally comes, amidst the blood and the death and the Rage, some part of the werewolf feels relief at finally being with her People.

That isn't to say that the transition is easy. Years of education and indoctrination within the human world die hard, and what kind of upbringing the werewolf has had can make all the difference. If the werewolf's father or mother was Kinfolk (and knew it), for instance, the cub might have had things a little easier. The Kinfolk parent might not have given full disclosure, but just instilled the child with a love of and respect for the natural world. Understanding, even in abstract terms, that Gaia can see and feel what people do makes for less guilt and horror when the Change comes and the Garou sees exactly how much damage humans are doing to the Earth Mother.

Some homid Garou, though, feel that although humans have nearly killed the planet, they are also the only species on Earth that can *save* it. As such, for the Garou to have any meaningful impact at all, they have to be able to move in human circles. Since homid werewolves are best suited to understand and work within human society, and since they are the clear majority of Garou, some of them feel that they should, by default, be the leaders of werewolves. The discussion is moot in most tribes, since the numbers dictate the leaders. But the effect of this imbalance is obvious. The Garou are losing touch with their wolf blood, and this can only herald disaster for the People.

Lupus

A lupus werewolf is the child of a wolf and a werewolf, or, more rarely, two Kinfolk wolves. It's rare, though not unheard of, for multiple wolves in a litter to breed true. In modern times, though, every lupus werewolf is a blessing. The ratio of lupus to homid Garou is roughly one to eight.

Lupus, like homids, understand from childhood that they are different. Pre-Change lupus tend to be more intelligent than their packmates, though they don't really come into their human intelligence and problem-solving skills until the Change. Once that happens, they develop the capacity for abstract thought and symbolic language, which can be either a tremendous relief or a terrifying bombardment of ideas and information. When a lupus werewolf Changes, she must go from the relatively simple concerns of being a wolf (food, water, shelter, mating) to the much more nuanced social considerations of being Garou — not to mention dealing with humanity.

Humans and wolves are both social animals, and the fact that humanity has subtle body language cues is not, in itself, too jarring. The specifics tend to be difficult, though. A wolf bares its teeth to show dominance or to initiate a challenge. Humans bare their teeth to put each other at ease or indicate pleasure. Wolves greet each other by sniffing, humans do it by making sounds and touching hands. When a human goes from one culture to another, he must learn the new culture's customs or inevitably mark himself as an outsider. Lupus Garou are almost guaranteed to be outsiders when they enter human society. They were, after all, literally raised by wolves.

Language is a huge barrier for lupus. Wolves communicate, but even if they have what could be called "language," it doesn't work the way human language does. A human puts together a random assortment of sounds and assigns meaning to them, and the lupus werewolf has to learn *that* concept before approaching the concept of "name." It's no wonder, then, that lupus are cagey and nervous around homid Garou, and even more so around humans.

For all that awkwardness (and danger, when their fear is paired with a werewolf's natural Rage), lupus bring an

understanding of the natural world that homids can't hope to understand. They don't romanticize the wilds, they simply understand them. The wilderness doesn't have an agenda, it simply *is*, and living with it means understanding its ebbs and flows. Homid Garou can learn this, but don't have the instinct for it that lupus do.

Lupus are also intensely aware that they are a dying breed. From their perspective, naturally, the humans are largely to blame, and the homids are accomplices. While a lupus may decide to join a pack with werewolves of other breeds, a few favor spending time with their own kind. Many such lupus either belong to the Red Talon tribe — known for its genocidal policies toward humans — or they at least agree with its philosophy. Even a lupus who trusts the homids in her pack may be overpowered by the call of the wild. She may trust her packmates with her very life but still feel a longing for the company of wolves.

Metis

The Garou Nation could have a veritable army of warriors within a few years. The child of two werewolves, after all, is *always* a werewolf. They grow up with an instinctive understanding of Garou society and the spirit world, as well as an affinity toward shapeshifting. It would seem an easy solution.

Except, of course, for the fact that a child of two werewolves — a *metis* — is always deformed in some way. Some are born missing limbs, some are born disfigured and hideous, and some are born mad. Such werewolves are also always sterile, meaning that they cannot pass on the Garou "gift." Even so, it would seem that up against letting the Wyrm destroy the world, breeding a few hundred deformed warrior-children might be a worthwhile endeavor. Cruel, yes, but one has to look at the stakes.

The greatest challenge metis Garou face, though, isn't sterility or deformity. It is simply that thousands of years of Garou tradition marks them as unworthy, as abominations, as the shameful result of two werewolves' weakness. In years past, both the metis child of a werewolf and its parents would be put to death or, at best, ostracized and shunned from their home sept. Now, acceptance of metis Garou is common in all tribes except the Red Talons (though some tribes are much more accepting than others). Metis can even claim positions of leadership in some septs, which would have been unthinkable only a few generations ago. Traditionalist werewolves look at this as a sign that the Apocalypse is truly on the horizon. Progressive Garou point out that it took humans a long time to come around to the notion that the disabled shouldn't just be warehoused until they die.

Metis are born in Crinos form, and may undergo the First Change anywhere from their first year of life to the onset of puberty. For this reason, they are raised within a sept, away from human eyes. This gives them the advantage of being well-versed in Garou society by the time they are ready to undergo a Rite of Passage, and it is not uncommon for them to learn rites simply by observing (provided they are allowed to).

That doesn't mean their life is easy, however. With a few exceptions (Glass Walkers and Children of Gaia, notably), while modern septs might allow metis to live, they certainly don't coddle them. Metis might be shunned by the sept as a whole; they aren't turned out, but the job of training them is given out more as a punishment than an honor. Other septs shun the metis and her parents, meaning that while the young werewolf has a family, she knows that her family is kept ostracized from their society because of her existence. Some septs treat the metis more or less as true Garou, but remind her whenever she steps out of line that she might be slaughtered at any moment, just because of what she is.

It's no wonder, then, that metis tend to be resentful and paranoid. The Litany flat-out condemns them, and any recitation of the Litany with a metis in attendance is at least somewhat uncomfortable. Most metis grow up bitter, and while some might learn to blend in among humans, they never really have a place to belong.

Forms

A werewolf always feels most comfortable in the form she grew up in, which is known as her *breed* form. If you ask a werewolf how he sees himself, he will usually think of his breed form first. A werewolf is born in his breed form, and he keeps it until his First Change.

For instance, homid werewolves prefer to wear a human skin, largely because they are the most adept at dealing with mankind. When a werewolf shapeshifts into a human being, he is said to be in *Homid* form. By contrast, lupus-breed werewolves prefer having sharpened teeth and claws, warm fur, and the heightened senses that come from being a wolf. When a werewolf shapeshifts into a wolf, he has taken *Lupus* form. When in this form, he is quite obviously a wolf. A werewolf trying to pass himself off as a "wild dog" is either demented, a disgrace, or a buffoon.

A metis is born in his Crinos form, a form halfway between Homid and Lupus. An adult werewolf in Crinos is a killing machine, a massive, nine-foot tall monster plodding to battle on two stocky legs. The very sight of one conjures up images of an age long gone, when massive shapeshifters stalked the Earth and herded their flocks of human breeding stock.

Homid form and Lupus form are the two extremes of Garou shapeshifting — shifting completely from a man into a wolf for the first time is a brutal and painful ordeal. Eventually it becomes easy, and werewolves learn to make more subtle changes. For instance, they may take a shape halfway

between Homid and Crinos, one halfway between Crinos and Lupus, or even (with great effort) temporarily shift a small part of the body. Regardless of breed, any werewolf can shift freely between these forms, but he will always be most familiar with his breed form. These three skins — Homid, Lupus, and Crinos form — are the most commonly worn, and they reflect three very different aspects of Garou society.

Delirium

If a human sees a werewolf in the Crinos form, she is struck with overwhelming fear and madness. The human might panic and run, faint dead away, become catatonic or, in rare instances, blindly attack the werewolf. Garou call this phenomenon the *Delirium*.

The Delirium comes from suppressed racial memories of the distant past rising in the human subconscious. Because werewolves culled human "herds" systematically for thousands of years, they have permanently scarred the collective psyche of the human race.

The Delirium may be seen as a sort of supernatural blessing, for it prevents the horror of the primeval world from returning. Humans never see Crinos Garou as they really are. Instead, they rationalize such sightings away instinctively, concocting elaborate and horrific stories about what they thought they saw. They may not see anything at all, simply reacting to something they will never remember. Because of the terror of Delirium, most humans refuse to accept that werewolves are real, even when confronted with very direct evidence. The racial memories run so deep that it's a rare and strong-willed human who can see so much as a photograph of a Crinos-form Garou and not subconsciously dismiss it as "some sort of hoax."

Despite the protection this fear affords, the Garou cannot afford to take chances. Werewolves who unleash the panic of the Delirium without good cause are punished severely or exiled. Their survival depends on staying hidden and acting discreetly; indiscretion has its consequences. Werewolves hunting in human cities are loath to force the Delirium without a very good reason. Since the Concord, they have kept their existence secret, maintaining the Veil, the illusion that the primitive supernatural world no longer exists. If even the slightest chance exists that a werewolf's shapeshifting was caught on film, for instance, the werewolves and their human kin will move heaven and earth to make sure that footage isn't brought to daylight. Even if one human in a thousand believes what he sees, that's far, far too many. This occasionally results in bloody purges of people who have seen too much, although some tribes (the Glass Walkers and the Children of Gaia, notably) refuse to allow innocent people to die for Garou carelessness.

Kinfolk are unaffected by the Delirium. They possess Garou blood, so they see their relations as they really are. Some werewolves choose to keep in close contact with their Kin, and they are open with them. Therefore, the Veil does not always apply to Kinfolk. Because they can see the world of the werewolves for what it really is, many are eager to work with their relations. Many, however, become resentful and bitter that they are just poor cousins the werewolves call on whenever they're needed, rather than "true Garou."

Auspices

At the moment a werewolf is born, she inherits an ancient legacy. Her breed will shape her view of the world, and one day, her tribe will train her to fight the Wyrm. Her place in that fight, on the other hand, is shaped by something far more mystical. The phase of the moon at the instant of a werewolf's birth determines her *auspice*, the role she is destined to play in Garou society. Every werewolf upholds one of these five aspects and receives mystical gifts to help fulfill it. A Garou is strongest when the moon's phase corresponds to her auspice. The first time each month a werewolf sees her auspice moon, she is filled with an exhilarating rush of energy. During that moon phase, however, the werewolf is even more prone to bouts of Rage than usual.

New Moon: A child born on the new moon is destined to be a master of stealth, trickery and guile. Such werewolves are known as "Questioners of the Ways," and they are granted latitude to break — or at least bend — the rules of Garou society that other werewolves are not. The thinking is simple: If a tenet does not stand up under questioning, it should not be observed at all. These Garou hunt under the dark of the moon, coming up with the tactics to kill a foe that make more honorable Garou blanch. A new-moon werewolf is called a *Ragabash*.

Crescent Moon: The wan light of the crescent moon illuminates the spirits and the riddles they tell. Garou born under this moon are ritualists, spirit-masters, shamans and mystics. All werewolves can commune with spirits, but crescent-moons are born to it, and act as emissaries to powerful Umbral beings, undertake quests into the spirit world and perform divinations for their septs and packs. The call up spirits of battle to fight for them, and coax (or beat) the most impressive Gifts from recalcitrant Umbral beings. Such Garou are called *Theurges*.

Half Moon: The werewolf born under the half-moon is a judge and balancer. Caught between extremes — man and wolf, Garou and human, adaptation and tradition, spirit and flesh — such Garou have to be able to make wise decisions on behalf of their fellows. Half-moons are taught the Litany and its interpretation from their entry into Garou society, and they are expected to be mediators and, when necessary, levy punishment on other werewolves. They are judges, both of their fellow Garou and of their foes. The question of whether a being is irredeemably Wyrm-tainted is often left to the half-moons. Such a werewolf is called a *Philodox*.

Gibbous Moon: The ample, but not quite full, light of the gibbous moon shines on the Garou destined to be storytellers and lorekeepers. These werewolves are not simple jesters or actors, however. They keep the traditions and oral history of the People, through methods ranging from fireside tales to multi-media presentations to howls on a mountainside. Their songs can soothe a pack after a loss or whip it into a battle-ready frenzy, and the call to war is the purview of the gibbous-moon. Such werewolves are renowned for their memories and their creativity, and among the People, are called *Galliards*.

Full Moon: Humanity connects the full moon and werewolf depredations in its stories for a reason. Garou born under the full moon are spirit warriors, the deadliest and most vicious of their kind. Such werewolves are often pack alphas and leaders, though they are better suited to enforce the Litany than to interpret it. They are war leaders, inspirational figures, and uncompromising killers, and they are trained in the bloody arts from the moment that their People find them. A werewolf born under the full moon is called an *Ahroun*.

The Thirteen Tribes

Once a Garou completes his Rite of Passage, he is welcomed into one of the Thirteen Tribes of the Garou Nation. Before the completion of this rite, he is a cub, and therefore treated as little more than a child. He may not learn tribal Gifts or receive the tribe's deepest secrets. Even metis cubs are shut out from such sacred knowledge; they're welcome to work for the sept, but not to receive its privileges (though in practice, metis wind up coming to their Rites of Passage with a great deal more practical knowledge of Garou society than homid or lupus do). After the rite, however, the tribe teaches each new cliath the ways of the world.

Each of the Tribes originally came from a different region of the world. Each has its own tribal homeland: a place in the world where it has always been strongest. Each tribe's Kinfolk and societies reflect these different cultures. During the ancient agreement of the Concord, the 16 major tribes set aside their differences and began the development of a communal society. Since then, three tribes have been destroyed. Thirteen tribes remain part of the Western Concordiat, and one of them is having serious misgivings about the future of that arrangement.

Black Furies: The Black Furies hail from ancient Greece, and are fierce warriors and defenders of sacred places. The tribe is all-female, though they sometimes

allow their male metis to become full members of the tribe. Their tribal totem is Pegasus.

Bone Gnawers: The spiritual children of Rat see the world from its underside, living amongst the poor and destitute of every culture. In their long-forgotten past, they may have come from North Africa or India, but they have long spread across the world.

Children of Gaia: This tribe does not claim an ancestral homeland, considering itself to be made up of citizens of the Earth and ambassadors of peace and justice. Some Garou make the mistake of thinking this makes them weak, but when the children of Unicorn choose to fight, they fight with righteousness.

Fianna: The descendants of the Celtic peoples and spiritual children of Stag, the Fianna are loremasters, warrior-poets, and drinkers par excellence. They are known for their fiery passions and insights, and, less charitably, for stubbornness and veniality.

Get of Fenris: The Get of Fenris is proud of its Scandinavian heritage, and prouder still of their reputation as fearless warriors. They are unapologetically blood-thirsty and savage, and carry a wide survivalist streak. Fenris himself is their tribal totem.

Glass Walkers: It may seem odd for Cockroach to act as a totem for tribe of werewolves, but the Glass Walkers (the third name the ever-evolving tribe has used) see it as a badge of honor. They are resilient, adaptable, and the only tribe to be truly in touch with the modern world.

Red Talons: In many ways the antithesis of the Glass Walkers, the Red Talons are a tribe composed entirely of lupus Garou. They strongly favor reinstating the Impergium, culling humanity's numbers and driving them back into a subservient position. Their savage totem, Griffin, agrees.

Shadow Lords: The Shadow Lords trace their ancestry to Eastern Europe, among the craggy cliffs and rocky foothills of the mountains there. They are ruthless — even Machiavellian — in their efforts to direct the Garou Nation, and believe that the might of their totem, Grandfather Thunder, makes them fit to rule.

Silent Striders: The Silent Striders were exiled from their homelands in Egypt, and now claim no homeland. They run from place to place, serving as messengers and scouts for the Garou. But the children of Owl never forget that they were gods in ancient Egypt, nor do they forget their hatred for Sutekh, the vampire that banished them.

Silver Fangs: The revered leaders of the Garou Nation — at least to hear them tell it — the Silver Fangs follow Falcon as their totem. The tribe is Russian by ancestry, and has a long history of pure breeding, nobility, and courage. Their modern image, however, also includes accusations of inbreeding and insanity.

Stargazers: The Stargazers are a tribe originally hailing from the lands around the Himalayas, and claim membership in both the Western Concordiat and the Hengeyokai Beast Courts of the Far East. Strange and troubled portents seem to indicate to the contemplative and serene children of Chimera that it may be time to leave the ranks of Western Garou entirely.

Uktena: One of the two remaining tribes hailing from the Native peoples of the Americas, the Uktena dare to open the doorways that other Garou won't touch. In doing so, they open themselves up for corruption, but they are also suited to bind and destroy spirits that other tribes would never recognize. Their tribal totem is the Uktena, a horned water-serpent of great wisdom.

Wendigo: The second still-extant Pure Tribe is the Wendigo, the proud and warlike children of the cannibal spirit of the north. The Wendigo seethe with rage over what has been done — is still being done — to the Native Americans, but they grudgingly agree to work with other Garou.

Each of the Thirteen Tribes reflects the history and culture from a different part of the world. During the Impergium, when great heroes led their flocks of humans away from their rivals, their Kinfolk eventually formed the foundations of different human cultures. For example, many Get of Fenris have Scandinavian or Germanic ancestors, while Wendigo Kinfolk claim membership or ancestry in one or more Native American nations. While Garou Kinfolk can breed with werewolves of any tribe, most prefer to remain within their own culture. Most tribes are outraged when others place designs on their Kin. The Fianna tell stories of tragic romances, while the Shadow Lords engineer relationships with Kinfolk of other tribes to exact revenge or political power. The more liberal tribes try to avoid using their Kinfolk this way, but even a Child of Gaia thinks of his relatives as Kinfolk of his tribe.

A werewolf is not born into a tribe; he must prove himself worthy during his Rite of Passage first. A cub with a Garou parent usually makes the same choice as his mother or father when deciding what tribe to petition, but he does not have to do so. Every werewolf has a lineage stretching back for generations. Throughout most of Garou history, the vast majority of cubs have made the same choices as their ancestors. A cub with a long lineage will be hounded to "make the right choice."

Theoretically, a cub can approach any tribe, but a cub who is obviously abandoning his ancestors' legacy has to work twice as hard as an "adopted" cliath. If your father was a Bone Gnawer, you'll have to work your ass off to join the Get of Fenris. Often, a cub receives dreams and visions of his past during his adolescence, but some of the greatest heroes of Garou legend have defied their destinies. And of course, not every werewolf knows the

tribe(s) of his ancestors. A werewolf who Changes in a major metropolitan area might be, ancestrally, a member of any tribe. Such Garou are perhaps the lucky ones, as they have only their own merits to help them choose a tribe.

Some tribes have standards the prospective members must meet. The Black Furies, for example, accept only female Garou. If a Black Fury gives birth to a non-metis male cub, he must eventually petition another tribe to accept him. Silver Fangs will not recognize a hero who does not have an extensive lineage of Fang ancestors. Red Talons accept only lupus Garou. Bone Gnawers, by contrast, will accept almost anyone, including the most twisted and deformed metis. Some tribes have rites for tracing a werewolf's ancestry. When performed properly, the rite may reveal visions of an ancestor's greatest accomplishments... or epic failures.

Many Garou are very particular about their lineage, reciting the names of their greatest ancestors as they introduce themselves. The noblest are "pure bred," regarded as obviously exemplary specimens of their tribal heritage. Pure breeds are impressive not only because of their superior pedigrees, but because dozens of generations of ancestors have chosen to support the same tribe. In the mystical world of the Garou, it is even possible for a werewolf to be aware of his ancestor spirits. A werewolf can reject this idea utterly, but it is also possible to summon up these memories, or even channel an ancestor to act through a young hero.

As the End Times approach, of course, the Thirteen Tribes are increasingly eager to welcome young cubs into the fold, especially if they have a tribal lineage. The stodgiest elders complain that Rites of Passage are nowhere near as taxing or rigorous as they once were. These complaints don't disprove the fact that a Rite of Passage is a grueling test of mind and body, and must be completed if a werewolf is to be brought into a tribe. At the end of the rite, the cliath has her tribe's sigil inscribed mystically on her body or tattooed there physically. In short, tribal membership is a choice and an honor, not a birthright.

It is possible for a werewolf to leave a tribe, but this requires a special ritual (pg. 204) and effectively reduces the Garou to the rank of *cliath* again. From there, he may join any other tribe that will have him, or he may remain tribeless, a *Ronin*. Werewolves only leave their tribes under the direst of circumstances, and a Garou who does so is often seen as a traitor and a weakling, or at the very least, as highly untrustworthy.

Garou Cosmology

The Thirteen Tribes teach their cubs and cliath the ways of the world, giving them purpose and inspiration. Werewolf cubs are told a distinctly unique legend of why the Earth is dying, a mystical and spiritual account. As is the way of the spirit world, events in the Umbra appear as reflections of the physical world. According to myth, Gaia created the world and all living things in it. When time began, she released three primal forces upon the Earth: the Weaver, the Wyld, and the Wyrm. These elements of creation are known collectively as the Triat. The spirit world is complex, but werewolves can reduce all of its workings to these three primal forces.

The Weaver created all structure in the world, from the highest mountains to the depths of the oceans. She gave birth to a host of spirits to preserve order, and Weaver-spirits have been known for their predictability, ruthlessness, and determination since that primal time. Legions of them weave the fabric of reality with long legs and spinnerets, reinforcing the tapestry of creation. In the modem world, wherever law triumphs over anarchy, whenever technology is present in force, or when anyone rebuilds what has been torn down, werewolves claim that the spirits of the Weaver are scurrying nearby.

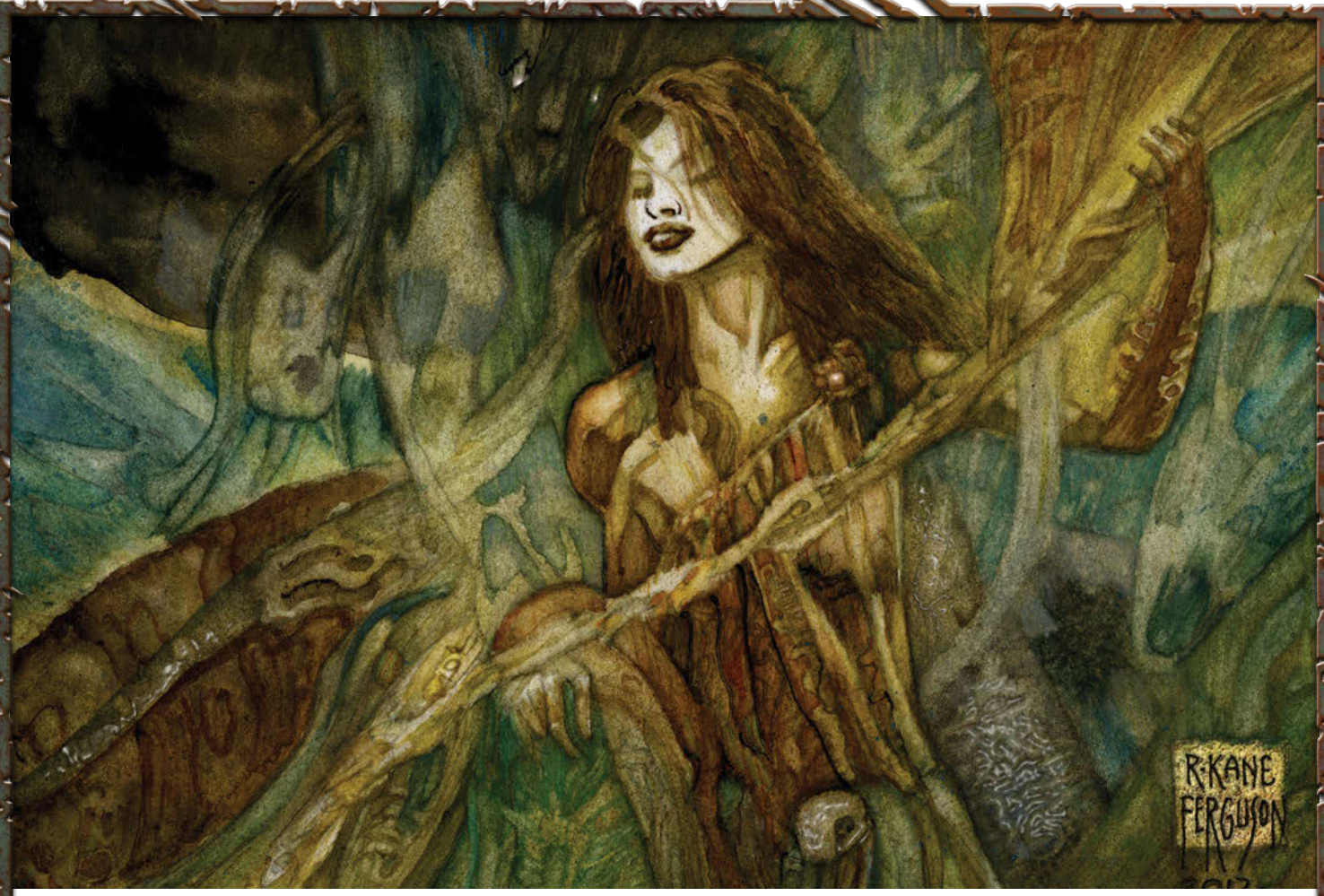
The Wyld was the breath of life in the world, allowing the Weaver's creations to thrive. Wherever nature is alive, the Wyld is there. The spirits that serve it are capricious and effervescent, unpredictable and indefatigable. Just as the Weaver brings order, the Wyld brings chaos, surging with energy wherever it could not be contained. Rebellion, frustration, and feral instinct all give it strength. Yet nature can also be gentle. Behind every serene glen and tranquil brook, the Wyld returns its energy.

Garou mystics say that Gaia created a third force to maintain the balance between order and chaos, between the Weaver and the Wyld. Like a great serpent wriggling through all creation, the primal Wyrm snipped at the threads of creation that could not otherwise be controlled. Once, say the Garou, the Wyrm was the force of balance in the world, but no longer. The mad Weaver grew too ambitious, trying to tip the balance by trapping the Wyrm within its lifeless web. Confined and denied, the Wyrm went slowly insane, and creation listed out of balance.

The Truth Revealed

For mystics, this story is not mere myth. Each portion of the Triat has spawned a host of lesser spirits, mystic servitors who are still at work in the world. In the shadow of creation — the spirit world of the Umbra — werewolves can see these forces at work. Over the last few centuries, the spirits of the Wyrm have become more powerful than ever before. The most fanatic Garou share a common belief: If there is corruption and misery spreading through the world, the Wyrm is at the heart of it. Beyond all other ideals, the greatest goal of the werewolves is to protect all of creation by destroying the servants of the Wyrm.

The Wyrm's servants have become a cancerous corruption, and its servitors have become the Garou's greatest enemies. For millennia, its rage and hatred have grown



to the point of insanity. Its pain ceases only when it can pare back creation, destroying the Weaver's order and polluting the Wyld's purity. The Wyrm can suborn even human beings, especially when they practice destructive and malicious acts. Wherever the Earth is despoiled and befouled, the Wyrm grows stronger. Wherever order is perverted and law is denied, the Wyrm shudders in glory. When humans fall prey to darker emotions, succumbing to vice and spite, the Wyrm gains more victims. It is beyond reason, and its servants are legion.

The Wyrm's strength is such that it now overpowers the efforts of the werewolves to contain it. In prophecies, in visions, and in the world around them, the Garou see evidence that this treacherous evil is achieving its goal to destroy all creation and free itself forever. Therefore, the world that remains is cold and bleak. As prophecy has foretold, the werewolves must fight to the last to defeat the Wyrm. Now is the time of the final confrontation: the Apocalypse. Confronted by a dying world, the Garou have contained their rage for far too long. This is the final battle, and so shapechangers are returning from the shadows, bringing heroism, valor, and horror back into the light of day.

The Weaver's Webs

Fanatical werewolves believe that their only duty in life is to defeat — or even kill — the Wyrm. It's a very direct philosophy, but one with which some cubs and cliath just cannot agree. A heretical idea is spreading throughout the Western Concordiat: The Garou's real enemy isn't the Wyrm, but the Weaver. After all, it is the Weaver that is responsible for the largest human cities. She was the primal force that first drove the Great Serpent insane, and she brings her own brand of suffering on the world as she continues her mad designs.

Most elders are horrified by this idea. Some refuse to send packs to investigate the mad Weaver's activities, and some even refuse to award renown for succeeding in such enterprises. Nonetheless, a new generation of cubs has dedicated itself to shredding the Weaver's webs, regardless of what their mangy, crusty old elders might believe.

Garou Society

The society of the Garou is what keeps werewolves from devolving fully into monsters. If they relied only on their Rage and their destructive impulses, they would be bestial beyond reason. But the laws and traditions of the People provide a vital structure. They show a nobler goal, and encourage werewolves to achieve their potential as Gaia's chosen warriors.

The Litany

The laws of the People are ancient. Their traditions vary from tribe to tribe, but all Garou must remember and hold to the central code of law called the *Litany*. In its full form, it is as much an epic poem as a legal code. Chanting it in its entirety can take hours. Four times a year, the werewolves of the Fianna tribe gather in their tribal homelands to recite it in its entirety.

While it takes the greatest scholars to master the entirety of the Litany, most werewolves learn it in the form of 13 basic precepts. Each precept has a practical basis, but not all of them are universally upheld as unquestionably moral. Each tribe has its own views on right and wrong. In fact, many perceive a hypocritical gap between what Garou elders preach and what werewolves actually do. Masters of Garou law can cite dozens of examples of precedent, but as fewer cubs learn to chant the details, more argue ways to bend the rules in their favor.

Garou Shall Not Mate With Garou

The Law: Werewolves should mate only with humans or wolves. The law forbids the creation of metis because of the deformities and insanity that settles on the wretched children of Garou-Garou pairings. This stricture forms the basis for some of the greatest tragedies of Garou culture. Many ancient songs tell of werewolves who loved deeply and carelessly, only to be undone by their passion.

The Reality: Every year, more metis are born. Modern Garou often claim that prejudice against the metis is a primitive and foolish mindset. Homids are increasingly prone to conceive metis as well, as modern ideals frequently stress romance in a relationship, rather than the old custom of arranged marriages for political gain.

Combat the Wyrm Wherever It Dwells and Whenever It Breeds

The Law: The Wyrm is a source of evil in the world. Gaia created the werewolves to protect the world, and the Wyrm is the greatest enemy the world has. The fastest way for a werewolf to become respected is to prove himself in battle against the servants of the Wyrm. If any Garou neglects this duty, the Apocalypse draws that much nearer to eruption.

The Reality: These are the Final Days. So say all the elders. The Wyrm is too strong to kill, and even if it were possible, many suspect it would only delay the inevitable. Jaded elders are distracted by other tasks, such as securing territory, contesting for political power, and crippling their rivals. Few want to accept that the Apocalypse has begun, for it would mean sacrificing personal ambition to accept a painful truth.

As straightforward as this tenet seems, it also raises questions. What happens to a Garou that is possessed, but not fully in the thrall of the Wyrm? Should he be destroyed? Is a Wyrm-spirit really destroyed if it is "killed," or will it just re-form somewhere else? Can werewolves expect to change the course of history by destroying all of the Wyrm's servants, or should they choose their battles more carefully? Should the Weaver be challenged as well? Many questions arise in the course of debating this law, in an age where there's little time to spend finding the correct answer.

Respect the Territory of Another

The Law: When one werewolf approaches another's territory, she must announce herself first and ask permission to enter. The traditional method involves the Howl of Introduction, reciting one's name, sept, totem, tribe, and home sept. Many Silver Fangs and Shadow Lords also insist on a visitor reciting her lineage. In addition to these precautions, a werewolf should mark her territory, whether with scent or clawed sigils, to keep peace with other Garou.

The Reality: As the population of humans in the world keeps growing, A Garou's howling and urinating on trees to mark territory becomes impractical. In urban caerns, some technologically proficient werewolves (like the Glass Walkers) prefer emails, telephone calls, and texting, and some set up apps to work with GPS systems to keep track of territories electronically. As pressure mounts from outside, many young Garou argue that the territories that remain should be more communally managed — though progressive human-influenced thought has a difficult time winning over a wolf's territorial urge.

Accept an Honorable Surrender

The Law: A warrior people typically settles its grievances with bloodshed. The Garou have a long dueling tradition, stressing trial by ordeal and single combat. Many werewolves have lost their lives to overzealous practices such as these; they may have died honorably, but their losses are keenly felt all the same. A werewolf being attacked by another Garou can traditionally end a duel peacefully by exposing his throat. The loser shouldn't suffer a loss of reputation or renown for doing so, but a victorious Garou should be praised for his mercy. Theoretically, any dueling Garou is honor-bound to accept a surrender.

The Reality: In practice, peaceful werewolves invoke this law freely, but some are far more selective. After all, in the heat of battle, anything can happen. Even the most feral and violent werewolf struggles to obey this law, but when blood begins to flow, instincts overcome reason. Some warriors are infamous for "accidentally" overlooking a surrender and sinking their teeth into an exposed throat.

Submission to Those of Higher Station

The Law: Like the wolves with whom they breed, werewolves maintain a strictly hierarchical society. When

one's pack or sept is not pure family, the hierarchy of alpha and lord becomes necessary. The concepts of Renown and Rank are integral to Garou society. A werewolf must always honor reasonable requests from higher-ranking Garou.

The Reality: The weakening bonds of Garou society have done little to reinforce this tenet among the young. Too many elders don't understand or can't cope with the human world. Each tribe has its own culture, and not all of them believe in kowtowing to tyrants or humoring egotistical alphas just because they have long lineages. A werewolf will honor the elders of his tribe generally, but opinions vary when it comes to the highly ranked of other tribes.

Bone Gnawers are highly egalitarian, and although they'll show their bellies if the need is there, they tend to make a note of it and plot a later payback. Children of Gaia and Silent Striders respect personal choice, and therefore, they prefer to earn obedience rather than demanding it. The Get of Fenris respect only those elders who can best them in combat. Red Talons prefer not to hear "monkey babble" about complicated hierarchies; you should know your place instinctively. Shadow Lords and Silver Fangs, on the other hand, enforce this law with iron fists and sharpened claws.

The First Share of the Kill for the Greatest in Station

The Law: This "kill clause" originally applied to hunting, but has also had a long tradition of being invoked regarding spoils of war. In theory, the most renowned Garou has a right to the most powerful fetishes or other valuable goods found by her packmates. Silver Fangs and Shadow Lords demand what they see as their due; other tribes accept grudgingly.

The Reality: Pack mentality may be a strong instinct, but not everyone thinks the same way. Again, modern concepts of egalitarian or democratic philosophy tend to get in the way. Only the strongest or the most trusted Garou are able to repeatedly invoke this tenet for their own benefit, and even then it can strain the bonds of a pack.

Ye Shall Not Eat the Flesh of Humans

The Law: Grotesquely, this tenet arose not from compassion, but from practicality. Not long after the Concord, Stargazer mystics noticed that many werewolves took a bit too much pleasure in devouring human flesh. Such cannibals found themselves vulnerable to the corruption of the Wyrm. Elders grown fat off human stock also became weak at stalking and killing more challenging prey, like the Wyrm-spirits they *should* have been hunting. In the 21st century, this law is more than a simple spiritual matter. Human beings now consume a frightening amount of preservatives. Their chemical-laden diet makes their flesh unwholesome.

The Reality: Werewolves can still lose control of themselves in a frenzy, and some still feel a certain hunger even when fully lucid. Most man-eating Garou act alone, concealing it as best as they can from any packmates, or running without a pack in order to keep up their appetites. Some gather in groups to take part in forbidden feasts, though — the Bone Gnawers, Silent Striders, and Red Talons are all said to have secretive camps that ritually devour human flesh.

Respect Those Beneath Ye — All Are of Gaia

The Law: The Garou ancestors of legend pledged to become the world's protectors, so they must respect every creature's place in the natural world. Every werewolf is likewise worthy of respect. The Garou believe in an animistic and warrior version of *noblesse oblige*, and chivalrous behavior is a respectable way to gain Renown.

The Reality: Many cubs, cliath, and metis Garou have learned the hard way that this tenet isn't always enthusiastically enforced. Shadow Lords and Get of Fenris quantify "respect," and give those beneath them only what they believe is "fairly earned." Bone Gnawers just laugh at this precept. They sure as hell don't get respect, and who could be lower in station than them?

The lupus are often stronger at respecting this tenet. Particularly noble Garou have even been known to mourn the passing of their foes, earning the respect of others in the process.

The Veil Shall Not Be Lifted

The existence of the Garou must remain secret. Here, the law and reality are the same. Werewolves must be discreet when acting among humans. This practice is far more than simple respect for the Concord or humanity's right to its own civilization. The world is a dangerous place. Humans have more powerful weapons every year. Ancient vampires and far more sinister supernatural creatures are capable of acting on what humans learn. And, of course, the servants of the Wyrm are lurking everywhere, exploiting the weak. If werewolves choose to act like monsters, other creatures will hunt them like the beasts they are.

Garou also have an obligation to protect humanity. When human see werewolves lumbering about in Crinos form, insanity grips them, and they concoct all sorts of outrageous rationales for what they've seen. Fear mounts, panic results, and the populace resorts to drastic measures of defense. Rampaging werewolves can cause almost as much damage as the Wyrm-creatures they hunt.

Do Not Suffer Thy People to Tend Thy Sickness

The Law: The warrior who cannot fight or hunt also weakens those who must care for him. Long ago, an infirm, aged, or mortally wounded Garou would be torn to pieces by his septmates. Such a pitiable hero should

not suffer further. These days the merciful and dignified practice is to let such an elder choose how to end his own life. In Garou legends, many of the greatest heroes simply set out on one last journey, never to return.

The Reality: The Children of Gaia despise this law. They believe in a natural death, caring for their elderly through the most prolonged and horrifying illnesses. A few older Garou, especially those crippled by depression and remorse, simply return to human or lupine society to die, making peace with the life they left behind.

The Leader May Be Challenged at Any Time During Peace

The Law: A werewolf's pack mentality may be strong, but he should not tolerate a weak alpha. If no immediate threat is nearby, any Garou of sufficient rank may challenge the pack leader for his position. In a pack, the challenge takes the form of a quick and decisive duel, test of wits, or snarling display of intimidation. In a sept, the assembled werewolves watch the challenge play out as high ritual.

The Reality: Many tyrannical leaders resist challenge by simply being too strong to defeat. Some mutinous packs challenge their leader one at a time, wearing him down until he must relent. It's also an uncommon tactic for werewolf leaders to declare a state of constant war, denying any "peace" in which a challenge would be appropriate. Cunning werewolves insist on choosing the type of duel that should result, playing off their rivals' known weaknesses.

The Leader May Not Be Challenged During Wartime

The Law: Every military relies on a clear and decisive chain of command, and the Garou are no different. Obedience in a pack is essential. Once a fight begins, the alpha's word is law. A packmate who disobeys may be punished or assaulted by his companions, or possibly even by his sept, after the danger has passed.

The Reality: As previously mentioned, some alphas declare a constant state of wartime to abuse this tenet. Those who disobey usually have some chance to defend their actions, standing before a Philodox in a form of court martial. If a werewolf was under magical control, corrupted, or possessed by the Wyrm — or if the alpha was just startlingly incompetent — such disobedience may be excused, especially if the action saved a pack or the sept. Unfortunately, any renown the wolf would have received for her valor may be canceled out by her insubordination.

Ye Shall Take No Action That Causes a Caern to Be Violated

No Garou argues against this tenet. Caerns surge with mystical energy and the lifeblood of the Earth. If one is destroyed or corrupted, part of the Earth dies, and

so does the power of the Garou. A werewolf who leads a proven or potential enemy to a hidden caern is punished severely, even if the act was unintentional.

Justice

To keep a law, one must be willing to enforce it. The Garou's code of punishment ranges from simple and quick reprimands for minor crimes and mistakes to elaborate trials or ordeals for complicated transgressions. Loss of Renown is a common punishment, but when the Litany is violated, the consequences are usually more severe.

Each sept and tribe has its own methods of conducting trials. Get of Fenris and Red Talons prefer trial by combat. Shadow Lords favor cunning, elaborate arguments, ensnaring their opponents within their words and intimidating into silence those who try to circumvent the process. Bone Gnawers convene a jury of peers to pass judgment, a democratic if sometimes corruptible approach. Uktena summon spirits to discern the truth, while Glass Walkers employ modern criminology. While one or two tribes may dominate a sept, many caerns attract a wide array of Garou. In these cases, the sept leader may choose the methods of her tribe, the tribe of the highest-ranking Philodox, or that of the offender himself. Political consequences arise for each choice.

Once sentence has been passed, a sept enacts a formal rite to punish the offender. If a criminal escapes, the Garou may offer a bounty for his capture… or his skin. One of the worst punishments is formal ostracism, an offense feared more than a clean death. Most Garou believe that great heroes are reborn; some even have visions of past lives to prove it. An outcast, declared a "rogue" or *Ronin*, is shut out forever from his brothers and sisters. Unless he can commit some great deed to prove his valor, he remains mistrusted and alone. Sadly, fatalistic werewolves convince themselves that there is no future for the Garou as the Apocalypse draws closer. Entire packs of Ronin now wander the Earth, rejecting the strictures of the Litany completely.

Hierarchy

Werewolves need strong leaders. A strong chain of command helps them focus their Rage with discipline, without the stress of wondering who to lead and who to obey. In most small gatherings, an alpha proves his dominance by brute force. In larger gatherings, however, doing so is impractical. If a ruler has to fight off rivals constantly, he will soon become too weak to govern properly.

Garou society establishes hierarchy through a system of *Renown*, a measure of a hero's deeds and service to her sept. Constant infighting wounds and weakens a sept, but this system channels such energies in a positive direction. A werewolf's instincts and thousands of years of tribal conditioning reinforce the need for a hierarchy. Pack instincts demand it. Every werewolf has his place. Elders rarely need to demonstrate power by abusing their lessers, and their vassals are usually content to serve. Though it may seem abusive and unequal to many modern Garou, the hierarchy does have its roots in merit. The strongest and wisest rise to the top — or so the ideal goes, at any rate.

Based on their renown, each werewolf also holds a certain *rank* in Garou society, and he is often addressed by his proper title. For instance:

— *Cubs* are at the bottom of the pecking order, treated as little more than children. They're eager to learn, and they ask many confusing questions.

— Once a cub completes her Rite of Passage, she becomes a *cliath*, a young Garou enlisted continually to perform all sorts of tasks for her sept. Some travel all over the world, completing missions and learning about werewolf society.

— As cliath continue to gain esteem, they eventually become *fostern*. These Garou have risen high enough to act as emissaries between septs. At this stage in life, an entire pack may undergo a period of fosterage in a distant and seemingly alien caern.

— *Adren* outrank fostern, often taking on some of the lesser political positions in a sept. By this time, a pack of adren usually limits its travel to a handful of caerns. Political rivalries develop over time.

— *Athro* outrank all these commoners. They are typically swept up in some of the most perilous and compelling adventures their tribes can offer. Silent Strider messengers have been known to travel around the world to summon the right pack of athro for critical adventures.

— Only the most esteemed and highest-ranking Garou are addressed as *elders*. Even if an elder does not currently serve as a tribal elder, as a sept leader, or some other esteemed position, a werewolf with enough renown is still treated with the greatest respect.

When two Garou of vastly different rank interact — as in a conversation between young cliath and their elders — their relative positions are fairly obvious. When two werewolves have roughly the same Rank or Renown, social niceties are not so clean-cut. When heroes of equal status disagree, matters may come to blows. Fortunately, Garou society has developed protocols for dealing with such conflict: tests of dominance that are usually based on the type of problem facing the sept.

Leadership may pass from one werewolf to the next based on immediate need. In large groups, the leader may even change from hour to hour. A werewolf's moon-sign is the first qualification. For instance, the highest-ranking Ahroun will usually lead a tribe or sept in battle. Once

the skirmish is over, if the group is confronted by a devious group of spirits, a clever Theurge challenges the warrior in a riddle contest to claim the leadership role. If negotiating skills are needed shortly thereafter, a Philodox known for his social acumen might then challenge the alpha to a different type of contest. When a Garou is especially renowned for his skills, a wise rival steps down from a challenge once he realizes he's outclassed. Note that outright challenges are rarely necessary at the pack level, where the members already know one another's capabilities intimately.

Dominance and Submission

By law of the Litany, when a group isn't in the middle of immediate danger, its leader is open to be challenged at any time. Millennia of conflict have refined three particularly common methods of testing dominance: *facedown*, *gamecraft*, and *duel*. If the pack or sept faces a crisis, the type of problem influences the type of challenge, such as a duel fought to see who leads a midnight raid. Otherwise, the challenged werewolf is allowed to choose.

The facedown is a contest of wills. The challenger initiates it by growling at his opponent and staring him in the eye with an unblinking gaze. The first werewolf to back down loses. A simple contest, but still potentially dangerous. Once a werewolf's hackles are up, he may work himself up into a frenzy and attack. Should this happen, the frenzied werewolf loses not only the confrontation, but Renown as well.

Gamecraft is a test of skill, cunning or wits. It may be a riddle contest, a game of chess, a test of knowledge (such as the hierarchies of spirits), or some similar mental exercise. The victor is the one who demonstrates superior intellect — or sometimes cunning, in the case of Ragabash who are willing to cheat.

The duel is straightforward single combat. The challenged Garou may choose the type of weapons used; such contests are rarely to the death… at least formally. But as with facedowns, duels may trigger frenzies of violence. Some septs, such as those dominated by Get of Fenris, rely on duels almost exclusively.

The loser of a test of dominance must show some sign of submission immediately — an "honorable surrender," as the Litany puts it. Doing so might involve kneeling, falling to the ground, exposing the throat, or lowering the head and whimpering. Gamecraft has its own signs of submission, from the chess master who knocks over his own king to the storyteller who bows with a flourish and buys his rival a drink. In a physical contest, if the loser does not show some sign of relenting, the winner may follow through with a quick attack, cuffing or clawing his lesser until recognition is given.

The Pack

The strength of the wolf is the pack. One wolf can be strong, but he can help bring down a creature 10 times his own weight by working with brothers and sisters. Werewolves are no different. Packs are the smallest social unit and the very foundation of Garou society. Septs may be conquered and tribes may argue, but a pack works together despite all adversity. Werewolves from tribes that are bitter rivals may be closer than blood kin when they have run in a pack long enough.

Packs range in size from two to 10 werewolves. Preferably each of the five auspices has a representative, but necessity may demand otherwise. Frequently a pack is simply made up of whatever young Garou have been recently gathered, regardless of auspice. Some packs are composed entirely of one tribe; others are more cosmopolitan. Some break apart among Rank lines, and some even go Ronin.

Each pack also shares a common purpose. The purpose may be a simple declaration ("hunt down the enemies of our sept"), an ambitious crusade ("Recover the lore of the White Howlers from the dens of the Black Spiral Dancers") or an esoteric agenda ("Travel to the East and share knowledge with other supernatural creatures"). The pack may, of course, decide to take on many other types of tasks along the way, but its unity often comes from dedication to one purpose.

Some packs focus on a particular strength, bringing together werewolves with similar or complementary talents. A pack can take on a wide range of adventures, but it excels at its specialty. One may be dedicated to monkeywrenching, sabotaging businesses that work with the servants of the Wyrm. Another may be obsessed with the spirit world, traveling continually deeper and deeper into mystic realms. A third may be intensely political, traveling among a handful of septs and becoming embroiled in intrigue and espionage. A pack can take on almost any adversity, but elders learn quickly what they do best.

Totems

Each pack also dedicates itself to a particular *totem* when it is first formed. Many of these totems are great animal spirits, such as Raven or Bear. Others are elemental entities such as Grandfather Thunder or spirits of mythic form such as Pegasus and Chimera. They may also follow strange animistic incarnations of ideals such as the Muses or Almighty Dolla. During an intense and mystical rite, the pack pledges fealty to a patron whose aims and strengths reflect their own purpose. The pack then receives a *totem spirit*, a spiritual incarnation-servitor of the totem that acts as their guardian, guides them through the spirit world and even lends them mystical power.

On some occasions, the pack gathers expressly to serve a specific totem, and all the cliath who serve it are first brought together to form a pack with this affinity in mind. A Wendigo sept deciding to form a Raven pack would gather together the most infamous tricksters and sagest masters of knowledge. Once, it was easy for elder Theurges to simply summon these guides. However, since magic is dying rapidly in the world, many packs now undertake a great quest into the spirit world to find their totem spirit. Until it does so, the pack travels without such guidance.

Some pack bonds are lifelong. Others are content to disband after many years of cooperation, especially as they achieve or give up on ambitions. If the pack makes this decision, such as when their purpose is accomplished, they ceremonially release their totem spirit.

The Sept

Septs are the societies that form around caerns, usually for the purpose of defending these sacred sites. The oldest septs are dominated by one or two tribes, usually not far from their tribal homelands. These days, most septs are increasingly multi-tribal. Only with the strength of diversity can the Garou hope to overcome the peril of their dwindling numbers.

The primary task of a sept is guarding its caern. Through powerful mystic rites, a sept can help heroes travel great distances to aid them. Drawing upon Luna's power, mystics form powerful moon bridges between the largest caerns. Because of this ability, septs are also gathering places for travelers. The elders of a sept may welcome a wandering pack, allowing them a place to rest and perhaps granting some resources for their errand. This honor usually demands that the visitors pay some form of *chiminage* in return. This payment may be a simple as reciting a story of their journey, as esoteric as bringing back something valuable from the nearby spirit world, or as onerous as performing a brief task for the sept's benefit.

Older Garou settle down eventually into one sept that they particularly favor, usually assuming a political position there. An old wolf grows fond of his den, and eventually plans to die there. For this reason, elders commonly offer younger Garou the chance to perform missions on behalf of their sept as a dangerous but clear path to honor and glory.

Every sept has a *sept leader,* the overall master (or as some would put it, the true alpha) who organizes the sept and directs the local packs. The highest-ranking Theurge becomes the *Master of the Rite*. She performs many of the day-to-day rituals that maintain the sept, and cares for the spiritual center of the caern where werewolves meditate. The *caern Warder* protects the area surrounding the caern, known as the *bawn,* and keeps an eye out for trouble. Many young metis are enlisted to help him in this task. Septs often have a wealth of other positions, from the *den mother* or *den father*

who watches over cubs to the *Talesinger* who chronicles its history. Every werewolf has a place in Garou society, and most are eager to speak to young heroes in need of advice.

The Tribe

The most overreaching social unit is the tribe. The tribe's bonds are familial and ideological, and inspire loyalty — and schisms. Each one has a very different hierarchy, from the formal nobility of the Silver Fangs to the ever-shifting meritocracy of the Glass Walkers. A tribe's ideology has a great impact on those septs where the tribe is strong. Young cliath serve their pack first and their sept second, but when a tribe has a pressing issue that only werewolves of that tribe can truly understand, an elder may call upon the tribe's cliath to aid him, possibly with the help of their packs. Some tribes place extra pressure on the need to obey; all offer Renown for those loyal scions who aid them.

Every tribe also includes smaller societies, groups of werewolves who share a common purpose but who don't necessarily belong to the same pack. These groups are known as *camps*. A Glass Walker may find herself drawn to the esoteric goals of the Mechanical Awakening, or the rough pragmatism of Dies Ultimae. Camps are usually loosely connected; even those packs whose members are all of one tribe rarely are all of the same camp as well.

Moots

Werewolves gather regularly in *moots*, events that serve a variety of social, political, and religious functions. These gatherings reinforce the common ties that all Garou share by emphasizing ritual, purpose, and camaraderie. Moots usually convene every full moon, or when the sept has need for a specific gathering. The moot is a vital function for any werewolf who seeks to earn Renown, hear news of the war from other septs, or simply continue to prove her good standing among her allies.

Moots always take place at caerns, sometimes with powerful spirits summoned as part of the proceedings. Theurges perform great rites, Philodox oversee protocol and any pronouncements of judgment necessary, Galliards exchange lore and oversee such ceremonies, and Ahroun organize duels and keep an eye on moot defenses. The moot is as formal an affair as Garou ever hold, though the Ragabash are certain to make sure that the voice of common sense can still be free to undercut poor displays of policy. Werewolves dispatch their packs on dangerous tasks, celebrate heroes who have returned triumphant, argue or brawl over political matters, and judge those Garou who've been accused of violating the Litany. Most importantly, the spiritual energy expended keeps the caern alive, for as the Garou prosper, so do the sacred sites they attend.

There are many types of moots, varying in size, purpose, grandeur and attendance:

Hearings may be convened at any time, usually when a pack returns from a great adventure. They involve debriefing, exchanging information, and awarding Renown. The sept leader decides which elders are vital to the discussion. Clever werewolves keep a close eye on the elders during hearings, as their reactions to the pack's account often reveal volumes about political struggles within the sept. Not everyone in the sept is required to attend a hearing, although many elders hate to be the last ones to hear the latest news.

Sept Moots are the regular monthly meetings of a sept. Any Garou is theoretically welcome, although those from outside the sept — particularly those whose tribe isn't represented at the sept — typically meet with some level of suspicion. This meeting is more than a simple voicing of complaints; it often resolves with a raucous celebration.

Grand Moots are convened to discuss the weightiest matters, often those that affect an entire tribe. All werewolves of the specific tribe within a reasonable distance are required to attend; others may be invited as well, but only with special permission.

Concolations are the largest moots, called only for the most serious of purposes. All werewolves nearby are required to attend, regardless of pack, sept, or tribe. The gathering is announced during a normal moot, and it always requires at least five elders of five different tribes to support it. Once the decision has been made, messengers are sent out from region to region and caern to caern. The event is held exactly three months later at the exact same site. Legends speak of a few grand concolations where messengers are dispatched to retrieve some of the greatest heroes in the world, but such an event has not occurred in decades.

Tribal Moots

A tribal moot operates on the scale of a Grand Moot. Tribal elders call them as a show of solidarity to reinforce a tribe's political power. Once it was rare for one tribe to scheme directly against another, but vengeful elders have increased the conflict between tribes as tensions mount and the End Times approach.

Black Furies gather in their most sacred tribal holdings, isolated lands of deep Wyld free from the touch of civilization. Choral chants and sacred hunts are common pursuits, along with tribal rites no man has ever witnessed. As more of their tribal lands fall before their enemies, Black Furies have also begun hosting far less traditional gatherings in the cities or exurbs.

Bone Gnawers rarely hold formal moots. Their idea of bonding is usually some level of debauchery — stealing food and booze, going on a roundabout tour of their territory, settling old grudges, and paying off old debts as the opportunity presents itself.

Children of Gaia moots range widely, from contemplative to raucous. Some are serene affairs focusing on

meditation, quiet discussion, and solemn introspection. Others are wild revels that may include hallucinogenic reveries or even sacred communion through orgiastic group sex with humans and wolves present.

The **Fianna** are known for two styles of tribal moots. During the holidays at each solstice and equinox they hold solemn affairs where they recite or sing great epics and preserve their bardic history. Their other tribal moots are wild celebrations, sometimes including friends or possible allies from other tribes who have been invited to share in song, dance, and drink. Fianna Galliards spend months rehearsing for performances at both types of events.

Get of Fenris moots are raw, physical affairs where the Fenrir compete in tests of endurance, howling, drinking, eating, and of course fighting. Informal brawls merge with ritual gauntlets, ceremonial burning or scarification, and inspiring sagas from the skalds. Even their dances are violent, as much mosh pit as anything else.

Glass Walker moots are constantly evolving, taking on new forms as the tribe borrows new leadership and organizational techniques from human agencies. They may take the form of corporate meetings that stress "agility" and organize objectives as though they were fiscal quarter goals, or they may appear like drug-fueled raves that use pulsing music to disguise planning sessions.

Red Talons gather in the wild, far away from the influence of humans or even homid Garou. Hunting, howling and running with the nearest wolf pack are all common pursuits. Some of the tribe's most secretive Talon moots involve far darker rites, often enacted as a mockery of human rituals. Human sacrifice features prominently in these, such as when Talons string an eviscerated human's entrails around a "Yuletide tree."

Shadow Lords honor Grandfather Thunder's ways high atop mountains, beneath stormy skies. Great pomp and circumstance celebrate rank, conspiratorial accomplishments, and the latest intricacies of the tribal hierarchy. Thundering drums and solemn Gregorian chants speak of the grandeur of the tribe. Some Garou suspect the Shadow Lords even offer human sacrifice at their tribal moots now and again.

Silent Strider moots are very rare, given the tribe's scattered nature and lack of strong sept holdings. Their moots are something like traveling carnivals — one night an empty field, the next a mix of campfires and tents where dozens of Garou exchange stories about their travels under the starry sky. Sometimes the moot takes places deep in the Umbra, but it rarely stays in one place for long. Races, relays and long hikes are typical rituals to complement the storytelling.

Silver Fangs prefer the tried and true. It's a rare thing to see anything at a Silver Fang moot that isn't a generations-old tradition; the old practices are the most honorable. White-robed nobles lead candle-lit processions to isolated, idyllic locales; silver-furred Garou dance elaborate reels with exacting precision and sing ancient, beautiful songs.

The **Stargazers** favor moots with little formality and no time wasted on empty traditions. Their gatherings are simple affairs where they exchange information quietly, challenge one another to riddle games or other intellectual contests, or simply meditate in silence.

Uktena moots are an unknown to outsiders. The Uktena favor elaborate mysticism of the most cryptic sort, binding their affairs within the pacts they have with their spirit allies. Sometimes the true purpose of a moot isn't evident until it is underway: it is enough to say "it is necessary" to bring the Uktena. Once the moot is in progress, only then do the elders reveal its purpose, often through divination rites.

Wendigo derive many of their traditions from the practices of their local Kinfolk relatives,. One gathering may involve vision quests and peyote, while another might employ sacred tobacco, fire dances, or ritual combat. Some moots employ Umbral travel, such as when the entire assembly placates a great spirit and hunts it into the Penumbra.

Revelry

The greatest moots typically end with a revel, in which werewolves transform into Crinos form and run madly about the area to clear away anything that may pose a threat. This rampage is often so strenuous than some elders fall behind the cubs and cliath, or even die trying to keep up the pace. The revel isn't a pack affair; the sept begins the run as one, then fragments into smaller groups as the night proceeds. Individual werewolves may work themselves into a frenzy, possibly becoming a danger to themselves and others. Most run themselves to exhaustion. The strongest continue until dawn, immediately gaining renown for their great stamina and fervor.

The revel is not performed every time the sept gathers, but is instead reserved for special occasions. Urban septs often bypass or reroute the revel, given the amount of damage it can do to a territory or to the Veil. Examples of modern revels include Fianna pub-crawls, Bone Gnawer feasts, Glass Walker "fragfests" on networked computers, and Uktena drumming circles.

Language

Werewolves have a number of ways to communicate. Homids know at least one of the languages of the human world, and most metis learn the same. Lupus can communicate very simply when they are in wolf form, often by using a great deal of body language. Each breed can learn

the other's language, but conversation can be difficult. Lupus rarely communicate concepts that use more than a handful of verbs and nouns, while homids find it frustrating to limit their speech while in a wolf's skin. Even homid Garou from distant lands have difficulty speaking with each other.

Werewolves have developed a separate language over thousands of years to bridge the gap. Galliards know this worldwide language as the "High Tongue" or "Garou Tongue." Most claim that the Fianna conceived it first. All Garou are taught the High Tongue immediately following their Rite of Passage, although differences in regional accent and dialect do come up. Garou language depends as much on body language and tone as on actual words. Much of it is instinctive, accented by pheromones, growls, and whines. A few spoken words cannot be reproduced by a human or wolf throat, as they require partial transformation to articulate. These words represent some of the loftiest concepts tied to Garou culture. Some lupus never really master this language. They prefer to speak as simply and plainly as wolves do.

Garou in Lupus or Hispo form (halfway between Lupus and Crinos) may communicate freely with wolves. This same "lupine language" can be used in other forms, but a greater chance of misunderstanding arises. While the formal and complex Garou High Tongue requires training, any werewolf in Lupus form can speak in "lupine" instinctively. The first time a homid or metis shapeshifts into a wolf, he can communicate with other wolves.

Howls

A werewolf howl is not an inarticulate cry — it can communicate a great deal of information. Many howls incorporate the Garou language, although not all of them are as "high-falutin'" as the High Tongue. Just as every Philodox studies the Litany, any Galliard should be well-versed in all the common howls.

Given the regional "accents" from sept to sept, an attentive Galliard might even be able to recognize a performer's tribe or auspice, or possibly part of his personality. Optionally, a Storyteller may allow a Galliard skilled in expression or performance to convey further information. Thirteen of the most commonly used howls are listed here, though one is not a call of the Garou Nation.

Anthem of War — This howl is a call to battle. Ahroun use it to lead an attack; Galliards use it to rally the troops and boost morale. The howl can convey the enemy's rough location and numbers, as well as how soon reinforcements are needed.

Call for Succor — A werewolf uses this howl to summon his packmates if he is in great danger. Some find it embarrassing, since it sounds like a puppy's bark for his mother. An expressive howl may include sensory impressions of what danger is near.

Call to Hunt — A long, low ululation informs the pack of the position of its prey. When performed properly, it may also identify what the prey is, describe its wounds, or even coordinate the tactics of the hunting pack.

Chant of Challenge — This howl begins like the Howl of Introduction, then rolls into a vicious mockery of an enemy's deeds, ancestry and personal habits. The Fianna invented this howl as a method of initiating duels, then later elevated it to a satirical art form. Everyone hearing the chant can discern exactly why the challenge is taking place.

Curse of Ignominy — This discordant, snarling whine is used to insult violators of the Litany. As more werewolves lend their voices to the whine, it becomes increasingly painful to hear. The strain on a listener does not subside until he joins in the cry. Garou who have fallen into disfavor are subjected to this cacophony. The sounds convey a mocking account of a villain's failures and shortcomings. An entire sept can memorize all of the excruciating details by sharing in the chant.

Cry of Elation —This howl signals an impending act of possible great glory. It essentially means "Look at me"

or "Watch this," though it may convey further information, such as the intended target of the forthcoming deed.

Dirge for the Fallen — This dirge is a somber, low-pitched howl used as a requiem for the honored dead. Its length depends on the status of the fallen.

Howl of Introduction — The Litany commands werewolves to respect the territory of others; this howl is the result. It details a Garou's breed, tribe, and auspice. Some werewolves include parts of their lineage.

Snarl of Precedence — This short, violent outburst is directed against a chosen foe, marking them as the werewolf's prey. Packs use these snarls to coordinate their tactics, establishing who is attacking whom. A higher-ranking Garou does not have to recognize this howl — and he even has the right to "steal the kill" from a lesser werewolf — but most react to a well-executed snarl.

Song of Mockery — Not a howl in its own right, this is more of a pitch, a sort of "sarcastic tone" that Ragabash add to other howls. It is the equivalent of an obscene gesture given alongside a speech.

Symphony of the Abyss — The Black Spiral Dancers whine this insane, reverberating howl as they stalk their prey. Victims who listen too closely can identify the fate that lies in store for them; not knowing that fate is nearly as terrifying.

Wail of Foreboding —The Anthem of War alerts werewolves of an attack, but the Wail of Foreboding is typically used for natural disasters, unusual phenomenon in the Umbra, or anything strange that bears further investigation. A practiced Galliard can give cryptic impressions of what the danger may be.

Warning of the Wyrm's Approach — A sharp-pitched howl, followed by a series of brief staccato bursts, announces the presence of the Wyrm's minions. If a scout can scent the true form of these creatures, he may be able to describe it. All who hear the howl can see and feel the foulness that surrounds them.

Rage Across the World

Human prehistory is clouded by the passage of years and forgotten traditions. It is the way of humans that, as they migrate to new lands, they adapt to new ways. While they preserve some traditions, others die out as their practitioners pass on.

Not so with Garou. They remember. Even when generations pass with no new true Garou birth and no lineage holder to pass on the knowledge of the ways, the spirits remain. Their ancient pacts with the Garou ensure the continuity of tradition, of memory, and of the tally of past wrongs that must one day be avenged.

TRIBAL REPRESENTATION

The geographical survey presented here calls out a few tribes for their noteworthy influence in certain places at certain times. This is by no means the full story. Other tribes have had often dramatic influence in these places, even if it hasn't proven as enduring as that of the mentioned tribes. For instance, although the Black Furies are not noted for ruling many septs outside of their ancestral Mediterranean lands, they have certainly influenced events in the lands to which their Kin have emigrated, with the Finger Lakes region of New York state being one example.

Keep in mind that just because a tribe isn't called out in the survey doesn't mean its members don't exist in those lands or that they haven't contributed to its legends.

The Garou, of course, followed humans in their migrations. Even when a human tribe would set down roots for many centuries in a particular land, it would eventually move on, taking with it the werewolves hidden in its midst as well as the secret seeds of new generations of Garou waiting in its bloodlines.

As the Garou came to new lands and established caerns, they marked those lands as their own. Their pacts with the local spirits ensured the continuity of their ways even when no Garou was present to enforce them. A tribe's territorial claims were written not just in the minds of Garou and upon the land, but in the indelible ink of the spirit world as well. The roots these tribes set down over vast areas in ancient days marked what would become their ancestral lands.

The tumultuous human migrations of the last few centuries have had their effect on the Garou's ancient territorial claims. As Kinfolk emigrate to new lands, they take tribal bloodlines with them. Conflicts arise as tribes "invade" the lands of other tribes through the process of human migration. This has created more diverse septs and caerns than were common in past ages, as multiple tribes rub shoulders to share limited spiritual resources. While fresh unity has arisen in many cases, old enmities are only further enflamed in others, causing Garou to spend precious time sparring with rival tribes while the forces of the Wyrm creep ever closer.

Even lupus are not immune to these modern migratory challenges. As the areas in which wolf populations can thrive continue to shrink, the tribes again come into conflict over dwindling ranges.

One of the key challenges facing Garou in this precarious time is the matter of sharing Mother Gaia with each other, before the Wyrm takes all.

North America

When humans first migrated to the North American continent, Garou came with them. Three tribes distinguished themselves, known as the Three Brothers: Uktena (Older Brother), Croatan (Middle Brother), and Wendigo (Younger Brother). Unlike the way things developed in the Old World, these Garou lived in close harmony with humans, wolves, and spirits. The Impergium was less about dominance and submission than a carefully guided training in co-existence.

The three tribes spread out across the land, each claiming areas for their own while still maintaining ties of kinship and friendship. The Wyrm, of course, was here, but it could be defeated by heroes, and its minions could be subdued through vigilance. It became common practice among Garou septs to bury the defeated monsters under powerful wards, the knowledge and keys to which were kept by the Uktena Banetenders.

Moon bridges between tribal caerns were rare. There was simply little need for them. It was better to travel across the land, not only so that the spirits of place could be encountered and parleyed with, but also that any Wyrm threats could be sniffed out and chased down before they could take root. The Three Brothers did not count on the European invasion.

When Europeans first arrived, bringing new forms of Wyrm stench with them, the terms "Pure Ones" and "Pure Lands" were increasingly adopted by the native tribes. These words had been used before, but in celebration. Now they were terms of exclusion and condemnation of the "impure." When the Wyrm manifested in an early colony in Roanoke, the Croatan sacrificed their lives to drive it away. They believed in the continuity of their legacy: that new Croatan would be born to their kin, to remember and honor their sacrifice. But the Eater-of-Souls did not go easily, and it devoured the very soul of the tribe as it was banished from the land, ending the lineage of the Croatan forever.

This tragedy drove a wedge between the two remaining brother tribes, a rift made deeper by the "Wyrmcomers," the Garou arriving from Europe. These immigrants, not knowing the history of the continent or of the Croatan's great sacrifice, smelled the Wyrm in ascendance and felt it was their duty to take charge of the land and lead the war against corruption — to hell with any native Garou who would stand in the way.

Some tribes, such as the Fianna and Get of Fenris, integrated into some of the native caerns, establishing moon bridges to better link to reinforcements from their own tribes. Most European Garou, however, forcibly "repatriated" caerns from the natives, driving the Pure Tribes into retreat with their kin onto reservation lands, where they would continue to nurse grudges well into modern times.

As the Weaver expanded across the continent in the form of telegraph wires and railroad tracks, the Glass Walkers followed, enamored of the energy and vigor that arose from the mix of old and new. The Bone Gnawers feasted well in the growing cities, still ensconced among the poor and downtrodden but now taking advantage of opportunities and freedoms denied to them and their Kin in the Old World. Even the Silver Fangs left their fiefs to establish new territories among the rich and powerful of the Americas, vying with the Shadow Lords for influence over the halls of power.

By modern times, every one of the 13 Tribes was represented in North America, mostly in multitribal septs. Even the all-wolf tribe of Red Talons has a strong place, for North America has some of the world's most resilient wolf populations.

Unfortunately, as the Garou spread, so did the Wyrm, despite the Garou's best efforts to hold it back. That these efforts often strengthened it is something all but the Children of Gaia too often try to deny. Today the Wyrm's foothold on the continent is stronger than ever and still growing. The institution of capitalism and corporate dominance through unfettered money has given it a unique way to spread into every territory, easily circumventing the paltry democratic oppositions that occasionally arise against its minions' plots. The American experiment has proved that corruption can be bought for a surprisingly low price. The rise of the global conglomerates has made this reach worldwide. While Garou are still largely local, struggling to fight for their caerns and often squabbling with rival septs for limited resources, the Wyrm forces have banded into megacorps that can wield power centrally and direct it anywhere across the globe. The Garou's modern challenge is to overcome their past enmities and unite against this many-tentacled enemy.

The most pressing contemporary form of Wyrmish poison in North America is the environmental devastation wrought by corporate natural gas and shale oil extraction — "fracking" and the Canadian tar sands. The practice of fracking involves injecting a toxic blend of chemicals at high pressure into the earth to free up gas deposits. Scientists have linked this to increased instances of earthquakes. As the Garou have discovered, the purported purpose of fracking is not what it seems to be: It hides a vast conspiracy to search out ancient Banes buried long ago by the Pure Tribes and to erode their wards with the toxic chemicals. Those chemicals, of course, contain supernatural elements invisible to human scientists, all courtesy of Pentex R&D.

Whereas once the frontlines of the battle were in saving forests and endangered creatures, now they're in preventing the creeping invasion of pipelines and refineries meant to poison what is left of the Earth. One glance at the tar sands operation in Alberta, Canada, and one cannot deny that the Apocalypse is near.

South America

Although the Pure Tribes traveled into South America, only the Uktena settled in any notable numbers. Otherwise, the place was home to few Garou until the European colonization, but even then werewolves were few and far between, with only the Bone Gnawers as the modern-day exception. For the most part, these lands have traditionally been owned by the Fera — the other shapechangers so poorly mistreated by the Garou in the War of Rage.

The Fera have remained, even after the bloody conflicts with the invading werewolves (such as the Shadow Lords working with the Spanish). They have even infiltrated the Garou's Kinfolk populations, causing extreme surprise when a First Change results in a werejaguar rather than a werewolf.

One of the reasons the continent still remains a mystery to most werewolves is the relative lack of moon bridge access to its caerns. They are often intentionally closed by the native septs, to keep out the bullying foreign Garou, but many have been lost. There are some caerns, deep in the jungles and forgotten by all but half-remembered legends, waiting for intrepid Garou or Fera to seek them out and reclaim them… before the Wyrm finds them.

Likewise, many bloodlines of Kinfolk have been lost, their spirit fetches unable to track them. The rare few Garou born here unknown to their kind are threatened by Wyrm minions, who seek them out to turn them before they know any better.

For the last few decades of the 20th Century, the Amazon rainforest was ground zero in one of the Garou's greatest common efforts against the Wyrm. The Amazon War caused uncounted casualties on all sides and continues with no clear winner, although the conflict has cooled greatly as the oil companies' expansion has been stalled. No matter — Pentex has moved its oil operations to other zones, as witnessed by the drilling-rig oil spills in the Black Sea and the Gulf of Mexico. There are few werewolves to protect the seas and oceans.

Europe

Europe was home to what was once the thickest density of tribes, before colonial emigration dispersed them. The Fianna have roots in the Celtic lands (predominantly Ireland, Scotland, Wales, and Brittany), the Black Furies originally hail from the Mediterranean, the Get of Fenris from the Scandinavian and Teutonic regions, and the Shadow Lords from the mountain chains of Eastern Europe. The numerous werewolf legends still displayed in movies and comic books originated in the Delirium-induced glimpses caught by European humans of their Garou overlords.

The Wyrm, too, was powerful and fecund in Europe, and its machinations proved too powerful for the Garou here as cities grew and forests shrank. Medieval legends of evil spirits and dragons hint at the rampant excursions of Wyrm minions. The term Garou use for humans possessed by Banes — *fomori* — originated from the Fianna in their epic wars to defend their lands against Wyrm-creatures spawned beneath the sea.

THE SPIRITSCAPE

Just as important as the socio-geographic map is the spiritual map — the invisible land that supports and sustains the living world. The ecosystem of spirits embedded into the land is the true concern of Garou everywhere, although they often allow more human concerns to blind them to it. Garou cannot truly live on the land without some relationship with those beings that *are* the land — the spirits of tree, rock, and stream, and all the creatures that run, leap, crawl, creep, slither, and fly.

The sheer diversity of spirit life prevents an easy survey. The nature of spirits is that they are very particular. Even though a badger spirit is much the same in Germany as it is in North America, its place in the land is unique to that land, and its knowledge of its neighboring spirits is its own. Nonetheless, by ancient pacts, certain spirits know the old ways of the Garou, and can be asked, coaxed and even commanded to teach them to new generations of Garou who might not have the advantage of direct training from fellow tribe members. This teaching is limited and tends to produce very a local variation on tribal ways, but it helps sustain the Garou in places where their bloodlines have proven barren for too long.

It is easy to speak in generalities about Silver Fangs or Children of Gaia or Get of Fenris, but the truth is that each tribe is unique and has adapted not only to the local ways of its human Kinfolk but as well to the quirks and odd customs of its spirit neighbors. As moon bridge connections between caerns worldwide become increasingly common, the cultures of the tribes have tended to become more universal, at the cost of honoring local lifeways. Sometimes, under the pressure of global concerns, the proper chiminage owed to a local spirit is rudely disrespected or forgotten. The Garou cannot afford to lose allies this way, but it is hard to convince a spirit to think globally while acting locally — the smaller the spirit's rank, the more purely local it is.

The Shadow Lords have long vied against one of the more insidious evils, the vampires of Carpathia. These so-called Kindred might deny their allegiance to the Wyrm, but the Garou's spiritual sense of smell has always rooted it out. The harsh attitude and methods attributed to the Shadow Lords can perhaps be forgiven when one encounters the body-horrors wrought by their ancestral land's Leech neighbors.

Despite the diaspora of many of their Kinfolk, the original tribes still hold ground in their ancestral lands, although they often have to share their caerns with newcomer tribes. The Fianna are witnessing the blowback of their Kinfolk's colonization via the British Empire with the increasing birth of other tribes' Garou — including Stargazers — among their lands' recent immigrant Kinfolk. If they were honest about it, they'd have to admit that the diversity of allies has helped their struggles.

Unfortunately, as the pressure of accommodating new immigrant communities and their unique cultures threatens to change the cultures of Europe, xenophobia grows. The challenge for the Garou is to resist the worst instincts of their Kin, for the Wyrm has learned well how to exploit them. Many werewolves believe the financial collapse that has hit Greece, Spain, and Ireland especially hard is no mere mortal conspiracy or fraud, but surely has Wyrm motives behind it. As class tensions rise and riots break out in the streets, the Garou are having trouble figuring out just which enemy to target.

Africa

As they are in South America, Garou are rare in Africa and even less welcome. Most of the continent is the territory of mysterious and antagonistic Fera, shapechanger tribes with a long hold on the continent. The legends of myriad African peoples tell of the wise but untrustworthy spider gods, the sinister Ananasi werespiders that lurk in dank caves, as well as the Mokole-Mbembe, the dragons of the deep jungles, and the vicious werelions and panthers who rule the savannas and treetops. Even the legends of men who walk as rats points to the Ratkin, thriving in the disease-ridden villages and following the misery left in the wake of the many rebel armies that plague the war-torn regions.

Northern Africa is more hospitable to the Garou, and indeed one tribe has a long lineage here: the Silent Striders, whose ancestors once trod the lonely deserts and traveled down the Nile in days of old. Their golden era was the dynastic period of Ancient Egypt, but their might has been diminishing ever since. They are joined in increasing numbers in the densely-populated cities of the coasts by Bone Gnawers, while the Red Talons are known to haunt the jackal-infested scrublands.

Dramatic happenings among humans cannot fail to affect the Garou, and this is certainly so among the nations affected by the Arab Spring. Uprisings against tyrannical governments have mobilized the younger generations, and the sense of new possibilities has infected even the Garou. An alliance of Glass Walkers and Striders played a role behind the scenes, using the spirits of Internet and smart phone technology to unite protestors and prevent the suppression of their message. But the uprisings have, unfortunately, shown little change in the fortunes of the Wyrm minions ensconced here in the oil extraction industries. The Libyan revolution did provide cover for a number of Garou attacks against Pentex oil fields and refineries, but it remains to be seen how much of a dent the Garou can inflict on the corrupt oil infrastructure amidst the chaos.

The Wyrm corruption on the continent isn't confined to the oil industry in the north. It infects the horrendous genocides and coups being fought in many nations. Poverty, racialist tribalism, and Colonialist ideology have all contributed to a breeding ground of Wyrm corruption. While the Fera have done remarkably well at keeping incursions into their wild territories at bay, they have left the human populations with little protection against the horrors inflicted by Wyrm-tainted armies. Increasingly, Garou activists call for more involvement on the continent, hoping for an effort similar to that which sparked the Amazon War in South America. Sadly, it seems werewolves are more ready to throw themselves into the fray when the ecology is at risk, but are less eager when the chief aim is relieving human misery.

Asia

Asia is a huge continent, so any description of Garou history and activity there varies by region. Garou have had relatively little influence in the Middle Eastern nations. The Striders, by no means numerous, have perhaps had the most impact of any single tribe, but that is still negligible compared to the Garou's role in the West.

Afghan and Iraqi Red Talons have used the recent wars to boldly attack humans who encroach on their territories, often to cruel effect on poverty-stricken nomads and villagers. Unfortunately, they have yet to form any strategy for sniffing out and hunting down the Wyrm minions who are likewise exploiting the wars to their own ends. The wolves of Pakistan, whose Kinfolk are mostly guided by Stargazers, have engaged in no such attacks. The Stargazers consider the Talons' behavior to be barbaric, playing into stereotypes of evil wolves. As such, they argue that the Red Talons' cathartic expressions of rage will ultimately hurt their wolf populations.

India is territory in conflict between rural Red Talons and more village-oriented Children of Gaia. The two tribes argue over the best means to relieve the suffering in this country, although both are in agreement about the punishment meted to Wyrm minions responsible for such

disasters as last century's Union Carbide plant explosion. They both, likewise, resist the rise of the Ratkin in the coastal cities, and worry about the whispers of a return of the Nagah to their ancient nests — the wereserpents who were long thought extinct.

Russia has long been a stronghold of the Silver Fangs, although they have degenerated here as elsewhere, holding only a shadow of their former glory. The Bolshevik revolution shattered the power of their traditional Kinfolk among the aristocracy. Beset by unprecedented evil in the form of the vampire hag Baba Yaga, a new strain of Fangs rallied to meet her challenge. Declared the return of the Bogatyrs of old, this new generation of Silver Fangs led armies of Garou against the Zmei dragons and even allied with vampires to finally overthrow the hag's supernatural Shadow Curtain that prevented news and reinforcements from coming to the Garou's aid. The victorious Fangs, however, have been less lucky in reclaiming their control over the humans who run the country, as their Kinfolk bloodlines have little influence over the corrupt gangsters who are increasingly becoming the true powers in human affairs.

Siberian werewolves suffered terribly under the Shadow Curtain regime. By the time the Curtain fell, so too had many septs and caerns, vanished or left abandoned with no trace of their guardians, either spirit or Garou. The Silver Fang camp of Siberakh still survives, although in greatly diminished numbers, and its members have had to accept lesser roles in Red Talon septs without the leadership rights to which they aspire. The mystery of the barren caerns still vexes the Russian Garou.

Mongolia still boasts a strong Red Talon population, peppered with occasional Stargazers and Silver Fangs, although Tibet has lost many of its already-sparse Garou. Stargazers have fought vile Banes disguised as Chinese overseers, and many lost their lives resisting the Wyrm's role in the Chinese crackdown. Their sacrifices, however, have done little to change the course of human affairs here.

Much of the Far East remains mysterious to the Western Garou. Even the Stargazers who wander here reveal little to their tribe members in the West, feeling more kinship to the strange shapeshifters of these lands, the *hengeyokai*. These bizarre and still largely misunderstood races evaded much of the War of Rage, although they still hold grudges against interfering Garou. They are strongest in Indonesia, but also hold sway in China and Japan. Western packs of Garou in Hong Kong have recently spread to the new factory cities, searching for Wyrm sign, but have spent as much time fending off the local hengeyokai as they have in putting a stop to Wyrmish plots, such as melamine-laced food products.

The more modern and affluent cities of Asia have attracted the Glass Walkers, who by now have breed true to enough local generations that they consider themselves a native tribe rather than a newcomer. Indeed, some Glass Walkers claim responsibility for the ascendancy of finance and tech enterprises in Singapore, Seoul, Hong Kong, and Tokyo — as well as control over the underground crime gangs (although they vie with Shadow Lords for that "honor").

The Japanese samurai code of bushido resonates well with the Garou Litany, and is appreciated by Glass Walkers and Shadow Lords alike. The Hakken maintain the feudal culture even when it means coming into conflict with their Western Shadow Lord cousins. A small population of Uktena still keeps the old ways among the Ainu tribes, as well as near Shinto shrines in the rural glens and mountains. Western Garou activists recently shamed the Hakken for not doing enough to prevent dolphin slaughters and whale hunts, but the Hakken firmly maintain that their role as wolves in Gaia's ecosphere is to guard the land, not the sea. The emptiness of this defense was made clear when the tsunami destroyed the Fukushima nuclear power plant, giving the Wyrm its biggest Asian toehold in ages.

The Garou have fought numerous secret battles against toxic Banes spawned by the radioactive release. The local spirits have gone largely dormant, and must be coaxed awake again by Garou Theurges in dangerous sojourns into the Penumbra, where the waters roused by the tsunami sometimes still stir. This is a problem that will be many years in the mending.

Australia

Australia is a strange place even for Garou. Its spirit world is unique, maintaining much of its original ancient form thanks largely to the persistent spirit traditions of the Aborigines. The Dreamtime has a weaker barrier than the Gauntlet in most other wild places, and is home to the spirits of many animals that are extinct in the material world.

The tragedy of the land is that the Western Garou could not put aside their pride. They harried and hounded the native Garou tribe, the Bunyip, out of existence. This unusual tribe, once celebrated for their enduring wisdom of the Dawn Times, used their ancient knowledge of the Songlines and spirits to gain the secret fecundity of the harsh land, allowing them to breed with marsupial thylacines. As their human Kinfolk were forced deeper into the Outback, the Bunyip's fertility magic began to fail them. The immigrant Silver Fangs and Shadow Lords gave them no respite as they forced them aside to take over the stewardship of the land. The interlopers didn't understand the delicate spiritual balance, and more often than not caused worse Wyrm incursions than they fought back. When the last living Tasmanian wolf died in captivity in 1934, the Bunyip's tribal soul died with it, and they bred no more true Garou. The last of them soon entered the Dreamtime and were seen no more.

Many of the Garou who inherited the Bunyip's lands have suffered from *Harano*, the epic sorrow of grief over the loss of that which cannot be brought back. To further highlight the foreign nature of the Garou, many packs have disappeared over the years, lost or taken by unknown means. The only clue is the occasional track of a Tasmanian wolf. Ghost stories about vengeful Bunyip spirits caused Garou to seek out them out to placate them, but they were never found. Recently, new signs point not to ghosts but to Wyrm creatures and spirits exploiting the ancient Songlines, special pathways in the Penumbra and Dreamtime that follow different laws than those known to most Garou. The Bunyip had mastered them, but without their vigilance, they seem to have fallen to the Wyrm. Garou now face the challenge of recovering ancient lore that they themselves once inadvertently worked to destroy.

New Zealand hosts a small Garou population, but it is one dedicated to keeping modern development from encroaching into the pristine wildlands of this beautiful island chain. They avoid the waters, however, for they have been known to host hostile Rokea — the strange and alien weresharks spoken of in Polynesian legends. The Garou believe that the sharks have Kinfolk among the Maori population.

Antarctica

This frigid land, so inhospitable to life, is no friend to the Garou. Nonetheless, certain Garou eco-activists see it as a bastion in the defense of the last pure, untouched places on Earth. The waters surrounding the continent have proven to be a battleground in human eco-activist struggles to stop whaling. The Garou aid these when they can, but most prefer not to be stuck on a boat for months on end with no ready means of escape — or convenient enemy to claw. For now, their aid comes mainly in the form of Glass Walker hackers helping to identify the locations of whaling vessels and then anonymously tipping off the eco-activist vessels.

Garou decry the increasing military and scientific bases that keep appearing here and have even tried to infiltrate them now and then, before giving up and retreating to warmer climes. The rumors of a Black Spiral Dancer caern somewhere deep under the ice in a buried ancient city have sent some packs hunting across the wastes, but it has so far eluded them — if it even exists. Still, expedition members speak of a faint and persistent Wyrm stench that they could not root out. They have begun a campaign to gain help from Gurahl Ice Stalkers, in the hopes the polar werebears might be willing to travel from Arctic to Antarctic and aid a new search.

The Wyrm

Savage and brutal and bestial though they may be, werewolves are not the greatest monsters in the World of Darkness. That honor belongs to the Wyrm and all its twisted spawn. Wherever the Garou hunt the cruel and oppressive, they often find the traces of the spiritual corruption brought on by the Wyrm.

The Fenrir describe the Wyrm as the Great Serpent of Darkness, spawning monsters that must die at their claws. The Bone Gnawers see its touch among the poor and desperate, forced to live in filth and eat trash to survive — even those who have homes and buy processed food. Black Furies describe a father of spiritual despair, lurking near families devastated by domestic violence and abuse. The hydra has a thousand heads, each one stretching out to sink its barbed fangs into the weak, the helpless, and the easily tempted.

The Garou are certain that the Wyrm has an actual incarnation — a body hidden deep somewhere within the Umbra. No living werewolf has ever seen or interacted with it (save perhaps the elders of the Black Spiral Dancers, if their prophets are to be believed), but they know it coils somewhere in the dark. Its near-omnipresent nature reveals itself through the influence of intangible spiritual corruption, and the actions of warped minions that carry out perversion and ruination. It's difficult for even the wisest Theurges to determine just how much of the Wyrm's own intellect directs the actions of its underlings. Even if its colossal mind has only indirect influence on the armies that march in its name, the Garou speak of it directly. The armies and the cause are the same: The enemy is the Wyrm.

Mystics recognize three major aspects of the Wyrm, each with its own legion of servitors. The Beast-of-War gluts itself on violence, destruction, and entropy. The Eater-of-Souls seeks to devour all of creation, feasting on matter, energy, and spirit with equal relish. The Defiler Wyrm is the most insidious aspect, a force of corruption and violation.

Banes

If it's difficult to determine just how much any mortal soldier is influenced by the Wyrm, it's much easier to tell how strong its hold is on its legions of twisted spiritual servitors. *Banes* are those spirits born of the Wyrm, or so fully polluted that their very essences are now corrupted. Like all spirits, they must follow their nature, and their nature is defiled. Some are near-mindless, others are cunning and highly intelligent. All are loyal to their Dark Father.

Banes are strongest in the Umbra. There, they use spiritual powers called *Charms* to seduce, corrupt, or assault their enemies. Powerful Banes possess humans or animals in the physical world, using them as vessels. Typically, these possessed creatures are "spiritually weak," already overcome by sin or dark emotions such as lust, greed, envy, or wrath. In some rare cases, they may even override their victim's free will. More often, however, they attempt to influence their prey into acting on preexisting desires. Once a victim has been possessed, the whisperings of the Wyrm urge him to commit further horrible acts. Banes can also manifest physically, creating as loathsome a form as possible to unnerve those who oppose them.

The diversity of Banes is nearly endless. Because almost any spirit can be corrupted into becoming a Bane, they range from warped and twisted spirits of animals and elements to philosophical abstractions of sin, horror, and insanity. Some defy taxonomy, seeming to have been spawned with no obvious purpose. Common theory holds that Banes serve masters tied to the great themes of evil: Hatred, Pollution, Seduction, and so forth. But the efforts to catalogue Banes are almost futile — and arguably a waste of time. They are legion and numberless. Who has time to study them carefully? They must be *fought*.

Wyrm Caerns

The Garou's sacred sites devoted to Gaia are reflected by tainted caerns created by the minions of the Wyrm. Some are former Gaian caerns, captured and desecrated; others are newly christened loci of foulness crafted anew on sites of great pollution.

The first Wyrm caerns were created deep underground, marked by the green, cold light of their toxic balefires. Horrors writhed there, deep below the surface of the earth, but the surface remained free of their cancers. The Garou were stronger then, and if any beast pulled its way free to the surface, its murderous activities would be silenced before long. Human memories of these nightmarish raids have gradually evolved into human myths. Beowulf and Grendel, St. George and the Dragon, Marduk and Tiamat —each story masks a more horrible truth.

Near the end of the 20th century, human activity brought these pollutants to the surface. Disastrous mistakes heralded the dawn of the End Times. Nuclear warfare, biological havoc, and ecological devastation on an unprecedented scale overwhelmed the werewolves' efforts, summoning the Wyrm into the world in forms never witnessed before. As below, now so above. Throughout the last century, the Wyrm established and befouled more caerns on the surface, rejoicing in landfills, toxic waste, ecological devastation, atomic tests sites, and urban hellholes surrounded by crime and human suffering.

The Wyrm caern, whether on the surface or still below it, does not advertise itself openly. Its guardians do not mark their territory. Instead, the signs are read on the faces and bodies of the humans who live there. Children are born wrong; the land goes sour. The horrors are hidden

by these sullen, xenophobic communities who have no idea how wretched their fate truly is.

That is, of course, save for those caerns that once were dedicated to Gaia. The forces of the Wyrm delight in claiming the sacred places of their enemy for the Dark Father. The Garou keep the memory of each caern that is taken and desecrated, for no insult or wound is harder to bear.

Wyrm Corruption

The Wyrm's minions claim many victims, yet the most prized are the Garou themselves. No target is more desirable than the defender of Gaia. Nothing brings darker delight than the fall of a once-noble wolf. Though the Garou revile the works of the Wyrm, they have proven fallible time and again. Far too many werewolves have given into Rage or darker lusts, and found the Dark Father waiting to embrace them. Heroes, packs, even septs have fallen to the Wyrm — and once, an entire tribe.

How does one tempt one of Gaia's Chosen? It's a subtle game, particularly if the tempter doesn't want to end his days bleeding out from a mortal wound. The first step is identifying a possible target, one that's been weakened somehow. Perhaps his faith in his elders is faltering. Perhaps he has done things he regrets. Perhaps he feels he hasn't done enough. The tempter takes some innocuous form, flesh or spirit, and begins to prey upon the target's emotions. Many werewolves feel terribly isolated by their Rage, and a tempter may offer camaraderie or a place to truly belong. Others crave power, and the Wyrm has that to spare. Perhaps the bait is a prized birthright, a fetish, forgotten lore, or the chance at revenge. In return, the tempter asks a little favor: information, an act of violence, or perhaps an item that "no one will miss." If the target isn't discovered, then perhaps the tempter can play up fears of discovery and offer further aid with the secrecy. If he is discovered, then he may need a new place to turn.

The Garou fear traitors almost more than any other enemy. A corrupted werewolf is as strong and cunning as his former brethren, and has inside knowledge of many secrets. He may know about caern defenses, the weaknesses of elders, attack plans or long-term goals. In their fear to stamp out corruption, septs too often grow tyrannical and xenophobic — throwing up more barriers and alienating their own in the process. Thus a new generation becomes open to temptation.

Black Spiral Dancers

Few things are more painful to admit than the fact that the largest werewolf tribe of all is the Black Spiral Dancers — the loyal soldiers of the Wyrm. Once they were a Gaian tribe, the White Howlers. Subtle corruption suborned them over generations, until the minions of the Wyrm conquered the last White Howler caern and captured its greatest heroes, dragging them into the depths of the underworld. The survivors emerged, named after the corruptive Black Spiral that transformed them.

For almost two millennia, the Black Spirals spawned in tunnels beneath the earth, waiting for the time when they would be numerous enough to decimate their Garou rivals. That time has arrived. They are ready for the Apocalypse to erupt in earnest, now that they easily outnumber the combined strength of the two largest tribes of Garou. But even as they whip their maddened foot soldiers into a frenzy, the great minds of the Black Spiral Dancers also continue their millennia-old game of corrupting the Gaian Garou. The Dancers didn't survive and flourish by breeding alone. They have always been recruiting.

While it's easy for the Gaian tribes to assume that all Black Spirals are utterly and completely insane, the truth is that insanity does not necessarily dictate functionality. Black Spiral cubs and Garou initiates are dragged to a realm of the Underworld known as Malfeas, where they are forced to walk a spiral labyrinth containing unimaginable horrors. Those that survive and return to the surface world are forever changed. But while many become little more than frothing berserkers, others are still very functional in their madness. The cracks in their psyche don't keep them from formulating intelligent plots; the flaws in their logic don't render them unable to infiltrate and seduce other Garou to their side. Black Spiral Dancers still possess a measure of free will, and many can operate intelligently on that free will — even if their perspective may be warped beyond repair.

Madness and insight combined breed great power. Centuries of exposure to balefire and radiation have twisted the Black Spiral Dancer bloodline. Many display bizarre deformities, especially in their Crinos form. Sharklike teeth or serpentine fangs, leonine or batlike ears, sickly gray green fur and wrinkled scabrous hides are typical genetic changes. The Black Spirals hold no qualm against spawning legions of metis shock troops. They always have more subtle agents, particularly those who were turned rather than born under the Wyrm's talon.

Black Spiral Dancers breed in *Hives*, vast underground lairs as connected to spiritual corruption as a Garou caern is to the energy of Gaia. Rumors speak of vast networks of underground labyrinths that extend into the spirit world, connecting one hive to another. Here the wan light of balefire illuminates blasphemous rites and demented moots, with weird and forgotten creatures from the bowels of the Earth moving among the polluted Garou. Heaven help the humans dragged down from above to feature as entertainment, spiritual offering, or food for the gathering — or all three.

The tribal totem of the Black Spirals is Whippoorwill, a strange corrupted avian spirit that has taken on aspects

of doom and nihilism. A Whippoorwill pack on the hunt mimics its haunting cry, calling out their desire for the souls of their victims. But with the legion of Banes at the Wyrm's beck and call, the Black Spiral Dancers are spoiled for choice where pack totems are concerned. Their Bane totems offer hideous spiritual gifts of pollution and degradation, coloring the packs in insidious ways. A pack that follows a totem of corrupted water may command polluted rivers or lurk in a rusted-out water treatment plant, while a pack devoted to a spirit of fear haunts and terrifies its prey long before they deliver the final strike.

Pentex and its Subsidiaries

The most mortal of the Wyrm's pawns is also one of its most diverse and dangerous. Pentex is one of the largest corporations in the world. As with many institutions, it hides vast conspiracies behind layers and layers of corporate security. Originally investing in oil and mining, Pentex has since become a holding company, diversifying its resources into hundreds of subsidiaries. Organizations like Magadon Pharmaceuticals, Endron Oil, Sunburst Technologies, and even the Black Dog Game Factory consume the resources of the earth and spit them back out as consumer goods tainted with the corruption of the Wyrm. While many Garou know of its various subsidiaries, fewer are as aware of the connections between them, for Pentex does not show much of a public face. Working through its corporate pawns, Pentex holds monopolies in many areas of the world, acts as a leader in the global economy, provides jobs for countless employees, and continuously spawns corruption and despair.

Pentex's prime agenda is weakening human society and the ecological immune systems of the world, so that the Wyrm can claim precedence. Conveniently, many of the tactics that industries use to turn maximum profit serve this agenda. A company that saves money by opting out of environmental regulations manages to devastate the local ecology, weakening the spiritual allies of the Garou. Pentex takes this one step further. Its subsidiaries work to produce toxins, mutagens, and carcinogens as various "byproducts" of their manufacturing, then release them into the world to pollute the area around caerns and Wyld lands. Similarly, the sort of chemical additives and distracting technologies that make humans fat and sluggish and complacent produce the double bonus of turning excellent profits and weakening the human ability to resist corruption.

Like many real-world corporations, Pentex incorporates numerous strategies and tactics to cover up its violations. They have an army of slippery lawyers, underworld contacts and government shills who will do whatever it takes to keep suckling at the Pentex teat. Worse, the money they have is able to bankroll supernatural threats. Black Spiral Dancer packs get "care packages" of resources; Banes breed and swarm around corrupt manufacturing facilities. Pentex even has elite shadow teams of mercenaries, hired soldiers possessed by Banes, ready to be dispatched to rain silver bullets down on the Garou.

How does one fight a megacorporation, though? Not all of Pentex's activities have spiritual resonance, and it hires far too many people for all of them to have some form of Wyrm taint. Most of its employees are perfectly normal people, not much worse off than wage slaves at similar corporations. It takes a very cunning werewolf to successfully find the trail of spiritual pollution in a Pentex facility, sorting out the genuinely corrupt from those who are simply sacrificing their hopes a little bit in order to make the next paycheck. Such tactics will have to be mastered, though, and soon. If not, the Garou will be stuck playing a purely defensive war — one they cannot hope to win.

Fomori

Every army needs foot soldiers. In the spirit world, the Wyrm marshals its legions of Banes. In the material world, however, it needs pawns of flesh and blood. Through strange mutagens, eldritch radiations and balefires, or chemicals ridden with Wyrm-taint, a person or animal can be rendered more susceptible to spiritual possession. Once fully possessed by a Bane, a mortal form may warp and twist into something unnatural, a grotesque beast called a *fomor*.

The Fianna were the first to name the fomori. Human myth reflects the term by speaking of a race of monstermen that bred in vast undersea kingdoms off the shores of the British Isles. Other myths of ogres, chimeras, dragons, undersea monsters and worse hint at other encounters with beasts that had been twisted by the touch of the Wyrm. To this day, the Wyrm continues to twist mortal frames into fomori, though animals are no longer as prominent a target; humans are far preferable. A human that becomes a fomor can be as bestial and monstrous as any corrupted animal, but has the added benefit of malevolent intellect.

A fomor's mutative gifts are designed for pain and bloodshed. A single fomor is an easy kill to a werewolf, true, but it's rare that a single fomor goes hunting for Garou. They run in packs, driven so strongly by their demented urges that it matters little to them if three-quarters of their number die, as long as they make their kill. The Banes that possess them grant an arsenal of unholy powers, from supernatural strength, warped additional limbs, or toxic glands to mental mutations that grant maddening psychic powers. The victim's soul becomes as warped and twisted as his body. The farther gone a fomor, the more likely it is to become a stalking horror, an urban legend, or a backwoods horror drawn to feed on what victims it can catch alone. That said, those that retain the greater portion of their will are even more dangerous. The fomor

that is able to pass for human, whose mutations hide beneath the skin, can work its schemes from within human society, furthering the urges of its Bane rider.

Many fomori are created by incidental corruption, but Pentex and its subsidiaries see no reason to leave things to chance. They spread the toxins and blight that makes humans vulnerable to Bane possession, and then arrange for people to be exposed in various ways. Some work camps and offices have a high "employee turnover," carefully culling those workers who are showing signs of weakening from the prolonged exposure. Some subsidiaries even work to directly create fomori in laboratory environments. But many play a particularly long and insidious game, simply releasing doses of toxin and taint into the world as consumer goods or byproducts of manufacturing. More and more fomori are spawned every year as a result of these schemes, making it increasingly difficult for the Garou to cut off the corruption at the source.

The Weaver

As the strands of the Weaver choke the world further and further, many Garou wonder if the grand spider is also a threat on the level of the Wyrm. According to legend, the Weaver ran mad first, and then drove the Wyrm insane as well. Now her favored children, humanity, stand astride the world and grind it to glass under their heels. It takes subtlety to sever threads of the Weaver's schemes — a kind of campaign that werewolves were not designed to fight so easily.

Crude tactics don't work. Outright anarchy and wholesale destruction may damage the Weaver's influence, but strengthen the Wyrm — to say nothing of rending the Veil and inviting retribution. Weaver-oriented monkeywrenchers find more success when they attempt to cut apart the spidery spawn directly in the Umbra, then shut down the Weaver's favored weapons in the physical world. Of course, the Weaver's minions are frequently coldly intelligent, well-organized, and technologically well-equipped. They are no easy targets.

At present, some septs recognize the effort of struggling against the Weaver, while many more find it a potential distraction. Packs all too often don't earn renown awards for fighting the Weaver comparable to those they earn for opposing the Wyrm, even if the danger is very similar. It sometimes takes various secret societies and camps to acknowledge their efforts. Yet sometimes the danger of the Weaver's minions just cannot be denied. In modern nights, more and more septs howl the glory of those who defended their caern against the encroaching steely webs of the Weaver.

Common Parlance

These words are in common use among the Garou.

Anchorhead: A spirit gate between the Near and Deep Umbra. (See *Membrane*.)

Apocalypse: The age of destruction, the final cycle, the birth of death, the everlasting corruption, and the end of Gaia. A word used in Garou mythology to describe the time of the final battle with the Wyrm. Many consider this time to be the present.

Auspice: The phase of the moon under which a particular Garou was born, which is thought commonly to determine personality and tendencies. The auspices include: Ragabash (New Moon; Trickster), Theurge (Crescent Moon; Seer), Philodox (Half Moon; Judge), Galliard (Gibbous Moon; Moon Dancer), Ahroun (Full Moon; Warrior).

Bane: Evil spirits that follow the Wyrm. Many different kinds of Banes exist, including Scrags, Kali, Psychomachiae and more.

Bawn: A boundary area around a caern, patrolled and monitored carefully.

Blight: Any corrupted area in either the spirit world or physical reality.

Breed: The ancestry of a Garou: wolf, human or other Garou.

Caern: A sacred place; a meeting spot where the Garou can contact the spirit world.

Celestine: The greatest spirits; the closest things the Garou have to gods. Examples are Luna (the Moon) and Helios (the Sun).

Chiminage: A form of "favors done for services rendered." A werewolf may perform a task as *chiminage* in order to repay a spirit for teaching him a Gift, or to repay a sept for allowing him to use its caern.

Cliath: A young Garou, not yet of any significant rank.

Concolation: A great moot, wherein many tribes gather to discuss matters that concern the Nation of Garou.

Concord, The: The agreement all the tribes reached nearly 9,000 years ago, after which the Impergium ended. Its traditions are still obeyed today.

Corruption: The act of destroying, devolving, or debasing life; also, the often overwhelming effects of the Wyrm's actions. In the present age, it often refers specifically to the ecological ruin humans wreak upon the environment.

Crinos: The half-wolf, half-human war form of the Garou.

Deep Umbra: The aspects of the Umbra that lie outside the Membrane. Reality becomes more and more fragmentary the farther one travels from the Realm.

Delirium: The madness and memory loss suffered by humans who look upon a Garou in Crinos form.

Domain: A mini-Realm in the Umbra, usually connected to a larger Realm in the Deep Umbra.

Fera: Garou term for shapeshifters other than werewolves; most are presumed extinct.

Feral: Slang term for lupus.

Fomori (singular "fomor"): Humans who have turned to the Wyrm and who draw their power from it. Common enemies of the Garou.

Gaffling: A simple spirit servant of a Jaggling, Incarna, or Celestine. Gafflings are rarely sentient.

Gaia: The Earth and related Realms, in both a physical and a spiritual sense; the Mother Goddess.

Garou: The term werewolves use for themselves.

Gauntlet: The barrier between the physical world of Earth and the spirit world of the Umbra. It is strongest around technological (Weaver) places and weakest around caerns.

Glabro: The near-man form of the Garou.

Harano: Inexplicable gloom, inexpressible longing for unnamable things, and weeping for that which is not yet lost. Some say it is depression caused by contemplation of Gaia's suffering.

Hispo: The near-wolf form of the Garou.

Homid: A Garou of human ancestry. Occasionally used disdainfully by ferals (e.g., "That boy fights like a homid."). Also the human form of the Garou.

Impergium: The 3,000 years immediately following the birth of agriculture, during which strict population quotas were maintained on all human villages.

Incarna: A class of spirits; weaker than the Celestines, but still greater spirits by any measure.

Jaggling: A spirit servant of an Incarna or Celestine.

Kenning: The empathic calling some Garou perform when howling.

Kinfolk: Those humans and wolves who are related to the Garou and are not prone to the Delirium, but who are not actual werewolves.

Klaive: A fetish dagger or sword, usually of great spiritual potency and nearly always made of silver.

Litany: The code of laws kept by the Garou.

Lupus: A Garou of wolf origin. Also the wolf form of the Garou.

Membrane, The: The barrier between the Near and Deep Umbra. To breach it, an Anchorhead must be found. Alternatively, the Garou can travel through the Dream Zone.

Metis: The sterile and often deformed offspring of two Garou; generally reviled by Garou society.

Moon Bridge: A gate between two caerns; it most often appears during moots.

Moot: A sept or tribal conclave that takes place at a caern.

Mule: Slang for metis.

Near Umbra: The spirit world surrounding the Gaian Realm.

Pack: A small group of Garou bound to each other by ties of friendship and mission as opposed to culture.

Penumbra: "Earth's Shadow"; the spirit world directly surrounding the physical world. Many, but not all, terrain features have reflections there.

Protectorate: The territory claimed and patrolled by a pack or sept.

Reaching: Traveling into the spirit world.

Realms: The worlds of "solid" reality within the Tellurian. Earth is often referred to as "the Realm," implying its primacy.

Ronin: A Garou who has chosen or been forced to leave Garou society. It is a harsh fate to become a "lone wolf."

Sept: The group of Garou who live near and tend an individual caern.

Stepping Sideways: Entering the spirit world. Many elders consider this term flippant and disrespectful.

Tellurian: The whole of reality.

Totem: A spirit joined to a pack or tribe and representative of its inner nature. A tribal totem is an Incarna, while a pack totem is an Incarna avatar (a Jaggling equivalent).

Triat, The: The Weaver, the Wyld, and the Wyrm; the trinity of primal cosmic forces.

Tribe: The largest social unit of Garou. Tribe members are often bound by bloodlines, similar totems and lifestyles.

Umbra: The spirit world.

Veil, The: A poetic term for the false assumption that the supernatural does not exist, which the Delirium reinforces.

Ways, The: The traditions of the Garou.

Weaver, The: Manifestation and symbol of order and pattern. Computers, science, logic, and mathematics are examples of the Weaver's influence on the material plane.

Wyld, The: Manifestation and symbol of pure change; the chaos of transmutation and elemental force.

Wyrm, The: Manifestation and symbol of evil, entropy, and decay in Garou belief. Vampires are often considered manifestations of the Wyrm, as are toxic waste and pollution.

Wyrmhole: A place that has been spiritually defiled by the Wyrm; invariably a location of great corruption.

Vulgar Argot

Younger Garou use these words to help distinguish themselves from their elders.

Cadaver: A derogatory term for a vampire.

Flock, The: All of humanity, particularly those humans from whom the Garou recruit their members.

Gremlin: A malevolent spirit.

Leech: See *Cadaver*.

Run: A ritual hunt or revel that takes place at the conclusion of a moot.

Sheep: Humans.

Throat: To best another in ritual combat. Used as a verb (e.g., "Elder or not, I'll throat him if he gets up in my face one more time").

Old Form

These words hail from the distant past of the Garou. They are no longer used frequently, but all Garou know these terms.

Adren: A pupil or a student who learns from a Mentor.

Airts: The magical paths within the spirit world (e.g., Spirit Tracks, Moon Paths, etc.).

Aisling: A journey into the spirit world.

Anamae: "Soul-friend"; most often a bond with a pack totem.

Anruth: A Garou who travels from caern to caern but is bound to none of them.

Athro: Teacher, Mentor.

Awen: The sacred Muse, the creative impulse. Some say she is a spirit, but she has never been found. Moon Dancers go on quests for her periodically.

Brugh: Any sort of mystic place, whether a Garou caern or a Wyrmhole. Often a glade or cave located somewhere in the wilderness.

Charach: A Garou who sleeps with another Garou or has done so in the past. Often used as a word of anger.

Fostern: Your pack brothers and sisters; those who are your family by choice.

Gallain: The Kinfolk of the Garou.

-ikthya: "Of the Wyrm"; a suffix appended to a name.

Inceptor: A Garou who guides another through a rite. An inceptor is also called a ritemaster.

Kinain: The relationship among Garou who are related by blood through an ancestor. This term of endearment and pride is never used when referring to metis.

Moon-Calf: Idiot, simpleton.

Pericarp: The Near Umbra around each Realm.

Phoebe: An Incarna of Luna, representing the Moon.

Praenomen: The guardian spirit of a pack.

-rhya: "Greater in station"; a suffix appended to a name.

Urrah: Garou who live in the city; also, the tainted ones.

-yuf: "Honored equal"; a suffix appended to a name.

RON SPENCER 12

Chapter Two: The Garou

Three important characteristics shape the werewolf. Breed is the birth form and heritage, whether born to humans, wolves, or Garou alone. Auspice is the moon phase under which he was born: a mystical blessing illuminating his spiritual path. Tribe is the specific Garou society unit to which he belongs. These three characteristics are the foundation for a **Werewolf** character's background story.

Breed, auspice, and tribe should inspire you as a player to create an interesting combination of traits, interpreting how the intersection of these three axes provides guidelines for a fascinating character. Naturally, these three aspects are merely starting points — inspirational archetypes, not pre-programmed personality traits. In play, your character may become the Platonic ideal of these archetypes, or he may break away from assumptions to define himself in an entirely unexpected fashion.

Breeds

Werewolves are wolf, human, and spirit melded into one. But they have to come from somewhere. A werewolf's breed is a function of immediate parentage, never perfectly balanced, always slightly askew. Each Garou's breed is determined by his or her mother's natural form. Homids are born to human or homid Garou mothers; lupus are born to wolves or lupus Garou. Only metis, the children of Garou-Garou pairings, are born in a different breed form than their mother's. The father still contributes some genetics to the child, but affects breed only if he's a werewolf as well. A female lupus Garou who takes on human form and mates with a human man will bear wolf cubs or, perhaps, a lupus cub or two.

Female werewolves who bear offspring always wear their breed form when giving birth. The only exceptions to this rule are those pregnant with metis; they give birth in Crinos for the sake of survival. Werewolves can be born without a werewolf parent as well. Some come from Kinfolk lines with no immediate Garou parentage. Every so often, a werewolf child is born to an ordinary human or wolf mother who may be many generations removed from werewolf and Kin.

Each breed has its own strengths and weaknesses, and each group has a slightly different connection to Gaia. Lupus have a stronger connection to the wild. Homids have the experience and talent to move in human society. Even metis, despite their flaws, have remarkable advantages thanks to having their natural form be Crinos war-form. Breed should inform your character both with interesting mechanics and inspiring possibilities for a backstory.

Homid

Your mother was human, Kin or not, or a homid Garou. You grew up among humans and learned how to live in their society. Yet something always set you apart.

WOLF YEARS

Lupus and metis reach maturity more quickly than homids. A metis hits adolescence between eight and 10, and a lupus is usually full-grown after just a year or two. However, all breeds age at the same rate once they undergo their First Change. A lupus can outlive generations of wolves, although rumors circulate of unlucky souls somehow cursed to age as wolves do, dying before their second decade. Even so, most werewolves are theoretically capable of reaching the hundred-year mark or even beyond. It is the rare, rare werewolf, however, who has the luxury of dying from old age.

Other kids reacted unconsciously to the predator within you, and to the vicious temper that you couldn't always keep under control. Strange dreams marked your childhood, and as you grew you remembered more and more of them — dreams of the moon, of the taste of blood, of the smell of war. Maybe they found you before your Change, maybe after, but now there's no going back. You are what you are — you're as much wolf as human now.

Homid characters have no limits on what Abilities they may purchase during character creation. They have plenty of experience with the abstract thought that's newer to their lupus cousins, and they usually grow up surrounded by human technology. No werewolf is better able to deal with the many peculiarities of human society. In their breed form, homids can also handle silver with no Gnosis penalty.

The human-born advantages at navigating human society are balanced against weaker connections with the wolf and spirit portions of their nature. Homids are generally less intuitive and perceptive than lupus or metis. They're likely to rely on what they see and hear, rather than what they feel. Moreover, their innate spiritual connections are weaker, as represented by their low starting Gnosis. Humanity has simply grown apart from the spirit world.

Nicknames: Apes, Two-Legs, Monkeys

Initial Gnosis: 1

Beginning Gifts: Apecraft's Blessings, City Running, Master of Fire, Persuasion, Smell of Man

Metis

Born to two werewolves who broke the Litany for love or lust, you were a child that shouldn't have been — but one raised among the Garou anyway. You endured a hard, thankless life, stemming both from the deformity that is your birthright and your place at the bottom of the social ladder. Many other Garou pointed to your deformity as a sign that you, like all other metis, are a living affront to Gaia — others said it's a likely side effect of the over-concentration of already powerful werewolf blood. Whatever the case, you've survived from a hard birth, through years of living only in your Crinos body (the natural form of a metis), to finally undergo your First Change. Whether your parents raised you — as an outcast among the sept — or long-suffering but devoted Kinfolk did, you're now ready to take your place in the sept. Unlike homids, you have a lot of knowledge about werewolf society already — the nobility, the brutality, the wisdom, the spite.

Metis characters have no restrictions on Abilities. Like homids, they have early experience with abstract thought, and are often introduced to technology, education, and other human creations early on as part of being raised at the sept. But like their wolf relatives, the metis also have a strong connection to their animal nature. They have the strengths of both sides to some degree.

On the other hand, all metis bear the mark of deformity. To attempt to hide this shame is considered dishonorable; to wear it openly is to attract the contempt of many other werewolves. Another flaw of this breed is that all metis are sterile; none can sire or bear children. It's faintly ironic that Garou/Garou pairings are the only matings that invariably produce werewolf offspring — and yet they are no way to ensure the future of the People.

Nicknames: Mules, Bastards, Obscenities

Initial Gnosis: 3

Beginning Gifts: Create Element, Primal Anger, Rat Head, Sense Wyrm, Shed

Deformities: Every metis character has at least one deformity, chosen during character creation. While some deformities may have minor benefits, the bad always outweighs the good. Storytellers should encourage players to choose defects that complement their character concept. Some possibilities for metis deformities include:

- **Albino**

You have no melanin in your body, in any form. Your skin is faintly pink, and it burns easily. Your hair is stark white (not silver) and your eyes are pinkish to blood red. Take a +2 difficulty penalty on all Perception rolls if you're trying to operate in bright light without your protective clothing or sunglasses.

- **Blind**

Whether you have two eyes in the right place that don't work, or no eyes at all, you are totally blind. You fail any rolls involving vision automatically. At the Storyteller's discretion, though, you may take occasional bonuses with other sense groups.

- **Fits of Madness**

Mental illness plagues you on a periodic basis. Whatever your malaise, you tend to fall to pieces when you get stressed. The Storyteller may call on you to make a Willpower roll (difficulty 8) whenever situations get tough. Scoring fewer than three successes means that you become non-functional for a period of time, losing your lucidity.

• **Hairless**

You have no hair or fur in any of your forms. Take a +1 difficulty penalty to all Social rolls. You might be able to avoid this penalty among humans when you're in Homid form, although some people may be put off by your complete lack of hair even then — you don't have body hair where it'd be expected, not even eyebrows.

• **Horns**

You have a pair of horns in every form. They may be like those of a ram or goat, or like a small pair of antelope-like antlers. You might even have a single short horn like a unicorn's. Whatever the form, you suffer a +1 difficulty penalty to all Social rolls, and you are likely to be even more heavily scorned by your fellow Garou. (Horns are a mark of prey, not of a predator, after all.) If you actually try to attack with your horns (which may do Strength +1 bashing damage at best), you will likely lose some amount of Glory Renown for fighting like a prey animal instead of a Garou. Passing as a human is particularly difficult for you.

• **Hunchback**

You were born with a front-to-back or side-to-side curve of your spine that's worsened as you've aged. It gives you a negative social stigma (+1 difficulty penalty to Social rolls), and it also impedes your movement, adding a +1 difficulty penalty to all Dexterity-based rolls.

• **No Sense of Smell**

Your sense of smell is nonexistent, even in Lupus form. You fail all Perception rolls involving smell automatically, and you suffer a +2 difficulty penalty to track prey using your Primal-Urge.

• **No Tail**

Not having a tail creates serious communication problems with others of your kind. You take a +1 difficulty penalty in all social situations while in Lupus, Hispo or Crinos forms. In addition, your sense of balance suffers. You take a +1 difficulty penalty to Dexterity rolls as well while wearing those forms.

• **Seizures**

When you're under the gun, you lose control of your body. When you botch an important roll, make a Willpower check (difficulty 8). Scoring less than three successes makes you writhe uncontrollably until the Storyteller tells you to make another roll. You can take no actions while experiencing a seizure.

• **Tough Hide**

Your skin is tough as old leather, and considerably less attractive. You have no coat to speak of, merely a few patches of fur here and there across your wrinkled, dry hide. Your Appearance can never be greater than 1, and unbearable itching and hot spots are constant aggravations. On the positive side, you get an extra die on soak rolls, but it's only a small advantage to weigh against your smelly, scratchy hide.

• **Wasting Disease**

Your constitution is notably weak. You cough and wheeze, and have extreme difficulty with the long-term hunts and endurance runs where humans, wolves, and Garou normally excel. Take a +2 difficulty penalty on all Stamina rolls, including soak rolls.

• **Weak Immune System**

Werewolves are normally very resistant, even immune, to ordinary disease. You lack that level of supernatural constitution, and in fact are more vulnerable to ailments than most humans are. Because of your condition, you have no Bruised health level. When marking damage, begin at the Hurt level.

• **Withered Limb**

You have four limbs, but the muscles of one are atrophied, leaving it withered or paralyzed. Depending on your form, you can't walk well, and you run more slowly than other werewolves. You incur a +2 difficulty penalty on all Dexterity rolls when trying to use this limb.

Lupus

None are closer to nature and the hidden face of Gaia than you are. You were born a precocious pup, already showing remarkable intelligence above that of your siblings. When the Change overcame you, and you discovered your true nature, the world itself became something you had never expected.

Lupus are quite capable of abstract thought, but much of their experience with the concepts governed by such thought comes after the First Change. They pick up the basics of Garou speech very quickly, and the basics of human languages with surprising speed, but the small nuances and connotations frequently elude them. They are accustomed to the socialization of a pack, not of a greater society — which can be particularly problematic if they were raised in a traditional wolf pack, which is more of a nuclear family than anything else.

The advantages of the lupus are several — many of them spiritual. The wolf-born lack the spiritual disconnection that the homids have gradually developed, and they are also free of the spiritual "static" that comes with the blood of the metis. They have a knack for mastering the animistic rituals of the Garou, as they are closer to "spirit logic" than the more educated reasoning of humankind. Some of this is reflected in their high starting Gnosis. However, lupus characters have little opportunity to learn many useful skills before their First Change, and are therefore limited during character creation regarding the Abilities they can purchase.

Nicknames: Ferals, Four-Legs, Fleabiters

Initial Gnosis: 5

Beginning Gifts: Hare's Leap, Heightened Senses, Predator's Arsenal, Prey Mind, Sense Prey

Restricted Abilities: Beginning lupus characters cannot take the following Skills and Knowledges with their initial dots. You may, however, use freebie points to purchase them, perhaps as a result of your character's prelude. Similarly, you can use experience points to add these Abilities as a result of training or "life experience" in the course of the chronicle.

Skills: Crafts, Drive, Etiquette, Firearms, Larceny

Knowledges: Academics, Computer, Law, Science, Technology

Auspices

Gaia is the Mother, but werewolves also feel a powerful spiritual bond to her sister Luna. Whatever else happens, when the moon is in the sky, the Garou feel stronger. The influence of Luna provides a blessing at birth that guides each werewolf's spiritual path. This path, this blessing, is called the auspice.

An auspice is many things. It may influence the werewolf's general personality traits, attitudes and interests; it strongly influences his duties in the pack. All auspices are important, for no werewolf can be all things to his people. Each specialty strengthens the pack as a whole when they focus as one. Auspice also determines the inner Rage of the werewolf. Some Garou mothers try to use herbs or other methods to induce labor under a specific moon, which is one of the reasons that Ragabash and Ahroun are roughly as common as the other three auspices, even though the full moon and new moon appear only half as often as any other phase.

Each young werewolf studies with an elder of the same auspice, learning particular Gifts and the role Luna has decreed for him in werewolf society. Many werewolves introduce themselves by auspice and tribe to one another: "Kolvar Irontongue, Ahroun to the Shadow Lords" says volumes. Whether the werewolf was born under a waxing or waning moon also shows some influence on his auspice and temperament. The waxing moon is a sign of rising Rage, while the waning moon hints at a cooler, more somber personality. Players might take this aspect of a character's auspice into account when considering some of the character's minor personality quirks.

Auspice is an influence, not a law. Some werewolves discover they're badly suited for the blessing of their birth moon. Even though doing so is a direct insult to Luna, they may change auspices by renouncing their former auspice and identity through a Rite of Renunciation. This rite is a grave thing for any werewolf to consider. In addition to losing any former rank and Gifts to begin in his new auspice at Rank 1, he's sure to face the deep mistrust of others until he has proven his decision more than justified, if not for the rest of his life.

Ragabash: The New Moon, The Trickster

The Ragabash is the mythic trickster, the fool who is alternately foolish and wise. He plays the role of the contrary, questioning tradition in order to find the wisest path. Although the New Moon may seem disrespectful, his wry humor and incisive insights are meant to serve the greater good of the Garou. The clever Ragabash doesn't question every decision — only those that need it. In the field, the New Moon is a cunning scout and unconventional tactician, leading the enemy into ambushes and striking at their soft underbellies when they least expect it.

While other auspices have fairly set roles within their sept and tribe, the Ragabash is usually left to his own devises. He has the gift of flexibility: the opportunity to explore options usually off-limits to other Garou. His insights are sometimes unwelcome, but frequently worthy. When there's tension in the air, the Ragabash is usually the one to lift it, even if it means putting himself at risk of violence at the hands of a humorless Ahroun. But the New Moon frequently risks it anyway — what sort of trickster would he be if he was afraid to do something unpopular?

Initial Rage: 1

Beginning Gifts: Blur of the Milky Eye, Infectious Laughter, Liar's Face, Open Seal, Scent of Running Water

Stereotype: The Ragabash born under the waxing new moon is usually light-hearted and capricious, while one born under the waning new moon has a slightly more wicked and ruthless streak. It's a rare Ragabash indeed that lacks a keen wit and the capacity to find some humor in any situation, no matter how bleak. Many other werewolves are slow to take the Ragabash seriously, though, as it's difficult to tell the difference between a New Moon's mockery that points out a grievous flaw in a plan and similar mockery that simply amuses him. Sometimes a Ragabash points out that the emperor has no clothes — but sometimes they're the first to cry wolf, so to speak.

Quote: *Oh, what you've described is technically a plan, I suppose. The sort of plan a drooling, brain-dead savage might create, but still a plan. Hey, easy! I wasn't talking about you — I was talking about the drooling, brain-dead savages massing on our border. I've overheard their plans, and they were largely the same as yours. Perhaps you might like to rethink your approach?*

Theurge: The Crescent Moon, The Seer

The sickle-shaped crescent moon grants the gift of insight. The Theurges are the mystics of the Garou, closer than any to the Umbra and its denizens. They peer deep into the shadowed recesses of the spirit world, and are tasked with dealing with the secrets they find there — one way or another.

Some call these seers the daydreamers of the werewolves, and many do seem to be a bit detached from their brethren. They can see and hear things that others cannot, as if they live half in the world of the physical and half in the world of the spirit. For all her alien solitude, though, the Theurge holds an important place in any pack. Without her, the werewolves would forget the spiritual side of their nature. They might wander lost and blind if they did not have her visions and dreams to guide them.

Initial Rage: 2

Beginning Gifts: Mother's Touch, Sense Wyrm, Spirit Snare, Spirit Speech, Umbral Tether

Stereotype: The Crescent Moons can be strange and enigmatic, prone to falling into the convoluted symbolic logic of the spirits they truck with rather than the more familiar logic of humanity. Those Theurges born under the waning moon frequently have a harsher, more adversarial relationship with the spirit world — they tend to excel at binding and forcing spirits to their will, and are more vicious when battling spirits. Theurges born under the waxing moon tend to be more generous and open with the spirits, charming and cajoling rather than intimidating and threatening.

Quote: *I hear their voices. The earth grows hot with anger. The wind is cold with scorn. They are all around us, awaiting my call.*

Philodox: The Half Moon, The Mediator

The half moon is balance and duality, standing between two worlds. The Garou is both wolf and human, flesh and spirit, fury and wisdom, savage and savant. The Philodox embraces this duality, attempting to harness it with balance. The Half Moon acts as counselor, mediator and law-keeper to his pack. Where the Ragabash must question the laws, the Philodox must interpret them, finding the wisest answer out of many.

Half Moons are called to judge, for better or for worse. Theirs is the task to set punishment when the Garou stray from the path, and to determine when a werewolf's actions

are particularly meritorious. They are frequently leaders in times of peace, but often cede command to Ahroun or Galliards when war breaks out.

Initial Rage: 3

Beginning Gifts: Fangs of Judgment, Persuasion, Resist Pain, Scent of the True Form, Truth of Gaia

Stereotype: Buried so heavily in his role as impartial judge and jury, the Philodox may seem aloof, even surprisingly cold-blooded for a werewolf. Those born under the waxing Half Moon may seem unusually serene and disaffected, their emotions only emerging when their Rage comes to a boil. The waning-moon Philodox is more incisive and judgmental, his all-seeing eye always carefully watching his packmates and colleagues for any departure from the expected. The Half Moons' opinions are somewhat feared, yet highly respected — a word of praise or condemnation means much coming from those born to see both sides of every struggle.

Quote: *You abandoned your post to aid a packmate. To save another Garou's life is commendable; to think of your packmate before yourself is proper. But to put the sept in danger is foolish and disregards the lives of your fellows. You must pay the price for that. I levy the punishment of ordeal. Perhaps your love of your pack will encourage you to excel here and wipe the stain from your honor.*

Galliard: The Gibbous Moon, The Moon Dancer

The Galliard sings the soul of the Garou to the near-full moon, howling of their joys and sorrows, their triumphs and losses. She is the voice of the People, calling them to battle and inspiring them to greatness in life and in death. She is also a keeper of traditions, carrying the lore of tribes all the way back to the beginning.

A Galliard can rouse the pack from self-pity and suffering when their claws are needed for battle. She can speak caution to a Ragabash, draw a Theurge from his reverie, soften the heart of a Philodox, and soothe the anger of an Ahroun. The Galliard's art and performance may take many forms — she might be a dancer, a storyteller, a musician or a bit of everything rolled into one. She may even be a leader in times of war. When the battle is done, hers is the voice first raised to praise the sacrifices made by the fallen, and the triumphs of those who still live to fight again.

Initial Rage: 4

Beginning Gifts: Beast Speech, Call of the Wyld, Heightened Senses, Mindspeak, Perfect Recall

Stereotype: Where the Philodox is stoic, the Galliard is a creature of unbridled passion. The Gibbous Moon is a fiery muse, and stirs its children into great heights and

depths of emotion. While all Galliards are prone to immense mirth and immense melancholy, those born under a waning moon fall more readily into dark, consuming passions; they are the tragedians of the Garou, mastering tales of doom, ruin, sacrifice and loss. Conversely, their waxing-moon cousins sing of triumph and conquest, of the pounding heart and the love of life. They tend to be the soul of their pack's morale — when the Galliard is willing to go on, so too are all the others.

Quote: *You should be afraid, brothers and sisters. This is Kyrrth'takla, Beast of a Thousand Mouths, they have awoken. The stories of its strength are terrifying. But I know you. I've been honored to fight alongside you, and I know you will not be afraid. What you want is the glory of tearing this abomination apart — and my brothers and sisters, we will have it!*

Ahroun: The Full Moon, The Warrior

The Garou's connection to the moon is much more extensive than human legends state. Every phase has its secret, but human myth comes close to understanding the truth in one aspect: the full moon floods the Warrior with Rage. The Ahroun is the living weapon of Gaia, the lord of bloodshed. He is the warrior among a race of warriors, the champion of a martial people. He is ever ready to kill, and to die if need be.

The Ahroun are respected, but also treated with some level of dread. Their killing instinct is inborn; even a Full Moon just past his First Change is more lethal than many veterans of other auspices. Their elders are few — it's a rare Ahroun that survives the countless battles that are his birthright — but all the more terrifying for their experience. Like the Galliard, the Ahroun is an inspiring leader in time of war, but he leads with deeds and action. He is first into battle and last to retreat — if he ever retreats at all. In times of peace, he relinquishes command to others, but remains ever vigilant, knowing his talent for war will be needed again all too soon.

Initial Rage: 5

Beginning Gifts: Falling Touch, Inspiration, Pack Tactics, Razor Claws, Spur Claws

Stereotype: The Ahroun is the archetype of the werewolf as murderous beast, though they range from unapologetic berserkers to hardened veterans tempering their Rage with discipline. Their high levels of Rage put them on the edge at all times — the Full Moon's blessing is a hair trigger, among other things. Those closer to the waxing moon tend to exult in the glory of the war, while those closer to the waning moon are more viciously pragmatic, ruthless in their bloodthirst. Every Ahroun is a dangerous individual to be around, but when the forces of the Wyrm attack, their packmates are glad to have a Full Moon warrior at the front of the charge.

Quote: *No more running. No more surrender. Here we stand and here we fight. We do not walk to Gaia's arms tonight — we will swim there, in a river of our enemy's blood! Let them hear your howls and know true fear!*

Black Furies

The Black Furies are the living incarnation of a woman's anger. They are the daughters of Luna-as-Artemis, the Huntress of the Moon. Their legends trace their origins back to Greece and Asia Minor, where they were appointed defenders of the Wyld. Wherever there are tales of women who take up arms for honor, vengeance or blood ties, the spirit of the Fury dwells.

The Furies are almost exclusively female. Any human or wolf cub of a Fury who breeds true is sent to another tribe for adoption; Pegasus, their tribal totem, will not accept male Garou. The sole exception is the male metis: Pegasus accepts these disfigured sons, perhaps out of mercy, perhaps out of a desire to ensure the Black Furies remember their own misdeeds. To make up for these losses of potential tribemates, the Furies actively recruit disaffected and angry female Garou who chafe under another tribe's banner.

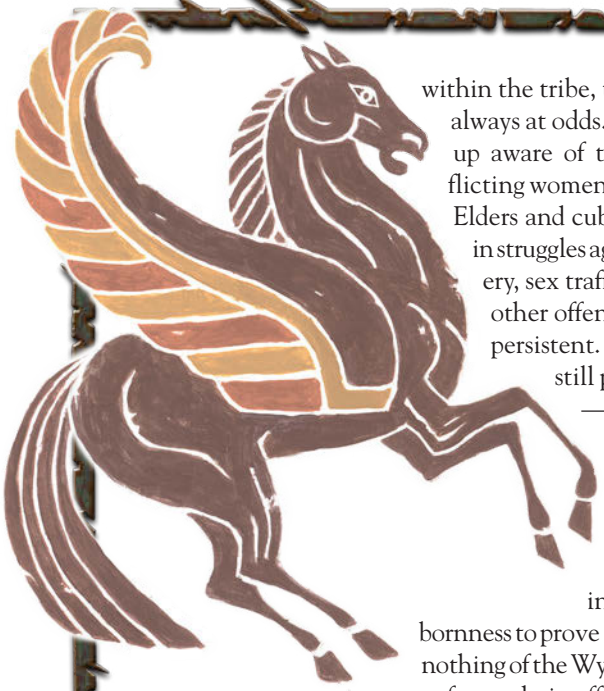
The tribe holds that women are worthy of respect, honor, sometimes even veneration. Though no Black Fury will suffer the hand of a man acting as master or tyrant, the tribe isn't united by active misandry. Certainly some Furies will never forget or forgive. But others are willing to accept men as partners, helpmates, lovers, equals — but nothing *more* than equals. Lupus Furies have less of an immediate connection to the hardships of human women, as female wolves have no real discrimination to bear, but they are deeply tied to the Wyld and learn great empathy for their human and homid sisters.

Hatred claims the hearts of many Furies, but it's not a tribal virtue. The true tribal virtues are honor, pride, the mysticism of the Wyld, and the will to exact change. A Fury aspires to keep her word, to stand tall rather than bend a knee, to guard and exult in the wildest places, and to fight until her dying breath to make the world a better place.

The Black Furies' tribal rituals emphasize tradition and sisterhood. They hold private tribal moots frequently. *Kuklokhoros* are informal moots, often where the Furies conceal their werewolf nature and invite human women to attend and learn the particulars of woman's spirituality. *Ulaka magelis* are more exclusive moots, open only to the Furies themselves. These meetings involve more physically, mentally, and emotionally demanding rituals, exposing the raw and bleeding heart of a wolf-woman's oaths to Gaia.

Like other tribes, the Black Furies gather in like-minded camps internally (see p. 491). The Furies call their camps *kukloi*, or "circles." Each *kuklos* answers largely to itself, although all must be held eventually accountable to Inner and Outer Calyxes, the high councils of the tribe. The Outer Calyx is the more public one: the elders who sit on this council are publicly initiated with much ceremony, and their names spread across the tribe. The Inner Calyx is more of a mystery (or a mystery cult), its members and their directives unknown to the tribe at large.

Ancient tradition and modern attitude frequently clash



within the tribe, though they aren't always at odds. Black Furies grow up aware of the many evils afflicting women around the world. Elders and cubs alike participate in struggles against modern slavery, sex trafficking, abuse, and other offenses that are all too persistent. A generation gap still persists in the tribe — many of the elders are crones who, if rumors are correct, are at least a hundred years old, and with the set-in-their-ways stubbornness to prove it. Some cubs know nothing of the Wyld places, and want to focus their efforts on the Scabs where they grew up and where their sisters are still suffering. But all the Furies are united in their Rage.

Appearance: Furies with strong Pure Breed have particularly dark fur in Crinos, Hispo, and Lupus, often with white, gray, or silver highlights. Pure Breed is rarer among Fury metis, as their fathers are inevitably of other tribes.

Kinfolk & Territory: The Furies stake vicious claim to many of the last, secluded virgin places of the Wyld. Their spirituality is deeply tied to these sacred groves and islands, but necessity drives them to take territories in more human-settled lands as well. The Black Furies don't practice much ethnic preference with their Kin. They're prone to "adopt" the Kinfolk from other tribes' bloodlines, specifically women who found themselves poorly treated by their relatives. They value their male Kin, even if a male Kinfolk is unlikely to ever participate in any of the tribe's inner spiritual traditions.

Tribal Totem: Pegasus. The great winged horse-spirit has a strong resentment of men, implying there's some truth to the myth of Bellerophon. Some Furies use "the bridle of Bellerophon" as a poetic metaphor for the hand of Man as it tries to master the most sacred things of the Wyld. Other totems valued by the Furies include Panther, the Muses, and Medusae.

Character Creation: Black Furies have a proud martial tradition, and encourage training in Brawl or Melee. Survival, Occult, and Rituals are also common among those entrusted with the Wyld places.

STEREOTYPES

Bone Gnawers: They defend people who need them, same as we do. Shame they often aren't as courageous about it.

Children of Gaia: Trustworthy. There's a reason males of our blood usually go to Unicorn when Pegasus won't have them.

Fianna: It's good to have allies who take the joy of life as seriously as the necessity of war. Pity they favor the former a little too much….

Get of Fenris: I can't stand anyone who thinks being stronger means being better.

Glass Walkers: They're examples of both why it's important to have friends in the Scabs and why we can't trust anyone else with the Wyld places.

Red Talons: I understand their anger, but they have too much of it. A rabid wolf is a danger to her own pack.

Shadow Lords: If you have anything a Shadow Lord wants, keep it a secret. They don't want our burden, of course — but keep quiet about the grottos hidden around them.

Silent Striders: They go almost everywhere and see almost everything. It's easy to dismiss a wolf without a territory, but listen to them.

Silver Fangs: A dying tree with many rotten branches. A few are still strong and healthy, but those last are hard to find…

Stargazers: Navel-gazing at this late hour might find the answers we're looking for, but what if it doesn't?

Uktena: Like us, they know wisdom is found in many lands and many hearts. But we know better than to go delving in the darkest places…

Wendigo: We can understand what it's like to suffer and to have Kin who suffer. Pity they see us as part of the problem, too.

Initial Willpower: 3

Beginning Gifts: Breath of the Wyld, Man's Skin, Heightened Senses, Sense Wyrm, Wyld Resurgence

"You dare condemn us for standing as a sisterhood?
For choosing to help women first?
Yes, women shouldn't need our help.
Gaia shouldn't need Her Furies.
But they do.
Now stand the hell aside before I show you real pain."

Bone Gnawers

Many disdain the Bone Gnawers as living proof of how far the Garou have fallen from grace. Ragged and luckless, hunting territories no other tribe wants and breeding with Kin no other tribe claims, the Children of Rat come across as mongrel scavengers taking whatever castoffs they can. The Bone Gnawers see it differently. They're the most populous tribe in the Garou Nation. They're not the picture of failure — they're the picture of success, because they're playing the game of survival.

The tribe's actual origins likely lie somewhere in or across a band of land that stretches from Northern Africa to India, but the Gnawers stopped keeping track a long time ago. They spread out to follow humanity, and always attached themselves to the wretched and downtrodden. Their oral history is full of revolutionary stories of the oppressed defying and overthrowing their oppressors. Bone Gnawer folk heroes are creatures of the Robin Hood and John Henry mold — if somewhat more bestially violent when dealing out retribution and social justice.

The tribe's mongrel reputation is bolstered by their seemingly haphazard traditions. Their septs are usually surprisingly democratic. Their fetishes and rites are scavenged from Gaia-knows-where. They propitiate bizarre totems like modern urban legends or strange pop-culture zeitgeists. They strike odd alliances with other supernaturals lurking in the lower strata of human society, maybe even Leeches or wererats, if the stories are true. They thrive in cities, occupy decaying suburban wastelands, even prosper in run-down rural backwaters. The Bone Gnawer creed is "Whatever works."

But it *does* work, or at least it has so far. The Children of Rat have access to all manner of interesting secrets that come from listening to people other Garou disdain as part of the herd. They've mastered a variety of vicious guerilla tactics suited to their hazardous environments. They know where to find food, or even how to conjure it out of trash. The Gnawers' major weakness is that the other tribes tend to keep them at a distance, so they have fewer true allies. But even this weakness has contributed to their strength of self-reliance, out of necessity.

Another unfortunate weakness is a gradual thinning of the wolf blood. The Bone Gnawers have some lupus Kin, but not many, and have kept up their numbers mostly with human partners. They're also thick with metis, which accusers claim shows little respect for the Litany. There's a hint of truth in that — plenty of Bone Gnawers have given in to forbidden desires — but the Gnawers are also prone to adoption. Many a metis was abandoned by its parents in other tribes, but brought in to be a good soldier of Rat.

Bone Gnawer pragmatism doesn't overrule Renown, however. Honor, Wisdom and Glory still matter to them, and, the slurs of other tribes to the contrary, they aren't all Ragabash. Admittedly, their catch-as-catch-can character shines through even in these higher ideals. An honorable Bone Gnawer Philodox isn't afraid to lay down an unorthodox twist on a law. Likewise, a sagacious Theurge might be mistaken for a filthy homeless person, babbling to herself about the voices of trash and desperation.

Even though they might build shrines to fallen celebrities or hold sacred rites tied to human sporting events like the Super Bowl or World Cup, the Bone Gnawers zealously guard some very old traditions at their heart. They honor hospitality and generosity as a measure of a Garou — the Gnawer who has very little but gives it away freely is as esteemed as was any gift-giving Nordic king. They treat their tribe like a family; their elders consider "mother" and "father" the most prestigious forms of address. On the surface, their traditions look like reflections of the patchwork nature of modern culture — deep down, they represent the bonds that have allowed humans and Garou to survive as long as they have.

Appearance: Bone Gnawers' wolf appearance is ragged, often mismatched or particolored; some can be mistaken for dogs at a distance, though even a Gnawer who looks something like a yellow dingo is clearly an animal that was never tame. Their blessings as Garou make them surprisingly healthy in comparison to impoverished humans: most have strong (if crooked) teeth and wiry muscle under the dirt.

Kinfolk& Territory: The Children of Rat interbreed with the savviest, toughest and meanest people that have been ground down by society. Lupus Kin are rare, and tend to be found in hardscrabble rural territories. The Gnawers also stake out territories that are difficult to challenge — places that nobody else wants, but that they can defend easily enough. Urban decay supplies plenty of junkyards, abandoned buildings, underpasses, burned-out wrecks and other patches of real estate that anyone in their right mind avoids. Rural Gnawers prefer isolated valleys or mountain-tops, swamps, and dead-end roads. But the tribe also feels protective of institutions established for the average citizen's betterment: museums, homeless shelters, public libraries and so on.

Tribal Totem: Rat. The Bone Gnawers venerate their tribal totem as a maternal figure, queen of a brood of ragged survivors. They also strike pacts with bedraggled spirits such as raccoon-spirits, Lost Dogs, and spirits of junk and rust.

Character Creation: Bone Gnawers have a penchant for Traits that represent adaptability, such as Stamina, Wits, and Manipulation, and Abilities such as Survival. Ancestors and Pure Breed are restricted Backgrounds; Resources are discouraged.

Initial Willpower: 4

Beginning Gifts: Cooking, Desperate Strength, Resist Toxin, Scent of Sweet Honey, Trash is Treasure

STEREOTYPES

Black Furies: Shit yeah, fight the power. Help people! Oh wait, you're just gonna help half of them? Well, I guess it's something.

Children of Gaia: Some of 'em like to talk about dreams and better times and compassion and all that bullshit and some of them get down in the trenches with us. Guess which ones are worth anything?

Fianna: You must have it pretty good if you can even pretend that life's a party.

Get of Fenris: First thing you do is find a reason to cut one. Then you try to survive him kicking your ass. Sure, your ass will be *kicked*, but he'll treat you better from then on if he thinks you're not a coward.

Glass Walkers: These guys get cities, same as we do. They just deal with the comfy upper-crust side where you always know where your next meal's coming from. Who can blame 'em?

Red Talons: Holy shit. You've *never* met a human you liked? That fucking scares me, and not for the reasons you think it should.

Shadow Lords: Fighting dirty? Yeah, awesome, about time. Catching other tribes in the blast radius? Uh-huh, same shit, different day.

Silent Striders: Freaks. How do you spend so much time outside of any one territory and wind up knowing so much? Ain't right.

Silver Fangs: These bastards have been using us as an object lesson since there were sixteen tribes. Well, who's the healthy ones now, huh?

Stargazers: I don't even know what in the fuck you're talking about. Can you put that in "here and now" language?

Uktena: Pretty savvy folks, all taking whatever they need from wherever they can. Wouldn't be surprised if their ethics work the same way.

Wendigo: You've had a fucking man-eater for your totem since the Impergium and you haven't fallen to the Wyrm yet? Cold and hard as ice, man.

"You see this shit?
This is where the war's always been at its worst.
This is where the Wyrm kills and twists and fucks up people because it knows nobody cares.
We're the bastards who've been on this battlefield forever.
Remember that."

Children of Gaia

The Children of Gaia seem to be a study in contradiction. They are Gaia's warriors, yet they want nothing more than peace. No Garou work harder and plead more humbly for cooperation between the tribes than they do. None grieve more when forced to shed the blood of a fellow werewolf. More than any other tribe, they value compassion for all Gaia's children, even those that hold them in contempt. Many Garou mistake this compassion for weakness, — only to discover that the Children's hatred of war doesn't preclude the ability and will to fight — and fight well.

The tribe has its origins in the days of the Impergium, when they protested the practice of culling humans and fighting over territory. When the Garou Nation came to an accord and agreed to end the Impergium, the peacemakers who had led the effort formalized a pact with Unicorn and became the Children of Gaia. They are the only tribe born from an act of peace, and they take great pride in of this origin.

The Children of Gaia's primary purpose is that of all Garou — fight the Wyrm, wherever it breeds and wherever it dwells. But their chosen secondary purpose is to mediate disputes and alliances among septs and packs, strengthening the Nation as a whole. It's a difficult job, made more difficult by the contempt they face from many more martial tribes. But as they argue, it's critical.

The Children of Gaia are a comparatively numerous tribe. Rivals claim it's because they shrink from combat — but that's not true. They do well by adopting other Garou, any who ask. They are especially respectful of metis, treating them as equals. They have less of an advantage with lupus numbers, though several wolf-born that grew up not understanding the concept of "war" find the Children's ideal most natural.

Unicorn's children are less concerned with strict rank and hierarchy. Though still powered by wolf instinct, they favor fairly loose pack and sept organization. Each sept has two elders who must excel at mediation: the Voice of the Goddess (always female) and the Arm of the Goddess (always male).

The Children constantly involve themselves in the arena of human politics, more so than many other tribes. They face the same limitations that all werewolves do where subtlety is concerned, but still they use what influence they can, particularly through their Kin, to promote agendas of compassion, peace and tolerance. The tribal creed states that the war for Gaia can't be won without loyal human hearts. It's an uphill battle, though, and boundlessly frustrating. When the time comes for war, more than one Child of Gaia lets out a pent-up Rage that's horrifying in its strength.

With the Apocalypse so close at hand, the Children of Gaia are facing many internal crises of faith. Humanity seems to come so far, and then it falls back into old patterns of hatred and bloodthirst. There are so few Garou to protect the world, and they turn on each other so quickly. Many of the tribe have fallen into Harano as the enormity of their task seems to be overwhelming. Some Children even argue that the secrecy of the Veil prevents them from properly educating humans — that they would have the allies they need if they could just *show* the humans what's going on. These arguments cause rifts even within the tribe.

All told, the odds seem impossible. But if they were to give up, the elders growl, they wouldn't be the Children of Gaia. They wouldn't be Garou.

Appearance: Strong Children of Gaia Pure Breed usually manifests as a white dappling on a gray or brown coat. The most renowned Children have a calm and serene bearing that can be intimidating in its own right.

Kinfolk & Territory: The Children of Gaia are particularly inclusive when it comes to choosing mates. Their Kin usually display great passion for progressive causes that match the tribe's goals. However, the Children haven't had a dominant presence in their ancestral homelands — the Fertile Crescent, particularly the areas of former Canaan — for a long, long time. They claim territories across the world, particularly in North America.

Tribal Totem: Unicorn. The Children of Gaia tribal totem is a powerful spirit of purity, compassionate in peace but also ferocious in war. They prefer to strike pacts with totems such as Dove and Narwhal, as well as gentle spirits of glade and starlight.

Character Creation: Many Children of Gaia stress Social Traits at least a little, in order to make themselves heard. They don't neglect their combat skills, but Abilities such as Empathy, Leadership, Streetwise, Performance and Etiquette are all valued.

Initial Willpower: 4

Beginning Gifts: Brother's Scent, Jam Weapon, Mercy, Mother's Touch, Resist Pain

STEREOTYPES

Black Furies: They have such great reserves of wisdom about the world, but they guard them so jealously.

Bone Gnawers: They care more than they let on, but it still breaks your heart to see them turn their backs on the rest of us in the name of survival.

Fianna: There aren't many who mourn their losses more keenly, or prize their victories more joyously.

Get of Fenris: You can admire their bravery and strength, but at the end of the day, this war is something that we abhor and that they seem to cherish. It's horrifying.

Glass Walkers: They can be relied on to listen to reason, even if their logic takes them places maybe no Garou was ever meant to go.

Red Talons: I can't help but wonder what they might have been, if things had turned out differently. Sometimes you can almost see it. Almost.

Shadow Lords: Hard to tell what they love best: their methods, their ambitions, or their successes.

Silent Striders: They may seem disaffected, but they have such deeply wounded hearts. It's not good for any wolf to walk alone.

Silver Fangs: Of all the failures we've endured, the Silver Fangs' failure to keep the Nation unified has perhaps hurt all of us the most.

Stargazers: They understand harmony so well, they're almost our closest brothers — but how can you describe love and compassion as shackles, even in jest?

Uktena: I wish they trusted us more. I wish they trusted *anyone* more. They're more alone than they let on.

Wendigo: They seem to expect the world to end in ice. If it does, they'll be well-suited for it — but it doesn't *have* to.

"We're Garou.
We draw out the toxins from our Mother's blood,
cut away Her cancers,
slay the parasites feeding on Her flesh.
But once the surgery's done,
you have to bind the wounds back up, too."

Fianna

Grief and joy, love and war, life and death — life is a series of contradictions, and the Fianna embrace them all. The Tribe of Stag are passionate Garou who exult in the pleasures of the flesh as well as the more abstract delights of a song well-sung or a battle well-fought. Their philosophy is far from a shallow "live in the now" concept, though. The Fianna are prominent lore-keepers and bards, fascinated with the history of all tribes as well as their own. Their Galliards have a particular place of honor within the tribe, but every auspice is expected to learn lessons from the past.

The Fianna trace their origins back to Western Europe, where they had a particular fondness for the Celtic peoples. They stress this cultural identity perhaps more than most other tribes do; members aren't as prone to marry outside Celtic-descended bloodlines, and they prefer to adorn their weapons and fetishes with knotwork representative of "the old days." They endure plenty of old rivalries with other European Garou that challenged their borders, as well as the Uktena and Wendigo, who were their enemies during the European migration to the Americas. The Fianna try to be generous and forgiving where these rivalries are concerned, remembering but not making too much of it — an attitude their rivals rarely share.

Strong passions and a powerful social streak run deep within the tribe. Their mirth is powerful, their loves intense, and their despair deep and prone to increasing into Harano. Introverted Fianna are rare, and don't earn much sympathy; their tribemates tend to harass them to "loosen up" and enjoy the raucous gatherings more. Metis have it much worse. Fianna tradition holds that a deformed body reflects a deformed spirit, and treat their metis cubs with great severity — metis never hold positions of real authority within the tribe. It's sadly ironic, then, that the Fianna, with all their hot-running passion and love of the romantic, are particularly prone to sin with other Garou and create these luckless children.

The passionate, mercurial nature of the Fianna manifests itself even in their wolf-born. Fianna lupus take to art readily, though of course they prefer songs and howls above all. Some (both inside and outside the tribe) suspect that this commonality represents a dose of fae blood — there are plenty of old stories of the Fianna fighting alongside the sidhe lords of Faerie, and engaging in tragic romances with the Old Ones.

In some ways, the Fianna consider themselves the guardians of Garou culture. They glorify the war every werewolf is born to fight, they sing tales of romance that stress the importance of clinging to one's Kin, and they keep the stories of old victories and defeats. They leap into battle with exuberance, hoping to inspire their cousins to do the same. But even with no other tribe's eyes upon them, the Fianna fight as ferociously as any Garou can.

Yet thanks to old rivalries and quick tempers, the Fianna can be a divisive presence as easily as a unifying influence. It's hard for them to resist a particularly well-crafted taunt, or to shake hands with a rival who's spoken ill of or mistreated Kin. Some Garou don't take them seriously; others aren't able to laugh off a Fianna's bouts of temper so easily. It's a good thing for the tribe that they've practiced the silver tongue as long as they have. Certainly whatever happens, the presence of a Fianna is prone to keep things lively and interesting.

Appearance: Fianna Pure Breed manifests itself as shining red or black fur, and often surprisingly large Lupus form. Fianna often use Gifts to make their eyes glow green, and teach their cubs to howl with beautiful eloquence.

Kinfolk & Territory: Although they always prefer places that remind them of "the old country," such as rolling green hills and thick old-growth forests, Fianna can be found nearly anywhere their predominantly Celtic-descended Kinfolk have settled. Outside the British Isles, they are most common in Australia and New Zealand, Canada and the United States (particularly Appalachia). The Fianna are exceptionally protective of their Kinfolk — most of their bloody skirmishes with other tribes erupt over Kin issues. Most of their wolf Kin live in North America, save for a few hidden on protected European estates and parks.

Tribal Totem: Stag, who exemplifies the Fianna love of life. Stag's brood largely comprises animal spirits such as Rabbit, Impala, the White Hart and the Hind, and some Naturae such as the Brook, Dawn and Grain.

Character Creation: The Fianna are a social tribe, and strong Social Traits are common among them. They encourage most members to at least dabble in Performance.

Initial Willpower: 3

Background Restrictions: No restrictions.

Beginning Gifts: Faerie Light, Hare's Leap, Persuasion, Resist Toxin, Two Tongues

STEREOTYPES

Black Furies: Best take them seriously, even the ones who see only half the picture. They'll open a hole in you if they think you're being patronizing.

Bone Gnawers: They know a lot about loyalty and friendship, especially in hard times. Good friends to have if you can earn their respect.

Children of Gaia: Good folks to have at any moot, even if it takes more effort to howl 'em into a proper battle fury when the need's there.

Get of Fenris: Berserks and murderers, addicted to the taste of blood. There's the remnants of a tribe we could've called friends somewhere in there, but it was buried millennia ago.

Glass Walkers: Strange sense of beauty they've got, picking a stinking city over a stretch of cool wood. Probably got spiders a-spinning behind their eyeballs.

Red Talons: Strong and primal and all those things we'd adore if weren't for the damned *hatred* of every person we love.

Shadow Lords: Smart and vicious and effective, but anyone who doesn't respect his king on principle needs to be watched.

Silent Striders: Give me the chills, they do. You think you're spinning a truly tragic tale, and they just look back at you as if to say "Is that it?"

Silver Fangs: We owe them our loyalty, and it's a hard debt to pay sometimes.

Stargazers: We're Garou. We need to burn out, not wither away!

Uktena: Shadow Lords for politics, Uktena for spirits and the Umbra — all this secret brokering makes me a little nervous.

Wendigo: Not all of our songs end well. The lay of us and the Wendigo isn't over yet, but it's been a tragic mess forever and might not get better in time.

"The blood of heroes is on fire within us!
The ghosts of our ancestors swell with pride to see us stand strong and true!
The Wyrm itself trembles when we howl!
AAAAUUURROOOOO!"

Get of Fenris

Even among a race of warriors, the Get of Fenris are the most warlike. The Fenrir, as they're also known, value a glorious death over a peaceful old age. They wear their scars with pride, howl the glory of their victories, and revel in the fear that they spread among the minions of the Wyrm. To the Get, compassion is a luxury, not a virtue — the greatest virtues are valor and strength.

The Fenrir have their origins in Europe, where they once called Germanic tribes and Nordic raiders Kin. Yet even the most brutal and violent sagas of the regions pale before the lore of the Get. Their Galliards (or *skalds*) joyously recount grim tales of bloody death against impossible odds, of the eternal glory to be found on the battlefield. They have told stories of Ragnarok, of the Apocalypse, for millennia — and they are ready for it.

Blood alone doesn't make a Get of Fenris. A cub could have the finest Pure Breed, but if he can't make it through the bloody tribal Rite of Passage, he's of no use to the Fenrir. Some cubs don't even survive that first test. Harsh as it is, the Rite of Passage reflects the grim and fatalistic nature of life among the Get. The battles against the Wyrm will be no gentler,— and the Fenrir never run from battle. Every child of Great Fenris, no matter his or her auspice, must be ready to die gloriously for the Mother. This creed often seems contradictory to lupus cubs, who are used to survival as the first and most pressing mandate. Luckily, enough wolf-born find their Rage that the Get haven't fallen too far behind in their ratio of homid-to-lupus members.

To make matters worse, many Get of Fenris embrace very elitist attitudes not just to strength and valor, but even to sex and ethnicity. This has been a source of internal conflict within the tribe for many years. Although modern Get are less prone to outright racism and sexism, the old prejudices against weakness run deep and take many forms. These haven't done the tribe's reputation among the rest of the Garou Nation any favors.

Although it's not easy for outsiders to see, the Fenrir do possess admirable virtues beyond their courage. There are long-standing traditions of females doing as well as males in many Get septs — they frequently have to work very hard to earn respect, but this struggle is part of what earns them their status. Metis can excel as well, if their deformities don't impede their actual strength — one who's ugly as sin and has a terrible speech impediment will still earn much glory if he can fight to the tribe's exacting standards. Many Get also care very deeply for their Kinfolk, taking family ties exceptionally seriously. This is a double standard for the Kin, of course: their werewolf relatives hold them to brutally high standards, but also defend them with great passion.

At every level, tribe society idealizes strength above all. Wisdom and cunning are

valued, but as a complement to might, not a substitute. Fenrir leaders, or jarls, must earn their position through grueling physical trials, and be prepared to hold them in the same way. Tribal moots are full-moon affairs, beginning with a vicious gauntlet-running to determine who's worthy to participate in the rites of the tribe. Rites of Renown entail bloody runes carved into werewolf hide; even mystical rites dealing with spirits involve ritualized combat between rite-master and spirit as often as not. Even their belief in an afterlife reflects the concept of Valhalla, a grand battlefield awaiting its heroes.

And for all their faults, the Get of Fenris produce many heroes. Their creed of strength is simple, but not simplistic — it teaches many Fenrir to master their Rage, to serve as examples of courage to the rest of the Nation, and to win battles that others would lose or abandon. They are remarkably loyal to those who earn their respect, and their harsh standards encourage other Garou to fight harder if they want to keep the Fenrir's allegiance. With the Apocalypse at hand, no tribe is more ready to tear the Wyrm apart regardless of the cost.

Appearance: Strong Fenrir blood manifests as huge gray wolf forms with broad shoulders and vicious jaws. There are precious few Get whose hides aren't marked with scars and tattoos. Some even brand their fur or ceremonially carve runes into their flesh.

Kinfolk & Territory: The Get of Fenris claim their oldest homelands in Europe, ranging from Scandinavia to Germany. They have followed their original Kin throughout many lands, and adopted new bloodlines wherever the local human population produced strong children. They favor rural territories, particularly where the weather is harsh, and are involved in more territorial conflicts than any other tribe. Their largest protectorates are in the Black Forest of Germany and the wilderness of Scandinavia.

Tribal Totem: Fenris, the Great Wolf, one of the mightiest of war totems. Other spirits allied to the Get include Aegir, Hrafn the raven-spirit, the Norns, and Surtur, spirits both warlike and wise.

Character Creation: The Fenrir naturally stress combat and survival Traits. They almost never purchase Contacts: they want true friends, not associates.

Initial Willpower: 3

Beginning Gifts: Lightning Reflexes, Master of Fire, Razor Claws, Resist Pain, Visage of Fenris

STEREOTYPES

Black Furies: A warrior is defined by fang and claw and klaive, not by a womb. You want respect? Earn it.

Bone Gnawers: You can run at my back if you're too afraid to take the lead. But if you abandon me, I'll carve you apart like the dog you pretend to be.

Children of Gaia: You think you were given these teeth, these claws, so you could sit about and talk of dreams of peace? *Fight*, you sheepfuckers!

Fianna: Your ancestors were almost as strong as ours, and you're almost as strong as we are. What? It's a compliment.

Glass Walkers: The old ways are hard and painful and merciless. Not surprising that cowards will find any excuse to disdain them.

Red Talons: I admire a wolf who picks a war because he feels it must be fought, not because he thinks he can win.

Shadow Lords: Their schemes against the other tribes are treacherous, which is why they are not friends. Their schemes against the Wyrm are brilliant, which is why we haven't cut them down.

Silent Striders: They remind me of the ravens: keen-eyed and clever, but better at scouting than fighting.

Silver Fangs: Speak with the voice of a true king, and we'll follow. You're too weak to be worth it any other way.

Stargazers: You want to master your Rage by avoiding battle? Why not master fire by eating raw meat all your life while you're at it?

Uktena: Our ancestors found dark things in their lands when we were at war. Was binding these things the only way to stop them — or a way to keep them in reserve?

Wendigo: You still want to fight us over the deeds of our ancestors? There are more productive ways to commit suicide.

"Pain is my lover.
Death is my sister.
Gaia is my Mother, and Great Fenris is my Father.
You have NOTHING for me to fear!"

Glass Walkers

The Glass Walkers are werewolves unlike any other. They have largely abandoned the ancestral ways in favor of a cutting-edge, always-adapting blend of technology and shamanism. They actually prefer urban life to the wilderness, and defend the Scabs as centers of a vibrant ecology all its own. Even if that ecology is often wounded or diseased, it can be made healthy, the Glass Walkers argue. The other tribes often call them *urrah*, or tainted ones — but the children of Cockroach won't give up the advantages of modern achievement just to repair their reputation.

The name "Glass Walkers" makes reference to the vast skyscrapers of the modern world. Before there were cities of glass, the tribe was known as Iron Riders, having embraced the trains and machines of the Industrial Age. In the times before then, they were the City Warders, associating themselves with urban life throughout the ancient, medieval, and Renaissance eras. And before there were even cities, they were the Warders of Men, a tribe that gathered where humans did and watched what their cousins would do next. Other tribes say this proves they have no pride in their identity — but the Glass Walkers' identity lies in adaptation.

The Glass Walkers' fascination with human achievement carries through to their tribal customs. They borrow political structures from human government and corporate organizations, bind spirits into technological devices to create techno-fetishes, create artworks that incorporate fashionable trends and techniques, even preserve some of their tribal lore in shamanically-encrypted hardcopies rather than keeping to the oral traditions. These practices can give them a much-needed edge — after all, most of the forces of the Wyrm, including the Black Spiral Dancers, haven't adapted quite as well.

But their focus on humanity and its works has also weakened the Glass Walkers in some ways. They have few wolf bloodlines left to them —some of their lupus children find the tribal tenets too confusing and seek refuge with another tribe. They treat their metis well, but the number of metis in the tribe speaks to an all-too-human tendency to make bad romantic decisions. They have more enemies than most tribes: vampires are thick in the cities, and don't care to have urban werewolves muscling in on their turf. Glass Walker Theurges are often over-specialized: they're masters at dealing with spirits of electricity and the Weaver, but have more difficulty with older spirits of Gaia or the Wyld. If the Garou as a whole have trouble balancing their wolf and human natures, the Glass Walkers are a particularly skewed example.

Some say the tribe's in danger of forgetting that they're Garou. It may even be true for some — but the rest make very dangerous enemies of the Wyrm.

They establish urban caerns that give their territories a centralized, organized source of spiritual power. They've made an art of sabotage, and delight in "monkey-wrenching" companies or organizations that prey too heavily on Gaia's creation. They followed enough data streams and paper trails to assemble a more complete picture of Pentex and its activities than any other tribe possesses. They know how the system works. They know how to pull strings. And when the time's right to hit the Wyrm with high explosives, silver bullets, and anti-personnel ordnance, they still remember how to use their fangs and claws as well.

Appearance: Glass Walkers have the easiest time blending in with other humans, but even they have a predatory presence that bleeds through from time to time. They have no Pure Breed, and their wolf forms are frequently mottled, multicolored, or brindled.

Kinfolk & Territory: Glass Walkers tend to treat their Kin almost like "human resources," with all the subcontracting and delegation that implies. They breed almost exclusively with humans that catch their eye, save for a few protected packs of wolves on privately-owned land. Naturally, their territories are almost entirely urban, usually tied to some human source of power — corporate, scientific, or even criminal.

Tribal Totem: Cockroach may not be pretty, but it's an avatar of adaptation and survival. The Glass Walkers honor Cockroach and its brood of technological and adaptive entities such as Gremlins, Scab Birds, and the bizarre financial *Mula'Krante* or "money spiders."

Character Creation: Glass Walkers favor modern skill sets, such as Drive, Firearms, and Computer. Mentor is a discouraged Background: the Glass Walkers don't believe much in the old ways. Their restricted Backgrounds are Pure Breed (which they stopped cultivating centuries ago) and Ancestors (their lack of interest in the past has eroded their spiritual ties to its wisdom). Most have at least a dot or two of Resources.

Initial Willpower: 3

Beginning Gifts: Control Simple Machine, Diagnostics, Persuasion, Plug and Play, Trick Shot

STEREOTYPES

Black Furies: We're all for helping you with the troubles in the human world. But you have to come out of the Wyld places and focus on human society to make lasting progress.

Bone Gnawers: It's hard to believe they're down in the gutters by choice. They're either very brave, or completely crazy. Probably some of each.

Children of Gaia: You have to respect the willpower it takes for a Garou to try for compassion instead of Rage. It's like quitting smoking every day of your life.

Fianna: Usually pretty reliable, even if they lean on storyteller's logic more than the real thing.

Get of Fenris: I guess we need all the weapons of mass destruction we can get, but I'd honestly prefer not to have a hair-trigger on a nuke.

Red Talons: It's not my damn fault you didn't adapt, and I'm not going to let you wreck my home and murder my Kin just to cope.

Shadow Lords: They've got their heads in the right place when it comes to pragmatic solutions. I don't know about their *hearts*, mind.

Silent Striders: If it's information someone put into a computer, you don't need a Strider for it. But they're good at finding the other stuff.

Silver Fangs: Are we seriously still pretending that a hereditary monarchy has some sort of intrinsically superior value? Blood will get you only so far.

Stargazers: I don't know if you guys noticed, but the war's going on in the material world *right now*.

Uktena: They study all kinds of things we barely even know about. That's respectable, and also enough to give me the cold sweats.

Wendigo: I always feel they're looking at me like they're imagining my head on a pike. Makes it hard to extend the olive branch, you know?

"Look, a city's like any other spider web.
There are sticky strands, and there are clean strands.
If you stay on the clean strands you don't get caught —
and you have a good foothold in case you need to cut something loose."

Red Talons

The Garou sing old tales of the time when humans cowered around their campfires and feared the fangs in the night. Most howl of the Impergium as something to be regretted — but not the Red Talons. These fierce werewolves claim that the only mistake made in the Impergium was choosing to end it — that Gaia would never have become this imperiled without the pestilence that is humanity running out of control. The Red Talons refute their human side almost entirely: apart from a few metis, the tribe is entirely wolf-born. Their anger and sorrow and hatred are born from watching their wolf kin diminish and humans spread — painful emotions that define the tribe.

Of course, the Talons are still werewolves, not simple wolves — they are capable of tool use, language, and all the sophisticated traditions of the Garou. much as the Talons hate humanity, they do not argue the necessity of sometimes using human things — only a foolish Talon would walk naked in a city if his hunt took him there. But they prefer to follow their wolf hearts first, and emulate humans only if absolutely necessary. Internally they organize themselves as wolves do, treating their packs as families with the alphas in the Father and Mother role. They constantly test one another's dominance, in the name of keeping the pack healthy: the strongest must lead. They stress the tenets of the Litany that are clearly derived from the wolf side of Garou nature (such as "The First Share of the Kill for the Greatest in Station").

The Talons' almost entirely lupus perspective is in some ways beneficial for the Garou Nation. In every other tribe, the wolf-born are a fading minority. Every Red Talon knows what it's like to transition from the immediacy of an animal's mind to the complicated half-spirit intelligence of the Garou. Even their few metis are steeped in the lore of the lupus, and keep ancient rites that have never known the influence of human tradition. The Talons are a reminder that the Garou were once intended to be equal parts human and wolf, before the balance was lost long ago.

But the Red Talons are themselves ailing. They are a small tribe, refusing as they do

to take human mates or adopt homid cubs. Their hatred for humanity weighs them down immensely, causing rifts with the other tribes who rightly fear for their human Kin. Yet not every Talon wears this hatred in the same way. Some call for the outright extinction of humanity, but others advise that what's needed is a return to the old days when humans and wolves were roughly equal in number. Some are viciously cruel to their two-legged prey; others act with a quick mercy, refusing to sink to their enemy's level by killing for sport.

Many Garou fear it's a matter of time before the Red Talons fall to the Wyrm. Some argue it's already happening — that the rumors of murderous rites performed on human captives are based in barely-concealed truth. Even within the tribe, some of Griffin's chosen wonder if they go too far. But for most of the Red Talons, the answer is as simple and straightforward as any truth known to wolves: They are Garou. They have been given Rage in order to fight a war. They are simply set against a much more numerous enemy than any other tribe is willing to admit.

Appearance: Pure Bred Talons tend to be large wolves with unusually sharp claw and ruddy brown fur. Regardless of Pure Breed, every Red Talon bears a shock of blood- or flame-red fur somewhere on his or her body. They rarely take Homid form, but when they do they are usually ill-groomed, stormy-eyed humans with a predatory glare and a certain awkwardness that stems from their unfamiliar balance and comparatively limited senses.

Kinfolk & Territory: Red Talons viciously guard their wolf Kin, and indeed any wolves they may encounter. They favor territories as far from humans as possible, but often must settle for stretches of land near human settlements. They do their best to make these territories undesirable, and many a bleak parcel of land spawns urban legends about the people said to go missing there — or is adorned with the bones of trespassers.

Tribal Totem: Griffin, a totem of animalistic anger and skill at the hunt. Red Talons also pact with ancient spirits such as Sabertooth and Mammoth, with mythical spirits like Simurgh and Sphinx. The fallen totem of the White Howlers, Lion, now runs with Griffin's brood.

STEREOTYPES

Black Furies: Every problem you complain about is a problem invented by apes. If you were wiser you would see your enemy is not man, but human.

Bone Gnawers: You crawl on your belly and lick the humans' feet. Have you not seen how they beat and chain their dogs?

Children of Gaia: What you call "peace" is just long, slow surrender. You have been giving up for so long you don't even realize you're doing it any more.

Fianna: They remember much of how the world was, and how it could be again. But without action, all their howls are hollow.

Get of Fenris: They understand what it is to have enemies beyond counting. And they understand why we were given Rage.

Glass Walkers: Look at them! They are the future? Fear a world where all the Garou have given up the wolf and crawled into a metal web to wait for the end!

Shadow Lords: A strong leader takes what is rightfully his, and commands respect. Why would you play your snake-tongue games if not to hide that you are not strong?

Silent Striders: Without packs, without territories, a wolf runs mad.

Silver Fangs: The leader that turns on her own pack must be driven out for the good of the rest.

Stargazers: Why do you close your ears and call it listening? The wolf in you will tell you what you need to know, if you do not reject it.

Uktena: Caching is for food you will need later, not for fetishes and spirits you should never have picked up in the first place.

Wendigo: They understand us the most, I think. They grow more like us every moon.

Character Creation: There are no homid Red Talons. Red Talons favor physical Traits and high Perception; they naturally favor Abilities such as Survival, Brawl, Primal-Urge, Animal Ken, and Intimidate. Allies and Contacts are discouraged Backgrounds for Red Talons; Resources is restricted. Their only Kinfolk are wolves.

Initial Willpower: 3

Beginning Gifts: Beast Speech, Eye of the Hunter, Hidden Killer, Scent of Running Water, Wolf at the Door

"I would rather die than see a world without wolves. I will gladly kill to prevent it."

Shadow Lords

The strong dominate; the weak submit. This is the core of Shadow Lord philosophy. Intensely political and coldly pragmatic, the Shadow Lords practice a rigid internal hierarchy and promote an equally unforgiving value system for the Garou Nation. Their very presence is divisive. Other tribes view their manipulative tactics as a reason to distrust the Lords, or complain that anyone so ruthless is marked for eventual corruption. Some would argue that they should be cast out of the Nation entirely — but the Shadow Lords are far too valuable. Their methods are often dishonorable and sometimes cruel, but they get results.

Life among the Lords is one part oppressive and one part inspirational. Cubs are taught to fear their elders as much as revere them. But the tribe is also a meritocracy — those who have the ambition and skill to succeed will go farther than those who rely on a misguided sense of entitlement. The lupus of the tribe usually start by mastering this instinctive dominance before they begin to hone their more humanlike capacity for deception and politics. Metis begin with the deck stacked against them — but are in a unique position to begin learning the tribe's manipulative tricks almost as soon as they can talk.

The Shadow Lords' tribal strength is that they produce very strong, cunning champions; their elders and leaders have earned their position by constantly honing themselves. Their tribal weakness is that every Shadow Lord contends against his brethren. Those below you covet your position; those above you don't want you coveting theirs. Their constant struggles for dominance have dealt them more than one setback in their ongoing quest for power.

This ruthless tribal philosophy has been at the tribe's heart ever since its founding in what is now Eastern Europe. During the Impergium, they showed no mercy in culling their charges — and when the Impergium ended, they still believed it necessary that humans fear the dark. Over the years, the Shadow Lords have made all manner of alliances, only to turn on their compatriots when the opportunity and the excuse were there. Many of these alliances were even with other creatures of the night such as vampires. Of course, it's not fashionable to be seen consorting with a Leech, even if you plan to eventually turn on it — because of course *it* will eventually turn on *you* — so the Shadow Lords aren't seen doing so. Not if they can help it.

As ambitious and callous as they are, most Shadow Lords are still loyalists to the Gaian cause. They work to undercut and dethrone weak leaders, but a strong and cunning leader earns great loyalty from the tribe of Grandfather Thunder. They play one Garou against another, testing the loyalties of both. If someone in a sept is close to turning to the Wyrm, more often than not it's a Shadow Lord who finds out first — and then exploits the information in the most advantageous way possible. As they reasonably point out, only the weak and corrupt have anything to fear from their investigations. The fact that it's the Shadow Lords defining "weak" and "corrupt" does little to allay concerns. A Philodox of Grandfather Thunder rarely errs on the side of compassion.

In these dying times, though, the Shadow Lords see weakness all around them. The Silver Fangs are doddering and foolish at the time they're needed most. The tribes are splintered and squabbling where they should be unified against the Wyrm. The authority of royal blood has failed; the calls for reconciliation have failed. Perhaps the only thing that will unite the Garou Nation is fear. If that's what it takes — if the Garou need an iron claw to bring them together — the Shadow Lords will certainly take the opportunity when it presents itself.

Appearance: Shadow Lords with high Pure Breed often lean toward the saturnine in all forms. In Lupus form, they are notably thick and stocky, with the dark coats that reflect their tribal name.

Kinfolk& Territory: The oldest Kinfolk families are of Eastern European stock, but the Shadow Lords are drawn to humans that demonstrate intelligence, power or excellence. They don't coddle their Kin; they don't breed with people (or wolves) that need it. They're fairly opportunistic about territory, but prefer caerns in starkly beautiful settings like wildlands from a Gothic romance.

Tribal Totem: Grandfather Thunder, a powerful storm-spirit that demands a clear hierarchy. The most famous spirits of his brood are the Stormcrows, which are inextricably linked to the Shadow Lords. Grandfather Thunder has also dominated other spirits that others would find difficult to control, such as spirits of night and pain.

Character Creation: Shadow Lords believe in being well-rounded, though they're particularly prone to stress Mental Attributes and Manipulation. They favor a wide variety of Abilities, particularly those dealing with guile and persuasion. Allies and Mentor are discouraged Backgrounds; Shadow Lords generally prefer to hold associates at arm's length.

Initial Willpower: 3

Beginning Gifts: Aura of Confidence, Fatal Flaw, Seizing the Edge, Shadow Weaving, Whisper Catching

STEREOTYPES

Black Furies: There's more to them than just the righteous anger they broadcast. They have many irons in the fire; play to each one.

Bone Gnawers: Impressively clever. Dangerously underrated. Considerably useful.

Children of Gaia: Their aggression's difficult to make use of, and they're very sensitive about it. Still, don't underestimate the utility of a tribe that understands the necessity of cooperation.

Fianna: They'll argue with any plan just for the love of argument. Let the dispute run its course, let them think they've won, and then get them moving against the target.

Get of Fenris: Handle them properly, and they're a vital part of any battle plan. Make a mistake in handling them… actually, let me just say *don't make a mistake in handling them*.

Glass Walkers: Sensible fellows who understand they don't have many friends in the Nation, particularly pragmatic ones.

Red Talons: Tricky to persuade and more clever than you'd expect, but fine hunters and warriors as long as you allow for a little… collateral damage.

Silent Striders: They see and hear more than you'd want them to. Account for that.

Silver Fangs: There will come a point where the fall of the Silver Fangs will do more to unify the tribes than their presence does. Wait.

Stargazers: How do you deal with someone who claims to want nothing? Frustrating. At least they keep their distance when uninvited.

Uktena: Pragmatic. Can be reasoned with. But they trust in their spirit cohorts more than in their fellow Garou, and those spirits of theirs are damnably enigmatic.

Wendigo: They remember a great many poor bargains and bad deals. The prudent method is to offer them nothing you can't afford to deliver.

"Of course I have a plan.
Someone needs to do the thinking around here.
Now are you interested in winning this fight,
or were you looking forward to a glorious face-first charge into a wall of silver bullets?"

Silent Striders

Restless and haunted, the Silent Striders roam from caern to caern, always searching, always listening. They are messengers and advance scouts for the Garou Nation, rooting out things hidden to the other tribes and bringing word to the locals. Even in the modern days of electronic communication, the Striders prove themselves vital by bringing swift word of threats better spoken of face-to-face. They have a reputation for being taciturn and aloof, which lends extra weight to their words. When a Silent Strider has something to say, it's often dangerous news.

The Silent Striders had their origins in Africa and the Middle East, particularly Egypt, but lore has it that they were exiled long ago. The tales have it that they were cursed by an ancient evil — a Wyrm-thing, an ancient vampire, perhaps both — a malignant force they called Sutekh. Now no Strider can rest within the boundaries of their ancient Egyptian homeland — and no ancestor-spirit of theirs can be found. Driven from their homelands, haunted by the spirits of the dead, severed from their ancestor-spirits and fated to wander until the end of days, the Silent Striders bear an immense burden on their shoulders. They have not rejected this burden — they still serve the Garou Nation, and take it upon themselves to aid the ghosts that pursue them — but any vampire that crosses their path runs the risk of feeling millennia's worth of vengeance.

The tribe's grim reputation earns them a mixed reception from the rest of the Garou Nation. It's technically expected to offer hospitality to a Silent Strider, and wise leaders understand that any wandering follower of Owl may have critical information for them. But at the same time, Garou find it difficult to trust wolves that often don't run in packs, and that defend no territory

of their own. The curse on the tribe also concerns other werewolves, who have every reason to believe in such things. If the Striders are always on the move to keep two steps ahead of disaster, then will disaster come and visit wherever they rest? Most septs welcome the Silent Striders out of pragmatism, but it's rare that the wanderers ever feel fully accepted.

But even though they may feel some longing for a permanent home, the Silent Striders have difficulty resting anywhere for too long. They refuse to compound their troubles by laying claim to territories that aren't rightfully theirs, and after so long, they have developed restless souls. Many join packs for a while, to stave off the solitude, but few can stay in one place for years. Usually they stay and listen for as long as they can — and the Striders are patient, perceptive listeners — and then move on.

While they remain, though, the Striders are fiercely loyal friends. They may not be fully at ease in large groups, but they value the true companions they earn, especially packmates. They feel much the same way about their Kin — some Striders have a lover at every crossroads, but many more have brief and intense relationships with a single partner that will see the Strider far less often than they might like. Homid Striders thus often grow up with rare and conflicting memories of their Garou parent, who visits rarely and often seems distracted even then. The tribe has comparatively few metis, as the Striders are more likely to pair with other Garou than with their own, and thus many metis cubs with Strider heritage grow up in the other parent's tribe. The rest are usually carried and concealed on their parent's travels, taking what education and socialization they can at the septs where they can be revealed, and becoming acclimated to the road at an early age. Still, the lupus Striders have comparable problems to face — it's not easy for a wolf-born to accept a life without pack or territory.

With the road in front of them and their ghosts behind them, the Silent Striders can't help but keep moving. They can stay in a place for a time, but if bound against their will, they become despondent and withdrawn, often falling into Harano. Even those who keep moving usually meet lonely deaths somewhere on their journey — it's said that the aged or sorely wounded of the tribe walk into the Umbra on a final quest to find their ancestors, never to return. Whether they succeed or not, none can say.

Appearance: No matter where they were born, Silent Striders are almost universally lean and fit from constant travel. Those with high Pure Breed have long, lean wolf forms that resemble the jackals of ancient Egyptian art, and Crinos forms reminiscent of the Egyptian deity Anubis. Sleek black coats and yellow eyes are also a mark of high Strider Pure Breed.

Kinfolk & Territory: Striders keep infrequent contact with their Kin, who are often dispossessed drifters themselves. They have no real territory of their own.

STEREOTYPES

Black Furies: Brave and committed women, but they still miss things when they let anger cloud their vision.

Bone Gnawers: Generous hosts with what they have, such as it is.

Children of Gaia: Good folks, but could stand to listen more and talk less.

Fianna: They know more than most, and they're more willing to share their stories than any.

Get of Fenris: They're always there for you when you need them. Just kind of difficult to deal with when you don't.

Glass Walkers: They know the Scabs almost as well as the Gnawers do, and can find out anything a human knows. Don't understand us much, but we don't need them to.

Red Talons: Bad time to be isolationist, cousins.

Shadow Lords: They can't help treating you like you're hiding something from them.

Silver Fangs: The world is widening and their vision is narrowing. Not a good combination.

Stargazers: They understand the immensity of the world and the reality of the ground under your two feet. Just not as good with the people living in between.

Uktena: Like us, they don't talk about half of what they know. Not sure I like the reasons.

Wendigo: Some noble souls lie under all that bloody ice.

Tribal Totem: Owl, the wise hunter who flies silently by night. Owl has a small, subtle brood of spirits to her name, peculiar creatures such as the Darklings and the tiny skeletal mice called the Twice-Born.

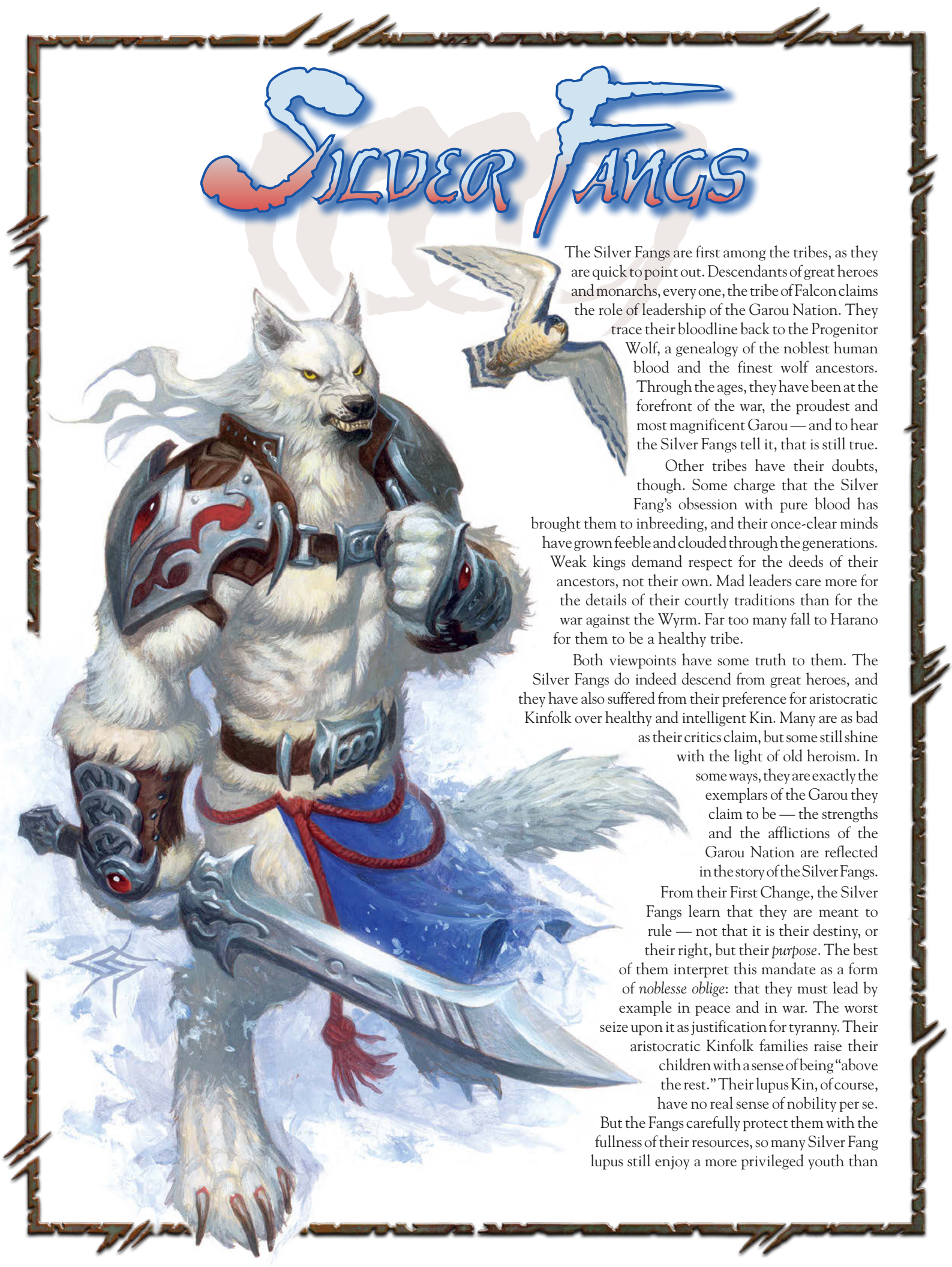
Character Creation: Silent Striders tend to be lean and hardy rather than thick and bulky. They pick up a wide variety of Abilities in their travels. Resources is a discouraged Background; Ancestors is restricted, thanks to the Curse of Sutekh.

Initial Willpower: 3

Beginning Gifts: Heaven's Guidance, Sense Wyrm, Silence, Speed of Thought, Visions of Duat

"Trust me, I've seen things you don't want to know about. This, though — this you need to know."

Silver Fangs



The Silver Fangs are first among the tribes, as they are quick to point out. Descendants of great heroes and monarchs, every one, the tribe of Falcon claims the role of leadership of the Garou Nation. They trace their bloodline back to the Progenitor Wolf, a genealogy of the noblest human blood and the finest wolf ancestors. Through the ages, they have been at the forefront of the war, the proudest and most magnificent Garou — and to hear the Silver Fangs tell it, that is still true.

Other tribes have their doubts, though. Some charge that the Silver Fang's obsession with pure blood has brought them to inbreeding, and their once-clear minds have grown feeble and clouded through the generations. Weak kings demand respect for the deeds of their ancestors, not their own. Mad leaders care more for the details of their courtly traditions than for the war against the Wyrm. Far too many fall to Harano for them to be a healthy tribe.

Both viewpoints have some truth to them. The Silver Fangs do indeed descend from great heroes, and they have also suffered from their preference for aristocratic Kinfolk over healthy and intelligent Kin. Many are as bad as their critics claim, but some still shine with the light of old heroism. In some ways, they are exactly the exemplars of the Garou they claim to be — the strengths and the afflictions of the Garou Nation are reflected in the story of the Silver Fangs.

From their First Change, the Silver Fangs learn that they are meant to rule — not that it is their destiny, or their right, but their *purpose*. The best of them interpret this mandate as a form of *noblesse oblige*: that they must lead by example in peace and in war. The worst seize upon it as justification for tyranny. Their aristocratic Kinfolk families raise their children with a sense of being "above the rest." Their lupus Kin, of course, have no real sense of nobility per se. But the Fangs carefully protect them with the fullness of their resources, so many Silver Fang lupus still enjoy a more privileged youth than

do the wolf-born of other tribes. Metis are treated somewhat paradoxically: on the one hand they are signs of impurity that impugn the famous Silver Fang pride, but on the other, metis with two Fang parents have arguably some of the purest blood in the Nation. A metis may never be king, but he may still receive some respect for his forebears (if not for his parents' shame).

Silver Fang society borrows a few "regal" traditions that are not seen in other tribes. They organize into Houses first and camps second, and their territories (or "protectorates") are ruled by kings — traditionally Ahroun. They divide their courts into two lodges: the Lodge of the Sun deals with material and worldly matters, while the Lodge of the Moon focuses on spirituality and issues concerning the wolf lines. Their moots are remarkably convoluted, hinging on baroque rituals of etiquette that would scarcely be tolerated by any other tribe.

As the Apocalypse unfurls, the role of the Silver Fangs is deeply controversial. Many Garou uphold tradition by acknowledging the Fangs as still worthy of leadership. Others treat them as figureheads to be openly respected and then quietly ignored when necessary. Still others chafe to be rid of them, the Shadow Lords most of all.

But the Silver Fangs have yet to fall completely. The charisma of their forebears is still strong in the tribe; those that are willing to reach out to the other tribes are surprisingly adept at rallying septs to unite for war. Time will tell if these last vestiges of true nobility will be enough to keep the tribe, and by extension the Garou Nation unified, or if the Silver Fangs have been tarnished and blunted too long.

Appearance: Silver Fangs are of aristocratic human stock, and tend to have strong family resemblances within their bloodlines. Their wolf forms have clean silver or white coats, long jaws and full tail brushes. They are fond of jewelry and ornately worked equipment as a sign of their status.

Kinfolk & Territory: Silver Fangs are very concerned with the genealogy of their Kinfolk, keeping extensive records about the bloodlines of their human relatives. Their human Kin come from noble blood, not wealth; their wolf Kin obviously have no equivalent, but the Fangs still carefully protect their wolf cousins on tribal preserves. The Silver Fangs had their origins in the lands that are now Russia, and today they claim septs in the most desirable territories around the world, often commandeered from other tribes.

Tribal Totem: Falcon, who inspires from on high. Silver Fangs are particularly dedicated to allied avian or solar spirits, such as Firebirds, the Talons of Horus, and the Children of Karnak.

Character Creation: Silver Fangs stress the necessity of leadership, and consequently they are prone to have strong Social Attributes and corresponding Abilities. Many Silver Fang characters spend freebie points on extra Backgrounds to represent inherited resources and connections; all must spend at least three Background points on Pure Breed to qualify for the tribe.

Initial Willpower: 3

Beginning Gifts: Eye of the Falcon, Falcon's Grasp, Inspiration, Lambent Flame, Sense Wyrm

STEREOTYPES

Black Furies: We are fortunate their vow to never bend knee to a man is not a rejection of the Garou Nation's hierarchy. But is it only a matter of time?

Bone Gnawers: We must bear their share of the burden, as they seem to care so little for humble service in the Nation's name.

Children of Gaia: They share our dislike of dissension, although they tend to forgive rogues and rebels too easily.

Fianna: Their loyalty is much appreciated, even if their etiquette is…variable.

Get of Fenris: Loyal and honorable vassals when they acknowledge your position — dangerous savages when they claim to perceive some weakness in you.

Glass Walkers: Clever, but they could use some more respect for the old ways.

Red Talons: Remember that they honor hierarchy, even if they seem to have nothing but contempt for civilized courtesy.

Shadow Lords: They covet a throne, but do not command the respect necessary to hold it. Perhaps they should direct more energy against the true enemy.

Silent Striders: Valuable but not forthright. They speak only when it's important, yet seemingly also only when the news is bad.

Stargazers: Their counsel is wise, but they lack focus on the here and now. Thankfully, we can provide focus.

Uktena: They offer valuable aid, but I suspect they hide disrespect behind their courtesy. They went too long without a king.

Wendigo: Your grievances are valid, but we need your strength and your loyalty *now*.

"I ask nothing of you that you should not want to give for Gaia. Stand with me and She may yet be saved!"

Stargazers

Few fully understand the Stargazers. They are the smallest tribe in the Garou Nation, in large part because they follow a creed that seems to fly in the face of what it means to be Garou. They pursue meditation, philosophy, lucid dreaming — all manner of ways to master their inner selves, to master their Rage. Caught between wolf and human, Rage and Gnosis, material and spirit, the Stargazers seek the very key to Garou existence: balance.

Balance, or the Middle Way, is essential to the tribal creed. Many of the Stargazers' practices have their roots in human philosophy, but the tribe deliberately works to align these with mystic states of mind learned from their wolf souls. Their ultimate goal is an understanding that surpasses Rage — enlightenment that speaks to the heart of the homid, the lupus and the metis with equal strength.

The Stargazers spread into Asia following the end of the Impergium, and although they have never had the numbers to be truly *strong* in any given place, the lands surrounding the Himalayas have always been their spiritual heart. They have made less of a name for themselves as warriors over the millennia, largely because their perpetual search for a better way than Rage has kept them from participating in many of the territorial struggles common to the other tribes. Some actively (and incorrectly) disdain them as navel-gazers and pacifists. But the Stargazers still fight against the Wyrm, on the physical plane as well as within.

Internally, the Stargazers look for their leaders to be wise first and foremost. Challenges for Rank often involve complicated riddles, tests of patience, and peculiar vision quests. There is frequently no right answer to be found in these questions: it's the act of contemplation that's important, and the realization that one will always be presented with questions that have no proper answer. When commanded by Garou of other tribes, the Stargazers are more prone to obey than to challenge, even if the decisions are poor. But their obedience may take unexpected forms. The sagacious Stargazer is one who flows like water around a broken chain of command and shapes it to fit the greater need.

When the Stargazers go to war, they focus again on the adaptability, serenity, and crushing force of water. A Stargazer attack hits like a wave, pouring around the enemy's defenses. The tribe has even developed a fighting style that emphasizes similar mutability. Their martial art, Kailindo, is derived from

study of the winds and their spirits. A skilled *kailindorani* is allegedly able to shift forms more quickly than any other Garou, dropping to a smaller form to avoid a blow or swelling to a larger form to add weight to a takedown.

Yet these lofty ideals cannot always be met. The Stargazers strive to behave as enlightened beings, but they are still Garou. They emulate water, but the unquenchable fire of Rage smolders in their hearts. More than one Stargazer has snapped under the impossible pressure of life as a werewolf — even a slender reed can be bent so far that it will break.

As the End Times loom heavily, the Stargazers are a diminished tribe. The constant war against the Wyrm has taken its toll in attrition, and they have been slow to build their numbers by breeding. There are fewer wolf packs to breed with, and if fewer metis are born to the tribe that shuns desire, so too are fewer homids. The world constantly shifts into a more dangerous maze of illusion than it has ever been. They must go to war before they have achieved perfection, before they are ready.

But the Stargazers have always known that one will never be ready. The war is now. So they lift their voices to the four winds, and they move as a river.

Appearance: Stargazers with strong Pure Breed run toward leaner, lighter builds in their wolf forms. Their coats come in a variety of grays and a few blacks, with a faint striping or brindling in some individuals.

Kinfolk & Territory: The Stargazers originally hailed from India and the Himalayas, but only a few of their secretive holdings there have avoided discovery and ruin. They are the tribe most distanced from their own Kin, in part due to their avoidance of strong emotional attachment — or even the material pleasures of casual dalliances. The tribe encourages the selection of wolf mates, in order to keep the lupine side of their nature in balance.

Tribal Totem: Chimera, the multipart creature that is expressed both in Greek mythology and in the peculiar Asian mythological beasts such as the *pi xiu*. The Stargazers also acknowledge other strange multifaceted spirits of dream and wisdom, such as Woneyah Kohne (the Dream Ravens) and Menegwho the Patchwork Wolf.

Character Creation: Stargazers encourage the development of Mental Attributes. The Mentor Background is common. The tribe's asceticism means that Stargazers with Fetish or Resources are rare; they also avoid the emotional bonds of Allies when they can.

Initial Willpower: 4

Beginning Gifts: Balance, Channeling, Falling Touch, Iron Resolve, Sense Wyrm

STEREOTYPES

Black Furies: Their creed seems simple, but it embraces so much: sisterhood, motherhood, vengeance, mysticism, the Wyld. They have great depths beneath their Rage.

Bone Gnawers: There are many beggars who gave up everything, owned nothing, and gained everything. The Bone Gnawers are in a place to understand — are they simply playing the fool?

Children of Gaia: They're good people. I respect their wisdom in attempting to transcend Rage, even though it's married to a profound attachment to the world.

Fianna: Vivid dreamers, but they love their emotions far too much to ever master them.

Get of Fenris: They would seem to be everything we are trying to overcome. But they have surprising clarity, in their own blood-smeared way.

Glass Walkers: The ability to see the Now so clearly is admirable. Can you see anything else?

Red Talons: None compare to their wolf instinct, but that instinct is drowned in hatred that only humans can match.

Shadow Lords: They define themselves by wants, not needs. It opens their hearts to the wrong visitors.

Silent Striders: Their fate is frightening. They have given up so much, and yet they cannot escape the ghosts that follow them.

Silver Fangs: Bloodlines, temporal power — they have been rooted in the material forever. Look on them and learn.

Uktena: They carry burdens no one should be made to bear. I hope their wisdom and resolve is as strong as it seems.

Wendigo: Be water, not ice.

"Rage is a heavy snake that coils around you and sinks its poison into your heart. You must recognize the burden on your back if you are to have any hope of standing up straight."

Uktena

In the days before the Europeans reached the Americas, the Uktena acted as the wise Older Brother of the three tribes of Pure Ones. Where Wendigo focused on war and the hunt, and the Croatan were more sociable, the Uktena gathered mystical lore to themselves. They settled across the Americas, favoring more southern lands where the rivers they cherish were plentiful.

When the arrival of the Europeans changed everything, and their Kin were much reduced in number, the Uktena chose to adapt. They began to interact with humans of many other cultures, favoring those who kept old animistic traditions or those who had suffered oppression much as the Pure Ones had. Many Uktena bear the blood of former slaves, or people driven from their lands, or immigrants who were shoved into filthy ghettos.

But although the Uktena have learned new hope from their embrace of outside cultures (excepting, of course, the Europeans'), a river of dark bitterness still runs through their hearts. They ally with the rest of the tribes, but keep secrets to themselves. They haven't forgotten any of the insults and injuries they've suffered. And they don't trust nearly as much as they let on. They still use the word "Wyrmcomer" to describe the Europeans, even if they don't do it to their cousins' faces. When there's a need to cooperate, they'll do so — but if there's an opportunity to discreetly settle a particularly painful vendetta, they may find it hard to resist.

Despite the old wounds between the Uktena and most of the other tribes, they are valuable members of the Garou Nation. They have spent millennia communing with spirits to learn obscure occult secrets, bartering quietly with lone members of other supernatural communities (such as the Corax, Nuwisha, and Qualmi), and devising rites unknown even to the Wendigo. The Uktena have mastered more occult mysteries than any other tribe, giving them a notable edge where the mystical side of the war is concerned. However, not all of the secrets they've learned are safe.

The Uktena don't shy away from dealing with things darker and more twisted than Gaian spirits. They have a long history of dealing with *true* horrors. In their explorations, ancient Uktena uncovered a number of powerful Banes lying dormant below the earth's surface. They enacted mighty rites to keep these monstrous Wyrm-spirits bound, and for generations the Uktena have maintained the tradition of "Bane Tenders" to watch over these blasphemous sites. Over the ages, the tribe learned more of the Wyrm's evil than any Gaian Garou should perhaps know.

Yet this knowledge is very useful. The Uktena are masters at discovering Wyrm taint, no matter how subtly hidden. They know the weaknesses of Banes that few other scholars can even name. The tribe's Theurges are virtually unparalleled, and even their No Moons and Full Moons have a canny knack for understanding the hidden corners of the Umbra. Curiosity is praised as a virtue among the tribe — the cub with the most potential is one who's hungry to learn. Lupus members are encouraged to ask as many questions as they want to, and as

a result learn at an accelerated pace. Their metis are typically held to a harsh standard, yet sometimes even overtake their homid and lupus brethren in mastery of the occult. They have never known a world without mysticism.

These are dark times, and the Uktena's knowledge of evil offers a constant window to temptation. Garou of every tribe can fall to the Wyrm, and when an Uktena gives in to the whispers from under the earth, he becomes one of the most cunning and dangerous of all the fallen. Other tribes who suspect the extent of the Uktena's lore cannot help but dread the thought that they may weaken as a group. But while the Uktena have strength and purpose, they continue to strike at the Wyrm using methods and approaches few others could master. They know it well, after all. They know its allure and strength,— but also its tricks, its taboos, and its weaknesses.

Appearance: Uktena Pure Breed often manifests as reddish-black fur, and many have a distinct resemblance to red wolves. The tribe is a peculiar mishmash of Native American and various dispossessed ethnicities, and many members have a penchant for occult trinkets from a wide range of traditions.

Kinfolk & Territory: The Uktena bred with native peoples throughout the Americas, and have brought many other oppressed ethnic groups under their wing. They favor secluded territories, often places that have a bad reputation in local folklore. Many of these places have earned that reputation with ancient horrors bound beneath the land and kept there only by the Uktena's vigilance.

Tribal Totem: The Uktena is a Native American river spirit resembling a horned serpent with a few pumalike features. Like many water-spirits, it is sometimes tempestuous and sometimes nurturing. Uktena has many water and snake-spirits in its brood, including Feathered Serpents, Sea Serpents and serpentine dragons of Asia.

Character Creation: Uktena value high Mental Attributes, the better to perceive and master their many spiritual advantages. Occult is quite common among the tribe, and Uktena tend to learn rites and pick up fetishes whenever they can.

Initial Willpower: 3

Beginning Gifts: Sense Magic, Sense Wyrm, Shroud, Spirit of the Lizard, Spirit Speech

STEREOTYPES

Black Furies: They keep all manner of interesting old traditions that would no doubt be quite useful, if we could simply convince them to share.

Bone Gnawers: Rat's children know more than they pretend to. Not *that* much more, but enough.

Children of Gaia: They've achieved some real power in healing and purification. They could probably achieve much more if they weren't so… tentative about other arts.

Fianna: We'll look after our own lore, thank you. That way we know it's in trusted hands.

Get of Fenris: Fools who think if they are strong enough, they won't have to bother to *learn* anything.

Glass Walkers: A little too specialized to be healthy, but there's no denying they know tricks we can only guess at.

Red Talons: They can't indulge their bloodlust all the time. When you catch them in their quiet moments, you can learn some interesting things.

Shadow Lords: Nothing quite gets their attention and respect like reminding them you may know more than they do.

Silent Striders: They must have seen so much in their wandering. I wish they'd share more of their experiences.

Silver Fangs: Subtly remind them of the wrongs we've endured, and encourage them to be good kings. They may not be competent enough to manage it, but at least they won't be malicious.

Stargazers: I respect your insight, cousin, but do you really think that if you don't pay any attention to the world, it won't pay any attention to you?

Wendigo: So angry, Younger Brother. If you were anyone else I would fear for you — but you remember the proper ways for now.

"We were not given eyes, ears, and a mind so we could stay blind, deaf, and ignorant.
You don't like what you see —
but that is exactly why we must look on it."

Wendigo

Besieged by the Wyrm and betrayed by their fellow tribes, the Wendigo have learned much about hatred over the centuries. The Europeans came to steal, murder, and conquer, and the tribes that came to the Americas with them were no better. Though the old wars over territory are now over, the Wendigo have forgotten little and forgiven less. Their anger is hot as blood on the snow; their hatred is cold and unyielding as glacial ice.

The Wendigo are named for their totem, the cannibal spirit of winter that has taught them much of their cold fury. They emulate him in many ways. They hunt as quietly as a snowfall, swiftly falling on their prey with the force of the North Wind. But they also view winter as the symbol of their purity: *Vision clear as ice, heart spotless as fresh snow.* They believe the European werewolves were caressed by the Wyrm long ago, and its corruption still lies within them. With the Croatan gone and the Uktena desperate enough to lie with the newcomers and delve into secrets best left forgotten, the Wendigo claim they are the only truly Pure Ones left.

Their rites and spiritual traditions reflect this concern with purity. The Wendigo meticulously attempt to expunge any trace of possible corruption from their rituals. Their moots are hidden well away from the eyes of any outsiders, and the Wendigo are not above killing even other Garou to defend their secrecy. Ritual purification is a common practice, particularly before or after hunting or going to war.

When they hunt, the Wendigo are terrifying even by the standards of werewolves. They do not bother with cruelty or mercy, instead killing with remorseless implacability. They are ghosts on the wind, dealing out sudden and bloody death. Even the Red Talons respect their skills — and, of course, understand their losses.

Outsider tribes know little of the Wendigo's internal organization. In truth, the Wendigo are remarkably traditional. They have kept the Litany intact for long ages — even stressing the importance of avoiding human flesh, despite the influence of their cannibal totem. Leaders are expected to exemplify the tribal ideals of purity in particular. Homids and lupus are both well-respected, but unfortunately metis have a more difficult time within the tribe. They are living symbols of a failure to remain pure, and must work all the harder to prove their parents' transgressions have left no inherent corruption on their souls.

Apart from their fairly strong alliances with the Talons and their Uktena brethren, the Wendigo have tenuous relations with the other tribes. They can work with any tribe if the need is great enough, but the situation must be dire indeed for a Wendigo to ally with a Fianna, Get of Fenris or Shadow Lord. The other "interloper" tribes are generally held at arm's length, with the possible exceptions of the Silent

Striders, Stargazers and Black Furies. But these days no tribe, not even the Uktena, is truly close to the Wendigo. Younger Brother's scars run too deep.

At present, the Wendigo are on the defensive. The territories they have left are their primary concern. But they know that things just aren't that simple. If they remain in their much-diminished holds, the other tribes *will* fall — it's simply a matter of time, given their failings. And when that happens, the Wendigo, too, will be overrun. So their youngest and boldest roam out beyond the territories, entering cities and visiting other caerns to find how the war against the Wyrm is going — and where they may need to show the Enemy why it should fear the winter wind. Wherever they go, though, they remind the other tribes that they act from necessity rather than friendship. They still remember how they've been wronged. They still harbor an icy Rage.

Appearance: The Wendigo are not as ethnically mixed as other tribes: they are almost exclusively born to native peoples of North America, particularly in the north. Wendigo with strong Pure Breed are clean-limbed, strong timber wolves that with coats in varying shades of gray.

Kinfolk & Territory: The Wendigo's human Kinfolk are exclusively Native American peoples, particularly those concentrated on reservations or in tribal communities away from the larger cities. Wendigo Kin usually understand more of the old ways than other Kinfolk do, having been entrusted with a surprising amount of tribal lore. The tribe has a relatively high number of wolf Kin in their strongest territories — Canada, Alaska and the plains states of the US — though they refuse to breed with wolves that have been raised in captivity.

Tribal Totem: Wendigo, the cannibal spirit of winter. They also strike pacts with lesser spirits of ice and storm, and with spirits that share Great Wendigo's hunger, such as Wolverine and Mosquito.

Character Creation: Wendigo are a hardy, warlike group; strong Physical Attributes are prominent among the tribe. They favor Abilities that are most useful for war and the hunt, and there are precious few Wendigo that don't have at least a dot in Survival. Contacts and Resources are discouraged Backgrounds.

Initial Willpower: 4

Beginning Gifts: Beat of the Heart-Drum, Call the Breeze, Camouflage, Ice Echo, Resist Pain

STEREOTYPES

Black Furies: There's little justice in this world, is there? Only what you make with your hands.

Bone Gnawers: They do what's necessary to survive — understandable. But they have given up their pride, which is more than I am willing to do.

Children of Gaia: Too little, too late.

Fianna: They offer hospitality and assistance from within the caerns they took from us so long ago. Such loremasters should sing less of their glory and more of their shame.

Get of Fenris: No loyalty and no honor. Respect for strength is not a virtue — it's just fear.

Glass Walkers: *This* is the world you wanted? Are you happy in it?

Red Talons: Your anger is very like ours, cousins, but would you defend our Kin the way we defend yours?

Shadow Lords: Be certain they understand that we reject their bargains, and we will defend what little we have left with fang and claw. These crows take only what's easily gained.

Silent Striders: Wise, sad strangers. They don't turn on their neighbors to make up for what they've lost — I almost wish I could want to be like that.

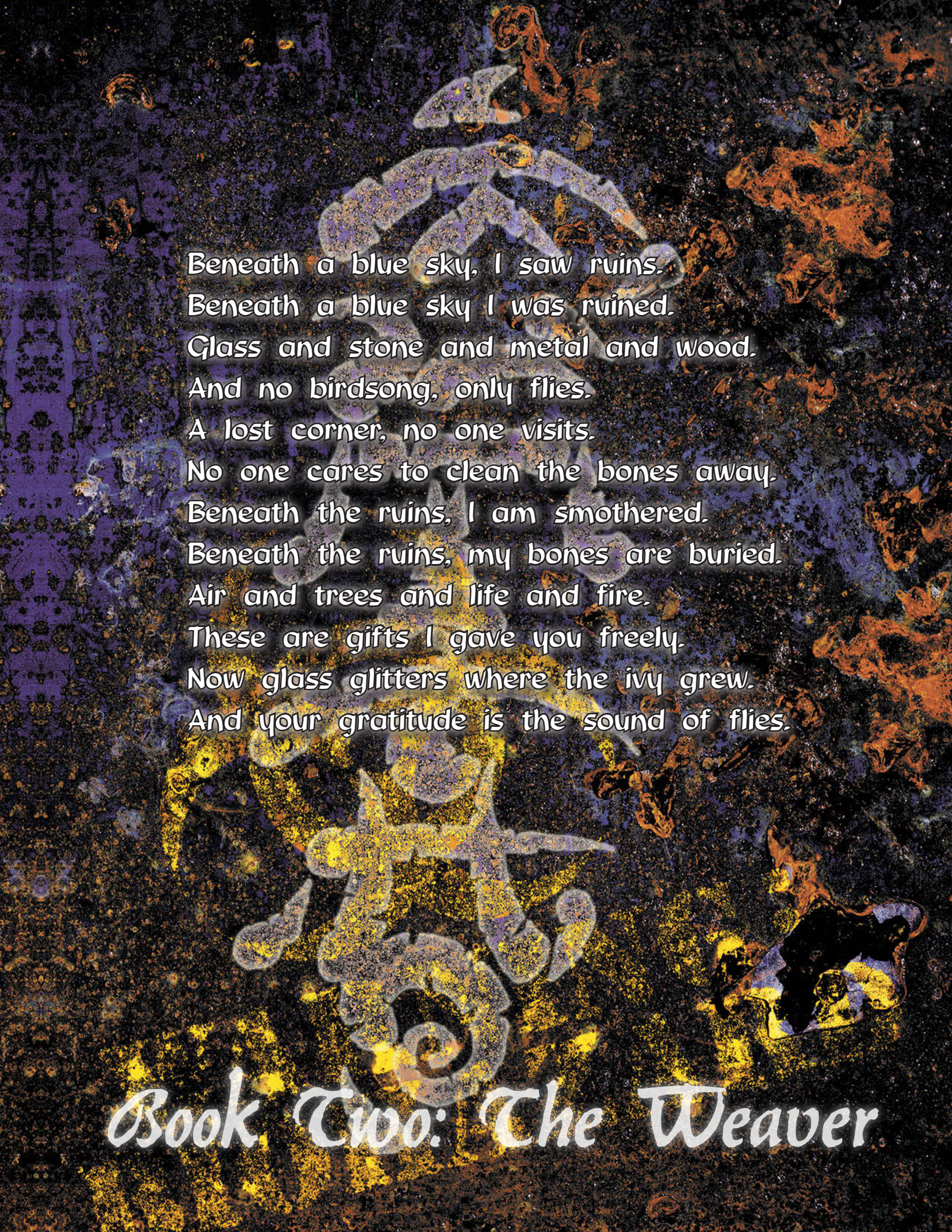
Silver Fangs: They failed us long ago, and they still fail us today.

Stargazers: You can trust them. They want nothing of their own save understanding.

Uktena: Older Brother is as desperate as we are now. His path is as crooked as his serpent totem, and I fear it's taking him into places darker than Uktena's den.

"Just because we have survived the treachery of your ancestors, that doesn't mean we've forgotten or forgiven. Count yourself lucky there are greater enemies."

D. ALEKANDER


Beneath a blue sky, I saw ruins.
Beneath a blue sky I was ruined.
Glass and stone and metal and wood.
And no birdsong, only flies.
A lost corner, no one visits.
No one cares to clean the bones away.
Beneath the ruins, I am smothered.
Beneath the ruins, my bones are buried.
Air and trees and life and fire.
These are gifts I gave you freely.
Now glass glitters where the ivy grew.
And your gratitude is the sound of flies.
Book Two: The Weaver

Jon Spenlebiz

Chapter Three: Character and Traits

To play **Werewolf**, you create a character — one of Gaia's chosen — to be your alter ego through which you interact with the world and participate in the story. Your character is one of the protagonists in the stories you tell; unlike a novel or a movie, when the story is over, your character moves on to the next. As you play you can watch your character grow, possibly developing into something you never expected.

This chapter shows you how to create a werewolf character, translating your initial concept into the Traits and statistics that represent her in the game. These Traits help your character come together, provide an objective measure of a character's strengths and weaknesses, and determine whether her actions are successful. It's best to create a character with the assistance of the Storyteller and the other players — werewolves are pack animals, and if everyone has got together to work out what the story will be like, each player can create a character who is a memorable part of the pack. The Storyteller should be on hand to answer questions and guide the creation process.

Traits

Each character starts out as a concept. That concept can imply suggestions for where he lives, what he does, how he grew up, or even what color hair he has. Developing the concept helps define your character as a person, but in order to play the character, you must define him within the structure of the game by assigning his Traits. You can't decide that your character is physically strong and hardy without placing dots in Strength and Stamina. A character's hair color doesn't materially affect how adept he is at solving riddles or transforming into his savage war-form, but his intelligence and connection to his wolf-mind do.

Traits quantify the character's strengths and weaknesses, describing him in numerical terms that interact with the systems of the game. They should also guide your character's interactions with the other werewolves in his pack, and with other characters portrayed by the Storyteller. For example, your werewolf may have high Physical Traits, making him the pack's best shot for tearing apart a nest of Wyrmspawn, but his Social Traits may be low, meaning that he has to rely on other characters in the pack to talk their way past guards.

Traits are described in numerical terms, with ratings from one to five dots. (Rage, Gnosis, Renown, and Willpower are exceptions, running up to 10 dots.) Each rating represents the character's capability in that particular Trait. One dot represents a bare minimum, while five dots indicate superiority. In that regard, Trait ratings are similar to the scores that critics might give a movie or restaurant. These ratings are very important when it comes time to roll dice. (See Chapter Five for specifics.)

Common Traits and Terms

Werewolf characters are usually defined by the following Traits:

Name: The character's name, which may be his birth name or nickname, or a "deed name" granted by other werewolves. Some characters use both their "birth name" and their "Garou name" as the situation demands.

Player: The person who's playing the character in question.

Chronicle: The chronicle is the series of stories that tells the overall tale of your pack's deeds; if each game session is the equivalent of a weekly episode of a TV series, the chronicle is the series itself. The Storyteller usually decides on an appropriate name.

Attributes: The inborn, raw aptitudes and potential a character possesses. See p. 123.

Abilities: Any skills or aptitudes that your character possesses that make him better at certain activities, whether learned skills or inborn affinities. See p. 126.

Backgrounds: The character's advantages from his parentage and upbringing, such as wealth or a strong connection to his ancestor-spirits. Some may be restricted or discouraged by tribe. See p. 135.

Renown: This measures how famous your character's deeds have made her among other Garou. **Glory** is a measure of bravery and battle ability, **Honor** represents her ability to live according to the laws of the Garou, and **Wisdom** represents his reputation for good judgment and forethought. The categories of Renown are described starting on p. 142.

Rank: The higher a character's Rank, the greater his station among the Garou. All characters begin at Rank 1, but may eventually become esteemed elders of Rank 5 or even 6. See p. 143.

Rage: This measures the supernatural fury at the core of each werewolf, a measure of how much anger burns within your character. A werewolf with high Rage is a very dangerous being. See p. 144.

Gnosis: A measure of the werewolf's connection to the spirit world, and his own reserves of spiritual energy. See p. 146.

Willpower: This is a measure of the character's inner drive, dedication, and desire to succeed; werewolves with high Willpower never give up and never give in. See p. 146.

Breed: A werewolf's breed reflects his parentage: was she born to humans, part of a litter of wolf-cubs, or born to two werewolf parents? The breeds start on p. 73.

Auspice: The moon-phase that your character was born under, which determines the role she plays in Garou society. The auspices start on p. 76.

Tribe: The tribe that adopted your character, which reflects your character's heritage, and how she fights the Wyrm. The tribes start on p. 80.

Pack Name: Most packs choose a name to identify themselves as a whole; this name can derive from their totem, sept, or their purpose. You and your fellow players can decide what your characters' pack is called.

Pack Totem: Each pack is bound together by a spiritual patron who acts as a totem to the pack, purchased through the Totem Background. This totem can enhance members of the pack in areas that reflect the spirit's nature, and adds personality to the pack. You and your fellow players collectively choose this totem from a list starting on p. 373.

Concept: Your character's concept is a brief sketch of who your character is, what he does, or what he wants to be. Sample concepts include "Reluctant Peacemaker," "Urban Shaman," and "Wilderness Hunter."

Gifts: Your character learns special supernatural powers called Gifts from spirits. The Gifts available to you depend on your breed, auspice, and tribe. The full list of Gifts starts on p. 151.

Health: All werewolves fight a war against the Wyrm, a war in which they suffer great wounds before claiming victory. The Health trait measures how much injury your character has suffered. See p. 147.

Experience: Your character's Experience Trait measures how much he has learned since becoming Garou. All characters start with an Experience Trait of zero. Experience is spent to purchase new Traits. See p. 243.

Getting Started

Werewolf: The Apocalypse character creation is based around five core concepts that you must keep in mind when generating your character:

• You can create a character of an age, from any nation, and with any cultural background. However, beginning characters start the game having only recently undergone their First Change. They therefore know relatively little about werewolf society, unless they have been raised by Kinfolk or are metis. This allows characters to encounter the World of Darkness and the war against the Wyrm as it unfolds in front of them.

• The character creation process provides you with the means for your concept to work within the rules by defining your character in terms of Traits. The numbers involved are less important than the concept — your character's Traits should support and strengthen your concept. The only way your character becomes more than dots on a page is through roleplaying his interactions with the world.

• Players receive points to spend on each category of Traits, including Attributes, Abilities, and Advantages. Players also get "freebie points" at the end of character creation to personalize and round out their characters, further differentiating them from the other members of their pack.

• A Trait rated at 1 is poor, while a rating of 5 is excellent. If a character has a single dot in an Ability, your character is either not that good at that Ability, or is just a beginner. That said, your character isn't useless just because she's only got one dot in Wits. Instead, you have an opportunity to flesh out your character through her weaknesses as well as her strengths. Over time, your character can grow and improve her Traits — possibly overcoming her weaknesses — through the experience system presented on p. 243. Garou Physical Attributes change when they shapeshift. A werewolf in the terrifying Crinos war-form is a lot stronger than she is in Homid, even if she only has one dot of Strength.

• Werewolves naturally feel the need to be a part of a pack. As such, it's very important to make a character that fits into the group. If you make a character who won't work with the pack, or who really doesn't fit in, then the other players won't tolerate it. If your character's behavior disrupts the game, the Storyteller or other players may ask you to modify how you play, or even to create a new character who fits better with the rest of the pack. Survival in the face of the Wyrm depends on each member of the pack helping one another; without that unity, the Garou have already lost.

The Storyteller and Character Creation

It's the Storyteller's job to guide her players through character creation. When they arrive for the first session, she should talk through the game's basic premise and themes, highlighting the ones that she wants to explore. In turn, the players should speak up if they've any specific themes they want to add to the mix. The Storyteller may find it helpful to write up a style sheet based on her players' feedback, documenting where the group will start, and where the chronicle is likely to go over time. The style sheet doesn't have to spill every secret, but it helps get everyone on the same page regarding upcoming stories.

If a player is unfamiliar with **Werewolf**, the Storyteller should fill him in on the basics of the setting and rules. Keeping it simple means that the new player learns along with his character, starting out not knowing much but soon learning the intricacies of the world. It's worth pointing out in play if it looks like a new player is making a decision based on a misconception, simply so that he doesn't feel like his lack of setting knowledge is a handicap.

The first thing the Storyteller should do is to give each player a character sheet, and pause while they look it over. She should ask if the players have any questions — not just now, but frequently throughout the process. When players do ask something, she should answer as clearly as possible. Go through what the Traits mean and how they can relate to a character's concept. Taking the time to go through this with the players helps minimize the risk of a frustrated misunderstanding later on.

Before players start creating their characters, the Storyteller should discuss with them what kind of pack they'd like to play and what role each character might fulfill. A pack doesn't need "one werewolf of each auspice" or "only one character from each tribe," but the players should have an idea of where each of their characters fits in. Consider why the characters formed their pack, and what each character brings to the table. The Storyteller should encourage her players to give their characters hooks that tie the pack together.

Spend the whole first session creating characters, and don't rush. Players need time to work out a character concept that has personality and depth, rather than clichés and stereotypes. If the Storyteller has time at the end of the session, she can run a prelude for each character. A prelude is a short session (10-15 minutes is plenty) that hits the highlights of the character's life up to the start of the game: his family life, important life events, and finally the First Change. The Storyteller should use each character's prelude to set the tone of the chronicle, and everyone should work to make them memorable and interesting. Once each character's had a prelude, the Storyteller should run one more for the pack as a whole. She should pick an occasion, like a Rite of Passage, that brings the characters together and gives them a chance to forge a lasting bond. More information on preludes is available later in this chapter starting on p. 120.

Character Creation Process

• Step One: Character Concept

Choose concept, breed, auspice, and tribe.

• Step Two: Select Attributes

Prioritize the three categories: Physical, Social, Mental (7/5/3). Note that each Attribute starts with one dot before you add any.

Rate Physical Traits: Strength, Dexterity, Stamina.

Rate Social Traits: Charisma, Manipulation, Appearance.

Rate Mental Traits: Perception, Intelligence, Wits.

• Step Three: Select Abilities

Prioritize the three categories: Talents, Skills, Knowledges (13/9/5).

Choose Talents, Skills, Knowledges.

No Ability may be higher than 3 at this stage.

• Step Four: Select Advantages

Choose Backgrounds (5; selection restricted by tribe), Gifts (three, one each from breed, auspice, and tribe), Renown (by auspice).

• Step Five: Finishing Touches

Record Rage (by auspice), Gnosis (by breed), Willpower (by tribe), and Rank (1; cliath).

Spend freebie points (15)

Breed

- **Homid:** Born human and raised by human parents, you were not aware of your heritage until you experienced your First Change — though you've felt the effects of Rage burning within you before that. It's likely that you were completely unaware of the werewolves in your family tree.
  Initial Gnosis: 1
  Beginning Gifts: Apecraft's Blessings, City Running, Master of Fire, Persuasion, Smell of Man
- **Metis:** Your parents are both Garou. They broke the Litany in a moment of animal passion and you're the twisted result. Raised in a sept among other werewolves, you know Garou culture better than most homids or lupus. Your parents' crime left you malformed and sterile, a visible reminder of their crime.
  Initial Gnosis: 3
  Beginning Gifts: Create Element, Primal Anger, Rat Head, Sense Wyrm, Shed
- **Lupus:** You were born a wolf and spent your first two years among wolves. Your First Change didn't come until you were almost fully grown. You haven't the sophistication or understanding of the human world of a homid, but your instincts and connection to the wild is much stronger.
  Initial Gnosis: 5
  Beginning Gifts: Hare's Leap, Heightened Senses, Predator's Arsenal, Prey Mind, Sense Prey

Auspice

- **Ragabash: New Moon** — Questioners and tricksters who stalk the Wyrm with guile and cunning.
  Initial Rage: 1
  Beginning Gifts: Blur of the Milky Eye, Liar's Face, Open Seal, Scent of Running Water, Spider's Song
  Beginning Renown: Three in any combination
- **Theurge: Crescent Moon** — Seers and shamans who clearly understand spirits and their ways.
  Initial Rage: 2
  Beginning Gifts: Mother's Touch, Sense Wyrm, Spirit Snare, Spirit Speech, Umbral Tether
  Beginning Renown: 3 Wisdom
- **Philodox: Half Moon** — Judges and lawmakers who balance the dual nature of man and wolf.
  Initial Rage: 3
  Beginning Gifts: Fangs of Judgment, Persuasion, Resist Pain, Scent of the True Form, Truth of Gaia
  Beginning Renown: 3 Honor
- **Galliard: Gibbous Moon** — Lore-keepers and tale-singers who tell the deeds of Garou past to inspire the present.
  Initial Rage: 4
  Beginning Gifts: Beast Speech, Call of the Wyld, Heightened Senses, Mindspeak, Perfect Recall
  Beginning Renown: 2 Glory, 1 Wisdom
- **Ahroun: Full Moon** — Warriors and protectors who bring destruction to the Wyrm wherever it dwells and breeds.

Initial Rage: 5

Beginning Gifts: Falling Touch, Inspiration, Pack Tactics, Razor Claws, Spur Claws

Beginning Renown: 2 Glory, 1 Honor

Tribe

- **Black Furies:** Defenders of the wild places and fierce warriors for their fellow women. Most Black Furies are female; the only males in their tribe are metis.

  Initial Willpower: 3

  Backgrounds: No restrictions.

  Beginning Gifts: Breath of the Wyld, Man's Skin, Heightened Senses, Sense Wyrm, Wyld Resurgence

- **Bone Gnawers:** As the best-informed tribe, the Bone Gnawers are consummate spies. Members live in poverty, and have a casual regard for Garou traditions.

  Initial Willpower: 4

  Backgrounds: Resources are discouraged; Ancestors and Pure Breed are restricted.

  Beginning Gifts: Cooking, Desperate Strength, Resist Toxin, Scent of Sweet Honey

- **Children of Gaia:** The most moderate tribe, the Children of Gaia nurture what little the Wyrm has not corrupted and often speak out on humanity's side.

  Initial Willpower: 4

  Backgrounds: No restrictions.

  Beginning Gifts: Brother's Scent, Jam Weapon, Mercy, Mother's Touch, Resist Pain

- **Fianna:** Originally of Celtic descent, the Fianna hold on to a lust for both celebration and battle, wherever they are in the world.

  Initial Willpower: 3

  Backgrounds: No restrictions, but Kinfolk is recommended.

  Beginning Gifts: Faerie Light, Hare's Leap, Persuasion, Resist Toxin, Two Tongues

- **Get of Fenris:** Dedicated to the Wyrm's destruction, the Get are savage and bloodthirsty warriors who take great pride in their Germanic and Scandinavian heritage.

  Initial Willpower: 3

  Backgrounds: Contacts are discouraged.

  Beginning Gifts: Lightning Reflexes, Master of Fire, Razor Claws, Resist Pain, Visage of Fenris

- **Glass Walkers:** The ultimate urban predators, the Glass Walkers take the war against the Wyrm into the boardroom and the skyscraper — though other Garou do not trust them.

  Initial Willpower: 3

  Backgrounds: Ancestors and Pure Breed are restricted; Mentor is discouraged.

  Beginning Gifts: Control Simple Machine, Diagnostics, Persuasion, Plug and Play, Trick Shot

- **Red Talons:** Living in the deep wilderness, this tribe only allows lupus and some metis to join. They believe that the only way to beat the Wyrm is to exterminate humanity.

  Initial Willpower: 3

  Backgrounds: Allies and Contacts are discouraged; Resources is restricted. Their only Kinfolk are wolves.

  Beginning Gifts: Beast Speech, Eye of the Hunter, Hidden Killer, Scent of Running Water, Wolf at the Door

- **Shadow Lords:** Cunning, deceptive, and domineering, the Shadow Lords have a burning drive to lead the whole Garou Nation.

  Initial Willpower: 3

  Backgrounds: Allies and Mentor are discouraged.

  Beginning Gifts: Aura of Confidence, Fatal Flaw, Seizing the Edge, Shadow Weaving, Whisper Catching

- **Silent Striders:** Exiled from their homeland, the Silent Striders travel constantly. Many learn the secrets of the physical or spiritual world on their journeys.

  Initial Willpower: 3

  Backgrounds: Ancestors is restricted; Resources is discouraged.

  Beginning Gifts: Heaven's Guidance, Sense Wyrm, Silence, Speed of Thought, Visions of Duat

- **Silver Fangs:** The hereditary rulers of the Garou Nation, their careful maintenance of royal blood has led to inbreeding and the taint of madness.

  Initial Willpower: 3

  Backgrounds: All Silver Fangs must purchase at least three dots of Pure Breed.

  Beginning Gifts: Eye of the Falcon, Falcon's Grasp, Inspiration, Lambent Flame, Sense Wyrm

- **Stargazers:** Ascetics who seek to master their own Rage, the Stargazers wander the world striking at the Wyrm wherever they find it.

  Initial Willpower: 4

  Backgrounds: Allies, Fetish, and Resources are discouraged.

  Beginning Gifts: Balance, Channeling, Falling Touch, Iron Resolve, Sense Wyrm

- **Uktena:** Mysterious and mystical, the Uktena are a tribe of outsiders charged with guarding the resting places of many powerful Banes, though this taints them by association.

  Initial Willpower: 3

  Backgrounds: No restrictions.

  Beginning Gifts: Sense Magic, Sense Wyrm, Shroud, Spirit of the Lizard, Spirit Speech

- **Wendigo:** The only tribe made up of primarily Native American werewolves, the Wendigo are cold and insular, guarding their caerns against even other Garou.

  Initial Willpower: 4

  Backgrounds: Contacts and Resources are discouraged.

  Beginning Gifts: Beat of the Heart-Drum, Call the Breeze, Camouflage, Ice Echo, Resist Pain

Backgrounds

- **Allies:** Your friends and confidantes among humans and wolves.
- **Ancestors:** The ability to channel the knowledge and skills of those Garou who have gone before.
- **Contacts:** A network of people throughout human society that you can tap for information.
- **Fate:** A prophecy surrounding you and your pack that you will fulfill.
- **Fetish:** You have an item of some sort with a spirit bound within it, giving it supernatural powers.
- **Kinfolk:** Relatives who you are in touch with, human and wolf, who are immune to the Delirium.
- **Mentor:** A Garou of higher Rank who has taken an interest in your progress and offers advice.
- **Pure Breed:** You have the blood of a Garou hero in your veins, and others can see it within you.
- **Resources:** Your personal wealth, possessions, and income.
- **Rites:** You know a number of rites, rituals empowered with spirit magic.
- **Spirit Heritage:** You have the touch of a particular type of spirit on you, and they treat you as their own.
- **Totem:** The pack's totem is a unique spirit, and this Background is pooled among the pack to create it.

Gifts

Choose one each from the "Beginning Gifts" listed under breed, auspice, and tribe above.

Renown

Assign starting Renown according to auspice, as noted above.

Rank

All characters begin play at Rank 1.

Rage, Gnosis, and Willpower

Set Rage according to auspice, Gnosis according to breed, and Willpower according to tribe.

Freebie Points

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
Gifts	7 per Gift (Level One only)
Rage	1 per dot
Gnosis	2 per dot
Willpower	1 per dot

Step One: Character Concept

Before you start spending points to define your character's capacities, you need to develop a character concept. At this point, you only need a general idea of who your character is and what she does. Make it something interesting that you will enjoy playing for the long haul, but make sure that she fits in with the rest of the pack. As you progress through the character creation process, you'll probably want to change or adjust your concept to reflect some of the choices you make, but it gives you a starting point. Treat your character concept like your character's thesis statement. An example: "My character stayed in an abusive home to protect her little brother, and had her First Change when her mother beat her. Waking up to find her parents dead, she spends her time looking after her brother because nobody else will."

At this stage, you need to make three choices to support your concept. Choose your character's breed (native form), her auspice (role in Garou society), and her tribe (a group that claims her as a member). Make sure that your choices reinforce the core of your concept; the better you can relate each aspect to your concept, the more complete your character will be.

Breed

Werewolves live with one foot each in the worlds of man and wolf, yet truly belong to neither. The Garou are outsiders on a scale that few humans have ever experienced. They cannot even mate among their own kind. Werewolves must breed with humans and wolves to perpetuate their kind and create a new generation of healthy offspring.

When werewolves breed with humans or wolves, the offspring rarely breeds true. Nine out of 10 births are normal Kinfolk: wolf cubs or human infants who carry Garou blood but cannot change shape. Some families of Kinfolk don't see a werewolf child for many generations, with a shapeshifter only appearing long after the family has forgotten any ties to their Garou relatives. Other families can see several children in each generation experiencing the First Change. The Garou try to track all descendants and relatives (both wolf and human) to track potential werewolves, but many slip through the cracks. When a werewolf finds a cub who is about to experience the First Change, she reaches out to teach the youth about who and what they are, and the war that they were born to fight.

Two werewolves who mate have violated one of the oldest taboos among the Garou. The product of their union is always a werewolf, but always sterile, and bears the mark of his parents' sin through physical deformity or mental instability (or sometimes both). Worse, the child is born in Crinos form and cannot shapeshift until eight years of age, so the parents must raise it away from human society.

Many believe that the current generation of the Garou is the last, as werewolves see the Prophecy of the Phoenix coming to pass. Some Garou think that no children born now will be mature in time for the final battle, while others hold out hope that more warriors can come to maturity in time to lash out at the Wyrm.

The three breeds are homid (born to humans), lupus (born to wolves) and metis (born from the union of two Garou). All metis characters have deformities (see p. 74).

Auspice

A werewolf's auspice is the moon phase under which she was born. In some ways it's like an astrological sign, but all Garou venerate Luna as well as Gaia. What face she shows when a werewolf is born plays a significant role in that werewolf's life, and influences that werewolf's Rage. A character's auspice reflects her profession in Garou society, some of her strengths, and some of her weaknesses.

You may choose one of the five auspices: Ragabash (trickster, scout, or spy), Theurge (shaman, seer, or mystic), Philodox (judge, lawgiver, or mediator), Galliard (historian, bard, or storyteller), and Ahroun (warrior, guardian, or general). Your character's auspice may influence personality — Ahroun are frequently direct and violent, while Ragabash are often clever and quick-witted.

Information on each of the auspices can be found starting on p. 76.

Tribe

The tradition of werewolves coming together in packs of one tribe is long past, as the Garou are now too few in number to have that luxury. Instead, packs consist of werewolves from many tribes, who each bring their own context for who the Garou are and how they can best fight the Wyrm. Each tribe has a spirit totem that reflects the tribe's characteristics. Some tribes have ties to various human cultures and ethnicities, though the strength of these ties is waning. Choose your character's tribe with care, as it will impact both her background, and her choice of Backgrounds.

Players can choose any of the 13 tribes of the Garou Nation. The tribes are described further starting on p. 80.

Step Two: Choosing Attributes

At this stage, players start codifying their concept by prioritizing and assigning Attributes. *Attributes* define your character's innate capabilities and aptitudes. How fast can she move? Is she smart, or even a genius? How personable is she? Attributes take all these questions and more into account. All **Werewolf** characters have nine Attributes, divided between three categories: Physical (Strength,

Dexterity, Stamina), Social (Charisma, Manipulation, Appearance), and Mental (Perception, Intelligence, Wits).

First, put the three categories into order of priority. Which category is your character best at? That should be your primary choice. What's she above average at? That gets secondary priority. The remaining category is what your character is average at, and gets tertiary priority. Is your character charming but physically weak? Is he physically impressive but an uninspiring speaker? The character's concept should inform your choice of priorities at this stage, whether you take the obvious path or decide to play against type.

Your character begins with one dot in each Attribute. Priority determines how many extra dots you can spread among the Attributes in each category: you can divide seven extra dots among your character's primary Attributes, five among her secondary Attributes, and three dots among her tertiary Attributes. Though you cannot raise any single Attribute above five dots, you can assign your dots in any way you see fit — if you have Social as your tertiary priority, you can put all three dots into Appearance, leaving you with Charisma and Manipulation at one dot each and Appearance at four).

Step Three: Choosing Abilities

Abilities describe what your character has learned to do, rather than his natural potential. *Talents* are intuitive abilities that can be inherent or honed through repeated practice. *Skills* are practical abilities that can be learned through rigorous training or studied in-depth. *Knowledges* are abilities that most commonly come from extensive study and research, and are often directly taught.

Like Attributes, Abilities are rated on a scale of one to five. Unlike Attributes, Abilities start with no dots assigned. Assign each Ability category a priority (primary, secondary, or tertiary). As with Attributes, think about your concept and assign priorities as appropriate. Assign 13 dots to your primary category, nine dots to your secondary, and five dots to your tertiary priority. You can't purchase an Ability rated higher than three dots at this stage of character creation — few Garou are experts at the time of their First Change. You can raise Abilities higher than three dots with freebie points later.

Step Four: Advantages

Advantages aren't prioritized or ranked; each character has a set number of points to spend in each category. Although this number is fixed, you can buy more dots in Advantages with freebie points.

Backgrounds

All werewolves have five dots to spend on Backgrounds, which give further mechanical bite to a character's concept. Does she have a couple of people who will give her aid when she needs it? A network of informants? Or is she the scion of a bloodline stretching back to a Garou hero of times past? Read through your chosen tribe description carefully, as some tribes restrict the Backgrounds available to members at character creation.

Gifts

Werewolves can possess a number of Gifts — supernatural edges granted by spirits. Starting characters have three Level One Gifts: one from each of the appropriate breed, auspice, and tribe lists (the "Character Creation Summary" on p. 113 has a quick reference of available Gifts). You may spend freebie points to acquire more Gifts, but they must also be Level One.

Renown

Renown is a vital trait for any werewolf, as it defines both how famous she is among the Garou, and what behavior she is remembered for. A character's auspice determines her starting permanent Renown. Characters start with no points of temporary Renown (with the exception of those sponsored by certain pack totems), but that will soon change.

Rank

Rank measures a werewolf's station among other Garou, and it is determined by a character's Renown totals — though the exact requirements are different for each auspice. All characters begin at Rank 1 (cliath).

Step Five: Finishing Touches

At this stage, the player records his character's starting Rage, Gnosis, and Willpower. He can then customize his character further by spending freebie points.

Rage

Rage quantifies how much supernatural anger the werewolf feels at the Wyrm and Weaver for desecrating Gaia. The higher a character's Rage, the more trouble she has dealing with ordinary humans. A character's starting Rage is determined by her auspice.

Gnosis

Gnosis represents your character's connection to the spirit world, and how in tune she is with the natural world. A werewolf with no Gnosis has no connection to the Umbra at all, and cannot step sideways under her own power. A character's starting Gnosis is determined by her breed.

Willpower

Willpower describes your character's self-control, and how much she is willing to give to succeed when the odds are against her. A player can spend Willpower so that his

character remains in control when circumstances force an instinctive response. A character's starting Willpower is determined by her tribe.

Freebie Points

At this point, the player can spend 15 freebie points to purchase extra dots in Traits. How a player spends these points is entirely his choice, though he should use them to flesh out traits relevant to his character's concept. Each dot has a variable cost depending on what type of Trait it is — Backgrounds cost less to increase than Attributes, and a new Gift costs most of all. Consult the chart on p. 244 for the cost to purchase additional Traits.

Optionally, the Storyteller may allow players to spend freebie points to purchase Merits, or to take up to seven points of Flaws to gain more freebie points. Merits and Flaws start on p. 471.

Spark of Life

Now it's time to work out some of your character's qualities that *aren't* Traits on a character sheet. Even if you don't write these bits of information down, it pays to think about them enough that you have a good feel for what your character is like. Some of these will change over time — an optimistic character might become shell-shocked or desensitized after seeing the inside of a Blight, for instance — while others will be reinforced in play.

Appearance

What does the character look like? How does her appearance reflect her Traits? If she's got lots of Strength, is she bulked up with muscle? Does she move with the grace implied by her high Dexterity? High Appearance is obvious, but high Charisma reflects how she moves and talks. Go over her concept and her Traits to find things that you can use as descriptive hooks. Don't just think about what your character looks like, but instead describe how she dresses, how she holds herself, how she acts, and how she speaks. Does she hunch over, refusing to meet people's gaze, or does she move with confidence? Does she prefer designer-label clothes, or does she prefer casual, rugged garb? It's much more evocative to reflect your character's Traits in her description rather than listing the dots on your character sheet.

Specialties

If a character has any Attribute or Ability at four or five dots, the player can choose a specialty that applies to that Trait. Keep your concept in mind when choosing specialties, as they can help define areas where your character really shines. It's up to you whether you leave your specialties blank at this point and define them during play, or call out particular highlights before the first story.

Some appropriate specialties are listed with each Trait, later in this chapter. Rules for using specialties can be found on p. 123.

Quirks

Everyone has something unique, be it a hobby, an anecdote, or an interest. These quirks don't define a character, but they help to give some extra depth, showing a layer beneath the broad brush-strokes of the concept. A Get of Fenris Ahroun who has a real passion for cooking is immediately memorable, even if his Traits and appearance are broadly the same as another Get Ahroun in the same pack. Other characters may have a twisted sense of humor, a habit of making action-movie style quips in inappropriate situations, or may keep an exotic pet. Make a note of a couple of quirks that your character has. They can come in handy to justify Traits that don't otherwise fit your concept — the investigative journalist with a high Drive rating is a wannabe-NASCAR racer. You'll often find extra quirks developing in play, as your character reacts to incidental events.

Motivations

Nobody goes through life without some sort of drive, so think about what motivates your character. Every werewolf fights the Wyrm, but why does the fight matter to her? Maybe she's seen her loved ones torn to pieces by a Black Spiral Dancer, or her home was destroyed by an Endron oil spill. Thinking about a character's motivation doesn't just explain why she fights the Wyrm; it also suggests some of the other things that she might get up to — the first werewolf will want to find her family's spirits and let them know that their deaths have been avenged, while the second may volunteer to help with the cleanup after environmental disasters. A good motivation asks not only "Why do you fight this war?" but "How has the Wyrm already affected you?"

Normal Identity

Some tribes, like the Bone Gnawers, Children of Gaia, and Glass Walkers, spend a lot of time among humanity, so it makes sense that a werewolf of those tribes maintains a human identity — though depending on the circumstances of their First Change, it might not be his own. Many homids of other tribes have a hard time giving up human contact, and maintain some semblance of a normal life. How does your character deal with the effects of her Rage on the people around her? Can she stand by while other people trap themselves in the Weaver's webs and hand power to the minions of the Wyrm?

Some lupus choose to spend time among wolf packs as well. Even the smallest Ragabash will soon become the alpha of any wolf pack that he joins. How does he

interact with wolves who don't think on the same scale that he does? How does he deal with humans who try to hunt his pack?

These options aren't breed-exclusive. Some lupus Garou experiment with living among humanity, trying to understand a world that they have never been a part of. Some homids try getting back to nature as part of a pack of wolves, swapping the pressure of living among humans for a different kind of pressure among a pack of predators.

The Pack

The pack is the basic social unit among the Garou, more important than ties of family or friendship. The players should put some thought into the kind of pack they're creating — that community of werewolves is more important to the story than any individual Garou. Those few Garou who can't or won't find a pack to take them live life as outcasts, forever on the fringes of werewolf society. For a pack to work, the werewolves who comprise it must cooperate with each other. That doesn't mean that packmates have to *like* one another, but, just as in most sibling rivalries, the pack will close ranks and work together when an outside force threatens them. Pack unity is more important than anything else.

It can be hard to get into the mindset of a pack, as human beings. The family metaphor only goes so far. Every werewolf who is part of the pack has gone through hell (commonly called the Rite of Passage) together. They've lived with each other, breathed the same air, eaten the same food, and had to live with the consequences of the same decisions. Ever since their First Change, members of the pack have spent almost all of their time around each other, whether learning what it means to be Garou or shooting pool in a dive bar when given a few hours to themselves.

The key point is that it feels *right*. That need to belong to a pack is deeply ingrained in a werewolf's psyche, in a way that humans can't fully understand. That's why so many packs fight among themselves — the werewolves involved often aren't good personality matches for one another. But to a Garou, it's worth getting picked on and insulted by a packmate, because at least she has a pack. Individual werewolves don't let their personality conflicts get in the way of important tasks, like hunting the plague-spirit infesting a hospital, or uncovering a child-smuggling Wyrm cult. The pack has common goals and motivations that transcend the personal goals of individual werewolves.

Try thinking about the pack as a character in and of itself. The Storyteller and the players should discuss a concept for the pack even before they create characters. What's the fundamental nature of the pack? What does it want to achieve? What's the pack's purpose, and what must it achieve to get there? All packs have a goal, and those few that accomplish their purpose soon find a new

one. Also, talk about the pack's relationship with the rest of the world. How does it relate to other packs in the same area? How does it interact with the sept? Is it stand-offish and independent, or does it work closely with other packs to achieve its goals? Once the players and the Storyteller have a pack concept in mind, the players can decide whose character will fill each role within the pack. In turn, the stronger idea of what the pack will be gives each player a big hook to hang his character concept on.

Creating the Pack

The pack is the chronicle's center, the one constant among all the changes that the story will bring. Werewolves join the pack and members die, but the pack remains. Some legendary packs have endured for three generations, replacing dead members with new werewolves. Because of the pack's status to the Garou, it's very important that the players agree on the sort of pack that they want to play, as that directly impacts the stories that the characters play through. If a player decides that he wants to change his character after one or two stories, then it's relatively easy to arrange the new character's arrival. If the players decide that they don't like their pack's concept, it's almost inevitable that the whole chronicle will require an overhaul.

Most packs in the final days before the Apocalypse form during a Rite of Passage, as the characters band together to survive. In the past, the Garou were numerous enough to forge packs consisting of only one tribe, but with the Apocalypse near at hand, the Garou are too few for elders to continue that practice. Modern packs contain werewolves from several tribes, in the hope that each will bring new insights, and the strengths of one tribe can bolster the weaknesses of another.

When creating the pack, the Storyteller should ask the players several questions, and the troupe should record the answers. These questions help build the pack's concept, giving the players a sense of what their pack will be like before they create characters or play through their preludes. These questions are open; the players are free to change the specifics of any answer to better fit the pack of werewolves that they create. The real goal is to establish a firm pack concept to give each character some context.

• **Where is the pack based?** What territory does the pack claim as its own? Where does it extend to? Does the pack claim any territory, or does it go without? Do pack members patrol their territory, or do they not care for such responsibilities? Do the packmates have their own homes, or do they live together all the time? Does the pack have a base of operations? Is the pack urban, rural, or wilderness-based?

• **What is the pack's mission?** What goals and motivations hold the pack together? Does the pack exist to protect its territory? Do the packmates want to destroy or bind a powerful Bane? Do they seek vengeance on someone in particular, or do they strike at anyone who defiles Gaia?

• **Who is the pack's alpha?** Who leads the pack? How does the pack decide who leads? Some packs rely on violent challenges to determine who will lead. Others rotate leadership based on who has expertise in the situation at hand. In these packs, the Ragabash leads scouting missions, while the Ahroun takes charge in battle.

• **What is the pack's totem?** Almost every pack has a spirit that binds them together. What spirit has the pack chosen for their totem? Why do they follow this totem? Did they choose it, or did it choose them? Do they forge ahead without a totem at all?

• **What's the sept like?** What kind of sept does the pack belong to? Does it give the pack additional responsibilities? What's the sept's name? Who are the leaders? The elders? What totem spirit watches over the sept? Do sept members have to perform certain tasks or fulfill certain duties to appease other spirits? Why, or why not?

• **Does the pack have friends and allies?** Does the pack have any friends beyond its individual members' contacts and allies? Who are they? What does the pack do for them? How did they meet the pack?

• **Does the pack have any enemies?** The fire of Rage ensures a werewolf has no shortage of enemies. Who are they, and why do they hate the pack? Is it because of something the pack has done? Are they Garou? If not, what are they?

Pack Purpose

The need for a pack is so deeply rooted in the mind of werewolves that they view everyone in that context. Solitary werewolves should be pitied or cursed; they're certainly not whole. Some solitary Garou join groups of other supernatural creatures, trying to make up for their lack of a pack, but it isn't the same. A few elders live without knowing a pack; they do so because they have fulfilled their pack's mission. Far more frequently, that's not the case. Few enough werewolves survive to become elders, and fewer elders still have surviving packmates.

Gaia charges each and every pack with a purpose, though its members may not know what it is to begin with. Only when the werewolves have lived and worked as one will they understand their eventual goal. Some packmates, especially Galliards, have prophetic dreams or visions about their pack's eventual purpose even before the pack is formed.

In these End Times, many werewolves see visions of their own deaths in violent, glorious battle. While the pack may die, their sacrifice always serves a greater purpose. While such a vision would shake any werewolf, the members of a

pack who have these visions support one another and help those who lose their conviction to their cause.

The Prelude

The First Change tears through a werewolf's life like nothing else — a moment of chaos and Rage and savage violence. For all that it's a mad and terrible moment, it's also the first time that the werewolf has felt *whole*. The sudden rush of Rage, the spiritual kick of Gnosis, these forces reach deep into the young Garou's spirit and leave her high on her own savage potential.

The best way to convey how the First Change shreds a werewolf's past life is to get a sense of what her life was like before she discovered her Garou heritage. Most werewolves grow to adulthood with no idea of what awaits them.

The prelude is a chance to provide context for the character's First Change by showing her life beforehand, how she reacts to her defining moment, and what she does afterward. A prelude is a short one-on-one storytelling session (maybe fifteen minutes), during which the player and Storyteller play through the highlights on the character's history. It's important to just touch on the key moments, rather than running through a character's life story.

Storytelling the Prelude

The Storyteller should run the prelude with each player individually, unless two characters are relatives or close friends who have spent much of their lives together. It's important to stay focused, since the prelude draws each character's concept together and provides a sense of them as a person with a defined history. Depending on the troupe, other players may socialize, make notes about their own characters, or organize food.

To keep things brief, set a scene and ask the player for a few details to help flesh things out, give the player a chance to make a decision or two, then move on to the next point. If you're prepared, you can have a recurring Storyteller character show up in each prelude, foreshadowing later events — but don't dwell on any one point for too long. The player should react instinctively to the events of the prelude. Doing so gives a concentrated sense of the character's history.

The prelude also serves as an opportunity to fill in details about the rules and the World of Darkness. Give the player the chance to make a roll at one point, but try to avoid getting bogged down in a full combat. If it does occur, have the player make one roll to decide what happens in broad strokes.

As a result of decisions and actions during the prelude, the player may change his mind about some of his character's Traits, and it's fine to let him change things around a bit to fit his concept. The idea is to highlight the character's strengths *and* weaknesses. The prelude can be a chance to explore the character's Traits. If she's got high Resources, cover how she came into her money. High Ancestors can provide prophetic dreams or messages from ancestor spirits.

Try to establish a sense of normalcy throughout the prelude. Unless the character's a metis, isolated from both humans and wolves, this is when you can build a sense of the mundane that you can tear to shreds when the First Change occurs.

Play up the First Change as much as you can, giving it as much detail as you're comfortable with. Focus on the intensity of the character's Rage, the visceral thrill of lashing out with inhuman strength. Run with all of the senses — the scent of fresh blood, the feel of bone under the werewolf's claws, the taste of human flesh, the sound of screaming. Garou use their senses to a far greater degree than any human.

Questions and Answers

Once you've gone through the prelude, you should have a better idea of your character's life up to this point. Keep the following questions in mind, and try to answer all of them at some point. You may find it helpful to write down the answers, to help solidify your idea of your character.

• **How old are you?** How long ago was your First Change? Most werewolves go through their First Change at puberty, but an increasing number don't hit until adulthood. Homids can experience the First Change at any point between the ages of 14 and 21. Lupus change between two and three years old. Metis usually undergo their First Change between the ages of eight and 10. All werewolves age like humans after their First Change.

• **What was your family like?** Were you close? Did a relative or family friend abuse you? Did other wolves hunt you? Most Garou know that they don't belong, but lupus don't fully grasp this isolation until afterward.

Did you grow up with your parents? Was one of them a Garou, not present in your life until your First Change? Were you in foster care, or did you spend your teenage years sleeping in alleyways? Did humans slaughter your birth pack? Did researchers capture them for twisted experiments? Or did you have that rarest of things, a peaceful childhood?

• **When did you have your First Change?** Where did it happen? Did other people see it? Who did you injure? Did they survive? Was it terrifying or exhilarating — or both? Most werewolves take the Crinos form at their First Change, though metis finally take another form. From that point, she can never go back to who she was, especially if she killed a close friend or family member.

Many young Garou have a Kin-Fetch spirit watching over them that alerts other werewolves when they Change. A pack from the nearest sept seeks the cub out and brings

her to the sept to train her in the ways of the Garou. If your character is a metis, was she pitied or treated as a scapegoat by other werewolves?

• **When did you meet your packmates?** Do you get along with the other members of your pack? How long have you known them? Did you meet them at the caern, or had you met any of them in your life before your Change? Who shares your goals, and who is your biggest rival?

Too much interpersonal conflict can tear a pack apart (or get the troublemaker ejected from the pack, cursed to a solitary life), so it's important that packmates be willing to tolerate one another. See "The Pack," earlier in this chapter.

• **Where do you live now?** Do you live near the caern? Do you have an apartment in the nearest town or city? A country cabin? A den in the woods? Does anyone know how to find you? Do you have a residence apart from your pack, or do you all live together? Who lives with you, and how do you put up with them? Do you have neighbors? Have they seen you late at night, covered in the black ichor of Wyrmspawn?

The home of your character, and the pack as a whole, can be a great story hook — from nosy neighbors to enemies who learn where you live.

• **Do you live a normal life?** Do you keep in touch with the humans or wolves you knew before your First Change? Did the circumstances of your Change force you to take a new identity? Do any non-Kinfolk know what you are? Do you trust other Garou to know that you're still living your mundane life? If it's a secret, why are you scared of it coming out? If it's not, how do you face other Garou who accuse you of not giving your all to protect Gaia?

The people around your character are great fodder to start stories. Some problems come directly from trying to juggle normal human relationships (and even a regular job) and your duty to fight the Wyrm.

• **What motivates you?** What drives you personally to fight for Gaia? Do you seek vengeance or adventure? Are you out for Renown, spiritual knowledge, or just the thrill of it? Do you secretly wish you could go back to a mundane life? Are you willing to throw yourself into the belly of the Wyrm to strangle it from the inside out? How do your priorities relate to what you worried about before your First Change?

Your character's hopes and desires are central to her personality, so you should keep them in mind throughout the character creation process. One day, she's worrying about finding a place to live or what to do with her stash when the cops bust in, the next she's a sacred warrior charged with fighting against impossible odds. It's easy to fall prey to hopelessness or depression, so how does your character keep going?

Character Creation Example

Bill's creating a **Werewolf** character for Ethan's new chronicle. While they're starting small, if the chronicle runs for long enough, the characters will have a chance to achieve some lofty goals. The players decide to make a small pack, thrown together by circumstance but with some hints that they have a greater destiny ahead of them.

Step One: Character Concept

Before anything, Bill has to develop a concept. He likes the power struggles implicit in the rigid hierarchy of the Silver Fangs, and wants to create a prodigal son — a werewolf who is the scion of a Silver Fang king, desperate to win back favor but unwilling to compromise his ideals. After his banishment, Bill's character spent some time living on the streets, drifting from one bottle to the next. He decides that finding his new pack has given his character the spark he needs to start fighting again.

Bill settles on homid as a breed pretty early on, as his character has retreated to the city after being cast out of court. For auspice, he reasons that his character is straight-talking and tactless, happier in battle than dealing with politics, so he chooses Ahroun. He already knows that his character will be a Silver Fang.

Finally, he needs a name. The Silver Fangs trace their bloodlines back many generations through European royalty and nobility. He wants to evoke that air of otherness with the character's name. After a couple of minutes, he decides on "Jonas Albrecht." Some werewolves take deed names based on their actions, but Bill decides that Albrecht will earn his deed name in play.

Step Two: Choosing Attributes

Now that Bill has a concept, it's time to describe what Albrecht can do in game terms. He sees Albrecht as pretty direct: someone who's happier dealing with visible threats rather than cloak-and-dagger politics. Combining that with his Ahroun auspice, Bill prioritizes Physical Attributes as his primary category. Albrecht is no fool, and even under the fog of drink he's got a sharp mind, so Mental Attributes become his secondary priority. These choices leave Social Attributes as tertiary; he is blunt as often as he is inspiring, and he was heard at court more because of his bloodline and his achievements than his inherent charm.

Bill divides seven dots among Albrecht's Physical Attributes. He's fast enough to land several blows, and hardy enough to take his knocks when someone ambushes him, so Bill assigns two dots each to Dexterity and Stamina. Albrecht's big and well-built, even after

living on the streets, and when he hits something it stays hit, so Bill assigns the remaining three dots to Strength. Albrecht's Physical Attributes are Strength 4, Dexterity 3, and Stamina 3.

Now Bill moves on to Albrecht's Mental Attributes. He doesn't see his character as being smarter than average, so he puts one dot into Intelligence. On the other hand, Albrecht is quick on the uptake and doesn't miss many details, so Bill puts two dots each into Perception and Wits. Albrecht's Mental Attributes are Perception 3, Intelligence 2, and Wits 3.

Finally, Bill assigns Social Attributes. He doesn't want Albrecht to be particularly weak in any area, so he assigns one dot to each Attribute, and makes a note to consider increasing these Attributes with freebie points. Albrecht's Social Attributes are Charisma 2, Manipulation 2, and Appearance 2.

Step Three: Choosing Abilities

Bill now turns his attention to Albrecht's Abilities. He considers that Albrecht has displayed a lot of raw talent that he could develop through his upbringing, and that he had training to develop his skills. Compared to that, he doesn't have much by way of formal education. For that reason, the primary slot goes to Talents, while his secondary goes to Skills, and Knowledges receives tertiary priority.

With 13 dots to spend, Bill looks over the list of Talents. Albrecht's naturally good at applying his physical strength and speed, so he puts two dots into Athletics. Bill sees him as a natural fighter, never happier than in the heat of battle, so he puts three dots in Brawl. This makes Albrecht naturally pretty scary, so Bill assigns two dots to Intimidation. He's often on edge, wary of both the Wyrm's minions coming for him and his father's men from House Wyrmfoe — that justifies two points of Alertness. Bill sees Albrecht as being an adept leader of other werewolves, when he applies himself, and so puts two dots into Leadership. Finally, he places two points in Streetwise: he's been down and out long enough to know who to talk to and where to go to find things.

Moving on to Skills, one immediately catches Bill's eye. As an Ahroun and a Silver Fang, Albrecht would be remiss if he didn't know how to fight with a sword or a klaive, so Bill puts three dots into Melee. Albrecht understands the basics of how to act in a Silver Fang court, but he misses out on a lot of the subtleties, so only has one dot of Etiquette. Albrecht's honed his survival skills with practical lessons since his exile, leading to a dot of Survival. Bill reasons that Albrecht has learned how to stay out of people's way, so that his Rage doesn't get him into more trouble, which is worth two points of Stealth. Finally, Bill notes that Albrecht isn't the kind of Silver Fang to let other people drive him, even if he is currently sleeping in his car, and puts two points in Drive.

With five dots to assign to Knowledges, Bill concentrates on the essentials. Albrecht was taught how to take part in a number of rites, and Bill assigns a dot to Rituals. His upbringing included forced classes on important subjects for a Silver Fang, and Bill puts a dot in both Academics and Law. Albrecht doesn't see battles as just a clash of strengths but a chance for one side to outwit the other, so Bill adds a point to Enigmas. Finally, he's seen some strange things since his exile— monstrous creatures that prey on human blood, and stranger things still. He's still piecing together what he's learned, so Bill adds his last point to Occult.

Step Four: Advantages

At this point, Bill assigns Albrecht's Backgrounds, Gifts, and Renown. These Traits start to show Albrecht the Silver Fang, rather than Albrecht the high-born bum. Starting with Backgrounds, Bill notes that every Silver Fang has to have at least three dots of Pure Breed. As he's only got five dots to spend, that's quite an investment. Bill reasons that Albrecht's time on the streets has left him with a network of contacts among people on the lowest rungs of society, and so assigns a dot to Contacts. Finally, he wants some way to hint at great things to come if Albrecht survives, and thinks that a dot of Ancestors might do the trick.

Now it's time to decide which Gifts Albrecht knows. Looking over the available homid Gifts, Smell of Man fits best with Albrecht's concept as it bolsters the idea of the werewolf as dominant predator. Of the available Ahroun Gifts, Bill chooses Falling Touch. Sometimes the smart move involves not fighting, and putting someone on the ground can buy time for more important work. Finally, he selects Eye of the Falcon as his tribal Gift. It allows Albrecht to identify enemies from further away, and pick out important foes.

Since Albrecht is an Ahroun, he starts with two dots of Glory Renown and one dot of Honor. As with all new characters, Albrecht is Rank 1.

Step Five: Finishing Touches

Bill notes that Albrecht has five dots of Rage from his auspice, one dot of Gnosis from his breed, and three dots of Willpower from his tribe. All Bill has left to do is to spend the fifteen freebie points given to every starting character.

Albrecht may not be more charming or manipulative than anyone else, but he knows how to carry himself and gives a good first impression. Bill spends five points to raise his Appearance to three dots. Bill thinks that Albrecht probably carries a klaive — a silver fetish weapon — as a reminder of his grandfather's favor. He spends two freebie points to increase Albrecht's Melee to four dots, then purchases four dots of the Fetish Background to represent the klaive. He spends another freebie point to raise Albrecht's Pure Breed to four dots—he's the grandson of a Silver Fang king, and that's a heavy burden to bear. Bill spends two dots to increase Albrecht's Gnosis to two, and one more to raise his Willpower to four.

Bill defines Albrecht's specialties next. For Strength, he chooses "Strong Back" — Albrecht's used to carrying burdens both physical and metaphorical. For Melee, he chooses "Klaive fighting," representing practice with his blade. For Academics, he chooses "Politics," representing his education in his role as Silver Fang nobility.

Finally, Bill fleshes out some of Albrecht's background. He's the grandson and heir of King Jacob Morningkill, Lord of the North Country Protectorate. Unfortunately, the old man has become increasingly paranoid, seeing Albrecht's glory-seeking actions as threats to his rule. He banished Albrecht for treachery and insubordination, leaving the younger werewolf bitter towards the whole Silver Fang hierarchy. He's spent a while as a homeless drunk in New York City, self-destructively provoking other werewolves into fighting him, including Mari Cabrah, a Black Fury who gave as good as she got. As the chronicle starts, Albrecht and Mari have just saved a young Wendigo's life, and formed a pack for their own protection. Only time will tell whether Albrecht can reconcile himself with the tribe that ostracized him.

Attributes

All characters in **Werewolf: The Apocalypse** have Attributes, representing the basic abilities of human beings and similar creatures. The majority of people have Attributes rated between 1 dot (poor) and 3 dots (good). A few gifted individuals — including the pack — can have ratings of 4 (excellent) or 5 (world-class). The Crinos war-form enhances a werewolf's Physical Attributes to

SPECIALTIES

When a character has at least four dots in an Attribute or Ability, she's eligible to choose a specialty in the given Trait. Specialties represent a particular focus and proficiency related to the character's concept or profession. For example, a sprinter might have the "swift-footed" specialty in Dexterity, while a mechanic could have the "Muscle Cars" specialty in Craft. Several specialty suggestions are given with each Trait. Whenever you roll for an action that falls under your character's specialty, any die that comes up "10" counts as two successes instead of just one.

Let's look at an example. Dr. Karel Weilbacher, Get of Fenris Theurge, has the Knowledge Medicine at four dots; his specialty is "emergency medicine." A Black Spiral Dancer has badly wounded one of his sept's young Ahroun. Karel's player Monica rolls Intelligence (three dots) + Medicine (four dots), making her dice pool seven. Monica rolls three 10s, one 6 and three 2s. The roll yields a total of seven successes for Karel, who heals the kid quickly enough for him to get back into the fray.

Players should clear any specialties with the Storyteller, who can veto any specialties that are too broad (such as "guns" for Firearms or "healing" for Medicine) or that focus solely on game mechanics ("dealing damage" for Strength or "soak rolls" for Stamina). The player and Storyteller should work together to express the character's concept through specialties.

levels far beyond human capacity, while leaving her Social Attributes potentially lower than the human minimum.

Physical

Physical Attributes reflect the capacities of the character's body: how strong, agile, and tough the character is. Action-oriented characters, including many Ahroun and lupus, should take Physical Attributes as their primary category.

As werewolves shift forms, their Physical Attributes shift with them; space is provided on the character sheet to record these altered values. For more on this, see p. 285.

Strength

Strength is a measure of how much weight the character can carry, shove, or lift. Strength figures into jumping and leaping, and it also measures the raw damage you can deliver in a fight. The higher your Strength is, the more punishing your blows are. Generally, characters with high Strength are big and brawny, although this is not always the case; the short and wiry types can also pack quite a punch.

- • Poor: You can lift 40 lb. (about 20 kg).
- •• Average: You can lift 100 lb. (around 50 kg).
- ••• Good: You can lift 250 lb. (a little over 100 kg).
- •••• Exceptional: You can lift 400 lb. (close to 200 kg).
- ••••• Outstanding: You can lift 650 lb. (nearly 300 kg).

Specialties: Steely Grip, Lower Body, Strength Reserves

Dexterity

Dexterity measures a character's control over her own body, including agility, speed and manual deftness. Characters with a high Dexterity have good hand-eye coordination. Generally, they're graceful and light on their feet to boot. Dexterity influences accuracy in combat, as well as the ability to do precision work with one's hands.

- • Poor: You trip and stumble just walking across carpet.
- •• Average: You're no gymnast, but you don't embarrass yourself, either.
- ••• Good: There's some grace in your movements and lightness to your step.
- •••• Exceptional: You've got the potential to be a world-class acrobat, dancer or thief.
- ••••• Outstanding: Your agility and control over your movements is possibly the stuff of legends. Every step you take is fluid, graceful and lithe.

Specialties: Lightning Reflexes, Preternatural Grace, Nimble Fingers

Stamina

Stamina is a state of both mind and body. It indicates the physical ability to withstand great strain over a long period of time (such as running for hours on end or going without food for days), but it's also a matter of inner resistance (such as holding up in the face of torture or shrugging off dire wounds to finish a mission). High Stamina allows you to endure an opponent's blows, so it's the Trait of choice for representing tough-as-nails werewolves.

- • Poor: You gasp for breath after one flight of stairs.
- •• Average: You can take a punch.
- ••• Good: A day's hike without food or water isn't too much for you to bear.
- •••• Exceptional: Whether it's a two-day forced march or sneering at the faces of your torturers, you're up to the task.
- ••••• Outstanding: Your constitution and will to survive can overcome any threat.

Specialties: Unbreakable, Tireless, Resilient

Social

Social Attributes represent the character's ability to manipulate the people around him. Whether he's good looking, charming, or able to sell sand in the Sahara, his Social Traits determine everything from first impressions to ongoing relationships. Naturally, some penalties apply to these Attributes as the werewolf shifts forms. Galliards and Philodox benefit from high Social Traits.

Charisma

Charisma isn't really about good looks; rather, it's innate charm, personality, and power of influence. A character's Charisma comes into question when she tries to win another character's sympathies or encourage others to trust her. Characters with a high Charisma Trait generally serve as inspiration for their fellows, exuding an air of trust and likability. Whether she's a silver-tongued charmer or a personable bully, other people depend on her to provide motivation and encouragement. Characters with low Charisma have a hard time getting people to see things their way. They do and say the wrong things, and they generally end up pissing off people who might otherwise be friends.

- • Poor: People just don't find it easy to like you.
- •• Average: People think you're kind of friendly and fairly easy to get along with.
- ••• Good: People trust you, and look to you in tough circumstances.
- •••• Exceptional: You draw in admirers like bees to honey. No one's ever a stranger for long.
- ••••• Outstanding: You're an inspiring leader of both humans and werewolves.

Specialties: Air of Confidence, Captivating, Commanding Voice, Infectious Humor

Manipulation

Manipulation is the fine art of getting other people to do what you want through the time-honored means of tricks, bluffs, fast-talking, and railroading. Unlike Charisma, your target doesn't have to trust you, or even *like* you — a master manipulator takes her target's attitude into account, relying on subtle personality hooks and reverse psychology to control everyone around him. Botching a Manipulation roll can bring down the wrath of the intended target. Everyone's manipulated every single day, but bringing it to people's attention quickly makes them defensive. This Attribute is generally easier for homids to master than it is for lupus, although many lower-status wolves are no stranger to the idea.

- • Poor: You'd have trouble getting a starving wolf to eat freshly killed rabbit.
- •• Average: You're as sly as the next person; sometimes you got it, sometimes you don't.
- ••• Good: You always get a discount for cash or one for the road.
- •••• Exceptional: Folks do what you want them to, whether they realize it or not.
- ••••• Outstanding: You could turn a pack against their own totem, if you wished.

Specialties: Forked Tongue, Unswerving Logic, Doubletalk, Seduction

Appearance

Appearance measures how well a character makes a first impression. It covers posture, body language, and unconscious expressions along with physical appearance — anything remarkable on first impression can contribute to a character's Appearance. Appearance is subconscious and instinctual; as such, even lupus with no context for what makes an "attractive" human being still react to people who make strong first impressions. When first impressions are paramount, or people set a great deal of stock by how someone looks and carries herself, a character can have no more dice in a Social dice pool than her Appearance Trait. It's important to either get to know people or dress to impress before you try convincing them to burn down a Hive.

- • Poor: You turn off both wolves and humans with your presence.
- •• Average: You're just another face in the crowd.
- ••• Good: People keep trying to buy you drinks, even if you refuse.
- •••• Exceptional: People stop you in the street just to make your acquaintance.
- ••••• Outstanding: Nobody can forget meeting you.

Specialties: Genial, Exotic, Alluring, Noble Bearing

Mental

Mental Traits cover thinking, reasoning, and sharp observation. These Attributes help to determine, among other things, awareness of the world around your character, and her reaction time. Theurges and Ragabash will benefit from high Mental Traits.

Perception

Perception measures the character's sensitivity to her surroundings. It's a combination of actively monitoring the area around her while also relying on instincts and gut feeling. Perception doesn't normally involve intense concentration; it's more like a certain sensitivity to what's going on in the immediate vicinity. Perception comes in handy when characters search for clues, maintain alertness for ambushes or seek hidden knowledge. Many lupus have high Perception, as they're used to synthesizing information from all of their senses. Characters who are cynical or jaded don't rely on their Perception as much as they should.

- • Poor: You wouldn't notice the Wyrm itself in front of you — *Watch out! Car!*
- •• Average: You get the general idea when trouble brews, but the details can elude you.
- ••• Good: You know the general feeling of a room when you walk in, and you're rarely surprised.
- •••• Exceptional: You notice just about everything, even when one of your senses is dulled.
- ••••• Outstanding: You didn't need to look to see that click beetle painted with the Magadon logo in the neighbor's potted plant.

Specialties: Eyes in the Back of Your Head, Farsighted, Uncanny Instincts, Detail-Oriented

Intelligence

The Intelligence Attribute covers a character's grasp of facts and knowledge. It also governs her ability to reason, solve problems, and evaluate situations. It's not just IQ; instead, Intelligence involves how well a character can make sense of seemingly random facts and data, organizing them into usable and constructive patterns. Lateral thinking and leaps of intuition are also part of Intelligence, as is logic, both deductive and inductive. Having a low Intelligence doesn't necessarily imply stupidity; the character could be uneducated, or only able to think in simple patterns. Likewise, a high Intelligence doesn't make a character Stephen Hawking. Instead, the character is just a whiz at pulling together individual bits of information.

- • Poor: Slow on the uptake, you have a hard time with riddles and crosswords.
- •• Average: You know enough to know your limits.

••• Good: You can recognize patterns that most people miss, if you've got time.

•••• Exceptional: You can easily sort and classify even complex information to draw out new conclusions.

••••• Outstanding: You're a genius. Given time, you can figure out just about anything.

Specialties: Lateral Problem Solver, Creative Logic, Probability Calculation, Trivia

Wits

A character's Wits Trait represents her capacity for cleverness, planning, and quick thinking. It affects a character's reaction time in combat and his adaptability to new stimuli. Characters with low Wits are gullible and not particularly fast on the uptake. Characters with high Wits, on the other hand, keep cool in stressful circumstances, and can come up with a new plan in a split second to react to changing circumstances. This Attribute comes in handy both in lively conversation and during the heat of a fight.

• Poor: You're fodder for every Ragabash you meet.

•• Average: You know that incoming bullets have the right of way.

••• Good: You can handle a fast-paced debate and make a good showing of yourself.

•••• Exceptional: You're infamous for your quick retorts; it's difficult to catch you off balance.

••••• Outstanding: You think and respond almost before you can act.

Specialties: Snappy Retorts, Ambushes, Cool-Headed, Cunning

Abilities

Abilities are the Traits that describe what you know and what you've learned to do. A character's Attributes measure her raw potential, her Abilities measure her ability to use that potential. Most actions combine an Attribute and an appropriate Ability to form a dice pool that's rolled to determine a character's success and failure.

There are 30 Abilities, divided into 10 Talents, 10 Skills, and 10 Knowledges. Each Ability covers a broad range of aptitudes, but for some that denote a particularly broad area of study (such as Academics, Crafts, Science, and Technology) it's best to pick a specialty (p. 117) even if the character doesn't yet have four dots in the Ability — though a character's good at making things with her hands, she's likely not equally good at baking and auto repair.

Talents

While Talents can be trained, they're based on an inborn talent that every character possesses. The only way to improve Talents is through direct practice and experience — with a very few exceptions, reading a book or watching an online video doesn't provide the same feedback as actually going out and doing it. If your character attempts an action involving a Talent she doesn't possess, your dice pool is the associated Attribute, without penalty. Talents are so intuitive that almost anyone can execute them to some degree.

Alertness

Alertness describes the attention that the character pays to the world around him, whether he's actively looking or not. It measures how attuned the character is to things that he can see, smell, hear, and touch — and to the less tangible conclusions that come from his senses. In combat, it's often paired with Wits to gauge a character's reaction time and ability to respond; out of combat, it's most usually paired with Perception to gain clues about a character's surroundings.

• Novice: You're alert to certain sights and sounds around you.

•• Practiced: You're a habitual eavesdropper.

••• Competent: You notice even subtle changes in your environment without trying.

•••• Expert: You're rarely caught off-guard — are you paranoid, or lupus?

••••• Master: You have the best of all your senses in every form. Even when sleeping, you're wary to minute alterations in the world around you.

Possessed by: Bodyguards, Hunters, Thieves, Wild Animals, Security Personnel

Specialties: Ambushes, Eavesdropping, Paranoia, Traps, Scents

Athletics

Athletics is the Talent that covers basic athletic ability, along with any formal training in sports or other physical endeavors. Athletics covers all forms of running, jumping, swimming, throwing, and the like. A character with high Athletics might be a trained athlete or a gifted individual who spends a lot of time in some form of exercise. This Talent doesn't cover simple motor actions like lifting weights or athletic feats covered by other Abilities (such as boxing or fencing, covered by Brawl and Melee respectively).

• Novice: You had an active childhood.

•• Practiced: You ran high-school track.

••• Competent: College-level competitor.

•••• Expert: Professional athlete.

••••• Master: Olympic-class athlete.

Possessed by: Athletes, Jocks, Kids, Lupus, Outdoors Enthusiasts, "Extreme" Sports Nuts

Specialties: Specific sports, Team Play, Swimming, Rock Climbing, Tumbling, Distance Trials, Pentathlon

Brawl

Brawl is the fine art of injuring other people with only your natural weapons. For humans, this involves punches, kicks, elbows, and the like. For a werewolf, it also covers the powerful teeth and claws of her non-human forms. Brawl reflects the character's experience in actual fights alongside any formal martial arts training. Experienced brawlers need to be ruthless and brutal, willing to fight on through loose teeth and broken bones to make the other guy fall first.

- • Novice: You picked fights in the schoolyard.
- •• Practiced: You can hold your own in a bar-room brawl.
- ••• Competent: You've been in your fair share of fights and have come away on top.
- •••• Expert: You could be a real contender on the MMA circuit.
- ••••• Master: You are a deadly weapon in your Homid form; in Crinos, you can fight a war and expect to win.

Possessed by: Police, Thugs, Soldiers, Werewolves, Self-Defense Instructors

Specialties: Boxing, Wrestling, Dirty Infighting, Weaponless Martial Arts (Judo, Karate, Tae Kwon Do, etc.), Kailindo

Empathy

Empathy measures a character's ability to identify other people's emotions and feelings. She may use this to take advantage of someone, feign sympathy, or even connect genuinely. A particularly successful Empathy roll might even allow her to tell if someone is lying to her. A highly empathetic character has to watch out, however — she may get so caught up in the feelings of others that her own emotions are affected, whether she wants to or not.

- • Novice: You provide the odd shoulder to cry on.
- •• Practiced: Sometimes, you feel the same emotions as the person you're talking with.
- ••• Competent: You can analyze the emotions of people around you with a degree of accuracy.
- •••• Expert: It takes a real master (or a sociopath) to lie to you.
- ••••• Master: You know what they're going to say before they do.

Possessed by: Actors, Con Artists, Counselors, Detectives, Social Workers, Psychologists, Best Friends, Psychics

Specialties: Sense Lies, Hidden Motives, Emotional States, Personality Quirks, Affairs of the Heart

Expression

Expression is the art of getting your point across to an audience, in any medium. A character with a high Expression Trait sends emails and tweets with the same eloquence and delicate phrasing she demonstrates in her public speaking, and people sit up and take note — whether she's telling the truth or not. Expression covers the delivery of information using language as a primary form, whether poetry, speeches, or blog posts. Using non-verbal forms to hook the public's imagination is the domain of Performance. You can choose a specialty for Expression even if you have less than four dots.

- • Novice: You've sold a poem or two.
- •• Practiced: You could lead a college debate team.
- ••• Competent: You could make a living as a writer or journalist.
- •••• Expert: Your work gets submitted for international awards.
- ••••• Master: When you speak, everyone around you praises your words.

Possessed by: Galliards, Writers, Poets, Politicians, Actors, Bloggers

Specialties: Rhetoric, Inspiriting Speeches, Poetry, Drama, Political Doubletalk, Social Media

Intimidation

Intimidation involves applying pressure to make someone else do what you want them to. It can take many forms, from soft, subtle persuasion to outright brute force. Intimidation need not be cruel or callous; a well-placed intimidating conversation might even be called "diplomatic." An intimidating character knows what to do and say depending on the occasion, and is very persuasive when he wants something done.

- • Novice: Your threats are crude, but effective.
- •• Practiced: You're a professional thug.
- ••• Competent: You could be a fine drill sergeant.
- •••• Expert: Your air of authority can stop fights before they start.
- ••••• Master: Few werewolves stand against you when you put your mind to things.

Possessed by: Ahroun, Pack Leaders, Bullies, Officers, Drill Sergeants, Shadow Lords, Gangsters

Specialties: Veiled Threats, Good Cop/Bad Cop, Blackmail, Physical Threats, Revenge

Leadership

Leadership makes a character the kind of person or wolf that others support and serve. It involves knowing what to say and how to say it so that people fighting with you will do what you need them to. That said, Leadership

has less to do with manipulating other people and more to do with portraying yourself as the kind of person they want to follow. Good leaders know when to make suggestions, when to bark orders — and when to lead by example.

- • Novice: Captain of your high-school football team.
- •• Practiced: When you talk, others listen.
- ••• Competent: You could be a good manager or CEO.
- •••• Expert: You're a natural alpha of any pack you join, and others accept your authority with little effort.
- ••••• Master: You could lead the whole Garou Nation against the Wyrm.

Possessed by: Military Officers, Pack Alphas, Philodox, Executives, Politicians

Specialties: Compelling, Open, Military, Motivation, Combat Readiness

Primal-Urge

This Talent describes a character's connection to her bestial nature, and her level of gut feelings in her various non-human forms. A character with high Primal-Urge relies not just on her heightened instincts, but a whole range of sensory information that humans don't fully understand. Her understanding of her feral nature gives her an easier time when changing form, and can let her instinctively notice signs of supernatural activity — though this rarely goes beyond the level of a chill down the spine or the hairs on her neck standing on end.

- • Novice: Merely a pup. The urge is there, but hasn't been honed.
- •• Practiced: Your instincts put you on a safe path through danger.
- ••• Competent: You know when something weird is going on, and have an easy time taking the right shape to deal with it.
- •••• Expert: The wolf within drives you to act, and its guidance is never wrong.
- ••••• Master: You have an innate understanding of what it means to be Garou: a synthesis of man, wolf, and spirit created to be Gaia's warrior.

Possessed by: Lupus, Wild Animals, Predators

Specialties: Shifting Forms, Hunting, Hunches, Reacting

Streetwise

A character with this Talent is at home on the streets. He can fit in with rough crowds, knows who to ask for information, understands slang, and can buy and sell

whatever people want to trade. The network of criminals, junkies, and lowlifes who live on the streets will turn on an outsider, but if he's careful, a streetwise werewolf can get his hands on almost anything.

- • Novice: You know who's holding.
- •• Practiced: You get a measure of respect on the street.
- ••• Competent: You could head up your own gang.
- •••• Expert: You have connections throughout the criminal underworld.
- ••••• Master: If you haven't heard it, it hasn't been said.

Possessed by: Homeless People, Bone Gnawers, Criminals, Gang Members, Detectives, Beat Cops

Specialties: Fencing, Illegal Drugs, Illegal Guns, Gangs, Unsecured Wifi

Subterfuge

Subterfuge involves hiding your motives and projecting something else on top of that. If you can figure out what someone else wants, you can twist that to your best advantage. This Trait defines your talent for intrigue, double-dealing, con artistry, and just plain lying to people. Characters with high Subterfuge are masters of finding people who want something for nothing and giving them nothing for something, knowing precisely what to say to further their own goals.

- • Novice: You can pass a white lie as the truth.
- •• Practiced: You could be a pickup artist.
- ••• Competent: You can get hardened criminals declared "Not Guilty."
- •••• Expert: You could be a very successful grifter or double-agent.
- ••••• Master: They'll never know it was you.

Possessed by: Lawyers, Con Artists, Vampires, Politicians, Uktena

Specialties: White Lies, Seduction, the Long Con, Feigned Innocence

Hobby Talent

This category includes anything that's mainly self-taught and is more active than intellectual. Storytellers should first examine the existing Talents to determine if a particular Hobby Talent is better off as a specialty under one of those (for example, Seduction and Intrigue would both be specialties of Subterfuge).

- • Novice: You've got the basics down.
- •• Practiced: The basics are easy; you're moving on to more advanced study.
- ••• Competent: Other practitioners recognize that you aren't an amateur any more.
- •••• Expert: You're familiar with the subtle nuances of your chosen Talent.
- ••••• Master: Other practitioners ask for your insight into tricky areas of your Talent.

Suggested Hobby Talents: Carousing, Diplomacy, Fortune Telling, Instruction, Negotiation, Scrounging

Skills

Skills are Abilities learned as a direct result of training and instruction. No one wakes up one day *knowing* how to drive a car, for example; every driver needs some practice before hitting the interstate. If you try to perform an action involving a Skill in which you have no rating, your difficulty is increased by one. It's a lot harder to swing a sword than it looks on TV.

Animal Ken

Humans think and behave far differently to other animals. It takes a special touch to deal with other creatures, especially if they're hurt or frightened. A person (or werewolf) with Animal Ken knows how to speak and move in such a way to gain an animal's trust. Without it, even homid werewolves have a hard time dealing with animals that can sense their Rage. Animal Ken is also necessary for training animals and for working closely with animals (such as leading a mule train).

- • Novice: You know how to behave around tame animals.
- •• Practiced: You've housebroken puppies and performed basic obedience training.
- ••• Competent: You can train animals for specialized work, like herding or sniffing out drugs.
- •••• Expert: You can teach most animals complex tricks and routines.
- ••••• Master: You can train wild animals to perform very complex tasks.

Possessed by: Veterinarians, Animal Trainers, Farmers, Pet Owners

Specialties: Falconry, Farm Animals, Feral Animals, Attack Training, Horses, Big Cats, Dogs

Crafts

The Crafts Skill covers a character's ability to make or fix things with her hands. Crafts allows her to work in fields including carpentry, leather-working, weaving, or even areas requiring mechanical expertise such as car repair. Crafts is especially useful for werewolves who hope to make fetishes. It's easier to convince a spirit to enter a vessel that's made well, after all. A player must always choose a specialty in Crafts, even when her character has less than four dots in the Skill.

- • Novice: You can produce something basic, but not attractive or functional.
- •• Practiced: You're developing your own style.
- ••• Competent: You can reliably sell your creations for a tidy profit.
- •••• Expert: You write books on your field of expertise.
- ••••• Master: You are among the greatest crafters in your chosen field.

Possessed by: Artists, Designers, Inventors, Handcrafters, Theurges, Weaponsmiths

Specialties: Woodwork, Drawing/Painting, Weaving, Carving, Sculpture, Metalworking, Auto Repair

Drive

The Drive Skill covers familiarity with cars and related vehicles. The difficulty of a given Drive roll might increase or decrease depending on the terrain and the character's familiarity with the vehicle. Having taken her pack on a road trip in her station wagon isn't much use when she's chasing the horizon at 150 in a new Porsche, and neither is of much use when the only getaway vehicle is a motorcycle.

- • Novice: You can drive an automatic transmission.
- •• Practiced: You prefer to drive stick, and a V6 is your best friend.
- ••• Competent: You can drive 18-wheelers on long hauls.
- •••• Expert: You're good enough to be a NASCAR driver, or you can make a tank do what you want.
- ••••• Master: If it's got an engine, you can make it sing.

Possessed by: Cabbies, Truckers, Automobile Show Hosts, Race Car Drivers

Specialties: Off-road, Motorcycles, Heavy Traffic, High Speed

Etiquette

Etiquette is the ability to be nice to people, whatever you think of them. Part of that is good manners and social niceties, but it's also useful for the subtler side of diplomacy, knowing when to haggle, and what to do when a place setting has more knives than a serial killer's basement. While a character understands the culture in which he was raised, the Storyteller may raise the difficulty should he be faced with traditions and mores that are not his own.

- • Novice: You know when to speak, and when to shut up and listen.
- •• Practiced: You've been to black-tie and white-tie events.
- ••• Competent: You don't blink when faced with an oyster fork at a formal dinner.
- •••• Expert: You'd fit right in when dining with royalty.
- ••••• Master: With the right people at a dinner, you can end wars — or start them.

Possessed by: Socialites, Diplomats, Silver Fangs, Executives

Specialties: High Society, Moots, Tribal, Big Business

Firearms

A character with the Firearms Skill knows how to kill things with guns. Sticking a klaive in the back of a Wyrm-tainted CEO is a gilt-edged invitation to the police, but blowing him away at an ATM can look like just another mugging gone wrong. This Skill represents a broad knowledge and familiarity with all kinds of guns, from a kid's BB pistol to a heavy machine gun. The character can clean, repair, recognize, and accurately fire pretty much any kind of small arms he comes across — though it doesn't extend to artillery or tank cannons (themselves covered by a specialized Professional Skill).

- • Novice: You have your hunting permit.
- •• Practiced: You leave the gun range happy most of the time.
- ••• Competent: You've been in a firefight, and know how to handle a lot of guns.
- •••• Expert: Chances are, you've been in a lot of gun battles, and could work as a hitman.
- ••••• Master: As soon as you smell Wyrmspawn, you reach for your gun before remembering your claws.

Possessed by: Police, Criminals, Soldiers, Hunters, Survivalists

Specialties: Rifles, Pistols, Submachine Guns, Gunsmithing, Marksmanship, Trick Shots

Larceny

The Larceny Skill entails familiarity with the tools and techniques of the professional criminal. You can pick locks, forge documents by hand, crack safes, hotwire cars, break into places, and run a mean game of three-card monte. Larceny doesn't just cover breaking systems and picking pockets — it's also used to set up "unbreakable" security, notice pickpockets, and deduce where thieves broke in. The Skill doesn't extend to computer forgery, or to advanced security systems like video surveillance and alarm systems — those fall under the auspices of the Computer and Technology Knowledges, respectively.

- • Novice: You can pick a padlock.
- •• Practiced: You can make a living running a shell game (until the cops get wise).
- ••• Competent: You can break into most safes, given enough time.
- •••• Expert: You can "retool" a passport or ID card.
- ••••• Master: You're waiting for the day they realize you left them with the fake Crown Jewels.

Possessed By: Ragabash, Burglars, Security Consultants, Street Magicians, Con Artists, Policemen

Specialties: Pickpocketing, Misdirection, Lockpicking, Hotwiring, Safecracking

Melee

The counterpart to Firearms and Brawl, the Melee Skill involves fighting up close and personal with a weapon. A master of Melee can use a sword, spear, staff, or a wooden stake with equal ease. Werewolves use this Skill to fight with klaives — silver fetish blades. This Skill covers weapons from around the world, such as tonfa, kukri, and shotels. While modern weaponry and the Garou's natural weapons can leave Melee feeling outdated, knives don't run out of ammo, and a heavy club doesn't inspire the Delirium.

- • Novice: You can hold a knife with confidence.
- •• Practiced: You've been in street fights and survived.
- ••• Competent: You could make a college fencing team.
- •••• Expert: In your hands, anything is a deadly weapon.
- ••••• Master: You have a widespread reputation as an extremely dangerous opponent with any weapon.

Possessed by: Police, Thugs, Gang Members, Martial Artists, Ahroun

Specialties: Swords, Spears, Improvised Weaponry, Klaives

Performance

The Performance Skill covers a character's ability with performance arts, including singing, dancing, acting, and music. She knows about the history of her art, and has a broad repertoire of pieces that she can perform from a variety of time periods. This Skill combines technical aptitude with the ability to hook an audience and keep them enraptured with your show. A player must always choose a specialty in Performance, even when her character has less than four dots in the Skill.

- • Novice: You sing in a church choir, or you're a regular at jam sessions
- •• Practiced: You're a regular on the club circuit, and your online videos have a huge following.
- ••• Competent: You can get a gig most nights, and you've been approached for a movie or record contract.
- •••• Expert: You're a regional celebrity who could easily go national.
- ••••• Master: People will talk about your genius long after your death.

Possessed by: Galliards, Actors, Musicians, Singers, Dancers

Specialties: Dancing, Singing, Acting, Rock and Roll, Guitar Solos, Opera, Howling

Stealth

Stealth allows a character to avoid being seen or heard, whether moving through cover and shadows, hiding in a crowd, or shadowing someone on his route home. Most uses of Stealth are contested by someone else's Perception + Alertness, with whoever rolls the most successes thwarting the other. The Storyteller should keep in mind that staying hidden in a forest is very different to hiding out in an urban alleyway. Stealth is also used for hiding items, either on one's person when being searched or in the environment.

- • Novice: You can hide in full darkness.
- •• Practiced: You know how to stick to the shadows when moving.
- ••• Competent: You have little difficulty following your prey without being spotted.
- •••• Expert: Dry leaves and twigs don't give away your position.
- ••••• Master: If you don't want to be seen, you're as good as invisible.

Possessed by: Cat Burglars, Ragabash, Hunters, Snipers, Assassins

Specialties: Shadowing, Urban, Taking Point, Crowds, Hiding Objects

Survival

Characters skilled in Survival can live off the land without a ready supply of food, water, or shelter. This Skill covers finding all of those essentials, along with tracking, starting fires, navigating through dangerous territory, and determining which foods are safe and which are deadly poisons. Lupus have an edge on other Garou with this Skill, as it covers many of the tasks necessary to survive in a wolf pack. The Storyteller should note that characters in the wilderness can't roll more dice in Stealth than they have in Survival.

- • Novice: You made it through scout camp.
- •• Practiced: You can identify edible berries and mushrooms.
- ••• Competent: You can follow animal trails and navigate with improvised tools.
- •••• Expert: You're happy living for months at a time in the wilderness.
- ••••• Master: You could be dropped naked in the Antarctic and still thrive.

Possessed by: Hunters, Scouts, Lupus, Explorers, Outdoor Enthusiasts, Rangers

Specialties: Foraging, Tracking, Specific Environments (Arctic, Desert, etc.), Trapping

Professional Skill

This category encompasses anything that the Storyteller deems to be a taught Ability and is primarily active in application. Storytellers should first examine the list of existing Skills to determine if a particular task might fall under one of those (e.g. Tracking would be a specialty of Survival).

- • Novice: You've apprenticed.
- •• Practiced: You have a good understanding of the basics.
- ••• Competent: You could make a living, although not a fortune, doing what you do.
- •••• Expert: You know the more esoteric uses of your Skill, and are rarely at a loss.
- ••••• Master: You are an acknowledged authority in your chosen field of endeavor.

Suggested Professional Skills: Archery, Cooking, Demolitions, Escapology, Gambling, Meditation, Aircraft piloting

Knowledges

Knowledge Abilities develop from time spent in classroom learning, private tutoring, or rigorous independent study. Because they focus more on what you character knows rather than what he does, Knowledges normally involve the use of Mental Attributes. Lupus often have fewer Knowledges than homid characters — not because they're unintelligent, but because they are less likely to have had several years of compulsory schooling. If a character doesn't have any dots in a Knowledge Ability, she can't make a roll for it. While this may seem odd, most of what's considered "common knowledge" doesn't require a roll in the first place, much as someone with the Drive Skill doesn't need to roll to drive to the store.

Academics

The Academics Knowledge represents the character's education in the humanities: literature, history, art, philosophy, linguistics, and other subjects normally encompassed under the banner of "liberal arts." A high Academics rating indicates a well-rounded knowledge in many of these fields, along with expertise in one in particular. A player must always choose a specialty in Academics, even when her character has less than four dots in the Skill.

- • Student: You know Henry VIII sure liked the ladies.
- •• College: You can quote from the classics of literature, identify major cultural movements, and understand the shift of languages over time.
- ••• Masters: You could get a paper published on your area of expertise.
- •••• Doctorate: When they say you wrote the book on the subject, it isn't a metaphor.
- ••••• Scholar: In your field, you are one of the ultimate voices of authority.

Possessed by: Professors, Historians, Literati, Arts Students, Topical Bloggers

Specialties: Color Theory, Linguistics, Poststructuralism, Ethics, Metaphysics, Sumeria

Computer

Computer defines the character's ability to operate and program computers, from traditional desktops and laptops to cellphones and tablets. A character with this Knowledge is also assumed to have a general familiarity with the Internet, including the use of search engines and online research resources. At higher levels, you can write software and create convincing fake websites, and even use system vulnerabilities to break in to secure networks.

- • Student: You're at home with a smartphone or a traditional point-and-click interface.
- •• College: You're familiar with most major operating systems and applications, and don't get scared at a command prompt.
- ••• Masters: You can develop websites, write custom software, and provide tech support to the rest of your pack.
- •••• Doctorate: You can make a very comfortable living as a consultant.
- ••••• Scholar: You're well on your way to making the next big thing to rival Google or the iPhone.

Possessed by: Students, Office Workers, Programmers, Tech Journalists, Tech Support

Specialties: Internet research, Video Editing, Photo Manipulation, Programming, Computer Languages

Enigmas

The Enigmas Knowledge describes a character's ability to solve logic problems, puzzles, and mysteries. Characters with this Knowledge link information, trivia, and hunches to solve conundrums of all varieties — especially useful when dealing with spirits who do not share a werewolf's frame of reference. High Enigmas can lead a character to apply lateral thinking to all manner of problems, from setting up codes and signals among his pack so they can talk in secret, to matching wits against a devious villain.

- • Student: You solve the New York Times crossword every day.
- •• College: You can work out whodunit several chapters before the ending.
- ••• Masters: You are your pack's resident riddler, used to talking to wily spirits.

•••• Doctorate: You recognize when your starting point is wrong, then reason your way to the right conclusion.

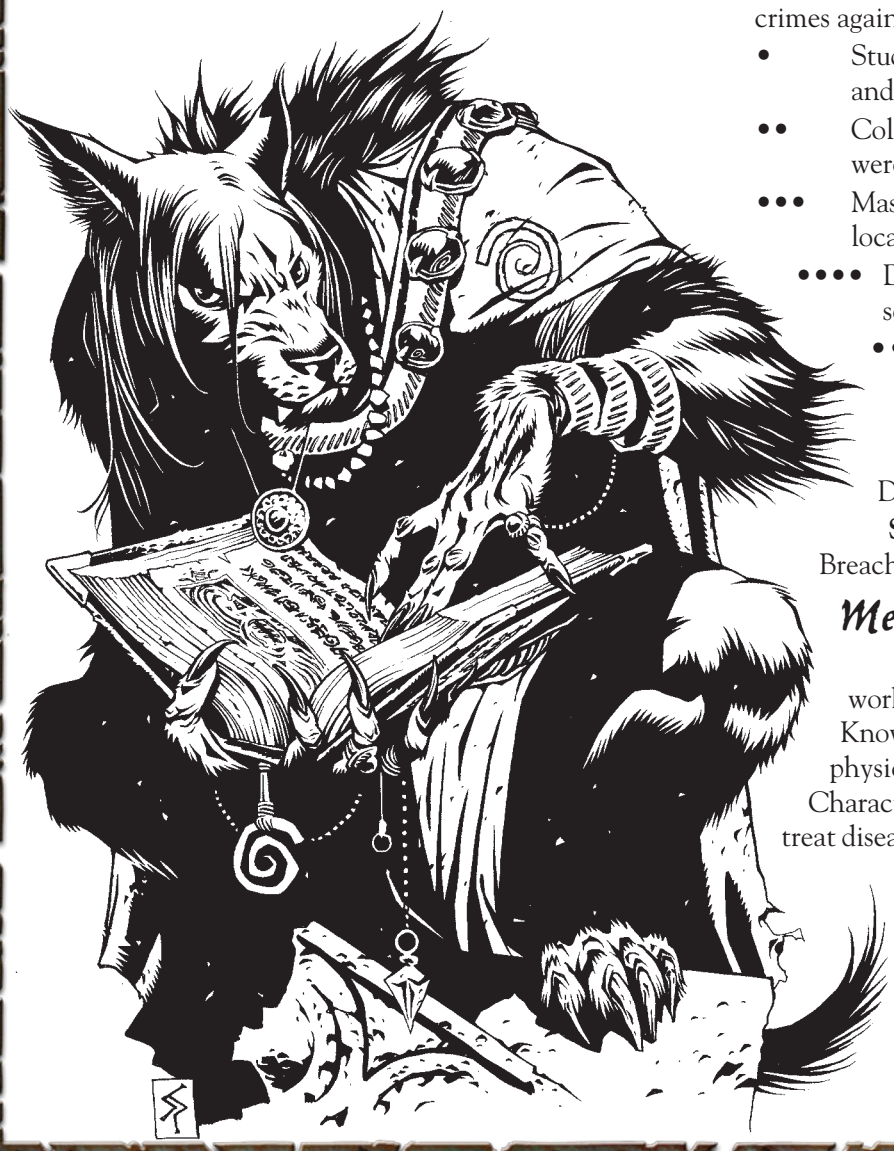
••••• Scholar: Deep philosophical mysteries and issues pose you little difficulty.

Possessed by: Theurges, Mystics, Wise Elders, Mystery Fans, Quiz Teams

Specialties: Logic Problems, Lateral Thinking, Ancient Mysteries, Things Werewolves Were Not Meant to Know

Investigation

Investigation ties physical evidence, witness statements, and lucky finds together into a coherent narrative that tells the character what actually happened. A character with high Investigation can distinguish murder from accident, and follow up on leads to solve thefts and kidnappings. This Knowledge also covers general forensic procedures, such as lifting fingerprints, tracing bullet paths, and approximating time of death. Note that Investigation is rooted entirely in evidence and witness statements, the feats of induction common to TV detectives fall to Enigmas.



• Student: You know how to construct a web search that will find what you want.

•• College: You can tear holes in a rookie cop's case.

••• Masters: You could make a living as a detective.

•••• Doctorate: The FBI wants you to work for them.

••••• Scholar: No scrap of evidence escapes your attention.

Possessed by: Detectives, Mystery Buffs, Reporters, Policemen, Stalkers, Special Agents

Specialties: Evidence, Ballistics, Forensics, Fingerprints, Searches, Internet Research

Law

The Law Knowledge covers a character's familiarity with law enforcement systems and legal codes, both in human jurisdictions and among the Garou. When a character's in trouble with the police, he needs this Knowledge to get out of legal tangles, and when a pack stands accused of breaching the Litany, their Philodox needs to know how his sept is likely to react. More than that, many Philodox learn the codes that have grown up around the Litany, and the appropriate punishments for crimes against the Garou Nation.

• Student: You know the basis of the legal system, and can quote the Litany in your sleep.

•• College: You could pass the bar exam, or punish werewolves for minor Litany breaches.

••• Masters: You're a much-sought counselor, or a local expert on Garou law.

•••• Doctorate: You could be a judge or your sept's Truthcatcher.

••••• Scholar: When you pass judgment, the law changes to match your intent.

Possessed by: Philodox, Lawyers, Judges, Detectives, Crime Writers

Specialties: Fitting Punishments, Litany Breaches, Human Field (Criminal, Liability, etc.)

Medicine

Medicine is the study of how the human body works, and how to fix it when it goes wrong. This Knowledge encompasses fields including anatomy, physiology, pharmacology, and emergency aid. Characters with this Knowledge can diagnose and treat diseases and injuries, and can also care for wolves and other animals — though their expertise will not be as specific as that of a veterinarian unless they choose a veterinary specialty. Medicine's knowledge of pharmaceuticals covers both legal and illicit substances that can be used to help or harm.

- Student: You know CPR, and handle first aid in your office.
- •• College: You're a pre-med, or a paramedic.
- ••• Masters: You could be a general practitioner, with the right papers.
- •••• Doctorate: Yes, you *are* a brain surgeon.
- ••••• Scholar: You're one of the greatest healers of your generation.

Possessed by: MDs, Theurges, Paramedics, Nurses, Med Students

Specialties: Emergency Medicine, Forensic Pathology, Neurology, Pharmacology, Poison Treatments, Garou Physiology

Occult

The character has a working knowledge of the vast area of the occult. He knows something about (but not limited to) psychic phenomena, tarot, various systems of magic, and general mysticism. This Knowledge doesn't confer hard facts, as the pool of information that it works from is based in human folklore and tales. A character with high Occult likely knows more about vampires than a teenager who has read a *Twilight* novel, but he won't know anything about the leeches' actual secrets — though he may be able to work out what's actively false.

- Student: You write a blog about Fortean phenomena, and read tarot cards on weekends.
- •• College: You've pieced together some truths, and have gleaned some insights into the world of spirits.
- ••• Masters: You can make educated guesses about the veracity of any new information.
- •••• Doctorate: You can pick credible stories out of the tabloids.
- ••••• Scholar: You know truths that would cripple a weaker mind.

Possessed by: Theurges, Occultists, New Agers, the Superstitious, Fortune-Tellers

Specialties: Tarot, Witchcraft, Curses, Ghosts, Psychometry, Garou Lore

Rituals

Rituals are an important part of werewolf life. Ritual behavior helps a werewolf control the Rage within. This Knowledge lets the character know about the traditions, mysteries, and ceremonies of the Garou, including how to participate in common rites and how to behave properly towards elders and leaders. Some werewolf rituals are more than formalized behavior: they call upon ancient spirit magics to powerful effect. A character cannot learn a rite of higher level than his Rituals rating.

- Student: You've watched a number of rites closely.
- •• College: You know how to carry yourself at tribal moots.
- ••• Masters: Other tribes invite you to attend their moots.
- •••• Doctorate: Even Black Spiral Dancers know and respect your knowledge.
- ••••• Scholar: You've quested into the Umbra to develop new rites.

Possessed by: Garou, Changing Breeds, a few Kinfolk

Specialties: Accord, Caern, Death, Mystic, Punishment, Renown, Seasonal, Minor

Science

At its most basic, Science involves developing hypotheses and testing them through the scientific method. This Knowledge covers the "hard sciences" and related fields — from biology and chemistry to more abstract fields like mathematics. It allows the character to develop theories and test them through experimentation and to apply what she knows to everyday problems. A player must always choose a specialty in Science, even when her character has less than four dots in the Skill.

- Student: You understand the basic theories and laws in your area.
- •• College: You comprehend your area well enough to apply it to your life.
- ••• Masters: You could teach high-school science.
- •••• Doctorate: You're actively researching and advancing the knowledge in your field.
- ••••• Scholar: The Nobel Prize committee is on line two for you.

Possessed by: Researchers, Engineers, Inventors, Technicians, Students, Pilots

Specialties: Experiments, Theory, Chemistry, Physics, Biology, Mathematics, Astronomy

Technology

The Technology Knowledge represents a character's broad aptitude with electronics, computer hardware, and anything that needs an understanding of modern electronics to work with — mechanical devices fall under the Crafts Skill. If it has a processor, some transistors, or an integrated circuit — if it's electronic rather than electrical — manipulating it falls under Technology. A character can use Technology to build a computer, crack a security system, repair a cellphone, or hack together a shortwave radio. A player must always choose a specialty in Technology, even when her character has less than four dots in the Skill.

- Student: You can perform simple repairs and modifications.
- •• College: You can make a living in computer repair.

••• Masters: You can design new equipment to achieve a specific objective.

•••• Doctorate: Given a penknife and a soldering iron, the world's your oyster.

••••• Scholar: You're going to revolutionize the world with one of your inventions — or you already have.

Possessed by: Engineers, Scientists, Defense Contractors, Glass Walkers, the Cable Guy

Specialties: Telecoms, Computers, Security, Communications, Jury-Rigging, Industrial Espionage

Expert Knowledge

This is a catch-all Knowledge, much like Hobby Talent and Professional Skill. An Expert Knowledge is anything that is primarily intellectual or mental in nature and requires study to learn. Storytellers should first examine the list of existing Knowledges to determine if a particular field of expertise might fall under one of those (e.g. Forensics would be a specialty of Investigation).

• Student: You've read a few books, or taken evening classes.

•• College: You may have minored in the field.

••• Masters: You're well versed in what's been written, and could have a degree in the subject.

•••• Doctorate: You regularly make your own discoveries and may publish them for others in your field.

••••• Scholar: You know the hidden mysteries of your field and are on the bleeding edge of new developments.

Suggested Expert Knowledges: Archaeology, Psychology, Wyrm Lore, Cosmology, Area Knowledge

Backgrounds

These Traits describe special advantages that are granted to a character by birth, opportunity, or circumstance. When choosing Backgrounds, make sure to flesh out the what, why, and how. What did you do that leads your Allies to trust you? Why did you inherit a fetish rather than someone else? How does your Pure Breed manifest? What relation are your Kinfolk?

Backgrounds usually stand alone, though sometimes they're used in conjunction with an Attribute: Wits + Resources to keep the cash flowing in a recession, or Manipulation + Allies to convince your friend to accompany you on a life-threatening mission.

Most Backgrounds improve as a result of the events in the story: making new contacts, discovering new parts of your pack's prophesized fate, or landing a significant financial windfall. As such, they cannot be raised with experience points. The Fate and Totem Backgrounds are the exceptions to this rule: the only way to increase them is through experience points.

Some Backgrounds may be "pooled" among werewolves in a pack. See "Pooling Backgrounds" on p. 140 for more information.

DISCOURAGED AND RESTRICTED BACKGROUNDS

Some tribes have restrictions on which Backgrounds a character can take at character creation. These restrictions fall into two categories: discouraged Backgrounds — like Contacts and Resources for the Wendigo, or Mentor for the Glass Walkers — and restricted Backgrounds, like Ancestors and Pure Breed for Glass Walkers, or the Silver Fangs' required purchase of three dots of Pure Breed. Usually, discouraged Backgrounds are social in nature and restricted Backgrounds are supernatural.

Discouraged Backgrounds are essentially very rare: while most Bone Gnawers start with no Resources, anyone who buys a ticket can win the lottery. Discouraged Backgrounds can be purchased with freebie points at character creation, though the Storyteller is within rights to request that they not be purchased, cost double the amount of freebie points, or be limited to only a dot or two per character. Some groups may prefer to waive these restrictions entirely, or keep them in place on a tribe-by-tribe basis to fit their own take on the tribe — if, in your chronicle, the Wendigo have less of an isolationist streak, it makes sense to remove their restrictions entirely, but the same group may still consider a rich Bone Gnawer to be an outlier.

Restricted Backgrounds have a closer tie to the nature of a tribe — a Bone Gnawer with Pure Breed, for instance, is going to be the focus of a lot of attention from the Garou Nation. (If none of his ancestors had it, where did it come from?) They are *explicitly* not attainable without Storyteller permission. That said, the Storyteller may allow characters to purchase restricted Backgrounds with freebie points (or a Silver Fang to start with fewer than three dots of Pure Breed), but only after talking it through with the players and making sure that everyone appreciates the impact such a choice will have. The story of the first Glass Walker to contact her Ancestors, or the first Bone Gnawer with Pure Breed is an excellent hook to hang a chronicle on.

Allies

Allies are people who help and support you, either out of love or common interest. They can be family, friends,

or even organizations that are friendly to you. Some allies have useful skills — doctors, hackers, and soldiers, for example — while others have community influence, with contacts or resources they can use on your behalf. Although allies aid you willingly, without coaxing or coercion, they are not always available to offer assistance; they can only ignore so many of their own concerns for the sake of your relationship. Except in special circumstances, your allies don't usually know you are a werewolf (that knowledge would probably alter the relationship for the worse), but they may know that you have contacts and skills that most people don't, and they will come to you for favors. After all, friends help each other out, right?

You've got a closer relationship with your allies than with contacts — they're your friends, and they'll listen to you. Convincing your fishing buddy that a local refinery is spilling toxins into a major fishery can do wonders for your cause when he's an aide in the governor's office. Of course, just as your allies are more loyal and directly useful than your contacts, they can also require more in return. But you'd help your buddies out, right?

You should work out who your allies are at the beginning of the game, as well as how you know them. Maybe they're old brothers-in-arms or friends from a local environmental society. Maybe (if your Allies rating is 5) you're an old hunting buddy of the governor.

Allies may be pooled among a pack.

- • One ally, of moderate influence and power (doctor or veterinarian, local activist)
- •• Two allies, both of moderate power (district ranger, deputy sheriff, popular blogger)
- ••• Three allies, one of them quite influential (newspaper editor, local philanthropist).
- •••• Four allies, one of them very influential (city councilman, military base commander).
- ••••• Five allies, one of them extremely influential (mayor, senator's aide)

Ancestors

Ancestral memory in humans is no more than pseudo-scientific nonsense. To the Garou, who can contact the spirits of their ancestors, it's a fact of life. Many werewolves carry some of the memories of a distant ancestor; some even allow their forebears to take over their bodies.

Once per game session, the player of a Garou with this Background may roll his Ancestors Background (difficulty 8, or 10 if he's trying to contact the spirit of a specific ancestor). Each success allows the character to increase any Ability by one for the purposes of a single dice pool, even if he has no dots in the Ability — and he doesn't suffer the penalty for not having the Ability. For example, young Michel, a pure flatlander, must scale an immense cliff to come to the aid of his embattled pack. Michel has an Ancestors rating of 4 and Athletics 0. He calls on his forebears to guide him, and Michel's player rolls four dice at difficulty 8. He scores three successes. Michel contacts his great-great-great granduncle Cragtamer, who guides him over the sheer face and over the top. Now the player has an effective Athletics rating of 3 to make his climbing roll. If the Garou had an Athletics rating of 2, then his effective dice pool would be 5. All effects last for the rest of the scene.

While it is more difficult to contact a specific ancestor, successful contact provides either useful advice or precognitive visions at the discretion of the Storyteller.

Botching an Ancestors roll may indicate that the character becomes catatonic for the remainder of the scene as he's overwhelmed by the memories of thousands of lives. Alternatively, the ancestral spirit refuses to relinquish the body. How long the ancestor stays depends on the Storyteller.

- • You have brief, hazy visions from the distant past.
- •• You remember faces and places from past lives just as you remember those of your early childhood.
- ••• You put names to faces among your ancestors.
- •••• Ancestors converse with you on a regular basis.
- ••••• Your ancestors watch your adventures with interest, and they often come to counsel you.

Contacts

Contacts are the people you know from all walks of life. They're acquaintances, drinking buddies, or friends who don't mind letting you know what's going on, but wouldn't take a bullet for you. In addition to a general network of people who you can con or bully information from, you have a few major contacts — people you trust to feed you accurate information in their area of expertise. You should come up with a name and a field for your major contacts, either at the start of play, or as you use them.

You also have a number of minor contacts around the area. They are not quite as friendly or reliable in a pinch, but they work in a whole range of different areas and you can bribe, intimidate, or manipulate them into telling you what you need to know. To get in touch with a minor contact, make a roll using your Contacts rating (difficulty 7). Each success means that you have located one of your minor contacts. Because major contacts are closer to you (they're usually good friends), they are easier to find.

Contacts may be pooled among a pack.

- • One major contact
- •• Two major contacts
- ••• Three major contacts
- •••• Four major contacts
- ••••• Five major contacts.

Fate

The Fate Background represents a prophecy that accompanied your birth or the creation of your pack. A Fate is always something significant, but it's as likely to be dark and infamous as it is to be full of glory. In these times of Apocalypse, the Garou cannot afford to sacrifice even one warrior, no matter how dark the portents surrounding them are. However, even those with terrible fates often prove to be some of the greatest Garou, perhaps because they try so hard to defy their fate. Some even succeed.

In addition to the fame or infamy these prophecies garner you, once per game session you may use this Background to add successes to any roll that either failed or achieved fewer successes than were required. The player rolls his rating in this Background (difficulty 8) and adds any successes to those that were achieved in the original failed roll. If this means the action succeeds, the player should describe what fortuitous events caused him to succeed. If the Storyteller feels the player's actions run against what he is destined to do, she may choose to disallow the use of the background.

When Fate is pooled among the pack, each member may call on this Background once per game session. If the action failed involves the entire pack in some way, then the player may draw on an amount of Fate up to the highest individual Fate in the pack. If the character is acting on her own, the player can only draw on an amount of Fate up to the lowest individual Fate in the pack (to a minimum of one). In a pack with pooled Fate, any character can raise her personal Fate with experience points, much like the Totem Background. However, she can only raise it up to the same level as the highest Fate in the pack — if no member of the pack starts with more than three dots of Fate, no pack member can ever buy Fate up to four or five dots.

Packs tend to garner prophecies of greater proportions than individuals. This is not only because of the greater weight a pack can swing compared to a single werewolf, but also because the Garou tend to see a pack's accomplishments as more legitimate than those of just one person. For roleplaying purposes, consider the pack's Fate to be equal to that of the highest Fate rating in the pack.

Fate may be pooled among a pack.

- Your pack will be involved in an event that will make you known to the entire Garou Nation. For now, though, only those in your sept know of this prophecy.
- •• Your pack will be the cause of an event that greatly impacts your sept, such as the destruction of a long time enemy or a highly admired Garou. The Garou throughout the city or local geographical area in which you reside might know your fate.
- ••• Your pack will be responsible for an event that impacts werewolves across the continent, perhaps singlehandedly saving (or destroying) a caern. Any Garou in your hemisphere might know of the prophecy.
- •••• The actions of your pack will affect the entire Garou Nation, such as the defeat of a great Wyrm enemy or the massacre of dozens of Garou. There might be a cub or two that hasn't heard of your destiny, but don't count on it.
- ••••• You, or your pack, will be a direct factor in the fate of the Apocalypse, one way or another. There isn't a cub that hasn't heard of your destiny.

Fetish

You possess a fetish — a physical object into which a werewolf has bound a spirit. The spirit grants a number of powers to a fetish, so they are very significant to the Garou. Such things are valuable, and other Garou (or other supernatural beings) may covet them. A number of sample fetishes are presented on p. 221.

- • You possess one Level One fetish.
- •• You possess one Level Two fetish or two Level One fetishes.
- ••• You possess one or more fetishes with a total of three levels.
- •••• You possess one or more fetishes with a total of four levels.
- ••••• You possess one or more fetishes with a total of five levels.

Kinfolk

Kinfolk are otherwise normal humans and wolves who descended from Garou without inheriting their spiritual duty. Through this Background you are in contact with a number of Kinfolk. While Kinfolk are normal members of their species in most respects, they are immune to the Delirium, giving them the dubious advantage of looking upon a Crinos-form werewolf. They know that you are Garou, and they are willing to help you however they can, although most are not in positions of power (such people are considered Allies). Networks of Kinfolk are a valuable way for werewolves to deal with the human world without risking frenzy or discovery. Some Kinfolk may be related to you directly, while others are contacts you have made through your sept.

Kinfolk may be pooled among a pack.

- • Two Kinfolk
- •• Five Kinfolk
- ••• 10 Kinfolk
- •••• 20 Kinfolk
- ••••• 50 Kinfolk

Mentor

A Garou of higher Rank has taken keen interest in you, and will look after you — to a point. The rating of your Mentor Background quantifies how powerful your mentor is within the tribe and what rank he or she has achieved. A mentor can teach you skills, advise you, or speak on your behalf at a council fire. He has a pack of his own, and his own duties, so he won't be present to save you whenever you bite off more than you can chew. Of course, your mentor will expect something in return for his assistance, be it good company, an occasional gofer, a champion, or perhaps a supporter in sept politics. His demands can make an excellent source of story hooks. In general, however, you will receive more than you give. Other werewolves may wonder what your mentor sees in you — the two of you deal as individual werewolves, rather than as members of your respective packs.

A powerful mentor doesn't have to be a single person; a pack or council of elders might be considered a collective mentor. The latter would almost certainly have a rating of four or five dots, even if no one on the council is above Rank 5.

- • Mentor is Rank 2
- •• Mentor is Rank 3
- ••• Mentor is Rank 4
- •••• Mentor is Rank 5
- ••••• Mentor is Rank 6

Pure Breed

Garou take great stock in ancestry, and the werewolf who is descended from renowned forbears has a definite advantage in Garou society. This Background represents your lineage, markings, bearing and other features of birth. Other Garou revere werewolves with high ranks in Pure Breed as heroes of yore come to life — and such werewolves are expected to act the part. The higher your Pure Breed score is, the more likely you are to impress elder councils or receive hospitality from foreign tribes. Each point of Pure Breed adds an extra die to formal challenges (such as Rank challenges) and to Social rolls involving other Garou (even Ronin or Black Spiral Dancers).

Pure Breed is a nebulous combination of bloodline and spiritual inheritance. A character with high Pure Breed looks and carries himself like an archetypal member of his tribe — however, if he does not join that tribe, any benefits of Pure Breed are removed by the tribe's totem. Many werewolves with Pure Breed can trace their ancestry directly, while others resemble distant ancestors who cannot be connected without a degree of genealogical exactitude that is lost to the Garou.

Some tribes place more value on good breeding than others, but Pure Breed is almost universally respected. It's a mystical trait, and werewolves can tell instinctively whose blood is particularly pure. Of course, Garou expect those of pure blood to live up to the standards set by their noble ancestors. They frown on those who can't or won't accept the challenge.

- • You have your father's eyes.
- •• Your grandfather made a name for himself at the Battle of Bloody Ford, and you carry that name with pride.
- ••• Your pedigree is blessed with pillars of the Garou Nation, and the blood tells.
- •••• You could be dressed as a beggar and still command respect.
- ••••• The greatest of heroes live on in you.

Resources

The Resources Background describes your character's access to and control over a range of valuable assets. These assets may be actual cash, but as this Background increases, they're more likely to be investments, property, or earning capital such as stocks and bonds. A character's Resources

depend upon the standard of living she's comfortable with — a lupus in the Yukon isn't likely to get a wire transfer from her broker each month. A character with no dots in Resources can have enough clothing and supplies to get by, or she may be homeless, sleeping in a den in her lupus form.

You receive a basic allowance each month based on your rating, so make sure to detail where this money comes from. The Storyteller will determine how much this is based on the area your game takes part in and the cultures you're in contact with. A werewolf's fortune can run out if she's fighting in the Amazon rather than managing her stock portfolio. You can also sell your less liquid resources if you need the cash, but this can take weeks or even months, depending on what exactly you're trying to sell. Art buyers don't just pop out of the woodwork, after all.

Resources can be pooled among a pack.

- • Sufficient. You don't get many spending sprees, but you've got a decent place to live, a car that doesn't crap out every week, and a decent standard of living for the working class.
- •• Moderate. You're thoroughly middle-class in income, and can afford the odd indulgence. You can hire specific help as necessary. You have enough available cash, portable property, and valuables that you can maintain a one-dot standard of living wherever you are for up to six months.
- ••• Comfortable. You own a house and some land outright, which you may let the sept use or keep for your pack, and you've a reputation that gives you easy access to credit at good terms. More of your assets are tied up in property than in cash, and if needs be you can maintain a one-dot standard of living wherever you are for as long as you like.
- •••• Wealthy. You have serious financial power, and are one of the richest people in your country. You don't deal much with actual cash, using more valuable and stable assets to pay off debts as they arise. When you can't focus on maintaining your level of Resources, you can live at the three-dot level for up to a year, or a two-dot life indefinitely.
- ••••• Extremely Wealthy. You're one of the richest people on Earth. You have multiple homes, many forms of luxury transport, and frequently show up in glossy magazines and on gossip websites. You have assets *everywhere*, and can hobble the Wyrm's activities with a ten-minute phone call. You can live at the three-dot level indefinitely if you ignore your fortune; higher if you put a little effort in to it.

Rites

Rituals are an important part of Garou life. This Trait denotes how many rites the character knows at the beginning of the game. The rating represents levels of rites, so a character with four dots in this Background may have a Level Four rite, one Level One and one Level Three rites or any other combination. Remember that to learn a rite the character needs a Rituals Knowledge rating at least equal to the level of a given rite. While Rank is not necessarily a factor, many Theurges would need a pretty convincing reason to teach a Level Five rite to a Rank 1 Garou. Note that two minor rites can be purchased in place of one Level One rite.

- • You know one level of rites.
- •• You know two levels of rites.
- ••• You know three levels of rites.
- •••• You know four levels of rites.
- ••••• You know five levels of rites.

Spirit Heritage

The Garou are creatures of duality — torn between man and wolf, and between flesh and spirit. The Garou share a kinship with inhabitants of the spirit world, but some have a stronger connection than others. For some reason, perhaps an ancestral tie to a household of spirits, certain types of spirits react more positively to you than others. This doesn't need to be a friendly relationship — spirits may be fearful and respectful of you, in awe of you, or feel a sense of duty to you. No matter what the relationship, one group of spirits is more likely to cooperate with you.

When you select this background, choose one type of spirit. Examples of possible groups are animal spirits, plant spirits, elementals, urban spirits, and even Banes. When dealing with spirits of this type, the player may add his Spirit Heritage rating to any Social rolls, or rolls involved in challenges. Spirits whom you are attuned to view you, to some degree, as one of their own — a daunting prospect for those attuned to Banes, when other Garou discover their heritage. If you act against such spirits or ignore their plights, you may be seen as betraying them.

- • Spirits can smell their scent on you, though no one else can
- •• The spirits note your arrival. You bring your chosen spirits to mind in others when they look at you, though few understand why.
- ••• In the Umbra, you emanate an intangible, though noticeable, sense of your aligned spirit type.
- •••• In the Umbra, you have visible hints of your aligned spirit type. Those attuned to nature spirits may have tiny twigs emerge from their fur, for example.
- ••••• Some question if you really are only *half* spirit.

Totem

Totem is a Background that applies directly to the character's pack, rather than the individual. Unlike other pooled Backgrounds, the pack spends all of the points that members have invested in this Trait to determine their totem's power.

Each totem has a Background cost rating; the pack must spend that amount to ally with that totem. Some totems are willing to lend great powers to their adherents; their point costs are correspondingly greater. See Pack Totems (p. 373) for a list of possible totems. In addition to their Totem bonuses, all beginning totems have a base of eight points to divide among Rage, Willpower, and Gnosis. The totem also begins with the Airt Sense and Re-form Charms. Apart from bestowing power, totems start out somewhat aloof from the pack, and they have little influence among spirits, unless the players buy a closer connection with Background points. With time, roleplaying, and experience points, pack totems can grow in power as their pack grows in Rank and influence. Some totems can even become the totems of whole septs or — in legendary circumstances — even tribes.

Most of the powers that totems bestow are available to only one pack member at a time. At the end of each turn, the Garou with the power declares who the power may be given to next turn (assuming that she doesn't keep it). After spending the initial cost of the totem, the players can spend any remaining Background points to add to the totem's strength and abilities.

Cost	Power
1	Per three points to spend on Willpower, Rage, 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 the 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 the 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. Either minions of the Wyrm flee from the pack, or they do their best to kill the pack.

The listed cost is in Background points, which can be bought through experience (see Spending Experience Points, p. 244) at the rate of two experience points per Background point. (Therefore, three points of Rage would cost two experience points.) The Storyteller should allow increases in totem powers only when it fits in to the story, such as when pack members gain a higher rank, a new member joins the pack, or when pack members gain new insight into the nature of their totem. When the totem is affiliated with a more powerful spirit, the greater spirit might grant the strengthening of its servant (pack totem) in return for a great service done it by the pack.

PERSONAL TOTEMS

Some werewolves seek out a personal totem, pledging themselves to service of their totem above all others. This is certainly possible, though not common among the Garou — to take a personal totem indicates that a werewolf values his relationship with the spirit as greater than the relationship he could get with a pack.

An individual werewolf can have a personal totem by taking the Totem Background at a level enough to pay the cost of the totem. The character can have more than five dots in Totem at character creation (through spending freebie points) to achieve this. If she increases her Totem Background with experience points, her personal totem increases in power as noted above.

Taking a personal totem has downsides. If the character joins another pack, he doesn't get any benefits of that pack's totem unless he relinquishes his connection to his personal totem. Until then, he's never really *part* of the pack in a way that the other members are: any Gifts or rites that affect the pack do not include the character, and he cannot be a part of any pack tactics. For many werewolves who take a personal totem, that doesn't matter — whether eking out a solitary existence on the streets or teaming up with other denizens of the World of Darkness, a personal totem allows them to feel a little bit more like part of a pack.

Pooling Backgrounds

Some Backgrounds can relate to the pack, rather than the individual werewolves. Specifically, the members of a pack may choose to pool their individual Allies, Contacts, Fate, Kinfolk, and Resources. Totem as a Background already applies to the pack rather than an individual character, thus is not a candidate for pooling.

A character can draw on a pooled Background even if that Background is normally restricted for her tribe.

The Anchor

The players should choose one Background as the anchor that links their characters' shared assets together. For example, the players of a pack of Glass Walkers might

choose Resources, with the money and property placed in joint ownership to the pack explaining how the pack can access skilled people, connect to Kinfolk around the world, and even serve their destiny as a pack of moneyed werewolves. Any of the poolable Backgrounds can serve as an anchor: packs with grand Fates often find their destinies include other people and resources.

No pooled Background can have more dots assigned to it than the Anchor Background does at any time. If that Background is damaged by events during play or in downtime, the other assets drift out of the pack's control, and it takes effort to win them back.

Any character contributing to a pool may withdraw his stake at any time, but extracting personal assets from a pack causes some damage and bruises relationships: he gets back one less dot than he put in.

Example: *The members of the Irregulars build their shared Background pool around the pack's Allies: a group of ex-squaddies and political agitators in London who can put them in touch with a people in almost every field, and through whom the Irregulars can call on Kinfolk for assistance. They put a total of five dots into the Allies pool. Members of the pack add four points of pooled Contacts, and two points of pooled Kinfolk.*

A pack of Black Spiral Dancers wants to make life difficult for the pack, and slaughters the people the Garou relied on for help. Their Allies rating drops from 5 to 3. With so many people dead, the Irregulars can't get in touch with many of their old Contacts, so that Background also drops from 4 to 3. Fortunately, the Black Spiral Dancers didn't kill anyone who knew about the Kinfolk, so that pooled rating doesn't change.

Sustained effort by the Irregulars to help people out and forge new alliances and friendships in new areas can repair the damage. Who knows who their new friends will be able to introduce them to?

As the Anchor Background rating rises again, so do the ratings of those anchored to it, as a result of storytelling directed toward the goals of improving the lost Backgrounds.

Under normal circumstances, a pack can't change its Anchor Background, nor can it acquire a new one. While it may choose to abandon the assets represented by a given Background over the course of a chronicle, and thus free itself from the limitations of the backgrounds pooled to that Anchor, the fact that most Backgrounds can change value only as a result of the story's events means that the pack must acquire new Backgrounds in this manner. The only exception among pooled Backgrounds is Fate, and even then experience points should be used to improve it when discovering more about what the world has in store for the pack.

While some werewolves want to pursue their personal goals, the majority pull together and act as a pack against any hardships. It can be hard for a pack to accept pooling their Backgrounds when they don't necessarily know or trust one another, but as time moves on, most packs see the utility in holding assets as a pack rather than an individual. It makes sense on a fundamental level — the pack, not the werewolf, is the fundamental unit of Garou society.

Using Pooled Backgrounds

Pooled Backgrounds represent the pack's communal property. Anyone who contributes to any aspect of the pool has equal access to the full resources. Even a character who donates only one dot of Contacts still has equal access to all the Backgrounds in the pool. Not everyone can use the pool at the same time. A pool of seven Allies represents the same seven people. Who is available to help which members of the pack depends on circumstances and agreements among the pack. Drawing on a pack's Fate has certain limitations that go beyond this; see the Background's description on p. 137 for more information.

Example: *Four Glass Walkers form a pool around their shared Resources — their investments and the property and assets of their wholly-owned corporation. They wish to get dots of Contacts (people in the business world), Allies (specialists each werewolf has met in her travels), and Fate (the pack is prophesied to shake the Garou Nation from a pillar of wealth). Beth contributes three dots of Resources and one of Contacts; Danny adds two dots of Allies and one dot of Resources; Laura can contribute two dots of Resources and three dots of Fate; Chuck is short on dots, but can contribute a dot of Fate and a dot of Contacts. This makes the pool Resources 6, Allies 2, Contacts 2, Fate 4 (with a pack Fate limit of 3, and a personal Fate limit of 1). Everyone can tap this pool equally: Chuck can draw on all the pack's Resources if necessary, while Beth and Danny can both draw on the pack's Fate for their own ends — despite not having any Fate of their own.*

Some packs may agree to place an individual access limit on shared Backgrounds, to reflect any agreements between the packmates, at the Storyteller's discretion. These arrangements are more common among young packs who do not yet trust one another.

Upper Limits

Packs can get Backgrounds that surpass the normal five-dot limit through pooling their points. This is normal, and reflects the many advantages of a pack working together — a pack can keep in touch with more people, or maintain tighter control over a range of investments than one werewolf can. Pooled Backgrounds don't have any absolute upper limit, but things get outright bizarre if

you aren't careful — the world's 20 richest people aren't all members of the same pack. It's usually best if the Storyteller sets a 10-dot limit on the Anchor Background.

Some Backgrounds work best if they scale differently in a pool to the individual scale, especially when they break through the normal five-dot limit. If an average pack of four players each adds one or two dots of Resources to end up with a shared pool of 6, the effect isn't that they're secret billionaires. Instead, they're of modest means, but it's damn near impossible to tear the pack's fiscal assets from them. As with all questions of balancing player expectations with elements of the story, the players and Storyteller should talk through the issue and set out some guidelines for what each shared Background represents before the chronicle begins.

Renown

Renown is a set of Traits that measures how well a character is living up to his expected role in Garou society. It's this reason that connects Renown so closely with auspices. Unlike experience points, a character's Renown reflects her standing among the Garou as a result of her deeds and actions — a character can rack up plenty of experience for his actions, but if he does not perform the duties expected of his auspice, his Renown will not increase.

A character's Rank is tied to his Renown. As such, those with low Renown are expected to respect and defer to werewolves of higher Rank. Some Garou rail against this system, but that's a fast track to losing even more Renown.

The Garou measure Renown in three separate areas: Glory, Honor, and Wisdom. Each one is somewhat self-explanatory. Glory represents a character's physical deeds, including feats of strength, stamina, and agility, such as those that made Hercules a legend. It also measures bravery, a willingness to take extreme risks (at least, extreme risks that pay off) and victory in battle. Honor measures a Garou's sense of duty and history. It speaks of the character's ethics and morals, as well as his personal sense of pride. Finally, Wisdom celebrates the more mental virtues of a character, including strategy, cunning and insight. Patience and a strong connection to the spirit world also help a Garou increase his Wisdom.

Characters record Renown in two forms. The dots represent the character's permanent Renown rating, while the squares denote a character's pool of temporary Renown points. Renown differs from other Traits that have both permanent and temporary ratings, in that a character starts with no points of temporary Renown, and temporary Renown is allowed to exceed the Renown rating. Permanent Renown changes rarely (only normally due to a Punishment Rite or a Rite of Accomplishment), while temporary Renown is always in flux, and can shift several times in one session.

Once a Garou has gained enough points of permanent Renown, she increases in Rank. More information on this process appears on p. 251.

Beginning Renown

All new characters start play with three permanent dots in Renown, which are distributed according to her auspice (see the Renown chart, p. 246). She earns this Renown as part of her Rite of Passage, and if the Storyteller intends the pack to play through the rite, players shouldn't assign these dots until the rite is completed. Starting Garou begin the game at Rank 1.

Glory

Many Garou earn Glory through defeating mighty enemies and succeeding at dangerous quests. A werewolf can earn Glory by fighting on through overwhelming odds in order to triumph, but Glory is not the Renown of a mere brawler. A werewolf must have a reason and a cause to fight for, and though the odds are against her, she must never surrender —regardless of the cost. Many young Garou have their Glory stripped from them for leaping into fights that they cannot hope to win; Glory only trucks with stupidity when a character actually succeeds at the impossible. That said, a grand death in service to a noble ideal may give the deceased a large share of the Glory they so desired in life — if anyone ever hears about it.

Glory Creed

I shall be valorous
I shall be dependable
I shall be generous
I shall protect the weak
I shall slay the Wyrm

Honor

Garou earn Honor by following their moral imperative to uphold the laws of the Garou. It refers to a fundamental belief in the wisdom of their society's laws, which all derive from the ultimate standard of Garou behavior: the Litany. To gain Honor Renown among Garou society shows an individual to be of honesty, integrity, and respect. Honor can be a rare trait, but werewolves who have it strive to maintain their honor with ferocity for fear of losing it.

Werewolves hold themselves to the highest possible standards in the name of Honor. That's not to say that they feel superior to others — a Garou who looks down his nose at his compatriots isn't exactly behaving honorably towards them. Those who tolerate a braggart will soon surpass him. Instead, a werewolf holds himself to high standards in the sometimes vain hope of staving off pride.

Honor, after all, is all about self-control. Not just the self-control that comes with upholding strict principles when easier alternatives abound, but the iron will to avoid falling into frenzy. When berserk, a Garou is capable of all manner of evil acts. More than a few newly-Changed Garou have awakened after a frenzy to find themselves soaked in blood and bereft of honor.

Code of Honor

I shall be respectful
I shall be loyal
I shall be just
I shall live by my word
I shall accept all fair challenges

Wisdom

High Wisdom Renown is the mark of a character who thinks through her words and actions before sharing them, and is adept at sensing when others have not done the same. As such, werewolves with a reputation for Wisdom are likely to find others listening and deferring to them at moots.

The deeds of a wise werewolf rarely align with those of a glorious one. Glory-seekers charge into battle whenever they see a goal worth chasing, while those who quest for Wisdom pick their fights carefully, to ensure they have the greatest chance of victory. Both werewolves have their uses to a pack, but those who do not succeed on their quest for Wisdom are more likely to survive to try again. Those werewolves who are both wise and valorous know both when to fight and how to win. It's a fine balance to strike, but those who manage it are valuable allies to all Garou.

Creed of Wisdom

I shall be calm
I shall be prudent
I shall be merciful
I shall think before I act and listen before I think

Rank

The Garou, like many societies that must fight for their very survival, hold to a strict system of ranks. Among the Garou, rank determines status and shows how much respect a character deserves. As her rank increases, a Garou demonstrates to her sept and to her tribe that she is committed and trustworthy in the fight against the Wyrm. She learns more of the secrets of her tribe with each new rank, though other werewolves have higher expectations for her behavior.

Characters begin at Rank 1, and they increase in rank by gaining Renown. Moving up in rank is detailed further on p. 251.

Benefits of Rank

Rank among the Garou has many privileges.

• **Gifts:** When a Garou reaches a new rank, she can petition spirits to learn new, more powerful Gifts. To learn a new Gift, a character must not only have the required experience points, but also the Rank equal to the level of the Gift. A Garou cannot buy the respect of his peers and of the spirit world with experience points. The most valuable and powerful Gifts are thus reserved only for those werewolves who have demonstrated great Glory, Honor, and Wisdom.

• **Rights:** The Litany is quite clear: those of lower station must defer to those higher. As a Garou increases in rank, younger and lower-ranked Garou defer to her. When a character has risen to Rank 3 or higher, werewolf society at large has heard of her. Rank brings with it responsibilities, as werewolves are expected to embark on quests and missions to help the sept and tribe, guard caerns from attack, and lead and look after those lower in station — as the Litany requires.

• **Challenges:** The legality of a challenge is governed by Rank. A werewolf can only issue a challenge to another who is one rank higher than the werewolf himself: a Rank 1 Garou can challenge a Rank 2 superior, but he cannot challenge anyone of Rank 3 or 4.

• **Self Control:** Characters of high rank have shown discipline, and have immersed themselves in the structure of Garou society so much that they are less likely to frenzy. The following chart shows the bonuses a character gains as his rank rises.

Rank	Frenzy Bonus
0	—
1	—
2	—
3	+1 to frenzy difficulties
4	+2 to frenzy difficulties
5	+2 to frenzy difficulties, 5+ successes needed to frenzy
6	+2 to frenzy difficulties, 6+ successes needed to frenzy

Rage

Every Garou is a crucible for Gaia's primal anger — her Rage at the pillage of the world at the hands of the Weaver and the Wyrm. This Rage is a force of mindless violence, a constant slow-motion path of unthinking destruction and violence that each and every Garou must keep control of lest it consume her. Rage mixes instinctual cunning and hunting ability with savage bloodlust and unpredictable horror.

To the Garou, Rage is both a blessing and a curse. Many think that Luna gave Rage to the Garou through her moon-signs that determine how much Rage a Garou begins his life with after the First Change. Others contend that Rage is a spark of the Wyrm within each Garou, the force of primal destruction corrupting the children of the creator. The most vocal say that it is Gaia herself who would have her children use her Rage as their greatest weapon.

Much of a Garou's struggle comes from a never-ending battle with the Rage each werewolf feels. The Beast is never far from their thoughts — even the most pacifistic Ragabash or the most serene of the Children of Gaia looks at a normal human and must repress the urge to rend and tear and bite until all that's left is blood and meat. Ahroun have it far worse, fighting to see friends, family, and loved ones as little more than prey animals or targets for attack.

Rage is recorded in two forms on the character sheet. The dots indicate the character's Rage rating — her permanent Rage. The second is the Rage pool, shown by the squares underneath. These squares show how much Rage you have left to spend. When you spend a point of Rage, remove it from one of the squares. Don't take it from the dots of the permanent rating. A werewolf's permanent Rage stays constant, while the pool will drop during the course of the story. At certain times, a werewolf's Rage can even go higher than his permanent rating, but only if the situation is sufficiently infuriating.

Using Rage

Rage points are spent at the beginning of a turn, in the declaration stage. You can spend Rage only in times of stress.

A Garou can use Rage in the following ways:

• **Frenzy:** Frenzy is the violent outburst, the untamed savagery, the animal instinct for blood and brutality that lurks in the heart of every werewolf. Whenever a player gets four or more successes on a Rage roll, the character enters a frenzy. See Frenzy on p. 261 for more information on the causes and resolutions of frenzies.

• **Extra Actions:** A player can spend Rage to give her character extra actions in a single turn. However, a Garou cannot spend more Rage points for actions in a turn than half of her permanent Rage rating. See p. 266.

• **Changing Forms:** A Player may spend a Rage point for his character to change instantly to any form he desires, without having to roll Stamina + Primal-Urge. See p. 285.

• **Recovering from Stun:** If a character loses more health levels in one turn than his Stamina rating, he is stunned and unable to act in the next turn. By spending a Rage point, the werewolf can ignore the effect and function normally.

• **Remaining Active:** If a character falls below the Incapacitated health level, a player can use Rage to keep her character going. Doing so requires a Rage roll (difficulty 8). Each success heals a health level, regardless of the type of wound. A player may attempt this roll only once per scene. If this roll fails, the character doesn't recover.

However, this last-ditch survival effort has its price. Like all Rage rolls, the character is still subject to frenzy. The wound will also remain on the Garou's body as an appropriate Battle Scar.

• **Beast Within:** Occasionally, a Garou is more a snarling monster than man or beast, and she must pay the price for it. For every point of Rage a character has above her Willpower rating, she loses one die on all social-interaction rolls. People, even other werewolves, can sense the killer hiding just under her skin, and they don't want to be anywhere near it.

• **Losing the Wolf:** If a character has lost or spent all his Rage and Willpower points, he has "lost the wolf," and he cannot regain Rage. The Garou cannot shift to anything except his breed form until his Rage returns. The character must regain at least one Willpower point before he can recover any Rage.

Gaining and Regaining Rage

The Rage pool fluctuates from session to session and from turn to turn. Rage replenishes itself in several ways.

• **The Moon:** The first time a werewolf sees the moon at night, the Beast inside stirs, and Rage floods back into her. Under a new moon, the character gets one point; under a waning moon, two points; under a half or waxing moon, three points; and under a full moon, four points. If the moon phase corresponds with the character's auspice, she regains all of her Rage. This phenomenon only occurs when the character first sees the moon each night.

• **Botch:** If the Storyteller approves, a werewolf might receive a Rage point after a botched a roll. Rage comes from stressful situations, and seeing the action you were attempting blow up in your face, sometimes literally, can be a very stressful situation.

• **Humiliation:** Rage will also come rushing back if anything a Garou does proves particularly humiliating. The Storyteller decides whether a situation is embarrassing enough to warrant a Rage point. Garou tend to be very proud, and they don't take being laughed at well.

• **Confrontation:** Again at the Storyteller's approval, a character could receive a Rage point at the beginning of a tense situation, in the moments right before combat starts. This gain accounts for the anticipation and hackle-raising that happens just as tempers start to flare.

• **New Stories:** When a new story begins, each player should roll a die to determine how many Rage points he possesses currently. (They might even exceed their permanent Rage ratings, at the Storyteller's discretion.) Yes, characters might end up with less Rage than they had at the end of the last story. Such is the way of Rage. It is always moving and never predictable.

The player is encouraged to explain this increase or decrease in Rage by describing what happened between sessions. If they come up with some creative tales, Storytellers can be a little more giving with the Rage as the new story progresses.

Gnosis

Gaia did not leave the Garou with Rage as their only inheritance of her spiritual power. She gave them another tool, one that connects her children to their other nature, the spirit world. This connection to the Sacred Mother is called Gnosis.

Gnosis is the essence of the spiritual world; it allows Garou to access the spirits that surround them. In some ways, it is the expression of their half-spirit nature. This connection is what makes travel to the Umbra possible, and it fuels many of the powerful Gifts the spirits can bestow. Without this spiritual force, Garou would be cut off from half of their natures. Characters with low Gnosis can find contact with the spirits rare and difficult. On the other side, those with very high Gnosis scores sometimes find the worlds blurring, and they may have trouble distinguishing each side of the Gauntlet from the other.

Gnosis is recorded in two forms, much like Rage and Willpower. The first is the character's permanent Gnosis rating, indicated on the character sheet by the dots. The second is the temporary Gnosis pool, represented by the squares, which shows how many Gnosis points the player has left to spend. The Gnosis pool can never be greater than the Gnosis rating. When you spend a point of Gnosis, remove it from the Gnosis pool, not the permanent Gnosis rating. Permanent Gnosis stays constant through the story, while the pool fluctuates.

Using Gnosis

Much as Rage fuels battle and the physical world, the uses of Gnosis tend toward affecting insight and the spirit world.

• **Rage and Gnosis:** A player cannot use both Rage and Gnosis in the same turn, whether spending points or rolling the Trait. The only exceptions are certain Gifts that demand both to function. These two forces are very powerful, and the Garou's body is not strong enough to pull the power from these two natures simultaneously. For example, a werewolf cannot spend Rage for multiple actions and activate a fetish in the same turn.

• **Carrying Silver:** For every object made of or containing silver that a character is carrying, she loses one effective point from her Gnosis rating. More potent objects will cause the character to lose more. Luckily, this effect is only temporary, and it lasts only a day after the silver is discarded. More information on the effects of silver is on p. 256.

• **Using Gifts:** Many of the Gifts the spirits have bestowed upon faithful Garou call for Gnosis expenditures and/or rolls.

• **Fetishes:** Gnosis is used to attune or activate fetishes. See p. 221 for more information on fetishes.

Gaining and Regaining Gnosis

Characters can regain their Gnosis in several ways.

• **Meditation:** When a character takes time to center himself and reconnect with the Sacred Mother on a personal level, he can sometimes regain Gnosis. The character must spend at least an hour in one place, focusing on his deeply spiritual side. The player rolls Wits + Enigmas (difficulty 8). For each success, the character regains one Gnosis point, up to a maximum of one point per hour of meditation; additional successes are lost. A Garou can only meditate to regain Gnosis once per day. The difficulty increases by one for each extra day a character attempts it in the same week, to a maximum difficulty of 10. The spirits are gracious, but not always generous.

• **Sacred Hunt:** The Sacred Hunt is one of the most frequently performed activities at Garou moots. The chosen prey — an Engling — is summoned and then hunted down. This activity can be done in either the Umbra or on Earth. After the prey has been caught and "killed," werewolves who have taken part in the hunt give thanks to the spirit for the gift of its life. All who participate in the hunt replenish their Gnosis pools completely. See p. 371 for more information on Englings.

• **Bargaining with Spirits:** Ritual hunts are not the only way to get Gnosis out of a spirit; the soft sell can work just as well. A werewolf can simply ask a spirit to share some of its Gnosis. The character must be able to speak in the spirit language through the use of a Gift or similar. The spirit may ask the character to perform some task before it shares its life force with the Garou. Once the bargain is completed, the spirit spends an amount of Essence, and the werewolf gains that many points of Gnosis.

• **Between Stories:** In the downtime between new tales, the players can make a Charisma + Enigmas roll to regain some Gnosis. Each success on this roll refreshes one point of Gnosis.

Willpower

Almost every creature in the World of Darkness possesses Willpower. It is the strength hidden in each individual to overcome his base urges and occasionally push himself to greatness.

Much like Gnosis and Rage, Willpower is recorded in two forms. The permanent Willpower rating is illustrated on the character sheet by dots; the temporary Willpower pool is measured in the squares below the Willpower rating. A character's Willpower pool can never be larger than his Willpower rating. As with Rage and Gnosis, spending a

Willpower point is recorded on the Willpower pool squares, and not on the permanent rating dots.

As a character spends Willpower, he finds his reserves becoming depleted. With no Willpower left, characters are exhausted and unable to summon the inner strength to perform their duties. They will not care what happens to them, since they have no Willpower to go on.

•	Spineless
••	Weak
•••	Unassertive
••••	Diffident
•••••	Certain
••••• •	Confident
••••• ••	Determined
••••• •••	Controlled
••••• ••••	Iron-willed
••••• •••••	Unshakable

Using Willpower

Of all the Traits werewolves possess, Willpower is one of the most frequently rolled and spent because of the many ways it can be utilized.

• **Automatic Successes:** Spending a Willpower point on an action gives the player one extra success on any roll. Only one point can be spent this way each turn, but the success is guaranteed. Spending Willpower in this way completely negates the effects of a botch. Some rolls do not allow a character to spend Willpower, including damage rolls or any roll to activate Gifts.

• **Uncontrollable Urges:** Garou are instinctual creatures, and can find the Beast within reacting to stimuli without conscious thought. The Storyteller may inform you that your character has done something from a primal urge, like getting away from fire or attacking a creature of the Wyrm. A Willpower point can be spent to negate this gut reaction and keep the Garou right where he is. On rare occasions, the player must keep spending Willpower points until the character removes himself from the situation or runs out of Willpower.

• **Halting Frenzies:** As mentioned previously, a character flies into a frenzy whenever her player rolls more than four successes on a Rage roll. This situation can be averted if the player spends a Willpower point to remain in control. More information on frenzies can be found on p. 261.

• **Fighting On:** When a werewolf is injured, her wounds can make it hard for her to concentrate, represented by wound penalties to her actions. By spending a point of Willpower, she can ignore the wound penalties on a single roll.

Recovering Willpower

Characters must be able to rest in order to regain Willpower. Between their ongoing battles against the Wyrm and its minions, the daily rituals and duties of the human side of their lives, Garou often do not have time to take a breath. This section presents three different ways characters can regain their Willpower; it's up to the Storyteller which of these methods she uses.

• **When a story is complete**, characters can regain all their Willpower. This act should be reserved for *story* endings, not necessarily the end of each session. The Storyteller may allow the characters to regain only as much Willpower as she feels they deserve for the goal they accomplished.

• Characters who **achieve a personal victory** in the framework of the larger story can regain some amount of Willpower. These victories should relate directly to the character, such as confronting a personal enemy or overcoming a vice. The Storyteller rules whether a character has regained some or all of his self-confidence by this action.

• If a character **performed his auspice duties** particularly well, she might regain one to three Willpower points. This method is subject to the Storyteller's approval, and it relies largely on the roleplaying skills of the player.

In addition to these methods, characters regain one point of Willpower when they wake up each day. While not as involved or satisfying as the above methods, it does allow werewolves to keep moving even when all hope seems lost.

Health

Werewolves are more physically powerful than most living creatures, and they are immune to many of the ailments and diseases that plague their human and wolf cousins, but they're still living beings. As half-spirit beasts designed for battle, they're exceptionally hard to kill — but they *can* still die.

The Health Trait measures a character's physical condition. A character's Health Trait consists of seven different "health levels," and each level applies a different dice pool penalty to any actions taken by the person in question. A Garou can absorb a lot of punishment, but continued abuse causes even werewolves' bodies and reactions to slow down. A character who is Hurt subtracts one die from her action dice pools, while a Crippled character subtracts five dice from her action dice pools. If health level penalties leave a character with no dice for an action, she cannot take that action. The character

is so beaten and suffering that it is difficult to focus on anything but the pain.

A character at the Incapacitated health level is just inches from death. He's immobilized and can take no actions whatsoever, only waiting for medical assistance or for his regenerative capacity to kick in. If any creature —human, werewolf, or some Wyrm-spawned abomination — takes any more damage when at the Incapacitated level, it dies. A werewolf's regenerative powers are potent, but only to a point.

Note that dice pool penalties from health level loss only affect actions. They do not apply to reflexive dice pools, such as Willpower rolls to abort to another action, or soak rolls. If a character has wound penalties and suffers more non-aggravated damage, he may still apply his full Stamina to soak the damage. The health level penalties do apply to damage rolls that include a character's Strength, but not to those for mechanical weapons like firearms. It's up to the Storyteller to apply this rule with common sense.

It's a misconception to think that werewolves are immune to physical wounds. They can be wounded, but their wounds don't remain open long, thanks to their remarkable regenerative powers. A werewolf regenerates one health level of bashing damage per turn under any circumstances. If the damage is lethal, the Garou can still regenerate one health level per turn, although the player must roll Stamina (difficulty 8) if the Garou is involved in a strenuous or stressful situation such as combat. This regeneration is an accelerated form of normal healing (detailed on p. 256) and follows the same rules, just on an accelerated timescale.

As the movies show, the one weakness of any werewolf is silver. A werewolf has no defense against Luna's metal. Next to silver, the most dangerous threats to Garou are fire, radiation, and the attacks of other supernatural creatures. All of these forces deal powerful and lasting damage, called aggravated damage. More information on damage appears in Chapter Six.

HEALTH LEVELS

Health Level	Dice Pool Penalty	Movement Penalty
Bruised	0	Character is bruised or winded, but suffers no dice penalties due to damage.
Hurt	–1	Character is superficially hurt, but suffers no movement hindrances.
Injured	–1	Character has suffered minor injuries, and movement is mildly inhibited (halve maximum running speed).
Wounded	–2	Character has suffered significant damage. He can walk, but he cannot run. At this level, a character may not move and attack.
Mauled	–2	Character is badly injured, and he may only stagger (about three yards or meters per turn).
Crippled	–5	Character is catastrophically injured, and he can only crawl (about one yard or meter per turn).
Incapacitated		Character is incapable of movement and likely unconscious. A character who takes any more damage at this level dies.
Dead		Character is dead. His pack and sept will mourn him, but he is with the ancestors now.

RON SPENCER

Chapter Four: Gifts, Rites and Fetishes

Gifts

Were the Garou armed only with claw, fang, and Rage, they would have lost the war for Gaia long ago. The arsenal of the Mother's warriors is varied and miraculous. In accordance with sacred pacts made at the dawn of time, spirits grant mystical blessings and powers — known as Gifts — to worthy Garou who know how to ask, and to those who impress the spirits. These Gifts attune werewolves to the spiritual power flowing throughout the Tellurian, and allow them to express that power in much the same fashion as spirits. Different tribes, auspices and even breeds are the inheritors of different mystical legacies, and so the Gifts normally granted to them differ.

Gifts are divided into levels: Level One Gifts are the weakest, taught to cubs and cliaths, while Level Five Gifts are reserved for the wisest, most honorable, and most glorious heroes of the Garou Nation. **A beginning character may choose one Level One Gift from each of her breed, auspice and tribe Gift lists, thus starting with three.** In the process of character creation, the player may use leftover freebie points to buy other Level One Gifts.

As a character gains more experience, she may purchase more Gifts. However, the character must be of a rank equal to or higher than the level of the Gift desired, or she cannot possess it —the blessings of the spirits won't settle on the shoulders of the unworthy. During play, a werewolf may learn the Gifts of other breeds, auspices or tribes, provided she can find a spirit (or other Garou) to teach her. However, these Gifts cost more than those normally associated with her own tribe, auspice and breed (see the Experience Point chart, p. 244).

Learning Gifts

Most often, a werewolf must either petition a particular spirit to teach her its powers or ask an elder to summon that spirit on her behalf. Traditionally, the Garou first travels to a caern with a power level equal to or greater than that of the desired Gift to petition the spirit personally — to do otherwise is to defy tradition, which risks incurring the wrath of the spirit. But as more caerns fall to the talons of the Wyrm, many Garou are forced to make do with whatever places of power they can find, or even to summon spirits outside of caerns completely. Such slighted spirits often demand recompense or service before consenting to share their blessings.

Other Garou, lacking access to a ritemaster capable of summoning spirits at all, must track down potential mentors

and petition them directly in the Umbra. The manifold dangers of such ventures include offending the spirit in its home or mistaking a hostile spirit for a friendly one.

Although werewolves speak of "learning" and "teaching" Gifts, the process is more akin to a blessing than a period of instruction. The spirit infuses some of its nature into the Garou, imbuing her with a portion of its mystical talents. Young Wendigo don't struggle to bend the wind to their will under a spirit's stern gaze until they get it right — an air elemental blows into the werewolf's soul until bending the wind to his will becomes an essential feature of what the Garou *is*, just as it is for the spirit.

Because of the mystic nature of this communion, learning Gifts is normally fast and simple, taking an hour on average, and no more than a night in even the most complex cases.

Werewolves are also capable of teaching Gifts to one another, but this process is neither fast nor easy. Learning a Gift from another Garou is a long process of trial and error, of attempting to achieve communion with another werewolf and emulate the shape of his soul. At best, the process takes a full lunar month. Most elders strongly discourage this practice, viewing it as unacceptably risky on a number of levels. Wielding incomplete mastery of Gifts such as Silver Claws, for example, can be not only painful, but dangerous to the Garou and to others in his pack or sept. Moreover, the level and depth of sustained intimacy necessary for werewolves to teach Gifts to one another can strain the bounds of the Litany, and more than a few metis have resulted from tutoring sessions gone too far.

Once learned, Gifts cannot be forgotten; they become as much a part of the werewolf as her ability to speak or walk. Some Galliards recount tales of Incarnae or Celestines revoking the Gifts of their servants from Garou who terribly offend them; but other tales speak of arrogant and haughty werewolves abusing the Gifts of the spirit world with impunity. In the Final Days, few Garou consider it prudent to trust to the spirit world to deliver justice to those who would misuse its blessings, preferring to take matters into their own claws.

LEVEL SIX GIFTS

Level Six Gifts are the blessings of the gods and the stuff of legend, even to creatures that walk among the spirits all their lives. Such Gifts are available only to the greatest heroes of a generation, Garou whose legends will be retold until the very end of days; and then only if the hero can make her way to an Incarna's court and fulfill a quest or deed for the godlike spirit — such incredible powers are never granted in response to a ritemaster's summons. Because they are so rare, only a few representative examples are provided here; most of these Gifts are known by only one living Garou at a time, if that.

Breed Gifts

Many spirits bestow breed Gifts, usually to honor ancient pacts or as rewards for past deeds. For example, tales speak of how an ancient metis helped a mole to hide from predators; in return, the mole taught the metis how to burrow into the earth to hide from his own enemies, and mole-spirits have continued to pass down the trick to metis ever since.

Homid

Homid Gifts involve humanity's skills and abilities, not only as toolmakers and cultural beings, but also as conquerors of nature. Mankind's struggle to dominate the natural world has given humans great control over their environment, but also alienated them from the world they live in, producing a disquiet of the soul. Because humans have become strangers to the world of spirit, many homid breed Gifts are taught by ancestors rather than by nature spirits.

• **Apecraft's Blessings (Level One)** — Though many of Gaia's children use tools, none have mastered them so thoroughly as humanity. The homid focuses this mastery into the tools she uses, causing their spirits to awaken and lend her aid. An ancestor-spirit or spirit of a man-made object teaches this Gift.

System: The werewolf spends a turn concentrating, and then the player rolls Wits + Crafts (difficulty 7). Each success reduces the difficulty by one on the next roll she makes for her character to employ a tool made by human hands. The purpose is irrelevant—this Gift is equally efficacious for attempts to repair an engine, drive a car or fire a gun.

• **City Running (Level One)** — Humans are creatures of the city, raising their steel and glass nests high into the sky. This Gift allows a homid to easily scale the concrete canyons and navigate the tangled back alleys and rooftops of the urban landscape. Some lupus derisively refer to this Gift as "Climb Like an Ape." It is taught by an ancestor-spirit or an urban city-spirit.

System: The player spends a point of Rage. For the rest of the scene, the character may climb urban features at her full movement speed, and the difficulty of all Athletics rolls to navigate through cities (running down cluttered alleys, climbing the side of buildings, leaping from rooftop to rooftop) is reduced by two.

• **Master of Fire (Level One)** — Fire-spirits were among the very first to make pacts with humanity, allow-

ing men to warm themselves, drive off wild beasts, and clear the land. The cornerstones of civilization were laid in these simple acts, granting the spirits of flame much prestige. Homid Garou remember and continue to call upon these ancients pacts to protect themselves as the final fires of the Apocalypse loom. An ancestor-spirit or fire elemental teaches this Gift.

System: The player spends one Gnosis point. For the rest of the scene, fire inflicts bashing rather than aggravated damage to the Garou.

• **Persuasion (Level One)** — This Gift imbues a homid's words with intrinsic credibility and conviction, causing them to ring true to the ear and lay heavy on the heart. An ancestor-spirit teaches this Gift.

System: The player rolls Charisma + Subterfuge (difficulty 7). Success lowers the difficulty of all social rolls by one for the rest of the scene, and allows successful rolls to have uncommonly strong impact (such as changing long-held political views, or causing an addict to seriously reconsider the course of his life).

• **Smell of Man (Level One)** — To creatures of the wild, man's scent is death. To creatures of the city, it is authority, comfort, easy meals. This Gift, taught by an ancestor-spirit, enhances a werewolf's human scent, infusing it with spiritual power. **System:** Non-supernatural wild animals lose two dice from their dice pools when interacting with the Garou, save when defending themselves or running away, and will be inclined to flee rather than attack if possible. Domesticated animals recognize the werewolf as a friend, and even trained attack dogs will do no more than wag their tails at the character unless attacked first. This Gift's effects are permanently active.

• **Jam Technology (Level Two)** — With a slight gesture, the werewolf unbalances the Wyld and Weaver energies within technological devices, either suffusing them with destructive chaos or amplifying their inherent stasis until they refuse to do anything at all. Computers crash, guns jam, cars stall, and even the simplest of shaped objects refuse to function. A gremlin — a type of Wyld-spirit that enjoys breaking things — teaches this Gift.

System: The player spends one Gnosis point, rolls (Manipulation + Crafts) and chooses the level of complexity she intends to jam. All technological devices (i.e. any devices shaped from fabricated materials like metal or plastic) of that complexity within 50 feet (15 m) cease to function for two turns per success. The devices remain unchanged, but inert — knives won't cut, gunpowder won't ignite, gears won't turn, and so on. The difficulty of the roll is based on the following chart:

Device	Difficulty
Computer	4
Phone	5
Automobile	7
Gun	8
Knife	9

• **Mark of the Wolf (Level Two)** — The werewolf marks those she comes in contact with, leaving them to carry the same aura of the predator the Garou does. This subtle curse can wreak havoc in a target's private or professional life, and is a favorite of many homids looking to provoke discord in the ranks of the enemy. A Lune teaches this Gift.

System: The player selects a target that has had some interaction with the Garou during the scene (even something as simple as light conversation in an elevator counts), then rolls Manipulation + Primal-Urge (difficulty 7). The target inherits the Curse (see p. 262) as though she had a Rage rating equal to that of the Garou for one day per success.

• **Speech of the World (Level Two)** — This Gift allows Gaia's warriors to read and wield the spirit of speech, bypassing the need to learn different languages and dialects. The Garou may speak and understand any human language she encounters, though she speaks with an obvious accent, marking her as an outsider. Speech of the World doesn't convey literacy, nor is it an encyclopedia of cultural information. An ancestor-spirit teaches this Gift.

System: The player rolls Intelligence + Academics (difficulty 7). The effect lasts for one scene.

• **Staredown (Level Two)** — Rage burns in a werewolf's eyes, striking fear into the hearts of mortals and animals, causing them to flee for their lives. Used against another werewolf, the target will freeze in place rather than run. A ram- or snake-spirit teaches this Gift.

System: This Gift affects only one target at a time. The player rolls Charisma + Intimidation (difficulty 5 + the target's Rank, if applicable). The victim flees for one turn per success, though he may spend a point of Willpower to resist the effects of the Gift for one turn. Should the player roll five or more successes, the victim flees for the rest of the scene. Garou and other shapeshifters with Rage do not flee, but may not attack while the Gift is in use.

• **Calm the Savage Beast (Level Three)** — Even the most callous of homids can sympathize with the Rage that moves their fellow Garou in the final days. This Gift allows the werewolf to lend a frenzying Garou the will to escape her Rage's hold over her. It is taught by an ancestor-spirit.

System: The player spends a Willpower point and rolls Manipulation + Primal-Urge (difficulty 8). If successful, the Willpower point soothes a frenzying Garou within 30 feet (9 m), canceling the frenzy. By spending an extra point of Willpower, this Gift may affect non-Garou in a state of frenzy, such as other shapeshifters or vampires.

• **Cowing the Bullet (Level Three)** — The spirits of tools recognize man as their master; as a result, they become reluctant to harm the homid. A Weaver-spirit teaches this Gift.

System: The player spends a Gnosis point. For the rest of the scene, the Garou gains two additional soak dice against all crafted weapons not made of silver.

• **Disquiet (Level Three)** — Pulling the mercurial tide of the target's emotions to their lowest ebb, this Gift makes its target feel inexplicably depressed and withdrawn. The subject finds his emotions muted and concentration difficult. An ancestor-spirit teaches this Gift.

System: The player rolls Manipulation + Empathy against a difficulty equal to the target's Willpower. If successful, that opponent will be unable to recover Rage for the duration of the scene, and all difficulties for extended actions increase by one. Moreover, the target becomes listless and generally less inclined to stir himself to pursue any action of dubious necessity, such as investigating strange noises.

• **Reshape Object (Level Three)** — The Garou can shape once-living (though not undead) material into something else instantly. Trees may become shelter, buck antlers spears, animal hides armor, and flowers sweet perfumes. The item will resemble the object from which it was created (e.g., the aforementioned spear will be made of antler, not wood). A Pattern Spider teaches this Gift.

System: The player rolls Manipulation + Crafts against a difficulty defined by the scope and complexity of the transformation (a broken tree limb into a spear would be difficulty 5, while a fallen tree into a canoe would be 8) and spends a Gnosis point. The transformation persists for one scene per success, or permanently with five or more successes. Expending an additional Gnosis point allows a created weapon to inflict aggravated damage for the remainder of the scene in which it is created.

• **Body Shift (Level Four)** — Garou raised in the shifting maze of human society are well-prepared for the endless adaptations Gaia demands of her protectors. An ancestor-spirit teaches this Gift.

System: The Garou can use her shapeshifting to alter her physical Attributes: a dot of Dexterity can be shifted to Strength or Stamina, and so forth. The player rolls Stamina + Primal-Urge (difficulty 9). For each two successes, one physical Attribute dot can be shifted for the rest of the scene.

• **Bury the Wolf (Level Four)** — The war against the Wyrm isn't always a matter of slashing claws and righteous fury — sometimes duplicity is required. A werewolf can temporarily "restrain" her inner wolf and appear to be a normal human. An ancestor-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Gnosis (difficulty of her own Willpower). Success causes the character to appear human to all supernatural scrutiny. The Gift also nullifies the Curse and makes spending Rage impossible, and locks her in homid form so long as its effects persist. The number of successes determines the Gift's duration; to "free the wolf" before that time elapses requires a full turn of concentration and another point of Gnosis.

Successes	Duration
One	One scene
Two	12 hours
Three	One day
Four	One week
Five	One lunar cycle

• **Cocoon (Level Four)** — The werewolf wraps himself in a thick, opaque, chitinous sarcophagus, immobilizing himself but also becoming nearly impervious to harm. The cocoon provides immunity to fire, starvation, gas, high pressure, cold, and similar environmental hazards. An insect- or Weaver-spirit teaches this Gift.

System: The Garou spends one Gnosis point. While the werewolf remains in the cocoon, any attack that strikes him must do damage at least equal to his Stamina + Rituals; the cocoon keeps him safe from any lesser amount of damage, but is destroyed if it's pierced. The cocoon lasts for one day, but its duration may be extended by spending more Gnosis to renew it. The Garou may emerge from it at any time he chooses.

• **Spirit Ward (Level Four)** — This Gift allows a werewolf to protect herself from spirits by performing a quick warding rite. The werewolf traces an invisible pictogram in the air that frightens and unnerves any nearby spirits, and which travels with the Garou for as long as it persists. An ancestor-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Rituals (difficulty 7). Spirits within 100 feet (30 m) of the character must subtract one from their dice pools for each success. Any spirit that comes within 50 feet (15 m) of the character (except a caern spirit or the character's pack totem) loses one point from its Essence per turn for each success the player rolled. This Gift lasts for one scene.

• **Assimilation (Level Five)** — A werewolf with this Gift blends smoothly into any culture, no matter how strange or unfamiliar he might normally find it. He could slip among Bedouin nomads as if he were one of them, or he could shop in a Chinese market without anyone noticing that he doesn't belong. The Gift doesn't hide racial differences, but it does allow the werewolf to mimic the behaviors and mannerisms of a native. It also grants the ability to speak and understand the culture's language, although this knowledge vanishes as the Gift ends. It is taught by Ancestor-spirits.

System: The player rolls Manipulation + Empathy. If successful, the character interacts with members of another culture as if he were one of them. The difficulty depends on how alien the culture is. Another Garou sept would be 5, while a Black Spiral hive or foreign country could be as high as 9. The character suffers no Social penalties when interacting with members of the culture, although he will enjoy no special benefits either. The Gift lasts for one scene, plus one day per Willpower point spent when activating it.

• **Beyond Human (Level Five)** — The Garou is human plus — Human plus strength, agility and health. Human plus devoted, assured spirituality and meaning. Human plus animal instinct and lightning reflexes. Human plus righteous fury with which to meet the Apocalypse. He is as man, but greater. Every Garou radiates this to some extent, but this Gift warps that perception, changing the Garou from a figure to be avoided to one to be admired or adored. An ancestor-spirit teaches this Gift.

System: Once learned, this Gift's effects are permanent. Humans dealing with the werewolf instinctively pick her out as more desirable, important, and interesting than those around her — regardless of the character's capacity in such matters. The Curse still applies, but rather than being instinctively feared as a predator, the werewolf becomes an intimidating figure of great presence. Finally, the character may boost her Social Attributes by spending Rage or Gnosis. Each point of either spent raises one Social Attribute by one point for the rest of the scene. Social Attributes may be raised above 5 in this fashion.

• **Part the Veil (Level Five)** — This potent Gift immunizes a human from the Delirium for a scene. However, the human will forget much of what he knows if exposed to the Delirium at a later date. An ancestor-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Charisma + Empathy. Only one success is needed.

Metis Gifts

The spirit world has never hesitated to provide its blessings to metis — in the eyes of the spirits, a metis is as true a Garou as any other. Metis Gifts tend to be an eclectic collection of pacts and powers. Constantly scorned by their brethren and denied pride of place, metis learn to make friends where they can and take what allies they can get.

• **Create Element (Level One)** — The metis may create a small amount of one of the four Western classical elements — fire, air, earth, or water. She could make a rock to throw, fill a bathtub with no faucet, light fires without matches, or provide air in an airtight room. She cannot create specialized forms of any element. Precious

metals (especially silver), lethal gases, and acid are beyond her reach. Elementals teach this Gift.

System: The player spends one Gnosis point and rolls Gnosis. Each success allows the character to create roughly one cubic foot (.3 cubic meter) of the desired element, to a maximum weight of 100 lbs (45 kg), anywhere she can see within 60 feet (18 m). The element remains in existence until used up (breathed, in the case of air, or burned up, in the case of fire without any fuel to keep it going). The flames created by this Gift inflict one health level of damage per success, to a maximum of three levels of damage.

• **Primal Anger (Level One)** — The metis gives of herself to feed the Rage in her heart, burning away her very blood and muscle in the process. The spirits of ancient metis teach this Gift; few members of other breeds have endured enough shame and suffering to learn it.

System: The character may inflict a single level of aggravated damage on herself once per scene, and gain three points of Rage in exchange (even if doing so takes her beyond her permanent Rage rating).

• **Rat Head (Level One)** — Metis are born into a world where they metaphorically don't belong; it seemed only natural to rat-spirits to teach them to get into such places in the literal sense as well. This Gift renders the metis's bone structure collapsible, allowing her to squeeze through any gap she can fit her head into.

System: The player spends one Gnosis and rolls Dexterity + Athletics (difficulty 7). For the rest of the scene, the metis may squirm through any gap she can fit her face into, moving at her walking speed to do so.

• **Sense Wyrm (Level One)** — The werewolf can sense nearby manifestations of the Wyrm. This Gift involves a mystical sense, not a visual or olfactory image, although Garou often describe the Wyrm's spiritual emanations as a stench. This Gift doesn't necessarily sense *dedication* to the Wyrm, merely contact with its spiritual essence, which can cling to even blameless souls. Sense Wyrm requires active concentration; the spiritual sense it provides doesn't function passively. The Gift may be taught by any Gaian spirit.

System: The player rolls Perception + Occult. The difficulty depends on the concentration and strength of the Wyrm's influence: sensing a single fomor in the next room would be difficulty 6, while detecting the stench of a Bane that was in the room an hour ago would be difficulty 7. Vampires register as Wyrm-tainted, save those with Humanity ratings of 7 or higher.

• **Shed (Level One)** — The metis can shed a layer of fur and skin, slipping from an opponent's grasp or escaping from bonds with ease. A lizard-spirit or snake-spirit teaches this Gift.

System: The player rolls Dexterity + Primal-Urge (difficulty 7). If the roll succeeds, the character loses a tuft of fur or skin (revealing healthy new hide), allowing her to slip free of grapples or bonds such as ropes or chains.

• **Burrow (Level Two)** — This Gift grants the ability to burrow through the earth, creating a tunnel roughly the size of the digger's body, which others can follow through. The werewolf must be in a form possessing claws to use this Gift. Mole-spirits teach this Gift.

System: The player rolls Strength + Athletics against a difficulty depending on the substance to be excavated (4 for loose mud, 9 for solid rock). Some metals (such as steel and titanium alloys) and other reinforced structures won't yield to the werewolf no matter how hard she digs. The character can burrow one yard per turn for each success. After the initial roll, the character does not need to roll again to continue at the same speed.

• **Curse of Hatred (Level Two)** — The metis takes hold of the hate in her soul and layers it into her words, scourging the spirits of those she addresses. A spirit of hate teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Expression (difficulty equal to the target's Willpower). If she succeeds, her opponent loses two Willpower points and two Rage points. This Gift may be used on an opponent only once per scene.

• **Form Mastery (Level Two)** — This Gift empowers the Wyld spark that resides in all Garou, granting the character greater control over her shapeshifting abilities. A wolf-spirit teaches this Gift.

System: When shapeshifting (see p. 285), all difficulties are reduced by 1. Additionally, when enacting partial transformations (see p. 286), the player need no longer spend a Willpower point, and the difficulty of the roll is 7. This Gift's effects are permanent.

• **Sense Silver (Level Two)** — To those truly born Garou, Luna has granted the ability to sense a werewolf's greatest weakness. This Gift, taught by Lunes, allows the metis to detect the presence of silver.

System: The player rolls Perception + Primal-Urge (difficulty 7). If successful, she can detect the presence of any silver within 100 yards. Three successes allow her to pinpoint the silver's location.

• **Chameleon (Level Three)** — Like the Gift's reptilian namesake, the Garou can blend with her natural surroundings. Unlike the lizard, the werewolf shifts fluidly with changing backgrounds, thus allowing the Garou to move about and even attack. A chameleon- or octopus-spirit teaches this Gift.

System: The player spends one Gnosis point to activate the Gift. Anyone trying to see the werewolf, even

in open ground, must make a Perception roll (difficulty of the Garou's Wits + Stealth) to detect her. Once the Garou attacks, the difficulty drops by 3. The Gift affects only sight; it does not mask the Garou's sound or scent.

• **Eyes of the Cat (Level Three)** — The werewolf may see clearly in complete darkness. His eyes glow a lambent green while this power is in effect. A cat-spirit teaches this Gift.

System: The character suffers no penalties from darkness. This power may be used at will; it requires no roll or expenditure.

• **Mental Speech (Level Three)** — This Gift enables mental communication, even over vast distances. The user must either know the target personally (although friendship isn't necessary) or have something that belongs to that person, such as a lock of his hair. Bird-spirits and spirits of intellect teach this Gift.

System: The player rolls Charisma + Empathy (difficulty 8) and spends a Willpower point; the effects last for a scene. The character may hold a mental conversation with a target at a maximum distance of 10 miles (16 km) per success. Mind reading isn't possible, but the werewolf may use social Abilities such as Intimidation.

• **Shell (Level Three)** — Shell places an emotional and instinctual barrier around the metis, shutting out the hostility of the world and suppressing his own powerful, destructive impulses. It is taught by a turtle-spirit.

System: The player rolls Willpower (difficulty of the character's own Rage). Success insulates the metis for a scene behind a mystical and psychological barrier, immunizing him against mind-altering magic of all kinds for the rest of the scene. However, he cannot gain any successes on Empathy, Primal-Urge or Rage rolls, nor can he spend Rage points.

• **Gift of the Porcupine (Level Four)** — The werewolf undergoes a startling transformation: Her fur elongates, becoming bristly and sharp like the quills of a porcupine. The werewolf must be in Crinos, Hispo or Lupus form to use this Gift. Porcupine teaches this gift, and he has a strong fondness for metis.

System: The character spends a Gnosis point to sharpen her fur. Anyone whom the metis tackles, grapples or immobilizes takes (Strength + 1) aggravated damage from these newfound quills. Furthermore, those who strike her with bare flesh and score less than five successes on the attack roll take their *own* Strength in aggravated damage (this does not negate any damage done to the metis). This Gift lasts for one scene or until the werewolf wills her fur to return to normal.

• **Lash of Rage (Level Four)** — The metis harnesses all of the shame, hate, and fury coiled in his heart and lashes out with it, destroying another. Bones snap, organs rupture, and cavities fill with blood as the metis's Rage tears the target apart. A spirit of fury teaches this Gift.

System: The player spends one Rage point and rolls his Rage rating. A target within 100 yards (91 m) takes one level of unsoakable aggravated damage for each success. This Gift can be used safely only once per scene. Any additional uses inflict the Gift's full damage on both the metis and his target.

• **Rattler's Bite (Level Four)** — The metis's eyeteeth lengthen, and she can inject a deadly poison with her bite. Spider- and snake-spirits teach this Gift.

System: The player spends a Rage point when attempting to bite an opponent. If the bite is successful, any remaining damage after soak is doubled.

• **Wither Limb (Level Four)** — With a snarl and a baleful stare, the werewolf ruins an opponent's limb: bones twist, muscles wither, flesh desiccates. Creatures with regenerative capabilities will recover after one scene; all others are permanently crippled. Venomous spirits teach this Gift.

System: The player spends a Gnosis point and rolls Willpower (difficulty equals the victim's Stamina + 4). The victim adds two to the difficulties of all Dexterity rolls. If a leg is crippled, he can move at only half his normal speed.

• **Madness (Level Five)** — Metis struggle throughout their lives to find a place of dignity and respect amidst a minefield of horror and abuse. This Gift allows her to unleash her inner demons upon others, inflicting insanity and madness. The nature of the derangement inflicted varies from individual to individual, but is always severe, making it impossible for the victim to function normally. Lunes and spirits of trickery and madness teach this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Intimidation (difficulty equal to the victim's Willpower). The target immediately begins to suffer from a Derangement (see p. 485). The insanity lasts a number of days equal to the successes rolled. During this time, the metis can increase or decrease the severity of the madness, granting the victim lucidity and then driving him into psychosis. Even after the Gift has ended, the repercussions may haunt the victim for the rest of his life.

• **Protean Form (Level Five)** — Born misshapen, the metis takes her deformity and makes it a source of power. She can twist her flesh in any number of ways, sprouting a number of unnatural features, from extra limbs to additional mouths to grasping tentacles. A Chimerling teaches this Gift.

System: The character's ability to partially transform (see p. 286) is permanently modified, allowing her to make almost any grotesque modifications the player can imagine. These modifications must logically bestow one of the following benefits: +2 dice on a certain category of attack rolls (extra clawed limbs for claw attacks, tentacles for clinches, etc), +2 damage on a certain category of at-

tack rolls (a chest-mounted squid beak for extra damage on clinches, arms coated in shark teeth for boosted claw attacks, etc.), or +5 yards per turn of movement (extra legs, vestigial wings, etc.).

• **Totem Gift (Level Five)** — Metis are Garou from the moment of their birth, and their ties to the spirit that guides their tribe run deep. The metis may plead with her tribal totem for power, with effects varying from tribe to tribe. Rat might send a swarm of rodents to attack the werewolf's enemies, while Grandfather Thunder might send down the lightning to strike aside obstacles and opponents. The potential of this Gift depends on the favor of the totem, and may extend into the miraculous. Only the tribal totem teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Rituals (difficulty 7). The greater the number of successes, the more dramatic the aid provided. One success might cause a minor distraction, whereas 10 successes could produce volcanic eruptions or county-smashing tornadoes.

Lupus Gifts

Lupus Gifts reflect the breed's powerful ties to the natural world and the wilds. Usually these Gifts enhance the natural abilities of the werewolf, allowing her to perform feats that other breeds would find impossible.

• **Hare's Leap (Level One)** — The werewolf can leap impossible distances. Hare-spirits teach this Gift, naturally, though cat-, frog-, kangaroo-, and even flea-spirits occasionally do so as well.

System: The player makes a reflexive Strength + Athletics roll (difficulty 7) to activate this Gift. If successful, the character's leaping distances are doubled for the scene — or tripled for a single turn with the expenditure of a Willpower point (see Jumping, p. 271).

• **Heightened Senses (Level One)** — This Gift sharpens the werewolf's senses to an incredible degree. She enjoys the olfactory and auditory acuity of a wolf whenever she is in Homid and Glabro forms, along with superior night vision. In Crinos, Hispo and Lupus, her senses become preternaturally potent, allowing sensory feats that border on precognition. Sudden loud noises, bright lights or overwhelming scents can be disorienting, however. Wolf-spirits teach this Gift.

System: The player spends a Gnosis point to activate this Gift for a scene. In Homid and Glabro, the werewolf's Perception difficulties decrease by two and she may roll Perception + Primal-Urge to perform uncanny sensory feats such as tracking by scent. In Crinos, Hispo, and Lupus, Perception difficulties decrease by three (this is not cumula-

tive with the ordinary Lupus-form Perception bonuses) and the werewolf gains an extra die to Primal-Urge dice pools.

• **Sense Prey (Level One)** — This Gift lets a werewolf locate enough prey to feed her pack. In the urban environment, this tends to guide lupus to prey in parks, sewers, animal shelters or even zoos, drawing her unfailingly to the presence of prey animals. Humans and carnivores too large or dangerous for a lone wolf to regard as prey do not register as prey animals. A wolf-spirit teaches this Gift.

System: The player rolls Perception + Primal-Urge. The difficulty is 5 in wilderness environments and 7 in urban environments. Success indicates the location of enough prey to feed a large pack for a day.

• **Predator's Arsenal (Level One)** — One of the most unnerving aspects of the Homid shape is its lack of proper weapons. This Gift remedies that problem (while still retaining much of the Homid shape's ability to blend in with the human world), granting the Garou battle-ready claws and teeth in Homid form. It is taught by a wolf-spirit.

System: The werewolf concentrates for a turn to gain access to bite and claw attacks in Homid form for the rest of the scene, or until she dismisses the transformation. These attacks inflict lethal rather than aggravated damage, and may be concealed by simple expediencies such as the werewolf keeping her mouth closed, wearing long sleeves, or keeping her hands in her pockets. She can even speak normally without giving herself away, as long as she's careful not to open her mouth too wide or smile so that her teeth show, although her voice sounds rough and a bit distorted (attempting to discern that there's something amiss with a Garou taking such precautions requires a Perception + Alertness roll, difficulty 9).

• **Prey Mind (Level One)** — As Gaia dies and her natural order is perverted, predators become prey with increasing frequency — this is a sorrowful truth that lupus know all too well. This Gift assists the Garou in evading their enemies that they might fight another day, showing them places to hide, ways to run, and even chances to strike back. A hare- or deer-spirit teaches this Gift.

System: The player rolls Wits + Primal-Urge; difficulty 7 in the wilderness, 9 in urban environments. Each success adds one die to all pools made to escape, outdistance, hide from or evade pursuit for the remainder of the scene.

• **Axis Mundi (Level Two)** — The lupus reaches out with her spirit to feel the presence of Gaia, centering herself with relation to her Mother. She always knows what direction she is traveling or facing in, so long as she travels within the Gaia Realm. The spirits of migratory birds teach this Gift.

System: This Gift's effects are permanent.

• **Eye of the Eagle (Level Two)** — This Gift allows the werewolf to see over impossibly long distances, though not through obstacles — good vantage points are invaluable, and this Gift is in much demand among caern guardians. It is taught by an eagle-spirit.

System: The player rolls Perception + Alertness (difficulty 7). The number of successes is the number of miles added to the Garou's clear visual range.

• **Name the Spirit (Level Two)** — The werewolf gains an instinctive rapport with denizens of the Umbra. He can sense the type and approximate Trait levels (Rage, Gnosis, Willpower) of spirits. Owl- and raven-spirits teach this Gift.

System: The player spends one Willpower and rolls Perception + Occult (difficulty 8).

• **Scent of Sight (Level Two)** — The werewolf can compensate for her vision completely by using her sense of smell. She can attack invisible creatures normally or navigate in absolute darkness. Wolf-spirits teach this Gift.

System: The werewolf fully substitutes her sense of smell for her vision, enabling her to distinguish identity and location flawlessly (color and fine details, such as letters printed on a page, remain beyond her). A Perception + Primal-Urge roll may be required to detect things which actively obscure their scent.

• **Catfeet (Level Three)** — The werewolf gains the agility of a cat, making him immune to falls under 100 feet (~30 m). He also has perfect balance even on the most slippery surfaces, and the difficulties of all combat actions involving body slams and grappling decrease by two. Cat-spirits teach this gift.

System: This ability becomes innate to those who learn the Gift.

• **Monkey Tail (Level Three)** — The lupus may lengthen her tail and use it as a prehensile appendage at will. Although it's no replacement for a hand, it can grasp objects, wrap around branches, and even allow the Garou to hang upside-down. A monkey-spirit teaches this Gift.

System: The Garou may employ her prehensile tail at will in any form which possesses a tail. Successfully manipulating the tail requires a Dexterity + Athletics roll (difficulty varies according to the task).

• **Sense the Unnatural (Level Three)** — The werewolf can sense any supernatural presence and determine its approximate strength and type. Supernatural presences can include magic, spirits, Wyrm taint, ghosts, vampires, faeries, and any other such unnatural manifestation — although it won't pick them out specifically as such. A werewolf may sense a person plagued by haunting as easily as a ghost. Any spirit servant of Gaia can teach this Gift.

System: The player rolls Perception + Enigmas (difficulty 6). The more successes he rolls, the more information he gains. The sensory input is somewhat vague and subject to interpretation, though. For instance, a vampire might

smell of clotted blood, fear, corpse-meat or whatever else the Storyteller finds appropriate.

• **Silence the Weaver (Level Three)** — The lupus releases a shattering howl, destroying all nearby delicate electronics — computers, laptops, smart phones, tablets and the like. Simpler machines such as land line phones, cars, and firearms are unaffected. A storm-spirit teaches this Gift.

System: The lupus spends a turn howling. The player then spends one Rage point and rolls Manipulation + Primal-Urge. Delicate electronics are destroyed within a radius of (20 x successes) yards (or meters) in a flash of sparks.

• **Strength of Gaia (Level Three)** — The Goddess blesses the lupus with the fullness of his might when he wears the most natural of his skins. While wearing lupus form, the Garou enjoys the full might of Crinos. A wolf-spirit teaches this Gift.

System: The player spends one Rage point. His Lupus form base strength increases by four, rather than the normal one, for the rest of the scene.

• **Beast Life (Level Four)** — The werewolf can communicate with other wild animals and attract or even command them. Domesticated animals may speak with the Garou, but they have given themselves over to the ways of humans and will provide no aid beyond information. Any animal spirit can teach this Gift, although lupus prefer to learn it from lion- or wolf-spirits.

System: The character gains the permanent ability to communicate with all animals, regardless of the form she wears. To attract animals, the player spends one Gnosis point and rolls Charisma + Animal Ken (difficulty 7). All animals within 10 miles (16 km) per success respond to the summons, and will follow any requests the Garou makes. It is considered customary to pay homage to the spirit of any animal ordered to sacrifice itself with this Gift; to do otherwise risks angering the spirit world.

• **Gnaw (Level Four)** — The werewolf's jaws strengthen until she can chew through nearly anything. Her fangs inflict more damage in combat, and only death will break her grip if she clamps her teeth into an opponent. Hyena- and wolf-spirits teach this Gift.

System: The player spends one Willpower point and rolls Stamina + 4 against a variable difficulty (3 for wood, 6 for steel handcuffs, 9 for a train car coupling). The length of time it takes to gnaw through something depends on the number of successes. Additionally, the Gift grants a character's bite two extra dice of damage for the rest of the scene.

• **Scream of Gaia (Level Four)** — The Garou emits a horrible, ragged scream imbued with Rage and the pain of Gaia. The force of the scream batters foes and knocks them off their feet. Storm-spirits teach this Gift.

System: The player spends a Gnosis point and rolls Rage. Everyone within a 50-foot (15 m) radius, except for the werewolf's pack, is blasted to the ground to suffer one unsoakable health level of bashing damage per success as a shockwave rips through the area.

• **Terror of the Dire Wolf (Level Four)** — Wolves haunt the ancestral nightmares of humanity, and of those monsters that were once human. The werewolf lets out a fierce snarl that triggers primordial terror in opponents and drowns them in the Delirium. A wolf-spirit teaches this Gift.

System: The player spends a point of Rage and rolls Manipulation + Primal-Urge (difficulty of the opponent's Willpower or, if he is affecting a group, the highest Willpower represented). If successful, the werewolf invokes the full effect of the Delirium on any human, formerly-human, or partly-human creature who can see her — including those normally immune to the Delirium, such as mages and vampires. Only other werewolves and Fera are immune. It may be used in any form, although Homid and Glabro raise the difficulty of the Primal-Urge roll by one.

• **Elemental Gift (Level Five)** — Gaia herself steps in to lend a hand, offering part of herself to the character. The werewolf gains the power to command his surroundings, directing the elemental forces of the world. Elementals teach this Gift.

System: The player spends one Gnosis point and rolls Gnosis (difficulty 8). If successful, the Garou calls an elemental, who then grants her the ability to control a large volume of air, earth, fire, or water — approximately 20' by 20' (6 m x 6 m) per success. The effect lasts for one scene, or until the elemental leaves or is destroyed. Elementals summoned by this Gift are roughly as powerful as a Nexus Crawler (see p. 444).

• **Song of the Great Beast (Level Five)** — The Garou travels to the deep wilderness and lets out a long, mournful howl. One of the Great Beasts of antiquity answers the call, appearing in the Realm near the werewolf — a mighty and savage being that walked the Earth in ages past. Such creatures include the Willawau (giant owl), the Sabertooth Tiger, the great Megalodon sharks that swam the seas eons ago and the mighty Mammoth, who arrives in herds. Who knows what else the Song might call up? The Great Beasts possess power in the physical world to rival that of mighty spirits in the Umbra. Once the ancient creature arrives, the Garou may make a request of it, but the Great Beast will fulfill it in its own way, according to its nature. Using this Gift is risky, but the results can be truly spectacular. Few spirits know this Gift. It's said that the reclusive Mokolé (see p. 412) know which spirits can teach the Song of the Great Beast … if any survived the Impergium, and are willing to talk to the Garou, that is.

System: The player spends two Gnosis points and rolls Charisma + Primal-Urge (difficulty 8). More successes improve the Great Beast's disposition. Traits are left to the Storyteller's discretion, but should always be impressive.

Auspice Gifts

These Gifts are the secrets given to Gaia's children by Luna. She bid her many servants teach the Garou their various tricks, arming them with magical skills with which to protect Gaia.

Ragabash Gifts

Luna's Gifts to the Ragabash defy tradition and conventional wisdom. Well-suited to tricksters, scouts and saboteurs, the eclectic blessings of the new moon are nothing if not effective.

• **Blur of the Milky Eye (Level One)** — The werewolf's form becomes a shimmering, indistinct blur, as though seen through heavy cataracts — even in the midday sun. The Ragabash is not truly invisible, however, and if spotted, this Gift's protection fails until the observer is distracted. A chameleon- or ermine-spirit teaches this Gift.

System: The player rolls Manipulation + Stealth (difficulty 8). Each success increases the difficulty of all Perception rolls made to detect him by one for the rest of the scene.

• **Infectious Laughter (Level One)** — Laughter is the tool with which Gaia's tricksters promote enlightenment and the knife that slashes through the veil of Rage. When the Ragabash laughs, those around her are compelled to follow along, forgetting their grievances. A coyote- or hyena-spirit teaches this Gift.

System: The Ragabash must make some comment mocking the present situation in which she finds herself, then laugh at it. The player then rolls Manipulation + Expression (difficulty of the highest Rage rating of anyone listening). Success causes those who hear the Ragabash's comment and laughter lose hold of their ire, and forget what it was that had them upset in the first place — although their temper will return if they are reminded of what the New Moon has made them forget.

• **Liar's Face (Level One)** — The Ragabash wraps herself in such a deceitful attitude that nothing she says can be trusted — not even the clear and unvarnished truth. The werewolf may make a single truthful statement, and no human who hears it will believe her. A platypus-spirit teaches this Gift.

System: After the character makes a truthful statement, the player spends one Willpower point and rolls Charisma + Subterfuge (difficulty 7). This Gift is automatically effective on humans, causing them to believe the Ragabash is lying. Supernatural listeners whose Willpower rating is lower than the Ragabash's successes also refuse to believe the Ragabash's words.

• **Open Seal (Level One)** — The werewolf can open nearly any sort of closed or locked physical device. A raccoon-spirit teaches this Gift.

System: The player rolls Gnosis (difficulty of the local Gauntlet rating). If the object is sealed with magic, the player must spend a Gnosis point before making the attempt.

• **Scent of Running Water (Level One)** — The werewolf can mask her scent completely, making herself virtually impossible to track. A fox-spirit teaches this Gift.

System: The difficulties of all rolls to track the Garou increase by two. This Gift's effects are permanent, though the Ragabash may temporarily suppress them at will (which may be necessary to blend in with wolf packs).

• **Blissful Ignorance (Level Two)** — The Garou can become completely invisible to all senses, spirits or monitoring devices by remaining still. A chameleon-spirit teaches this Gift.

System: The player rolls Stamina + Stealth (difficulty 5). Each success subtracts one success from the Perception + Alertness rolls of those looking for the character. If no one is *actively* seeking the werewolf, one success provides perfect concealment.

• **Pulse of the Prey (Level Two)** — If the werewolf knows anything about her prey—even a nickname, initials, or crude description—she can track it as fast as she can travel. This unerring sense of direction works anywhere, and is as useful for tracking spirits through the Deep Umbra as Pentex executives through Baltimore. A wolf- or dog-spirit teaches this Gift.

System: No roll is required unless the target is actively hiding, in which case the player rolls Perception + Enigmas against a difficulty of the target's Wits + Stealth. If the target is a spirit, the difficulty is the spirit's Gnosis.

• **Spider's Song (Level Two)** — The Ragabash can steal messages from the Weaver's web, plucking them from the air or eavesdropping as they race through telephone lines. The Ragabash must be aware that a conversation is happening to listen in on it (though she doesn't have to know who's on the other end of the line). For conversations across land lines, the Ragabash must place her ear against a telephone pole or cord; to listen in on cell phone discussions (or even to intercept text messages) she need only be able to see one of the phones being used. Spider- and raven-spirits teach this Gift.

System: The player spends a Gnosis point. She listens in on the conversation (or receives mental translations of text messages) for as long as she keeps her ear to the line or keeps the cell phone user in sight.

• **Taking the Forgotten (Level Two)** — A Ragabash with this Gift can steal something from a target and make his victim forget that she ever possessed the stolen item. A mouse-spirit teaches this Gift.

System: After successfully stealing the item, the player must score three successes on a Wits + Larceny roll (difficulty of the victim's Intelligence + Streetwise).

• **Gremlins (Level Three)** — The Ragabash can cause a technological device to malfunction merely by touching it. This Gift actually causes the spirit energy within the device to work counter to its function. If the Garou can frighten the spirit sufficiently, it will flee the device, causing it to malfunction permanently. A Gremlin teaches this Gift.

System: The player rolls Manipulation + Intimidation; the difficulty is determined by the complexity of the item. The more successes the Garou obtains, the more the device is damaged. Three successes disables the device permanently (the spirit has fled). Good roleplaying might certainly warrant one to three additional dice, at the Storyteller's discretion.

Device	Difficulty
Computer	4
Phone	6
Car	7
Gun	8
Knife	9

• **Liar's Craft (Level Three)** — The Ragabash can tell the most outrageous of lies and have them accepted as truth — for a while, at least. This Gift is taught by a fox-spirit.

System: The character first tells his lie, then the player rolls Wits + Subterfuge (difficulty of the target's Wits + Subterfuge, or the highest rating in a group of listeners). One success convinces a single individual, while three successes are needed to dupe a crowd. Since the roll is made *after* the lie is told, this Gift always carries some element of risk.

• **Monkey Tail (Level Three)** — As the lupus Gift.

• **Open Moon Bridge (Level Three)** — The werewolf has the ability to open a moon bridge, with or without the permission of the totem of that caern. A Lune teaches this Gift.

System: The player spends one Gnosis point. See the Rite of the Opened Bridge (p. 207) for more information on opening moon bridges. The maximum distance that can thereby be covered is 1,000 miles (1600 km).

• **Pathfinder (Level Three)** — The werewolf can strike implausible trails through pristine wilderness and the urban jungle alike, locating the fastest and shortest routes from one place to another. A crow-spirit teaches this Gift.

System: The player rolls Perception + Survival (for wilderness) or Streetwise (for urban environments) against difficulty 7. The number of successes equals the quality of the path she blazes and how much she decreases her travel time. Every success reduces travel time by approximately 10 percent, up to a maximum of half the original travel time. The difficulty of any rolls to track the werewolf increase by two when this Gift is active; this decrease is cumulative with other similar effects, such as Scent of Running Water.

• **Luna's Blessing (Level Four)** — When Luna stands visible in the night sky, silver ceases to act as a bane to the Garou. Indeed, when the moon waxes full, silver may well turn on those who would wield it against Gaia's children. A Lune teaches this Gift.

System: When the moon shows in the sky in a visible phase, the character suffers lethal or bashing damage from silver, rather than aggravated (damage type depends on the form of attack — a silver-headed cane would do bashing damage, while silver bullets inflict lethal damage). Additionally, all attacks against the werewolf with silver weapons at this time are considered to roll a 1 in addition to all dice actually rolled — or a pair of 1s during the full moon. The Garou retains his normal vulnerability to silver during the day, on nights of the new moon, and when the moon is below the horizon.

• **Umbral Dodge (Level Four)** — The Ragabash finds that the best way to deal with an enemy is to send him far away — perhaps to a place where he'll learn the folly of his ways. She may tear open a hole in the Gauntlet while dodging an enemy's attack, sending them to the land of spirits. A trapdoor spider-spirit teaches this Gift.

System: When attempting to dodge a close-range attack, the player spends one Gnosis point and increases the difficulty of the dodge by one, or to the rating of the local Gauntlet, whichever is higher. If the dodge succeeds in avoiding the attack completely, the attacker is dropped into the Penumbra (or into the physical world if this Gift is used in the Penumbra).

• **Whelp Body (Level Four)** — The Garou delivers a devastating curse upon a foe's body, causing it to weaken or palsy. Many consider the use of this Gift upon a foe to constitute a declaration of eternal enmity. Pain- and disease-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Gnosis, resisted by the target's own roll of higher of Gnosis or Stamina. The Garou's difficulty is the opponent's Willpower, while the victim's difficulty is the Ragabash's Gnosis. Each success scored by the Ragabash allows her to remove one point from any of the victim's Physical Attributes. The effect is permanent, although the victim may restore these Attributes via experience. This Gift may be used only once *ever* against a given opponent.

• **Thieving Talons of the Magpie (Level Five)** — The Ragabash can steal the powers of others and use them herself. These powers can be Gifts (either Garou or those of other Fera), spirit Charms, vampiric Disciplines, Sphere magic or any other such power (the Edges of the Imbued may be exempt, at the Storyteller's discretion). Naturally, a magpie-spirit teaches this Gift.

System: The player must gain three successes on a Wits + Larceny roll (difficulty of the target's Willpower). If successful, the Ragabash steals the targeted power, depriving its owner of its use. Powers are stolen piecemeal, so a Ragabash who steals a vampire's power to merge with the earth (Protean •••) doesn't also gain its ability to see in the dark or grow claws (Protean • and ••). The Garou may keep the power for as many turns as she wishes, so long as she pays a point of Gnosis each turn. The werewolf's Gnosis is substituted for any Traits exclusive to the victim that might be necessary to work the power, such as a vampire's blood pool or a mage's Arete. The Ragabash must know something about her target's powers, either through observation or rumor, and she must target a power in the terms by which she would understand it ("I wish to steal the wizard's ability to command fire!"). This Gift grants no insight into stolen powers, so botches tend to be dramatic and memorable.

• **Thousand Forms (Level Five)** — The werewolf with this Gift may change herself into any animal between the sizes of a small bird and a bison. The Garou gains all the special capabilities (flight, gills, poison, sensory abilities, etc.) of the animal she mimics. She may not take the form of Wyrm-beasts (not that she would wish to!), but with some extra effort she may take the form of mystical beasts (such as a griffon or unicorn), provided the beast remains within the usual size limitations of the Gift. Wyld-spirits teach this Gift.

System: The player spends a point of Gnosis and rolls Intelligence + Animal Ken (difficulty 6). One success allows the character to assume the shape of any normal animal. For the duration of the scene, he may make additional transformation rolls without spending additional Gnosis, provided he only takes the shape of normal animals. To allow the character to take on a mythical form, the player must spend an additional point of Gnosis and succeed against a difficulty of 9.

• **Firebringer (Level Six)** — The Ragabash performs the ultimate trick, stealing a supernatural power and turning it into a Gift, which may in turn be bestowed upon others as though the New Moon were a spirit teacher. Alas, the Ragabash must first survive having the power used upon him. Coyote or another trickster Incarna teaches this Gift.

System: After having a power used on him, the Ragabash may spend one point of permanent Gnosis to internalize it into a Gift. The Ragabash cannot use this Gift himself, and in fact forfeits all defenses against that power if ever used on him in the future; it exists instead as a treasure to bequeath upon the Garou Nation. Any power may become a Gift in this fashion — even the vile magic of the Wyrm may be stolen and turned to the defense of Gaia. The Storyteller determines the new Gift's appropriate level and what sort of spirit Garou should be able to learn it from. In the case of mages, this power steals particular rotes rather than entire Spheres.

Theurge Gifts

Luna's Gifts to the children of the Crescent Moon grant insight into the Umbra and its denizens, as well as power over spirits and the minds of others.

• **Mother's Touch (Level One)** — The Theurge channels spiritual power through her hands, mending the wounds of any other living creature. This Gift may not heal the werewolf herself, spirits, or the undead. A bear- or unicorn-spirit teaches it.

System: The player spends one Gnosis point and rolls Intelligence + Empathy (difficulty is the target's current Rage, or 5 for those with no Rage). Each success heals one level of lethal, bashing, or aggravated damage. The healer may even heal fresh Battle Scars (see p. 259) in this manner, if the Gift is applied during the same scene in which the scar is received and an extra Gnosis point is spent.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Spirit Snare (Level One)** — The Theurge casts out an invisible, mystic net which entangles hostile spirits, confounding them with a mixture of magical force and long-broken but still potent Gaian law. An owl-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Occult (difficulty 8) as an attack directed at a spirit within 30 feet, which can be defended against normally. Rather than inflicting damage, this attack reduces the spirit's effective Willpower by two for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift don't stack.

• **Spirit Speech (Level One)** — This Gift bestows understanding of the language of the spirit world, permitting the Garou to clearly understand and speak with any spirit he encounters. The Gift doesn't influence spirits' attitudes toward the werewolf in any way, nor ensure that they have any desire to communicate with him. Any spirit can teach it.

System: This Gift's effects are permanent.

• **Umbral Tether (Level One)** — The Umbra is a shifting world where logic doesn't always apply and losing one's way is easy. Theurges ensure they can always find their way back to the point where they entered the Umbra with this Gift, which creates a silvery "umbilical cord" connecting the Garou to the point where they last crossed the Gauntlet. Only the werewolf who creates the tether can see it. This Gift is taught by a spider-spirit.

System: No roll is needed to create the thread. However, after each full day the character spends in the Umbra, a point of Gnosis must be spent to maintain the cord; otherwise, it slowly corrodes from the point of entry and toward the Garou.

• **Battle Mandala (Level Two)** — A mystical sigil burns itself into the ground around the Theurge, visible only to those with Gnosis ratings. This circle drains the Essence from spirits caught within its web. A spider- or antlion-spirit teaches this Gift.

System: The player spends one Gnosis and rolls Intelligence + Occult (difficulty 7). The battle mandala encompasses a radius of (50 x number of successes) feet (or 15 meters per success) around the Garou; spirits (other than the Garou's pack totem) within the mandala lose one Essence per turn. The mandala dissipates at the end of the scene or when the werewolf steps outside of its bounds, whichever comes first.

• **Command Spirit (Level Two)** — The Theurge can give commands to spirits she meets and expect obedience. The Gift doesn't grant the ability to summon spirits — only to compel them to obey. As always when dealing with spirits, clear wording is essential, as some clever spirits may attempt to twist the spirit of issued commands while obeying them to the letter. Any Incarna avatar can teach this Gift.

System: The player spends a Willpower point and rolls Charisma + Leadership (difficulty is the spirit's Gnosis). The character can issue successive commands once the spirit is under her control; each additional command requires that the player expend an additional Willpower point. The spirit cannot be ordered to leave a place or object (or, in the case of fomori, person…) to which it is bound.

• **Name the Spirit (Level Two)** — As the lupus Gift.

• **Sight From Beyond (Level Two)** — This is a Gift of prophecy. The werewolf becomes an oracle, prone to dreams and visions which hint at future opportunities, challenges and threats to come. These visions are always veiled in symbolism — an impending war against the local vampires might be presaged by visions of skyscrapers weeping blood from their upper stories, while a death in the sept might be heralded by dreams of a chorus of mournful howls rising to a ghost-pale moon. Owl-spirits teach this Gift.

System: Visions are entirely under the Storyteller's control and are best handled through roleplaying, though a truly stumped player might ask for a Wits + Occult (difficulty 7) roll to help interpret a particularly puzzling vision.

• **Exorcism (Level Three)** — This is the Gift of ejecting spirits from places, objects, or even people, whether they are bound or in voluntary possession. Any Incarna avatar can teach this Gift.

System: The werewolf must concentrate for three uninterrupted turns. If the spirit does not wish to leave, the player must roll Manipulation + Intimidation (difficulty of the spirit's Willpower). If the spirit was bound to its lodging, the exorcist must gain more successes than the binder did when tying the spirit to its location. This Gift can be used to "cure" fomori, although doing so inflicts ten levels of aggravated damage at a rate of one level per turn as the Bane tears free of its fleshly home. This ensures the host's swift demise unless a powerful healer manages to preserve his life during the exorcism.

• **Pulse of the Invisible (Level Three)** — Spirits fill the world, and none know this fact better than the Theurge. This Gift grants constant awareness of the spirit world. Even in the physical world, the Theurge can interact with spirits in the Penumbra at will. While most spirit activity isn't worth watching, the Theurge will be automatically aware of any dramatic changes or upheavals nearby. Any spirit can teach this Gift.

System: If the Garou's permanent Gnosis equals or exceeds the local Gauntlet, he can see into the Umbra automatically. Otherwise, the player must roll Gnosis to look through the Gauntlet (difficulty of the Gauntlet rating). Such awareness lasts for the rest of the scene or until the character enters an area with a stronger Gauntlet.

• **Umbral Camouflage (Level Three)** — Although perfectly visible to all others, this Gift renders the werewolf undetectable to spirits. A wind-spirit teaches this Gift.

System: The player spends one Gnosis point, and for the remainder of the scene, she is completely invisible to spiritual senses. She may move about as normal but cannot make any attack actions without disrupting the Gift.

• **Web Walker (Level Three)** — The Garou may travel on the Pattern Web through the Umbra without physical difficulty, and without attracting the unfriendly attention of Weaver-spirits in the area. Any Weaver-spirit can teach this Gift.

System: The player spends one Gnosis point and rolls Charisma + Science (difficulty 7). Success enables the Garou (and her pack, so long as they stick close to her) to travel through the Umbra across the Pattern Web as though she were on a moon bridge. Whether the Web's strands go where the Garou wants to travel is another matter entirely.

• **Blurring the Mirror (Level Four)** — This Gift allows the Theurge to cloud the minds of other beings, making it impossible for them to find the Umbra or step sideways into it. Once used as a form of punishment for arrogant pups, this Gift is more often deployed as a weapon against Black Spiral Dancers in the days of the coming Apocalypse. A Weaver-spirit teaches this Gift.

System: The player spends one Gnosis point for every individual she wishes to affect. The Gauntlet increases by five for those targets for the rest of the scene. Up to five individuals can be affected at once. While normally used against other Garou, this Gift is effective against any being capable of entering the Umbra sideways, including other Fera and some mages.

• **Grasp the Beyond (Level Four)** — The werewolf may carry things in and out of the Umbra without having to dedicate them to herself (see the Rite of Talisman Dedication, p. 211). This Gift affects objects, people and animals, both willing and unwilling. An opossum- or kangaroo-spirit teaches this Gift.

System: The character must grasp the object or person he wishes to take to (or from) the spirit world, and spend a number of Willpower points: one for small items (a knife or cell phone), two for larger items (a backpack or shotgun), and three for man-sized items (including people). The player makes the usual Gnosis roll to pierce the Gauntlet and step sideways; if successful, both he and the desired object or person pass into the Umbra. An unwilling subject may resist with a Willpower roll; each success subtracts one from the Garou's successes.

If left in the Umbra too long, living beings turn into spirits entirely.

• **Spirit Drain (Level Four)** — The Garou may drain power from a spirit to feed her own resolve. A rat-spirit teaches this Gift.

System: The player makes a resisted Gnosis roll against the spirit. If the player succeeds, the spirit loses one Essence point per success for the rest of the scene. For every two points drained, the Garou gains a temporary Willpower point. She loses any points exceeding her maximum at the end of the scene.

• **Spirit Ward (Level Four)** — As the homid Gift.

• **Feral Lobotomy (Level Five)** — Unleashing a surge of pure Wyld energy, the werewolf can devolve an opponent's mind into that of an animal, effectively destroying his intelligence. A Wyldling teaches this Gift.

System: The player rolls Wits + Empathy (difficulty of the target's Willpower + 3, maximum 10) and spends a number of Gnosis points. If successful, the Garou can destroy the target's Intelligence Attribute permanently; the target loses one Intelligence dot for each two points of Gnosis spent, and cannot lose more Intelligence than the number of successes rolled. Lost Intelligence is replaced with feral, animalistic behavior.

• **Malleable Spirit (Level Five)** — The werewolf can change a spirit's form or purpose. A Chimerling teaches this Gift.

System: The player must best the spirit in a resisted Gnosis roll. The difficulty is based on what the Garou tries to accomplish, while the spirit's difficulty is the Garou's Gnosis.

Change	Difficulty
Characteristics (Willpower, Rage, Gnosis; one point changed per success)	6
Disposition (Friendly, Neutral, Hostile)	7
Type (Naturae, Elemental, Bane, etc)	9

• **Ultimate Argument of Logic (Level Five)** — Those who speak with the Theurge leave convinced of some fact they might otherwise have disbelieved. If successful, the Garou can cause the target to believe implicitly in one aspect of existence (true or false) — that the Earth is the center of the universe, that there is such a thing as a spirit world, or that cities are unnatural affronts to nature, for example. A coyote-spirit teaches this Gift.

System: The player needs three successes on a Manipulation + Performance roll (difficulty of the target's Wits + Enigmas).

• **As In the Beginning (Level Six)**—The Theurge can tear away aeons of the Weaver's works for a short while. This Gift rips down the Gauntlet entirely, merging the worlds of flesh and spirit as they were in the days of legend. Moreover, this mended region acts as a shining beacon to Gaian spirits, calling a flood of nature-spirits and other allies to assist the Theurge. An avatar of Gaia Herself teaches this Gift.

System: The player spends three points of Gnosis and rolls Wits + Occult (difficulty of the local Gauntlet). The Gauntlet is torn open within the local area. The thinner the Gauntlet, the wider the rip: from a few rooms in the midst of a skyscraper to an entire mile of landscape in the depths of the Amazon. Friendly spirits of the Storyteller's choosing come flooding out to aid the Theurge — the more successes, the greater the number or power. The Gauntlet is permanently lowered by 1 in an area where this Gift has been used; this benefit doesn't stack with repeated use.

Philodox Gifts

Luna gifts her Half Moon children with powers of balance, judgment, and enforcement of law. The judges and mediators of the Garou nation use their magic to discern the truth, lead in times of peace, and mediate among their fellows.

• **Fangs of Judgment (Level One)** — It falls upon the Philodox to levy not only judgment but also punishment against those who have fallen from their proper stations. This Gift, taught by an ancestor-spirit, causes the werewolf's claws and fangs to burn with the righteous power of law.

System: The player spends one Willpower point. For the next full day, all of the Garou's natural weaponry attacks do two extra dice of damage to all beings who have fallen from their original purpose to the service of the Wyrm (such as Black Spiral Dancers, fomori, and corrupted nature spirits; Banes which came into existence as agents of the Wyrm are, regrettably, exempt from this Gift's sanction).

• **Persuasion (Level One)** — As the homid Gift.

• **Resist Pain (Level One)** — Fortifying herself with purpose and will, the werewolf shuts out the pain of her wounds. A bear- or badger-spirit teaches this Gift.

System: The player spends one Willpower point; the character ignores all wound penalties for the rest of the scene.

• **Scent of the True Form (Level One)** — The Philodox is able to scent the truth of those she meets, literally sniffing out an individual's true form. A vulture-spirit teaches this Gift.

System: The Garou can smell Kinfolk or a fellow werewolf automatically; pre-Change werewolves smell like Kin. In all other cases, the player must roll Perception + Primal-Urge (difficulty 6). One success will identify a normal human or animal; two successes will detect a vampire, changeling, demon, mummy, or Fera; four successes are needed to sniff out a mage, ghoul, or fomor. The Imbued register as normal humans to this Gift. Unfamiliar scents aren't automatically recognized: A Philodox that has never encountered any Rokea might not immediately recognize the scent she detects as "wereshark."

• **Truth of Gaia (Level One)** — As judges of the Litany, Philodox may easily separate truth from falsehood. A Gaffling of Falcon teaches this Gift.

System: The player rolls Intelligence + Empathy (difficulty equals the subject's Manipulation + Subterfuge). This Gift reveals only which of the words that have been spoken are true and which are false. It doesn't reveal the truth behind a lie unless the speaker utters it. If the speaker is uncertain whether his words are true or false, the Gift identifies them as neither.

• **Call to Duty (Level Two)** — Names hold great power in the spirit world, and the Philodox may exploit this to summon and command any spirit she knows by name. Only one command may be given, and the spirit departs immediately after fulfilling it. Alternatively, *all* spirits in the area may be called in times of great need. An Incarna avatar teaches this Gift.

System: The Garou must know the name of the spirit she wishes to summon. The player rolls Charisma + Leadership (difficulty equal to the spirit's Willpower).

The second mode of this Gift simply requires the player to spend two Gnosis points to summon all Gaian spirits within a one-mile (1.6 km) radius. If the character has abused this Gift in the past (in the Storyteller's estimation), the spirits might refuse the call — such a general summons is rooted more in appeal to duty than compulsion. The mightiest of spirits (Incarnae and above) are generally able to ignore this Gift if they choose.

• **Command the Gathering (Level Two)** — The Philodox draws all eyes to herself with a great exclamation, a clap of her hands, the striking of klaive to shield, or some other such gesture. Until she has had her say, none may depart or interrupt her. A lion-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Appearance + Leadership (difficulty equals the highest Willpower among those whose attention she seeks to gain). If the roll succeeds, all in attendance fall quiet and listen. Any individual who wishes to interrupt the Philodox or walk out before she has finished speaking must spend two points of Willpower to do so.

• **King of the Beasts (Level Two)** — The Philodox's authority extends even into the realm of beasts, so that he can command the loyalty of any single animal. If successful, the animal follows the letter and spirit of his commands unconditionally. A lion- or falcon-spirit teaches this Gift.

System: The Philodox targets one animal within 100 feet (30 m). The player rolls Charisma + Animal Ken (difficulty 7). The power lasts until the Garou releases the animal from its obligation to him; this Gift can only hold sway over one animal at a time.

• **Strength of Purpose (Level Two)** — Philodox use this Gift to fortify themselves in the face of the Apocalypse, turning hot passion and burning Rage into cold, steely resolve. A wolf-spirit teaches this Gift.

System: Once per scene, the player may roll Stamina + Rituals (difficulty 7). For every two successes, the Philodox recovers one point of Willpower, up to her maximum.

• **Mental Speech (Level Three)** — As the metis Gift.

• **Scent of the Oathbreaker (Level Three)** — Oaths sanctified before a Philodox are a serious matter indeed, so this Gift grants the judges of the Garou nation the ability to know when an oath has been broken and to track down the oathbreaker to correct him personally. A dog-spirit teaches this Gift.

System: The Philodox may spend one Gnosis point to sanctify any oath or promise he personally witnesses, no matter how formal or informal. If at any point in the future one of the individuals sworn to the oath breaks it, the Philodox immediately becomes aware of this, and all rolls for the werewolf to track the oathbreaker by scent drop to difficulty 4. This benefit lasts until the Philodox next stands in the oathbreaker's presence.

• **Sense Balance (Level Three)** — As the arbitrators of the Garou Nation, the Philodox have developed an attunement with the cosmic forces that balance the Tellurian. The werewolf may sense an overabundance of Wyrm, Wyld, or Weaver energies in a location. A cat-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Perception + Enigmas (difficulty 8) to detect the spiritual balance of an area, if any. Wyrm manifestations feel dense and oily, Weaver presence feels cold and unyielding, and Wyld energies feel hot and trembling. The Philodox must be at peace and without distraction to use this Gift.

• **Weak Arm (Level Three)** — By watching an opponent's fighting style, the Philodox can quickly evaluate his strengths and weaknesses. Snake- and wind-spirits teach this Gift.

System: The player rolls Perception + Brawl (difficulty 8). Each success grants one bonus die to add to her attack or damage rolls against that opponent. For instance, a Philodox who gets four successes could add two dice to her attack rolls and two to her damage pool, or four to her damage rolls, or three to attack and one to damage — whatever combination suits her. However, the distribution of dice cannot be changed once the Gift has been activated. This Gift can be used against a given foe only once per scene, and its benefits are lost at the end of the scene. A full turn of concentration is necessary to use this Gift.

• **Wisdom of the Ancient Ways (Level Three)** — All werewolves have an innate connection to their ancestors — a spiritual, racial unconscious accessible through intense meditation. The Philodox can tap into these deep memories to remember ancient lore. An ancestor-spirit teaches this Gift.

System: The character must meditate for a short time, concentrating on the past. The player then rolls Gnosis (difficulty 9, –1 for each dot of Ancestors the Garou possesses). The number of successes determines how detailed and exact the answer he receives will be.

• **Roll Over (Level Four)** — The werewolf radiates authority and power, allowing him to exert his dominance over others. Humans bow or kneel, while Garou roll over to expose their throats. A wolf-spirit teaches this Gift.

System: The player begins an extended, resisted Willpower contest. The results are compared to each of her opponents in turn; when the player has scored three more successes than an opponent, that opponent drops out of the contest and submits. If one of the opponents accumulates three more successes over the character, the contest ends. For the remainder of the scene, any individual who has submitted will take no actions at all without the approval of the character, unless their life depends on it.

• **Scent of Beyond (Level Four)** — With a moment's concentration, the werewolf can hurl her senses to any place with which she is familiar (even an Umbral location), no

matter how far away it may be. Because a bird-spirit teaches this Gift, her senses perceive the scene from above.

System: The player rolls Perception + Enigmas (difficulty 8). If the target location is in the Umbra, the difficulty is 8 or the local Gauntlet rating, whichever is higher. This far-seeing continues for as long as the werewolf desires, but the character suffers a –3 penalty to any attempts to react to local stimuli while her senses are projected.

• **Take the True Form (Level Four)** — The Philodox can force a being into its true form. A wolf-spirit teaches this Gift.

System: The player rolls Manipulation + Primal-Urge (difficulty 7). If successful, Changing Breeds (including Garou) are forced to revert to their breed form for one turn per success. Other shapeshifted creatures (such as vampires masquerading as wolves) targeted by this power are likewise forced to revert to their true forms.

• **Geas (Level Five)** — This Gift binds an individual or group to a sacred oath. While the geas cannot force and individual to act against her nature (such as to allow herself to be killed), it also doesn't allow her to act against the task the Philodox has set before her. This Gift is taught by an Incarna avatar.

System: The player spends one Gnosis point and rolls Manipulation + Leadership (difficulty of the opponent's Willpower, or the highest Willpower in a group). The compulsion to complete the task set out in the geas lasts until the task is completed or the target is harmed to the point of incapacitation in pursuit of the quest.

• **Wall of Granite (Level Five)** — Philodox have a stronger relationship with the elementals of the earth than other werewolves do; just as the earth upholds those upon it, the Philodox uphold the Litany that sustains their people. While in contact with earth or rock, the Philodox can invoke a wall to protect himself. This wall moves with the Garou, defending him from all angles. Earth elementals teach this Gift.

System: The player spends one Gnosis point. The wall's dimensions are three yards high, two yards long and one yard thick (or a similar number of meters), and if the Garou desires, it may be extended to encircle a number of allies up to the werewolf's Gnosis, so long as they huddle close. It has a soak pool of 10 dice, and 15 health levels must be inflicted to penetrate it at any point. The wall lasts for one scene or until released into the earth by the Garou.

• **Break the Bonds (Level Six)** — This Gift shatters all bonds, whether physical or mental, from sturdy iron chains to the slavery of a vampire's bewitched blood. The Garou may use it to benefit any being, including herself. It is taught by any Incarna with the freedom to come and go as they please.

System: The Garou is automatically immune to any supernatural coercion, and may break bonds as though she had Strength 15. She may also break another's physical bonds with that same Strength, or banish mental bonds from another with a Manipulation + Leadership roll (difficulty 11 – target's Willpower).

Galliard Gifts

The Moon Dancers burn with passion and song, and so Luna gives them Gifts that allow them to weave dream, fantasy and emotion into a tapestry that serves Gaia's best interests.

• **Beast Speech (Level One)** — The werewolf may instinctively understand and communicate with any natural animals, from fish to mammals. She need only speak normally to be understood by animals, along with a touch of appropriate body language — there is no need to bark like a dog. This Gift doesn't change animals' basic reactions or dispositions; most are still afraid of predators such as werewolves. Any animal spirit can teach this Gift.

System: This Gift's effects are permanent.

• **Call of the Wyld (Level One)** — The werewolf may send her howl far beyond the normal range of hearing and imbue it with great emotion, stirring the hearts of fellow Garou and chilling the bones of all others. A wolf-spirit teaches this Gift.

System: The player rolls Stamina + Empathy; the number of successes determines how far away the Call can be heard (double the normal range for each success) and how stirring it is to those who hear it. This Gift should be used in conjunction with one of the Garou howls (see p. 58). The Storyteller determines the effects as appropriate to the purpose to which it is put, perhaps awarding a bonus die to revel participants for each two successes, or granting a point of Rage to all listeners for an exceptional battlefield howl.

• **Heightened Senses (Level One)** — As the lupus Gift.

• **Mindspeak (Level One)** — Invoking the power of a waking dream, the Garou can place any chosen characters into silent communication. A Chimerling teaches this Gift.

System: The player spends one Willpower point per chosen sentient being and makes a Manipulation + Expression roll (difficulty of the victim's Willpower) if any participants are unwilling. All those included in the waking dream may interact normally through the Mindspeak, although they can inflict no damage through it. Their real bodies can still act, although all dice pools decrease by two. The Mindspeak ends when all the participants want it to, or on the turn the Galliard fails the roll against an unwilling member. All beings affected must be within line of sight. The Garou may include her entire pack in the waking dream for only one Willpower point, if she desires.

• **Perfect Recall (Level One)** — The werewolf is able to remember and relive any memory with perfect clarity. An elephant-spirit teaches this Gift.

System: The player may spend one Gnosis point to perfectly remember any one detail, no matter how small, from any point in her character's entire life.

• **Call of the Wyrm (Level Two)** — This dangerous Gift attracts creatures of the Wyrm, luring them into traps and ambushes or flushing them from hiding. Any spirit servant of Gaia can teach this Gift.

System: The player makes a resisted roll of Manipulation + Performance against the Wyrm creature's Willpower (both rolls are difficulty 7). If the Wyrm creature loses the contest, it must come to the source of the Call.

• **Command the Gathering (Level Two)** — As the Philodox Gift.

• **Distractions (Level Two)** — The werewolf can make distracting yips, yelps, and howls to divert the attention of his target. A coyote-spirit teaches this Gift.

System: The player rolls Wits + Performance (difficulty equals the victim's Willpower). Each success subtracts one die from the target's dice pool for the next three turns.

• **Dreamspeak (Level Two)** — The Galliard can walk among another's dreams and thereby affect their course. The werewolf doesn't have to be anywhere near the target, but she must know or have seen the dreamer. A Chimerling teaches this Gift.

System: The player rolls Wits + Empathy (difficulty 8). If the dreamer awakens while the Galliard is still within the dream, the werewolf is thrown out of the dream world and loses a Gnosis point.

• **Howls in the Night (Level Two)** — The werewolf sends a full-throated howl shivering into the night sky, evoking primal terror in Gaia's enemies. Creatures of the Wyrm who hear the howl find themselves troubled and unable to rest easily while their enemies are on the prowl. A wolf-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Charisma + Primal-Urge (difficulty 7). Creatures of the Wyrm who hear the howl will be jolted awake if asleep, and rendered unable to sleep for the next (successes x 3) hours.

• **Eye of the Cobra (Level Three)** — With an unearthly stare, the werewolf can draw anyone to within striking distance. A snake-spirit teaches this Gift.

System: The player rolls Appearance + Enigmas (difficulty equal to the target's Willpower). The Garou needs three successes to bring the target to his side; fewer successes will at least start the victim moving in the right direction. Once there, the target can do as he pleases, but he must try his best to get to the Galliard until then.

• **Song of Heroes (Level Three)** — Reciting a tale of ancient Garou heroism, the Galliard conjures up the spirit of fallen heroes and infuses those listening with some portion of their power. An ancestor-spirit teaches this Gift.

System: This Gift requires the full recitation of a story of epic heroism, taking at least several minutes. At the end of the tale, the player spends two Gnosis points and rolls Charisma + Performance (difficulty 8). Every two successes on this roll add one point to a single Ability score for all listening Garou and Kinfolk, much like the Ancestors Background (see p. 136). This bonus lasts until the sun rises.

• **Song of Rage (Level Three)** — This Gift unleashes the beast in others, forcing werewolves, vampires, and other such creatures into frenzy and turning humans into berserkers. A wolverine-spirit teaches this Gift.

System: The Garou rolls Manipulation + Leadership (difficulty of the target's Willpower). The victim flies into a violent rage (or frenzy, if naturally prone) for one turn per success.

• **Song of the Siren (Level Three)** — The Garou's song or howl can entrance anyone who hears it. A songbird-spirit teaches this Gift.

System: The player rolls Charisma + Performance (difficulty equal to the target's Willpower) and spends one Gnosis point. Packmates resist the Gift automatically; all others in earshot whose Willpower is exceeded are affected. Enchanted targets can't perform any actions for a number of turns equal to the successes rolled, unless one Willpower point is spent per turn of free action.

• **Bridge Walker (Level Four)** — The Galliard may create minor moon bridges through which she alone can travel. Such travel takes one percent of the time the journey would take normally, allowing the werewolf to disappear from in front of a foe and reappear behind it instantly. These moon bridges are *not* protected by Lunes, and may attract the interest of spirits. A Lune teaches this Gift.

System: The player spends one Gnosis point to create the bridge. The moon bridge lasts for only one passage, unless the player spends an additional three Willpower, in which case it lasts until the next full moon. The maximum distance that can be traversed by the bridge is the Garou's Gnosis in miles (1.6 km per Gnosis dot).

• **Gift of Dreams (Level Four)** — The Galliard crafts a dream, then breathes it into a sleeping individual. A Lune teaches this Gift.

System: The player rolls Wits + Expression (difficulty 6) to craft the dream; more successes allows for more vivid and impactful dreams. To ensure that an individual experiences this dream, the Galliard must breathe it into the target's mouth while they sleep. The player spends a Gnosis point to complete the Gift. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning.

• **Shadows by the Firelight (Level Four)** — The Galliard invokes shadows and dreams to set the stage for a play in which other werewolves play a part. The Galliard narrates the tale, and the actors are swept along in the narrative, willing or no. The Gift is often used at moots, since it allows many to participate in the retelling of legends. It is also used as an object lesson for the wayward and stubborn. An ancestor-spirit teaches this Gift.

System: To press an unwilling actor into the shadowplay, the player spends one Gnosis point per target and rolls Manipulation + Performance (difficulty equal to the target's Willpower). The effects last until the story ends (one scene), or until the actor is attacked. Willing participants require no roll or expenditure.

• **Fabric of the Mind (Level Five)** — The greatest Galliards can bring the products of their imagination to life, crafting creatures from the essence of dreams. Chimerlings teach this Gift.

System: The player makes an extended Intelligence + Performance roll (difficulty 8). She can create any form of life she can imagine, assigning it one dot of Traits for each success gained on the roll. The werewolf can take as long as she wants to form the creature, accumulating successes from turn to turn, but once she stops, the dream-being takes form and requires one Gnosis point per scene to keep it manifested.

• **Head Games (Level Five)** — Emotions become a palette with which the Galliard may paint whatever picture takes her fancy. She may change the target's emotions as she pleases, from love to hate and back again. A coyote-spirit teaches this Gift.

System: The player rolls Manipulation + Empathy (difficulty equal to the target's Willpower). Success allows the Garou to steer the emotions of any one individual for the rest of the scene. These emotions don't last beyond the end of the Gift's duration unless events naturally reinforce them (such as the Galliard acting friendly toward an individual she has forced to regard her warmly).

• **Break the Bonds (Level Six)** — As the Philodox Gift.

Ahroun Gifts

While all Garou are Gaia's warriors, the Ahroun are the fighters among fighters. Burning with the gift of Luna's Rage, Ahroun channel their righteous fury into terrible weapons or cunning leadership on the battlefield.

• **Falling Touch (Level One)** — This Gift allows the Garou to send her foe sprawling with but a touch. Any aerial spirit can teach this Gift.

System: The player rolls Willpower (difficulty of the opponent's Stamina + Athletics). Even one success sends the victim to the ground. This Gift may be employed through even the lightest, brushing contact at no cost, or may be delivered through an attack by paying one point of Willpower or Rage. Such attacks inflict full damage in addition to knocking the target prone.

• **Inspiration (Level One)** — Other werewolves look to the Ahroun for leadership in battle, and this Gift helps them to live up to that trust. The werewolf employs this Gift to lend her resolve and righteous anger to those who share her cause. A lion- or wolf-spirit teaches it.

System: The player spends one Gnosis point. All comrades (but not the Gift's user) receive one Willpower point, which disappears if it is not used before the end of the scene.

• **Pack Tactics (Level One)** — While the Ahroun's role as the overall leader of Garou is questionable, there's no doubt at all who should take control of the pack in battle. By taking the lead and coordinating pack actions, the Ahroun gifts all her packmates with great competence in the heat of battle. A wolf-spirit teaches this Gift.

System: The player spends a Willpower point before initiating a Pack Tactics maneuver (see p. 300) and divides a pool of extra dice equal to her Leadership score among everyone performing the maneuver. The dice should be divided as evenly as possible, although the player may choose where to distribute extra dice (or in case of the Ahroun's Leadership score granting fewer dice than the number of packmates involved).

• **Razor Claws (Level One)** — By raking his claws over stone, steel, or some other hard surface, the werewolf hones them to razor sharpness. A cat- or bear-spirit teaches this Gift.

System: The player spends one Rage point and the Ahroun takes a full turn sharpening her claws. All claw attacks do two additional dice of damage and are made at –1 difficulty for the rest of the scene.

• **Spur Claws (Level One)** — In ancient times, Ahroun warriors made common cause with the spirit-Queen of Bees. As her own hive-children rallied to protect her, so too did the Garou fight in defense of Gaia, and the Queen decreed that they should be properly equipped for the fight. This Gift, taught by a bee-spirit in recognition of that alliance, allows the Ahroun to transform her claws into hooked and barbed spurs.

System: The player spends one Rage. The next successful claw attack the character makes buries her claws into the victim, where they stick after breaking free from the werewolf's fingertips. Until the victim takes the time to pull them out (which takes a full turn), they suffer +2 difficulty to all actions. The Garou's claws take a full turn to regenerate.

• **Sense Silver (Level Two)** — As the metis Gift.

• **Shield of Rage (Level Two)** — Such is the Rage burning within an Ahroun's heart that all lesser furies quail before it. A wolverine-spirit teaches this Gift.

System: The player spends one Willpower point. For the rest of the scene, all spirits' Rage scores are considered two less than their real values for the purpose of rolling damage against the Ahroun.

• **Spirit of the Fray (Level Two)** — A cat-spirit grants the Ahroun the Gift of blinding speed and lightning reflexes, permitting her to strike before any foe.

System: Once the Ahroun learns this Gift, its effects are permanent. She adds 10 to all her initiative rolls, and if she chooses, may spend a Gnosis point to add another 10 to an initiative roll (such an expenditure prevents spending Rage for extra actions, however).

• **True Fear (Level Two)** — The werewolf displays his full, terrifying might — baring teeth or claws, howling, or simply looming ominously over a foe. Terror strikes one foe into quiescence. Spirits of fear teach this Gift.

System: The player rolls Strength + Intimidation (difficulty equal to the target's Willpower). Each success cows the enemy for one turn; the victim cannot attack during this time, but may defend himself and otherwise act normally (although his actions are likely guided by overwhelming terror).

• **Combat Healing (Level Three)** — This Gift allows the werewolf to mend his injuries without rest or hesitation — even in the heart of combat — as claws and bullets tear fresh rents in his flesh. While other Garou struggle to mend their wounds under fire, the Ahroun never stops fighting. Elemental spirits teach this Gift, although they must generally be bested in battle first.

System: The Ahroun no longer needs to pause or roll Stamina to heal during combat, and automatically regenerates one non-aggravated health level every round. This benefit is permanent.

• **Heart of Fury (Level Three)** — The Garou steels himself against anger, suppressing his Rage and creating a mental wall to hold back the tide of righteous fury that threatens to drown him. The anger always returns, however, and the Garou had best be ready to pay its bill. A boar-spirit teaches this Gift.

System: The player rolls Willpower (difficulty equals the character's permanent Rage). Every two successes add +1 to the character's frenzy difficulties for the scene, making it harder to frenzy. When the scene ends, past slights and injuries come rushing back to haunt the werewolf, refilling his heart and soul. He must spend one Willpower point or make an immediate frenzy check at regular difficulty.

• **Silver Claws (Level Three)** — Luna sends her children to teach this powerful but painful Gift to those

warriors who gain her favor. When invoked, it transforms the werewolf's claws into silver.

System: The player rolls Gnosis (difficulty 7) to activate this Gift. Silver claws inflict aggravated damage to all targets, and are naturally unsoakable to Garou and most other Fera. The Ahroun suffers searing agony while manifesting these silver claws. Each turn, she gains an automatic Rage point, and all non-combat difficulties increase by one because of the distraction. On each turn that her Rage points exceed her Willpower, she must check for frenzy. The Gift lasts for one scene, unless the Garou takes a turn to voluntarily end it sooner.

• **Wind Claws (Level Three)** — The Ahroun's claws and fangs pass through the flimsy protections of their enemies as though they were but air and hope. An air elemental teaches this Gift.

System: The player spends one Rage point. For the rest of the turn, all of the Ahroun's natural attacks completely ignore any armor (mundane or magical) that targets might be wearing; the targets forfeit all soak dice from such protection.

• **Body Shift (Level Four)** — As the homid Gift.

• **Clenched Jaw (Level Four)** — The werewolf bites down with such power that her grip won't loosen until she chooses to let it; even in death, her jaws remain locked. A wolf- or hyena-spirit teaches this Gift.

System: After making a successful bite attack, the player may spend a Rage point to invoke this Gift. For each successive turn she chooses to maintain her grip, she makes a bite attack roll (difficulty 3). While foes can make a resisted Strength roll to break the grip (suffering an additional health level of damage in the process of trying to tear free), the Garou may add half her Willpower to her dice pool (round up).

• **Full Moon's Light (Level Four)** — The full moon is Luna's warrior phase, when she searches out her enemies. The Ahroun can call upon her determination in finding her foes, illuminating any who oppose her. Lunes teach this Gift.

System: The player spends one Gnosis point. For the remainder of the scene, anyone within one mile who is working against the Ahroun or her pack emits a soft glow, as though illuminated by moonlight. This Gift can be used to confound powers of stealth or even invisibility, but only if the target is actively attempting to harm, compete with, or otherwise foil the Ahroun or her pack.

• **Stoking Fury's Furnace (Level Four)** — This Gift allows the Garou to husband his Rage, keeping it burning for as long as Gaia's enemies remain to be defeated. A wolverine-spirit teaches it.

System: This Gift's effects are permanent. The werewolf regains one Rage point during any turn in which he takes damage. This Rage does not cause a frenzy check, though other sources will induce checks as usual. Additionally, the player can spend one Rage point per turn without losing any temporary Rage. If multiple Rage points are spent during any turn, however, *all* are marked off.

• **Kiss of Helios (Level Five)** — The Ahroun can invoke the sun's power to gain immunity to flame. Additionally, she may ignite any portion of her body and keep it burning as she desires. Garou with this Gift are as likely to light their mane to honor the sun during rituals as they are to ignite their claws or fangs in battle. A fire elemental or sun-spirit teaches this Gift.

System: The player spends one Gnosis. For the rest of the scene, the character is unharmed by any natural source of flames or heat. Artificial (napalm, gas fires, etc.) and supernatural flames can inflict no more than a single level of bashing damage during a turn. The character inflicts two additional dice of aggravated damage with burning attacks.

• **Strength of Will (Level Five)** — A werewolf with this Gift is a pillar of indomitable will. He can share this terrifying strength with others as well, leading them through the gates of Malfeas without a moment's fear or hesitation. A wolf-spirit or an Incarna avatar teaches this Gift.

System: The player spends a point of Willpower and rolls Charisma + Leadership (difficulty 8). Each success grants all the Garou's allies within 100 feet (and her packmates anywhere within 100 miles) an extra point of Willpower. The extra points last for the rest of the scene and may raise an ally's Willpower above its maximum (and even above 10). This Gift can only be used once per scene.

• **Unstoppable Warrior (Level Six)** — The werewolf with this potent Gift may shrug off even flames and the claws of his own kind. A warrior Incarna teaches this Gift.

System: The Garou becomes permanently capable of healing all aggravated damage as though it were lethal damage, save for wounds inflicted by silver.

Tribal Gifts

Spirits in service to or allied with a tribe's totem teach Tribal Gifts. Some tribes' Gifts haven't changed in centuries, while others (such as the Glass Walkers) regularly reinvent their relationship with the spirits.

Learning a Gift from another tribe usually requires the Garou to be on good terms with at least one member of the tribe (generally a packmate) who can summon the appropriate spirit. Even then, the Garou must convince the spirit she is worthy of its blessings, and that she won't turn them against its tribal allies.

Some Garou are extremely touchy about outsiders learning their tribal blessings, while others believe the practice strengthens the Garou Nation as a whole in its war against the Wyrm.

Black Furies

The Black Furies' Gifts reflect their closeness to the Wyld and allow them to unleash their centuries of tribulation on others. They possess some of the most effective war-Gifts of all the tribes.

• **Breath of the Wyld (Level One)** — Furies embrace the energy of creation, and they can share that passion with others. With this Gift, the Black Fury instills a feeling of vitality, life, and lucidity in another living being. It is taught by a servant of Pegasus.

System: The Fury must touch her target's skin. The player rolls Gnosis (difficulty 5 against Garou and Kinfolk; difficulty 6 for others). Success grants the recipient a rush of mental vitality — in game terms, one additional die on all Mental rolls for the rest of the scene. It also adds one to the difficulties of any Rage rolls made during the scene.

• **Man's Skin (Level One)** — Distasteful though it may be, the Black Furies sometimes find it necessary to pass unnoticed through the world of men. This Gift allows a Fury to effectively change gender in the eyes of onlookers. Her features and build become decidedly more masculine, and her garb seems of a masculine cut. Her hair, eye and skin color remain the same; the result is a man who shows a slight family resemblance to the Fury. Despite this Gift's name, it works equally well when male metis Furies employ it to disguise themselves as women. The Gift is taught by an ancestor-spirit or a seahorse-spirit.

System: The player rolls Charisma + Subterfuge (difficulty 7). The illusion lasts for one scene per success, or until the Fury shifts form. The disguise withstands casual tactile contact, although heavy or violent contact will reveal the truth.

• **Heightened Senses (Level One)** — As the lupus Gift.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Wyld Resurgence (Level One)** — Bent to Gaia's service, the creative, living essence of the Wyld roars through the Fury's body, shining beneath her skin as a rippling wave of prismatic energy which focuses on and shines out through her wounds. This surge supercharges the werewolf's regenerative powers, quickly mending even the most grievous of wounds. A servant of Pegasus teaches this Gift.

System: The Fury spends a turn in concentration and the player spends one Gnosis point. The werewolf immediately heals either three levels of bashing damage or two levels of lethal damage. With the expenditure of a Willpower point in addition to the Gnosis point, one level of aggravated damage may be healed instead. Damage caused by silver weapons cannot be healed with this Gift.

• **Curse of Aeolus (Level Two)** — The Fury calls up a thick, eerie fog that obscures vision and unnerves her opponents. The Fury can see through her own fog with no difficulty. A fog-spirit teaches this Gift.

System: The player makes a Gnosis roll, with the difficulty depending on humidity and closeness to a body of water (a lake shore might be difficulty 4, while a desert would be 9). Those other than the Fury who are enveloped in the fog lose half of their dice on all Perception rolls (round up). All those enveloped within the fog also lose one die from all Willpower rolls, save the Fury and her packmates. The fog covers roughly one city block in area.

• **Form Mastery (Level Two)** — As the metis Gift.

• **Kali's Tongue (Level Two)** — A terrible Wyrm-creature terrorized the land in ancient days of myth. For every drop of blood it spilled, another monster would spring up from the ground. A goddess of destruction spread out her tongue to catch each drop of blood as it fell, and in this fashion enabled the monster's defeat. Modern Black Furies apply similar magic in their struggles against Black Spiral Dancers and other resilient foes. A cobra-spirit teaches this Gift.

System: The player spends one point of Rage and rolls Manipulation + Medicine (difficulty equals the target's Rage or Willpower –3, whichever is lower). Each success prevents the target from healing damage by *any* means (including Gifts like Mother's Touch) for one turn.

• **Kneel (Level Two)** — By pointing a finger or claw at a target, a Fury can force him to his knees. Only the strongest-willed can do anything but strain and swear in response. This Gift is taught by one of Pegasus's brood.

System: The Fury rolls Manipulation + Intimidation (difficulty of the subject's Willpower). Her target falls to his knees unless he spends a Gnosis point to resist the Gift's effects (other supernatural beings may spend their own form of mystic energy, such as blood or quintessence, but mortals remain helpless). The target kneels for one turn per success.

• **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

• **Coup de Grace (Level Three)** — The Garou finds the point of her foe's greatest weakness — and strikes at it. An owl-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Perception + Brawl (difficulty of the target's Stamina + Athletics). If successful, the player doubles her damage dice on the Garou's next successful attack.

• **Heart Claw (Level Three)** — The Fury breaks one of her claws off in a wound, imbuing it with all of her killing intent. The claw continues to burrow into her opponent's flesh, and will not stop until it finds his heart. A wasp-spirit teaches this Gift.

System: Upon making a successful claw attack, the player spends one point of Willpower. The burrowing claw

inflicts one automatic level of unsoakable lethal damage each subsequent turn until it either kills the target or is dug out of the wound (a Dexterity + Medicine action, difficulty 7, requiring a turn's full concentration).

• **Visceral Agony (Level Three)** — The werewolf's claws change to barbed, wicked talons dripping with black venom. While this venom is not itself lethal, it inflicts crippling agony. A pain-spirit teaches this Gift.

System: The player spends a Rage point before the character attacks. Any wound penalties suffered as a result of the character's attacks during that turn are doubled (i.e. a foe at Wounded would lose four dice) for the rest of the scene. If the target is resistant to pain (such as in a frenzy) he suffers his normal wound penalties instead.

• **Wings of Pegasus (Level Three)** — The Fury can sprout majestic wings when in Hispo form, allowing her to fly at will. An avatar of Pegasus teaches this Gift.

System: The player spends a Gnosis point to produce the wings capable of 50 miles per hour (80 kph) flight, which last until dismissed. Fine flying maneuvers require a Dexterity + Athletics roll at a difficulty determined by the Storyteller.

• **Beast Life (Level Four)** — As the lupus Gift.

• **Body Wrack (Level Four)** — Pouring her Rage and pain into an opponent, the Fury induces debilitating agony. Victims tend to fall to the ground, screaming between convulsions. A pain-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Gnosis (difficulty equals the victim's Stamina + 3). If successful, the target is left stunned and convulsing for one round per success. Additionally, the target subtracts one die from all rolls for the rest of the scene.

• **Wasp Talons (Level Four)** — The Fury with this Gift can fire her claws from her hand like darts. She can't make claw attacks with that hand until her claws regenerate, of course, but this is rarely a problem when her opponent lies eviscerated on the other side of the room. A wasp-spirit teaches this Gift.

System: The player spends a Rage point and rolls Dexterity + Brawl to hit. The difficulty is figured as though the character is using a firearm; the medium range is 20 yards (18 m). Damage is calculated normally for a claw strike. Regenerating fired claws takes one turn.

• **Gorgon's Gaze (Level Five)** — The Fury's eyes burn red, gold, and green as this hideous power of legend transforms living flesh into stone with but a gaze. Difficult to find and even more dangerous to approach, legendary Basilisk teaches this Gift.

System: After making eye contact, the player spends one Gnosis point and rolls Appearance + Occult (difficulty of the target's Willpower). The victim is completely paralyzed for one turn per success; five successes permanently transform the target to stone.

• **Thousand Forms (Level Five)** — As the Ragabash Gift.

• **Wyld Warp (Level Five)** — This Gift summons a swarm of Wyld-spirits to aid the Fury. When they arrive, the Wyldlings behave in a wildly unpredictable, but beneficial, fashion. They might tear the Fury's foes limb from limb, replenish her pack's Rage, destroy all Weaver-tools in the area, or haul opponents away into the Deep Umbra. A Wyldling teaches this Gift.

System: The player spends one Gnosis point and one Rage point, then rolls Wits + Enigmas (difficulty equals the local Gauntlet). Successes summon a variable number of Wyldlings.

Bone Gnawers

The Bone Gnawers are survivors without peer, and Rat's blessings help make this so.

• **Cooking (Level One)** — The Bone Gnawer takes up a small pot (an old coffee can will do) and a spoon, and fills it with whatever he can find — cigarette butts, beer cans, old newspapers, dead leaves, whatever — adds water (spit will do), and stirs. The result is a pasty and bland-tasting, but filling and nutritious mush. A raccoon-spirit teaches this Gift.

System: The player rolls Wits + Survival (difficulty 6). The resulting meal feeds one person per success.

• **Desperate Strength (Level One)** — The werewolf calls on desperate reserves for a sudden surge of strength. A badger-spirit teaches this Gift.

System: When rolling a Feat of Strength (see p. 270), the werewolf may add one die to the roll for each level of bashing damage he willingly accepts as the price of this Gift.

• **Resist Toxin (Level One)** — The werewolf's body is hardened against toxins of all sorts. A rat-spirit teaches this Gift.

System: The werewolf is permanently immunized to mundane poisons, from arsenic to alcohol, and adds three dice to resist the effects of Wyrm-enhanced toxins. This Gift may be turned off and on at will (such as for enjoying alcohol).

• **Scent of Sweet Honey (Level One)** — A target the Garou touched at some point during the last hour begins to exude a wonderfully sweet aroma, and becomes slightly sticky to the touch. All manner of vermin quickly appear and coat the victim. The resulting coat of gnats, flies, bees and beetles crawls, stings, and generally impairs vision and hearing. Insect-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty 7). The target suffers a –1

penalty to all actions for one hour per success; the smell will not wash off during this time.

• **Trash is Treasure (Level One)** — The refuse of humanity provides all the canny Bone Gnawer needs. Through the use of this Gift, any broken object can be temporarily restored to full functionality and usefulness. A raccoon-spirit teaches this Gift.

System: The player takes hold of a broken object and rolls Wits + Crafts. The object functions perfectly for one turn per success, and also supplies its own power, fuel, or ammunition — a dull knife cuts, a busted microwave runs (without being plugged into anything), an old rusty Saturday night special fires even without bullets, a junked car starts up and runs. The lifespan of the object's renewed usefulness can be extended to one full day by spending a point of Willpower, but the object requires proper power, fuel, and ammunition in such circumstances.

• **Between the Cracks (Level Two)** — Urban blight is the very underbelly of the Wyrm, and the Bone Gnawers know it better than any other tribe. The werewolf's instincts guide him to the nearest barren spot within an urban area — a place where no human has set foot in at least a week, one which is not only isolated and currently unoccupied, but also likely to remain so for the rest of the night. This may be a boarded-up, abandoned building, a vacant apartment, or even a dead subway station. Bone Gnawers find this Gift useful for securing ritual spaces, setting up ambushes while preserving the Litany, and finding a place to sleep for the night. Any urban spirit can teach this Gift.

System: The player spends a point of Willpower and rolls Wits + Streetwise (difficulty 5). The more successes, the more secluded and difficult-to-locate the destination will be.

• **Blissful Ignorance (Level Two)** — As the Ragabash Gift.

• **Cornered Rat's Ferocity (Level Two)** — When backed into a corner with nowhere to run, there are only two options — beg for mercy or turn and fight. Rat-spirits teach Bone Gnawers to excel at the latter.

System: The player spends one Rage point and rolls Rage (difficulty 8). Each success grants the character an additional die to his Brawl pools for the rest of the combat. This Gift sends the Bone Gnawer into an automatic and unavoidable berserk frenzy; any magic that stops the frenzy also ends the Gift.

• **Guise of the Hound (Level Two)** — The Bone Gnawer masks herself so that she blends into the urban landscape, disguising her Lupus form so that it appears as a large dog rather than a wolf. Despite its enormous utility, most other tribes spurn this Gift as degrading to the dignity of the Garou. A dog-spirit teaches this Gift.

System: The player rolls Manipulation + Subterfuge (difficulty 7). The disguise lasts for one scene per success.

• **Odious Aroma (Level Two)** — The Bone Gnawer can amplify his natural musk until it incapacitates his foes. A stinkbug-spirit teaches this Gift.

System: The player spends one point of Gnosis. For the duration of the scene, all beings other than the werewolf and her packmates that can smell and are within 20 feet (6 m) of the Garou subtract two from all dice pools as they fight to breathe.

• **Call the Rust (Level Three)** — By whistling softly through his teeth, the werewolf can summon sudden and destructive rust onto any metal within his immediate vicinity. Guns corrode and jam, knives crumble, and cars become flaking hunks of junk. This Gift is taught by a water elemental.

System: The player spends a point of Gnosis and rolls Wits + Crafts, with a difficulty depending on the amount of metal being corroded. A gun or knife would be difficulty 6, while a car might be difficulty 8.

• **Gift of the Skunk (Level Three)** — With this Gift, the Garou can swell his musk glands, allowing him to spray musk like a skunk. It is, of course, taught by a skunk-spirit.

System: The spray is directed with a Dexterity + Primal-Urge roll (difficulty 7, maximum range of 10 feet). A target struck by this attack must spend a Willpower point to do anything but spend the first turn retching. Afterwards, he subtracts one from his dice pools for the rest of the scene for every two successes rolled. Immersion in water negates this Gift, and it is ineffective against targets with no sense of smell.

• **Gift of the Termite (Level Three)** — The Bone Gnawer can cause wood and paper to rot with astonishing speed. Furniture falls apart, documents disintegrate, and buildings may even collapse. A termite-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Crafts (difficulty 7). One success can rot a ream of paper, three can destroy a wall, and five can collapse the roof of a small building.

• **Laugh of the Hyena (Level Three)** — Hyena follows no one; instead, she laughs at those who would name themselves kings. The Bone Gnawer wields the power of this mocking laughter, allowing her to resist any attempt to command, cajole, force, or demand to do anything she doesn't wish to. Such refusals are never subtle; the werewolf cackles like a hyena when calling upon this Gift. A hyena-spirit teaches it.

System: All attempts to mentally compel the werewolf suffer a +2 difficulty penalty, so long as she laughs out loud at them.

• **Reshape Object (Level Three)** — As the homid Gift.

• **Attunement (Level Four)** — The werewolf may commune with the spirits of a city or town and gain information about the area from them, including a rough population estimate, enclaves of Garou or other beings, and any secret tunnels. This Gift doesn't function in the wilderness, since the Bone Gnawers have lost the knack for conversing with such spirits easily. A rat-spirit teaches this Gift.

System: The player spends one point of Gnosis and rolls Perception + Streetwise (difficulty 6). The amount and accuracy of the information depend on the number of successes rolled.

• **Blink (Level Four)** — The Bone Gnawer can duck into a shaded area (an open dumpster, a dark alley, beneath a parked car) and pop out in another shaded area some distance away. A rat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Stealth (difficulty 6). The character can reappear in any shaded area within (number of successes x 20) yards (18 m per success).

• **Infest (Level Four)** — The Bone Gnawer summons a horde of vermin to invade a structure no bigger than a large building. The Gift summons any kind of vermin common to the area — usually a lively variety of insects, slugs and rodents. The vermin behave according to their natural instincts, generally settling down for permanent infestation rather than attacking humans. Any vermin-spirit can teach this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Animal Ken (difficulty 7). One success warrants an immediate call to an exterminator, five makes the building completely uninhabitable for quite some time.

• **Riot (Level Five)** — The werewolf summons a horde of malevolent spirits to provoke the inhabitants of a city into violent rioting. The Gift plays on the hatred and fear of the down-and-outs of the city: the poor, the homeless, immigrants, and others the citizenry would rather not acknowledge. The Gnawer can direct the riot to a limited degree. A rat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty 8). If successful, the spirits direct their hosts against a target of the Garou's choice — though things tend to escalate and spin out of control easily. The riot engulfs an area with a radius of one mile per success rolled.

• **Survivor (Level Five)** — The werewolf becomes an ultimate survivor, with no need of food, water or sleep. She ignores temperature extremes, natural diseases, and poisons. Wyrm toxins have only half their normal effect on her. A tortoise-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Stamina + Survival. The effects last for one day per success. By spending a second Gnosis point, the character can gain three extra points of Stamina, and suffers no wound penalties, but the Gift will prematurely expire 10 rounds later. The Garou must sleep for at least eight hours when the Gift wears off, and he awakens ravenously hungry.

Children of Gaia

The Gifts of the Children of Gaia aid in calming others and strengthening themselves. Yet those who would dismiss the most peaceful of the tribes as ineffective pacifists will be surprised to discover how well the spirits prepare the Children for the inevitability of battle — the Children know that peace is an ideal to strive toward, while the looming Apocalypse is a reality.

• **Brother's Scent (Level One)** — Drawing upon the universal brotherhood of all creatures of Gaia, the werewolf seems to fit in wherever he goes. Those given no reason to suspect the Child's presence simply overlook her. A servant of Unicorn teaches this Gift.

System: The player spends a Gnosis point and rolls Appearance + Empathy (difficulty 6). All individuals not specifically on guard against intruders overlook any incongruity in the Garou's appearance — for example, a naked man covered in blood and carrying a grand klaive walking through a high-society ball would draw no particular notice, nor would a wolf wandering through a residential neighborhood. The Garou isn't invisible, he simply doesn't stand out when he otherwise should, and his appearance is considered unremarkable even when he's interacted with. If the werewolf's actions alone would draw attention to himself (shouting, starting a fight, attempting to kick down a locked door) the Gift's illusion is immediately broken. Those specifically on the lookout for individuals who don't belong (security guards at a private facility, for example) don't succumb to this Gift unless their Willpower is lower than the Garou's successes on the activation roll.

• **Jam Weapon (Level One)** — The Child may stop any Weaver-born weapons from working within the range of his voice. A dove-spirit teaches this Gift.

System: The Garou shouts an ancient word of power and grace and spends a Gnosis point. The player rolls Willpower against a difficulty of highest Willpower of any armed individual within earshot. For each success, all manufactured weapons will not function for one turn. This includes guns, crossbows, flame-throwers, and even knives and swords, which refuse to cut. Natural weapons (such as claws) and natural objects appropriated as weapons (such as rocks or naturally-fallen tree limbs) are unaffected.

• **Mercy (Level One)** — Children of Gaia see no use for lethal force when not fighting minions of the Wyrm, but even they succumb to frenzy. This Gift allows the Garou to use her natural weaponry and Rage without fear of killing her opponent. A dove-spirit teaches this Gift.

System: The player spends one Gnosis point. For the rest of the scene, all damage that the Garou inflicts with her own body is considered bashing. A creature "killed" by such damage merely falls unconscious, and he may heal the wounds at the usual rate for bashing damage (see Healing, p. 256).

• **Mother's Touch (Level One)** — As the Theurge Gift.

• **Resist Pain (Level One)** — As the Philodox Gift.

• **Calm (Level Two)** — This Gift imparts the secret of quelling the anger in others. A unicorn-spirit teaches this Gift.

System: The player spends one Gnosis and rolls Charisma + Empathy (difficulty equals the target's Willpower). Each success removes one of the target's Rage points, which may be regained normally. If used on a creature capable of frenzy which has no Rage (vampires, some fomori), the Gift cancels the frenzy if the player scores at least three successes.

• **Grandmother's Touch (Level Two)** — As the Level One Theurge Gift Mother's Touch, save that the Garou may use it to heal himself as well as others. Mother's Touch must be known before this Gift can be learned.

• **Luna's Armor (Level Two)** — The Child of Gaia invokes the moon's sacred power. Her body is briefly wreathed in a shimmer of moonlight, granting her Luna's protection. This Gift is taught by a Lune.

System: The werewolf concentrates for a turn; the player spends one Gnosis point and rolls Stamina + Survival (difficulty 6). Each success allows the Garou to add one die to his soak pools. These dice, and these dice alone, may even be rolled to soak damage from silver. The benefit lasts for one scene.

• **Para Bellum (Level Two)** — Though the Children love life, spring, and all that is good of Gaia, they aren't pacifists; they always stand ready to protect their Mother. The werewolf's Rage bursts forth in a torrent when another breaks the peace she so cherishes. A bear-spirit teaches this Gift.

System: This Gift may only be used at the beginning of a battle that was *not* initiated by the Garou, her pack, or her allies. The player spends one point of Rage; for the rest of the scene, the character enjoys one additional dot of Strength and Dexterity when attacking the enemy who fired the first shot of the battle, or any character that has inflicted an injury on a member of the Child's pack during the scene.

• **Unicorn's Arsenal (Level Two)** — The werewolf's claws and fangs become dazzling and pearlescent, shin-

ing with an inner multihued glory. Those wounded by these natural weapons lose the will to fight. An avatar of Unicorn teaches this Gift.

System: The player spends one Gnosis point to initiate the transformation. Any opponent bearing a wound delivered by the Unicorn's Arsenal loses two dice from all attack rolls until the wound has healed.

• **Calm the Savage Beast (Level Three)** — As the homid Gift.

• **Dazzle (Level Three)** — The Garou can flood a target's mind with the glory and love of Gaia, rendering him harmless for a short while. A unicorn-spirit teaches this Gift.

System: The player rolls Charisma + Empathy against a difficulty of the target's Willpower (+1 if the target is a creature of the Wyrm). As long as the target isn't attacked, he stands mutely in awe for the remainder of the scene. This Gift can be attempted against a given target only once per scene.

• **Lover's Touch (Level Three)** — The Garou can restore what another lacks: not only wounds healed, but also strength of will and even spiritual essence. Any spirit of love or avatar of Unicorn may teach this Gift.

System: The Garou touches the afflicted individual kindly. The two need not be lovers, but the contact must convey affection and warmth — an embrace, a caress, or yet more intimate contact. The player spends a Gnosis point and rolls Intelligence + Medicine; each success heals one level of bashing or lethal damage, or restores one point of Willpower or Essence (if the target is a spirit). The difficulty is the Rage or Willpower of the target (whichever is higher). The player may choose to divide the successes among multiple results. Alternately, by neither healing wounds nor restoring Willpower or Essence, the Garou may suppress a Derangement for one day per success. This Gift cannot provide permanent relief from such afflictions, but it can act as a start on the road to recovery.

• **Spirit Friend (Level Three)** — The werewolf projects a feeling of tranquility and fellowship that spirits naturally perceive. Save for the mad or corrupt, spirits treat the Garou with courtesy and chivalry. This Gift is taught by a unicorn-spirit.

System: The player rolls Charisma + Empathy (difficulty 7). Each success adds one die to all of the Garou's dice pools for interacting with any non-Bane spirits for the rest of the scene.

• **Beast Life (Level Four)** — As the lupus Gift.

• **Serenity (Level Four)** — The Garou can fill a hot heart with the peace of Gaia, even in the midst of battle. An avatar of Unicorn teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Expression (difficulty equal to the target's Willpower). For one turn per success, the target automatically fails all Rage rolls, cannot frenzy, and cannot spend Rage.

• **Strike the Air (Level Four)** — The Child becomes the ultimate example of passive resistance. She is unable to attack an opponent, but is also unable to be hit, allowing her opponent to exhaust herself in an intricate dance of frustrated blows. A mongoose-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Wits + Athletics (difficulty equals the opponent's Willpower). For the duration of the scene, the opponent cannot strike the Garou, no matter how well he rolls. This Gift is canceled immediately if the werewolf attacks his opponent or if anyone else attacks on the Garou's behalf. This Gift will work on multiple opponents, but the player must spend a point of Willpower and make a new roll for each attacker.

• **Uncaught Since the Primal Morn (Level Four)** — This Gift grants Unicorn's perfect speed to the werewolf, allowing her to outrun virtually any pursuer. An avatar of Unicorn teaches this Gift.

System: The player spends a Gnosis point and rolls Stamina + Athletics (difficulty equals the highest Stamina + Athletics of any pursuer). The Garou is unfailingly faster than her pursuers for one scene per success.

• **Halo of the Sun (Level Five)** — The character speaks an ancient word sacred to Helios and is immediately surrounded by a sphere of blazing sunlight. Those Wyrm-creatures who fear the sun may flee before the werewolf. This Gift is taught by a servant of Helios.

System: The player spends one Gnosis point; the effect lasts for one scene. The character receives two extra dice to the damage of any hand-to-hand attacks and causes aggravated damage while he is in Homid and Glabro forms. Anyone directly facing the werewolf adds three to all attack difficulties due to the glare. Any vampires within 20 yards (18 m) suffer three levels of aggravated damage per turn.

• **The Living Wood (Level Five)** — The Child of Gaia calls upon the powers of the forest to rise and aid her. Nearby trees begin to move and attempt to protect the Garou. Limbs and vines will restrain, block and even fight those attempting to harm her. A Glade Child teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Survival (difficulty 8). The character animates one tree for each success rolled.

Fianna

The Gifts of the Fianna speak to their vigorous natures and fae allies, and are often granted by spirits originating in their native lands.

• **Faerie Light (Level One)** — The Fianna conjures a small, bobbing sphere of light. It's no brighter than a torch,

but that's usually enough to light the werewolf's way — or lead foes into an ambush. A marsh-spirit teaches this Gift.

System: The player rolls Wits + Enigmas (difficulty 6). The light can appear anywhere within the Garou's line of sight, and bobs about at 10 feet (3 m) per turn if bidden to do so. It lasts for the rest of the scene.

• **Hare's Leap (Level One)** — As the lupus Gift.

• **Persuasion (Level One)** — As the homid Gift.

• **Resist Toxin (Level One)** — As the Bone Gnawer Gift.

• **Two Tongues (Level One)** — The glib words and clever schemes of the Fianna are wasted on a single mark. This Gift teaches the werewolf to talk out of both sides of her face, literally carrying on two conversations simultaneously, and to decide who hears what. An ancestor-spirit teaches this Gift.

System: The player spends a Willpower point. For the rest of the scene, the Fianna may simultaneously carry on two conversations at the same time, which need have no relation to one another. She decides which listeners hear which version of the words she's speaking. Anyone suspecting something odd about the Fianna's behavior must roll Perception + Alertness (difficulty 9) to detect the Garou's other conversation and to understand what she's saying there.

• **Glib Tongue (Level Two)** — Listeners hear whatever the Garou wishes them to. The Fianna can say anything, even total nonsense, but anyone listening will agree heartily. A rabbit-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Expression (difficulty equals the listener's Wits + Alertness). The target agrees completely with the Garou for one turn per success, after which sanity reasserts itself.

• **Flame Dance (Level Two)** — Pushing the fire in his heart into his limbs, the Fianna hurls himself unharmed through the ranks of Gaia's foes. A mongoose-spirit teaches this Gift.

System: The player reflexively spends one Rage point, allowing the character to dodge one attack with his full dice pool, regardless of what other actions he has taken during the round. Alternately, a Rage point may be spent to enhance a normal dodge action, adding three dice to the defense.

• **Form Mastery (Level Two)** — As the metis Gift.

• **Howl of the Banshee (Level Two)** — The werewolf emits a fearful howl that causes those who hear it to run in terror. A Banshee — a mournful spirit of the dead — teaches this Gift.

System: The player spends a Gnosis point and rolls Charisma + Intimidation. All who hear the howl must roll Willpower (difficulty 8; 6 for allies of the Fianna) or flee in terror for one turn per success on the Garou's roll.

• **Howl of the Unseen (Level Two)** — This Gift allows a howl or proclamation from one side of the Gauntlet to echo across into both realms. It is taught by a cricket-spirit.

System: The player rolls Gnosis (difficulty of the local Gauntlet), after which the Garou may howl or speak for up to one turn per success rolled; the words or howl will be clearly audible on both sides of the Gauntlet.

• **Faerie Kin (Level Three)** — The Fianna can call upon ancient pacts between her people and the fae. By emitting a special howl, the werewolf can call whatever fae are in the area to help. They will obey the Fianna, but not without question. A dream-spirit teaches this Gift.

System: The player spends at least one Gnosis point and rolls Manipulation + Occult (difficulty 8). Spending more Gnosis increases the raw power of the faeries who respond, while more successes on the roll means that more faeries answer. When used on Earth, this Gift most commonly calls dream-spirits known as chimera, though with higher Gnosis expenditures changelings or their dark-kin cousins may appear; true fae answer the summons only in appropriate Umbral realms.

• **Fair Fortune (Level Three)** — The Fianna is blessed with a lucky streak a mile wide. A Chimerling teaches this Gift.

System: The player may re-roll any failed or botched roll by spending a Gnosis point. The result of the second roll must be kept, and this Gift may only be used once per scene.

• **Ley Lines (Level Three)** — By manipulating ley lines — a spiritual grid that crisscrosses the planet — the Fianna can disorient would-be trackers or hunters. The victims of this Gift find themselves following false trails, making wrong turns or walking in circles. An earth-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Wits + Occult (difficulty 7). Any attempt to track the Garou must begin with a successful Perception + Occult roll (difficulty 8), garnering more successes than the Garou's player. Otherwise, the tracker's attempt to follow the Fianna will automatically botch.

• **Reshape Object (Level Three)** — As the homid Gift.

• **Song of the Siren (Level Three)** — As the Galliard Gift.

• **Balor's Gaze (Level Four)** — One of the Fianna's eyes glows a livid red, and all enemies caught by his gaze are stricken with terrible agony. A pain-spirit teaches this Gift.

System: The player spends one Rage point and one Gnosis, then rolls Perception + Occult (difficulty 8). For the rest of the scene, any foe at whom the Garou glares must roll

Willpower (difficulty 8) and exceed the player's successes or double over in pain, suffering a –5 wound penalty as though Crippled, regardless of their current health. Any characters already at Crippled are considered Incapacitated by the pain.

• **Phantasm (Level Four)** — The Fianna creates an unmoving illusion that contains visual, auditory, olfactory and even tactile elements. A grain-spirit — the so-called "spirit of spirits" — teaches this Gift.

System: The player spends one Gnosis point for each 10-foot (3 m) radius area to be covered by the illusion and then rolls Intelligence + Expression. Anyone given cause to doubt the illusion must roll Perception + Alertness and exceed the Garou's successes in order to see through it.

• **Call the Hunt (Level Five)** — The werewolf calls forth the Huntsman of Celtic mythology to harry and slay a great evil. The Huntsman himself teaches this Gift.

System: The Garou must chant and concentrate for one full hour. The player then spends one Gnosis point and rolls Charisma + Occult (difficulty 8). The Huntsman appears with a single hound, plus one hound for each extra Rage or Gnosis point the player wishes to expend. If the Huntsman judges that the evil he has been summoned to hunt is insufficiently mighty or wicked to warrant his talents, or if the Garou has already summoned the Huntsman within the last month, then the Garou becomes the target of the hunt.

• **Fog on the Moor (Level Five)** — This Gift transforms the Fianna into a ghostly outline of himself, allowing him to pass through anything except silver as though he were incorporeal. He may communicate and strike opponents normally. He cannot be harmed by anything except silver; all incoming attacks pass harmlessly through him. A fog-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Gnosis (difficulty 7) to instantly assume a ghostly form. Each success allows the character to stay in that form for one turn, though he may change back at will. The character cannot regenerate while in this form.

• **Gift of the Spriggan (Level Five)** — The Fianna grows to three times her normal size or shrinks to the size of a small puppy. A Chimerling teaches this Gift.

System: The player spends one Gnosis point and rolls Stamina + Primal-Urge (difficulty 8). The effects last for one hour per success or until the Garou cancels the Gift. If the Garou grows larger, she gains three Strength dice for every 100% increase in size. If she grows smaller, she retains her normal Traits, but she may sneak around unnoticed or masquerade as someone's pet.

Get of Fenris

Fierce fighters one and all, the Get beseech their spirit allies for Gifts of war. Even their Ragabash and Theurges are expected to stand out in battle.

• **Lightning Reflexes (Level One)** — Fenrir are Gaia's ultimate warriors, effortlessly switching from offense to defense as the needs of battle demand. A mongoose-spirit teaches this Gift.

System: The player reflexively spends one Willpower point. For the next day, the character need neither make a Willpower roll nor spend a Willpower point to abort to a defensive action.

• **Master of Fire (Level One)** — As the homid Gift.

• **Razor Claws (Level One)** — As the Ahroun Gift.

• **Resist Pain (Level One)** — As the Philodox Gift.

• **Visage of Fenris (Level One)**—The Get appears larger and more fearsome, commanding respect from peers and cowing his foes. A wolf- or toad-spirit teaches this Gift.

System: The player rolls Charisma + Intimidation. Only one success is necessary to affect non-Garou and Garou of equal rank; to affect Garou of higher rank, the player must score a number of successes equal to twice the difference of rank between the Garou and the target. For instance, to affect a Rank 4 Garou, a Rank Two character would need to score at least four successes. Allies and peers affected by this Gift see the Garou as impressive and noble (–1 difficulty bonus to all Social rolls). Foes pause a moment to summon the resolve necessary to fight such a monster (losing one from their initiative ratings). This Gift lasts for one scene.

• **Fangs of the North (Level Two)** — Blue smoke rolls off of the werewolf's claws and teeth, which are transformed into curving daggers of hardened ice. Wounds inflicted with these terrible weapons turn black and fester, all the warmth and life driven out of them. A snow-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Survival (difficulty 7). The transformation lasts for the rest of the scene, or until banished voluntarily. Any individual wounded by the werewolf's fangs or claws suffers a –1 penalty for the rest of the scene as chills wrack her body. Additionally, such wounds heal badly; mortals are likely to lose injured limbs as the tissue necrotizes, and beings capable of supernaturally swift healing (such as vampires or Black Spiral Dancers) are unable to heal these wounds for one day per success on the Gift's activation roll. This Gift can't be used in Homid, but applies fully to the claws and/or fangs of all other forms.

• **Halt the Coward's Flight (Level Two)** — The Get may slow a fleeing (not charging) foe, making him easier to catch. A wolf-spirit teaches this Gift.

System: The Garou must spend one turn concentrating, and the player rolls Charisma + Intimidation (difficulty equal to the target's Willpower). If the roll succeeds, the target's speed is halved for the rest of the scene.

• **Snarl of the Predator (Level Two)** — The Garou lets out a feral snarl that terrifies opponents and cows them into submission. A wolf-spirit teaches this Gift.

System: The player rolls Charisma + Intimidation (difficulty equals the opponent's Wits + 3). Each success subtracts one die from an opponent's dice pools for the next three turns. This Gift takes one full turn to invoke.

• **Troll Skin (Level Two)** — The Fenrir draws on the power of the earth for protection. Her skin grows tough and thick, covered with stony knots of hard, armored flesh. An earth elemental teaches this Gift.

System: The player spends one Gnosis point and rolls Stamina + Primal-Urge (difficulty 5). The character receives an extra die per success on all soak rolls for the rest of the scene (damage from silver remains unsoakable). The character suffers +1 difficulty to all Social rolls save for Intimidation while this Gift is in effect.

• **Might of Thor (Level Three)** — The werewolf can increase his strength tremendously, the better to slay his foes. A wolf-spirit teaches this Gift.

System: The player spends one Gnosis and one Rage, then rolls Willpower (difficulty 8). The Garou's Strength doubles for one turn per success. This Gift can only be used once per scene.

• **Redirect Pain (Level Three)** — This Gift allows the Fenrir to visit the pain of his wounds upon those who inflicted them. A cuckoo-spirit teaches this Gift.

System: The player spends one Rage point and rolls Manipulation + Primal-Urge (difficulty 8). For one scene, the target incurs whatever wound penalties are indicated by the Fenrir's current wound levels, regardless of whether or not the Fenrir actually feels the pain.

• **Venom Blood (Level Three)** — The werewolf may change her blood into a black, acidic bile that poisons anyone unlucky enough to come into contact with it. A snake- or spider-spirit teaches this Gift.

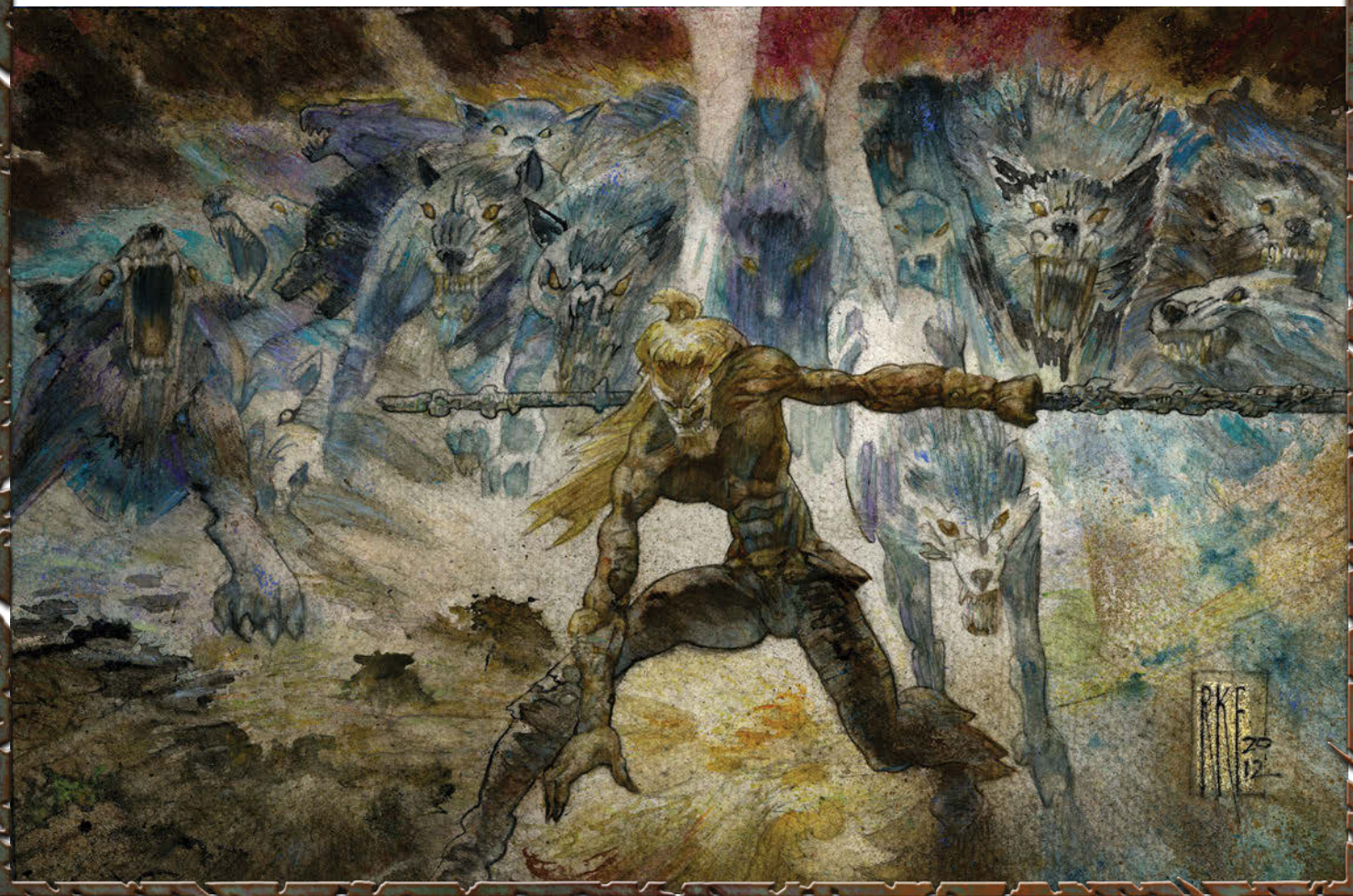
System: The player spends one Rage point and rolls Stamina + Primal-Urge (difficulty 7). Anyone coming into contact with the Garou's blood for the duration of the scene takes one die of aggravated damage per success on the roll.

• **Body Shift (Level Four)** — As the homid Gift.

• **Heart of the Mountain (Level Four)** — The werewolf becomes as untiring and eternal as the mountains, and cannot be defeated in a test of endurance. A mountain goat-spirit teaches this Gift.

System: The player spends one Rage point and one Willpower point. For the rest of the scene, the Garou cannot fail any task involving Stamina. Torturers can never break him; though he can't breathe underwater and his lungs may fill with water, he will not die. The only exception to this is soaking damage. While this Gift is active, the werewolf is guaranteed to always soak at least one level of damage, but otherwise takes damage normally.

• **Hero's Stand (Level Four)** — The Get channels the power of Gaia herself, becoming one with the earth upon



which he stands. Though he may not retreat or even move from the spot for the duration of the Gift, he gains many powers through Gaia's might. An earth elemental teaches this Gift.

System: The player rolls Willpower (difficulty 8). Each success grants one extra die to all Physical dice pools. In addition, the Garou may not be surprised, and all attacks are considered frontal. The Garou may not move until all foes have been defeated or have fled.

• **Scream of Gaia (Level Four)** — As the lupus Gift.

• **Endurance of Heimdall (Level Five)** — The Fenrir's body is suffused with hardiness beyond that of lesser beings. A boar-spirit teaches this Gift.

System: The player spends two Gnosis points and rolls Willpower (difficulty 6). If successful, the Garou's Stamina rating is doubled for the duration of the scene.

• **Horde of Valhalla (Level Five)** — When a Get evokes this Gift, he summons Great Wolves to aid him. It cannot be used lightly, and it requires a good standing with Fenris as well as a truly worthy circumstance. An avatar of Fenris teaches this Gift.

System: The player may spend as many points of Rage and Gnosis as desired, and then rolls Charisma + Animal Ken (difficulty 6). The number of Great Wolves that appear is equal to the number of Rage and Gnosis points spent. The wolves are functionally identical to the hounds of the Wild Hunt (see p. 370), and they remain for the rest of the scene.

• **Fenris' Bite (Level Five)** — The werewolf's already vicious bite now easily mangles and severs limbs. An avatar of Fenris teaches this Gift.

System: The player spends one Rage point and rolls Strength + Primal-Urge (difficulty equals the opponent's Stamina + 3). The Garou's next bite attack, if it hits, will mangle and disable one of the target's limbs, inflicting three automatic, unsoakable, aggravated health levels of damage in addition to any damage already rolled. The limb is rendered useless until the target can regenerate the damage, or permanently in the case of humans or other creatures who can't regenerate. If the player achieves five or more successes on the Strength + Primal-Urge roll, the limb is severed.

• **Call Great Fenris (Level Six)** — As the ultimate expression of the pact between tribe and totem, the greatest Get heroes may summon the war-avatar of their tribal totem to aid them in their hour of need. The avatar joins in combat, slaying all that are not Get of Fenris or under their protection. However, Great Fenris demands a sacrifice for his intervention — usually the left hand of the summoner. It's said that if the war-avatar is called for no good reason, it will devour the summoner entirely before departing. This Gift is taught by Great Fenris himself.

System: The player spends one Gnosis point and rolls Stamina + Occult (difficulty 6). Success summons the war-avatar of Great Fenris, who will fight at the Fenrir's side for the duration of the scene. At the combat's end, the summoner automatically gains the Battle Scar: Maimed Limb (see p. 260) as the war-avatar claims Fenris' due; even if the Garou already possessed that Battle Scar, he gains it a second time as Fenris devours another limb.

FENRIS' WAR-AVATAR

Few spirits — short of Incarnae themselves — are as frightening and dangerous as the war-avatar of Great Fenris. The avatar of Fenris Wolf appears as an enormous wolf, 10 feet tall at the shoulder. His eyes burn with rage and his jaws drip with the blood of countless enemies. His coat is a deep gray that seems to shimmer from black to red and even to white as the light shifts across it. The war-avatar of Fenris is not as powerful as the Incarna himself would be, but it still defies the usual limitations of spirits, and has Traits even more powerful than Nexus Crawlers.

Willpower 15, Rage 20, Gnosis 10, Essence 45–80

Charms: Airt Sense, Armor, Blast (thunderbolt), Dreadful Presence*, Materialize, Re-form, Savage*, Swift Running (as Swift Flight), Tracking

• **Dreadful Presence:** This Charm is available only to Incarna avatars, and is constantly in effect. All spirits hostile to the Incarna avatar lose two dice from all their dice pools while they remain in the avatar's vicinity.

• **Savage:** By spending one Essence, the spirit adds two dice to all damage rolls for the remainder of the scene.

Glass Walkers

Many Glass Walker Gifts involve Weaver-spirits of one type or another. This association grants the Glass Walkers great versatility and an unparalleled rapport with modern technology; hopefully, it's enough to make up for the lack of respect with which other tribes view their pacts.

• **Control Simple Machine (Level One)** — The Garou may command the spirits of the simplest machines, causing levers to flip, doors to unbolt, pulleys to roll, and so on. Any technological spirit can teach this Gift.

System: The player spends a Willpower point and rolls Manipulation + Crafts (difficulty 7). The Garou's control lasts until the end of the scene.

• **Diagnostics (Level One)** — The Glass Walker can tell at a glance what is wrong with a machine. He can then enlist the aid of the machine's spirit in repairing it. Any technological spirit can teach this Gift.

System: The character automatically succeeds at all attempts to diagnose a problem with broken technological devices. The player spends one point of Gnosis as the

Garou mentally convinces the spirit of a broken device to aid her in fixing it. The time required to fix the device is halved, as are the number of successes needed to repair it.

• **Persuasion (Level One)** — As the homid Gift.

• **Plug and Play (Level One)** — All of the Weaver's works are connected through the same web, the same song. The Glass Walkers exploit this truth to draw more power from the modern profusion of technology, making their devices compatible with almost everything. A Net Spider teaches this Gift.

System: The player spends one Willpower point. For the next day, any computer the Glass Walker uses — no matter how simple — becomes fully compatible with any other digital device, regardless of obstacles such as different operating systems, lack of physically compatible access ports, or even the complete absence of any means of receiving or interpreting a wireless signal. Generally, Glass Walkers use this Gift to turn their smart phones into omni-compatible access keys to computer networks, security feeds, and even car GPS systems.

• **Trick Shot (Level One)** — This Gift allows the Garou to execute brilliant feats of sharpshooting, such as shooting a weapon from an opponent's hand or firing down the barrel of an enemy's gun. The Garou cannot use this Gift to harm an opponent directly, however, and can use Trick Shot only with rifles or pistols. Air-spirits teach this Gift.

System: As a permanent enhancement, the player adds his character's permanent Glory rating to his dice pool when performing a really outlandish shooting trick. Again, the Gift does not allow direct damage to targets ("I'll shoot the armored fomor through the eye!"), but can be used to injure opponents indirectly ("I'll shoot out the blacked-out window behind the vampire so the sunlight hits him!").

• **Cybersenses (Level Two)** — The Garou may exchange his natural senses for those of machines, witnessing the world in ways more traditional werewolves could never imagine. He might exchange normal hearing for radar, or ordinary sight for infrared or UV vision. Any technological spirit can teach this Gift.

BOLI ZOUSIZHE GIFTS

A Chinese offshoot of the Glass Walkers, the Boli Zousizhe are somewhat more traditional than their ever-changing Western cousins, and employ several ancient Gifts rarely seen among other branches of the tribe.

• **Sheng-Nong's Eyes (Level One)** — The Boli Zousizhe can see from the perspective of his tools and draw on their concentration for the task at hand, allowing him to perform multiple actions with ease. While this was originally used to wield two swords with equal dexterity, any tools can be used; even the werewolf's own hands count as a "tool." Either a monkey-spirit or a spirit of war teaches this Gift.

System: The player spends one Gnosis point to receive an extra action. For the rest of the scene, the Garou need not be able to see his opponents in order to attack them. No visibility modifiers or off-hand penalties affect his actions while this Gift is in effect.

• **Fu Xi's Honor (Level Two)** — When confronted with a threat to a helpless member of the werewolf's family or pack, the Boli Zousizhe can rise above her normal limits to defend them. The spirit of any animal that mates for life may teach this Gift.

System: The Storyteller must agree that the member of the Garou's family or pack is indeed helpless and unable to defend himself. (With rare exception, any human facing a werewolf should be considered helpless.) The player may then spend one Rage and add one die to all her character's Physical Attributes for every point of permanent Honor the character possesses, for the duration of the scene.

• **Yao's Commands (Level Three)** — As the Glass Walker Gift: Elemental Favor. When this Gift is taken, the Boli Zousizhe must choose to be able to command Eastern elementals (water, wood, fire, earth and metal) or urban elementals. The character may never command elementals of the other group.

• **Yu's Endurance (Level Four)** — Yu was given the tremendous task of protecting Ancient China against the Yellow River flooding, a task so exhausting that none but he could do it. This Gift is identical to the Get of Fenris Gift: Heart of the Mountain.

• **Huang Di's Sacrifice (Level Five)** — Whilst Huang Di was known for his inventions, he was also the Yellow Lord and a great leader. Normally used by the pack's alpha, this Gift allows a leader to revitalize his followers in moments of darkness. This Gift is taught by only one spirit, who lives at the foot of Bull Mountain and cries eternally. The spirit resembles nothing, and only teaches the Gift at sunrise.

System: The Boli Zousizhe spends two points of Gnosis and rolls Stamina + Leadership (difficulty 8). Each success allows one packmate to heal a number of health levels (even aggravated) equal to the number of successes rolled.

System: The player spends one Gnosis point per sense affected. This Gift lasts for one scene.

• **Hands Full of Thunder (Level Two)** — Many Glass Walkers regard the gun as the ultimate sign of the power of the modern age, and make pacts with the spirits to assure that their firearms do not become useless, primitive clubs in the midst of battle. A technological spirit or war-spirit teaches this Gift.

System: The player spends a point of Gnosis. For the rest of the scene, any gun the Glass Walker fires won't run out of ammunition, so long as it had ammo to begin with. Burst restrictions are still recommended with automatic weapons to keep the gun from overheating and jamming.

• **Jam Technology (Level Two)** — As the homid Gift.

• **Power Surge (Level Two)** — By speaking with electricity spirits, the Garou causes a blackout over a widespread area. An electricity elemental teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Science (difficulty 7). The number of successes determines how large of an area is blacked out. One success would black out a single room, while five would cut the power to a whole neighborhood.

• **Steel Fur (Level Two)** — Focusing on his own being, the Glass Walker wraps himself in spiritual steel, turning his fur into hardened metal. Metal or earth elementals teach this Gift.

System: The player spends one Willpower point and rolls Stamina + Science (difficulty 7). Each success adds one die to the Garou's soak pool for the rest of the scene. While this Gift is active, the Garou suffers +1 difficulty to all Dexterity rolls, and any Social rolls not involving other Glass Walkers. This Gift only functions in Crinos, Hispo, and Lupus forms.

• **Control Complex Machine (Level Three)** — Similar to Control Simple Machine, the Glass Walker may now converse with and command the spirits of electronic devices such as computers, smart phones, and cars. A Net-Spider teaches this Gift.

System: The player spends one Willpower point and rolls Manipulation + Science or Computer. The Storyteller sets the difficulty based on how complex the machine is (8 for a standard laptop). The Garou's control lasts for one scene.

• **Intrusion (Level Three)** — It's impossible to keep a cockroach out of a house, and equally impossible to keep out a Glass Walker with this Gift. Once activated, this Gift allows the Glass Walker to open any barrier presented to her: doors unlock at her approach, and padlocks fall open with no explanation. A cockroach-spirit teaches this Gift.

System: The player spends one point of Gnosis and rolls Gnosis (difficulty 7). For exactly one minute afterward, all forms of locks and barriers allow her passage, from computerized vault locks to barricades of 2x4s nailed up across doors. Mystically sealed barriers still require a roll to bypass, but every success on the initial Gnosis roll adds one automatic success to such attempts. Barriers disabled by this Gift do not automatically re-seal themselves.

• **Electroshock (Level Three)** — The Glass Walkers are the tribe of glass, steel, and electricity. This last element can be used to directly damage opponents that the Glass Walker can either touch, or who are touching a conductive material such as metal or water. An electricity-spirit teaches this Gift.

System: The player spends a number of Rage points. Each point of Rage spent inflicts two levels of aggravated wounds on the Glass Walker's opponents. These levels of damage may be divided among as many opponents as the number of Rage points invested in this Gift. As usual, the character cannot spend more Rage than half of his permanent rating in one turn.

• **Elemental Favor (Level Three)** — By begging, threatening or cajoling an urban elemental, a werewolf can convince the spirit to do her a favor such as manipulating or even destroying its earthly shell. Thus, a glass sheet might explode at the Garou's foes, an unlocked door might refuse to open, or a car's brakes might fail. An urban elemental teaches this Gift.

System: The player rolls Charisma + Subterfuge (difficulty 7). The Storyteller determines the precise effects.

• **Attunement (Level Four)** — As the Bone Gnawer Gift, but taught by a cockroach-spirit.

• **Doppelganger (Level Four)** — The Garou may take the exact likeness of any other human, wolf, or Garou. A chameleon-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Performance (difficulty 8). Traits aren't duplicated, but everything else, including voice, posture, and scent, are identical. The effects last for one day per success (though the Garou may end them at will).

• **Signal Rider (Level Four)** — From the telegraph to the cell phone, the Glass Walkers have always kept up good relations with spirits of cutting-edge communication. This Gift allows the Garou to open a moon bridge that rides the back of a telephone signal, transporting her instantly to the location of whoever is on the other end of the line. A Pattern Spider teaches this Gift.

System: The player spends one Willpower and one Gnosis to open the moon bridge. The Garou must have a connection between a telephone at her location and one at the target destination to use this Gift, although it doesn't discriminate between landlines or cell phones — some werewolves have even reported success in riding the back of online conferencing software, although doing so successfully requires a Wits + Computers roll (difficulty 7).

Signal Rider can take the character no more than (Gnosis x 5) miles (or 8 km per Gnosis dot) — if the other end of the line isn't within that range, the Gift fails.

• **Tech Speak (Level Four)** — This Gift allows the Glass Walker to contact others through any technological device. The Garou speaks to a Pattern Spider in or near a technological device and tells them the message to be delivered and whom it should be delivered to. The Pattern Spider then finds the receiver and uses any communications technology near them to deliver the message: Phones yell it out (without picking up the handset or needing to be turned on), electronic billboards display it, and computer printers print it out as text. If no communications technology is present, any other technology will activate, though no message will be imparted. If no technology whatsoever is present near the receiver, the Gift fails. A Pattern Spider teaches this Gift.

System: The player spends a Gnosis point and rolls Charisma + Science. The difficulty depends on the distance the message needs to be sent: The next room is difficulty 4, the same building 5, one block away 6, ten miles (16 km) away 7, a time-zone away 8. Beyond that is difficulty 9. The more successes achieved, the longer the message can be. A single success will only allow one word to be sent; five would allow unlimited length.

• **Chaos Mechanics (Level Five)** — Werewolves pulse with the Wyld's energy, but all creatures with form and nature have something of the Weaver in them as well. Upon learning this Gift, the Glass Walker reconciles these aspects of his being, enabling him to summon primal energy and mystical form at the same time. Luna, who balances mercurial chaos into an orderly cycle of phases, sends the most powerful of her Lunes to teach this Gift.

System: A werewolf with this Gift may use Rage and Gnosis in the same turn with no penalty. This Gift's effects are permanent.

• **Summon Net-Spider (Level Five)** — The Garou carries a great technological blessing, granting him an intuitive understanding of the ways of computers; additionally, he can summon a Net-Spider — a Weaver spirit that gives its summoner near-absolute control over any computer system. The Spider can disrupt, erase, or destroy whatever system it is sent into. (The exact effects are left to the Storyteller, but are typically destructive.) An avatar of Cockroach teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Computer (difficulty 8). If successful, the Net-Spider appears and heeds the Garou's commands. In addition to the destructive power of the summoned spirit, this Gift allows the Garou to permanently halve the difficulty of all rolls to use, build, or hack computers.

Red Talons

The feral Red Talons hate humanity for what it has done to Gaia and their Kinfolk. Griffin's Gifts, geared toward the "red in tooth and claw" aspects of nature, suit the Talons' disposition.

• **Beast Speech (Level One)** — As the Galliard Gift.

• **Eye of the Hunter (Level One)** — Just as wolves may assess a herd of prey animals, this Gift enables the Garou to correctly determine the weakest and strongest member of any group she can see. A wolf-spirit teaches this Gift.

System: The player rolls Perception + Primal-Urge (difficulty 7). If successful, then the Garou learns which members of a chosen group within sight are the strongest or weakest and which is the leader. If the Garou attacks the group after employing this Gift, she gains one extra attack die against only the weakest individual for the rest of the scene.

• **Hidden Killer (Level One)** — The Red Talons didn't survive for so long without learning ways to conceal themselves. This Gift allows a werewolf to leave behind no physical evidence that would betray her hand (or claws, or teeth) in a slaying. This Gift is taught by a snake-spirit.

System: After a battle, the Garou must touch or lick once each corpse she slew. The player rolls Intelligence + Larceny (difficulty 7). If the roll succeeds, the wounds alter themselves so that they resemble stabbing or slashing injuries rather than bite or claw marks. Any peripheral damage (smashed furniture, for example) remains as it was, but all forensic evidence such as hair, saliva, or blood from the werewolf's body disappears from the scene.

• **Scent of Running Water (Level One)** — As the Ragabash Gift.

• **Wolf at the Door (Level One)** — This Gift induces a terrible dread of and respect for the wilderness, and it makes a human target afraid to tamper with it in any way. Any predator spirit can teach this Gift.

System: The werewolf must make eye contact with the target, but can be in any form when she does so. The player then rolls Charisma + Primal-Urge (difficulty equals the target's Willpower). The effects last for one day per success. During this time, the human must roll Willpower to leave his home, and he may not go near anything resembling a forest, tundra, swamp, or other untamed wilderness area without spending a Willpower point. If the human does leave his home, he is shaky and fearful until he returns, and his player loses three dice from all Mental and Social dice pools. Alternately, this Gift can affect a number of humans equal to his Rage at once (difficulty equals the highest Willpower in the group). In this case, rather than making eye contact, the humans must hear the werewolf howl in Lupus form. This Gift can be used on Kinfolk, mages, ghouls, and other "supernatural" humans, but the difficulty increases by two.

• **Beastmind (Level Two)** — The werewolf can reduce the mental faculties of his victim to that of an animal for a time. The victim doesn't necessarily become less intelligent, but human thinking (logic, complex tool use, language, and the like) becomes impossible. An avatar of Griffin teaches this Gift.

System: The player rolls Manipulation + Empathy against a difficulty equal to the target's Willpower. The effects last for one minute per success, during which the target behaves like a wild animal. If a point of Rage is spent when directing this Gift at an ordinary human target, its effects last for one day per success.

• **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

• **Howls in the Night (Level Two)** — As the Galliard Gift.

• **Shadows of the Impergium (Level Two)** — The Red Talon becomes the embodiment of all of humanity's primal fears of the wolf, carrying a heavy miasma of ancient terror about her. A fear-spirit teaches this Gift.

System: The werewolf inflicts the Delirium in Hispo form, though observers are considered to be at +2 Willpower when judging their reaction (see p. 262). Anyone who succumbs to the Delirium because of seeing the werewolf in Crinos form is considered to have a Willpower five points lower than their true rating (minimum 1) for the purposes of determining reaction. This Gift's effects are permanent, though they can be suppressed for a scene if desired.

• **Elemental Favor (Level Three)** — As the Glass Walker Gift, except that this version affects the four classic elements — earth, air, water, fire — and a natural elemental teaches it.

• **Render Down (Level Three)** — The Talon can destroy any man-made substance. Plastics, alloys, and other materials not found in nature disintegrate with just

KUCHA EKUNDU GIFTS

Africa has no true wolves, but is still a part of Gaia's body and in need of protection. Some years ago, the Red Talons adapted to breeding with African hunting dogs in order to prove their worthiness to live in Africa and fight to defend it. In this they have succeeded, and the Kucha Ekundu, as these strange Garou are known, have forged unique pacts with both the spirits of Africa and the continent's other native Fera, the better to carry out their duties to their Mother. These blessings are learned in addition to the traditional Gifts of the Red Talons.

• **Speed of Thought (Level One)** — As the Silent Strider Gift.

• **Feed the Pack (Level Two)** — This Gift allows the werewolf to "eat for the pack." Any food the Kucha Ekundu ingests feeds not only him, but the rest of his pack as well. The spirit of a hunting dog teaches this Gift.

System: The player rolls Gnosis (difficulty 6 for packmates, 7 for Kinfolk) before the character eats. For each success, whatever the character eats also nourishes another being.

• **Predator's Many Eyes (Level Three)** — The Kucha Ekundu don't regard themselves as "Lords of the Savannah," especially given the strength of Africa's other Fera, but they still wish to do their job as Garou. This Gift facilitates that job, allowing the werewolf to "mark" a predator and thereafter look through its eyes.

System: As the Red Talon Gift: Territory. The Red Talon needs not urinate on the animal it wishes to mark; the player must merely roll Charisma + Animal Ken (difficulty 7) while the predator is in sight. Using this Gift on other Fera is possible but requires the Fera's consent. In all other respects, this Gift functions as Territory.

• **Clenched Jaw (Level Four)** — As the Ahroun Gift.

• **Crocodile Pact (Level Five)** — When the Red Talons first came to Africa and struck their deal with the Mokolé, the mighty werecrocodiles agreed that if the Garou could breed with the hunting dogs and do their appointed task in Africa without making war on the other Fera, they could stay. The Red Talons have (thus far) made good on their promises, and the eldest of the Kucha Ekundu have been rewarded with this Gift. The werewolf may call upon the Mokolé-mbembe for aid, in battle or otherwise. The spirits of the Dragon Kings teach this Gift.

System: The player spends two Gnosis points and rolls Charisma + Rituals (difficulty 7). If the roll succeeds, the Garou receives aid within the hour, whether it's from a local clutch or from the spirits who witnessed the pacts between the Memory of Gaia and the Garou. The Storyteller has the final say over exactly what form the Garou's succor takes, but it might range from rampaging werecrocodiles arriving to fight with the Kucha Ekundu to great ancestor-spirits called forth by the Mokolé to give the Garou advice.

a touch. Lawn chairs dissolve into oily puddles and steel melts into iron and carbon. A cockroach-spirit teaches this Gift.

System: The character must touch the material; only materials that are not naturally occurring are viable targets. For instance, a wooden table would be unaffected, whereas a plastic table would melt to the ground. The player makes a Rage roll (difficulty 7); each success reduces twenty pounds of the target material to its base components.

• **Territory (Level Three)** — The Red Talon with this Gift doesn't need to patrol his hunting ground to know what transpires there. With but a moment of concentration, he may extend his senses to any area he has marked. This Gift is taught by a wolf-spirit.

System: The Red Talon must first mark one or more areas with his own urine. A Talon may have a number of marked locations equal to his Gnosis (and doesn't have to establish such a mark in every place that he urinates). Thereafter, the player may roll Perception + Primal-Urge (difficulty 7) to extend the Talon's senses to that location. The character can sense the area as though standing in the same place he was in when he marked the area originally. The scent marks last for one week per dot of Gnosis the character possesses (for wilderness) or one day per dot of Gnosis (for urban environments).

• **Trackless Waste (Level Three)** — The Talon calls upon the spirits of the wilderness to mislead and confuse any who invade her home. Humans and other travelers are confounded by this Gift, with even skilled survivalists and hikers soon becoming hopelessly lost. Even werewolves are not wholly immune to its effects. Any wilderness spirit can teach this Gift.

System: The player spends a Gnosis point and rolls Intelligence + Primal-Urge (difficulty 6). The Gift affects up to a two-mile (3.2 km) radius per success. Humans automatically fail at all attempts to navigate such an afflicted wilderness. Other werewolves can roll Perception + Primal-Urge; if they score more successes than the Talon, they are able to navigate normally. Those led by the Talon herself through the domain remain unaffected. This Gift lasts until the sun next rises.

• **Gorge (Level Four)** — Wolves will eat as much as possible when food is available, to carry them through the lean times ahead. Who knows when their next meal will arrive? With this Gift, a Red Talon can similarly gorge on Rage, Gnosis, or Willpower. A wolf-spirit teaches this Gift.

System: Upon learning this Gift, the player chooses which trait (Rage, Gnosis, or Willpower) the character can store. Thereafter, the character can hold three more points in the appropriate Trait than her permanent rating. These extra points must be regained as normal, and they don't add extra dice to rolls involving the Trait in question. To amplify more than one Trait, the character must learn the Gift (i.e., pay the experience cost) again.

• **Howl of Death (Level Four)** — A Talon with this Gift may infuse her howl with Rage and pain, causing grievous wounds to one target. The werewolf must be able to see her target clearly, and the target must be able to hear the howl. Only the intended target is affected by the Gift, though anyone else who hears it is disquieted and frightened. A pain-spirit teaches this Gift.

System: The player rolls Charisma + Primal-Urge (difficulty 6). Each success inflicts one level of lethal damage, which the target may soak if he is able. The damage manifests as massive internal damage, as the target's innards suddenly rupture.

• **Quicksand (Level Four)** — The Garou turns the ground into a sticky morass that catches foes and prevents them from escaping or even walking. An earth elemental teaches this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Primal-Urge (difficulty 7). Success changes the ground into a quicksand-like bog for a 10-foot (3 m) radius; each additional success extends the radius of the morass an additional 10 feet (3 m). Anyone trying to move through it, save for the Garou and her pack, moves at half walking speed, and may not execute combat maneuvers that require overland movement. Additionally, all other combat maneuvers take a +1 difficulty penalty. A wolf-spirit teaches this Gift.

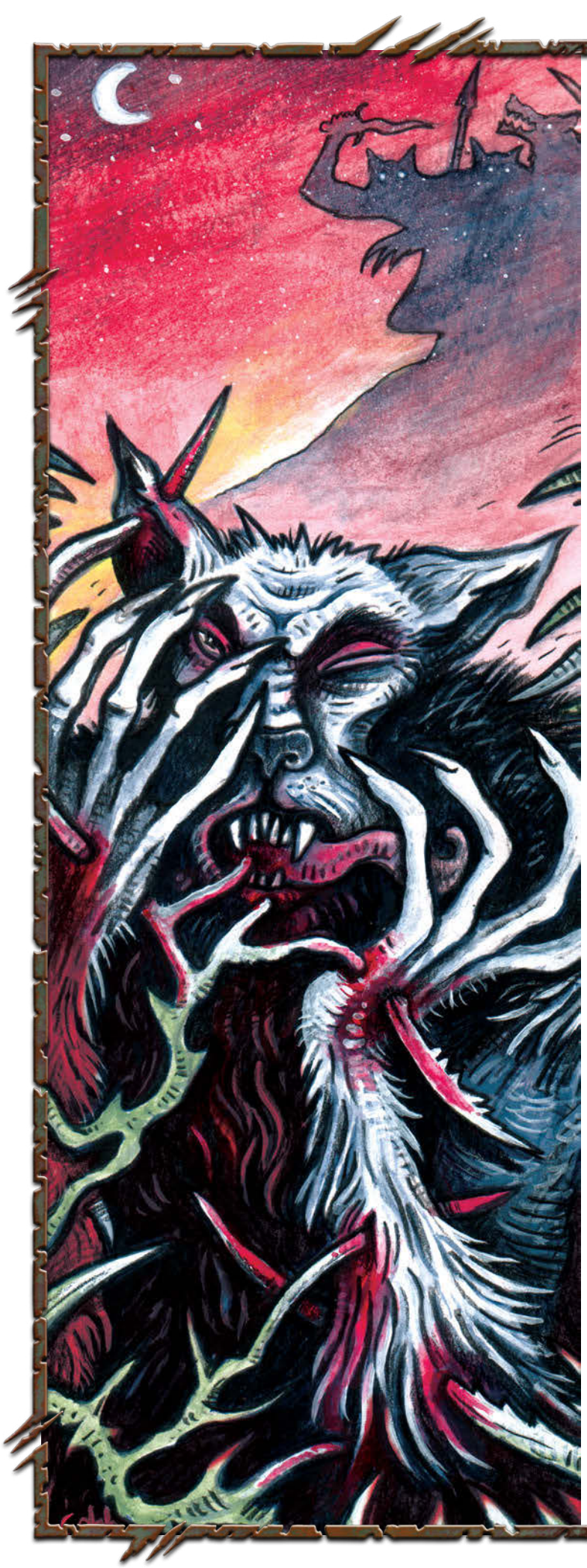
• **Curse of Lycaon (Level Five)** — The Red Talon can force the wolf-skin onto another. If the target is a werewolf, he becomes trapped in Lupus form for the rest of the scene. If the target is a human or animal, it becomes a normal wolf forever. This Gift is taught by a wolf-spirit.

System: The player spends one Gnosis point and rolls Gnosis (difficulty of the target's Willpower).

• **Gaia's Vengeance (Level Five)** — The Red Talon calls upon the Mother herself to strike on his behalf. The terrain responds as best it can: Rocks roll and smash, vines constrict, and water sucks victims under. An avatar of Gaia herself teaches this Gift.

System: The player spends one Gnosis point and one Rage point, then rolls Charisma + Primal-urge (difficulty of the local Gauntlet). The exact effects depend on the terrain and are left to the Storyteller.

• **Scabwalker Curse (Level Five)** — The Red Talon suffuses a target with a superabundance of Wyld energy, making them violently allergic to the Weaver-works of man. Any artificial material blisters and abrades the target's skin, concrete sidewalks and artificial carpet fibers shred her feet, polyester clothing causes her body to break out



in weeping sores, and steel tools blister her hands. An avatar of Griffin teaches this Gift.

System: The Red Talon spends a turn snarling at a target within 20 feet (6 m). The player then spends one Gnosis point and rolls Manipulation + Survival (difficulty 7). The target takes one level of bashing damage per turn of physical contact with any non-natural material (crafted objects formed entirely of natural materials, such as wooden furniture held together with iron nails, are safe). This curse lasts for one day per success, and can easily prove fatal if invoked in the heart of a city.

• **Shield of Gaia (Level Six)** — The Garou becomes so attuned to the laws and rhythms of Gaia that the Weaver's laws cease to have any hold on her. The werewolf becomes immune to the effects of one form of technology, such as bullets, photography (i.e. cannot be photographed), electricity, chemical toxins, etc. This Gift is taught by Griffin.

System: The player must determine what this Gift grants immunity to at the time of purchase. Its effects are permanent.

Shadow Lords

The Shadow Lords appreciate both subtlety and power, and this is reflected in their spirit pacts. The Tribe's Gifts grant power over shadows, intimidation, control, asserting dominance over others, and the raw fury of the unleashed storm.

• **Aura of Confidence (Level One)** — The werewolf projects an aura of superiority, preventing attempts to find flaws or read auras (but not to read the werewolf's thoughts). An ancestor-spirit teaches this Gift.

System: This Gift's effects are permanent.

• **Fatal Flaw (Level One)** — The Shadow Lord can spy a target's weakness, gaining an advantage in combat. A Stormcrow teaches this Gift.

System: The Shadow Lord concentrates for one full turn, then the player rolls Perception + Empathy (difficulty equals the target's Wits + Subterfuge). Success grants the Garou an extra die of damage during combat with that target. Additional successes grant knowledge of further weaknesses, but not more dice.

• **Seizing the Edge (Level One)** — Shadow Lords don't acknowledge the idea of the draw. If neither competitor wins, then they both lose. This Gift allows the Garou to swing the balance, ever so slightly, in her favor. A spirit servant of Grandfather Thunder teaches this Gift.

System: Whenever the Shadow Lord is involved in an opposed roll with another being, any ties go to the Shadow Lord. This Gift's effects are permanent, but invoking them more than once in a scene costs one Gnosis per additional tie broken.

• **Shadow Weaving (Level One)** — Slightly flexing her fingers or claws, the Garou pulls and weaves shadows

as she desires — lengthening or shortening them, lightening or darkening, or even twisting them into grotesque and frightening shapes. A shadow-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Dexterity + Occult (difficulty 7). For the rest of the scene, the Shadow Lord may warp shadows within 100 yards (91 m) as she wishes. Among other creative uses, this lowers the difficulty of all Stealth and Intimidation attempts by 1.

• **Whisper Catching (Level One)** — What good purpose could there be to keep secrets from Gaia's protectors? This Gift allows the werewolf to supernaturally eavesdrop on whispered conversations—what she does with the information learned is, of course, up to her own conscience. A crow- or bat-spirit teaches this Gift.

System: The player spends a point of Willpower. For the rest of the scene, all whispers within 200 feet are fully audible to the Shadow Lord as though they had been spoken clearly just next to her.

• **Clap of Thunder (Level Two)** — The Shadow Lord slams her hands together, creating a mighty thunderclap that stuns those who hear it. A Stormcrow teaches this Gift.

System: The player spends one Gnosis point. All characters within 20 feet (6 m) must succeed in a Willpower roll (difficulty 8 for foes, 4 for packmates) or be stunned and unable to act for one turn. The Garou must be in Homid, Glabro, or Crinos form to use this Gift.

• **Cold Voice of Reason (Level Two)** — A cunning Shadow Lord can talk his way out of just about anything. If attacked, the werewolf may invent a clever remark that will detain his attacker for at least one round. A crow-spirit teaches this Gift.

HAKKEN GIFTS

A Japanese offshoot of the Shadow Lords, the Hakken have struck many pacts with the spirits of the Land of the Rising Sun which are unknown to their Western counterparts. Hakken prize honor, sophistication, and skill with the blade in equal measure.

• **Dream of a Thousand Cranes (Level One)** — By folding an origami crane, the Hakken enjoys good luck for a short period of time. An ancestor-spirit teaches this Gift.

System: The origami takes a full turn to complete; the player spends a Gnosis point and rolls Charisma + Occult. For the rest of the scene, the Hakken gains one die per success to add to other dice pools; each die can be used only once.

• **Fair Path (Level One)** — The Hakken appears at formal ceremonies clean and dressed in proper attire, even if he has just returned from battle. A water-spirit teaches this Gift.

System: The Hakken places her hand in clean water; the player rolls Charisma + Etiquette. The Hakken gains one die to all Appearance-related rolls for the rest of the scene.

• **Storm Winds Slash (Level Two)** — Hakken may use their blades to injure Wyrm creatures at a distance. This Gift is taught by a metal or wind-spirit.

System: The player spends a point of Gnosis and rolls Dexterity + Melee (difficulty 7). Success enables the Hakken to strike an opponent from as far away as 50 yards (45 m); the opponent may attempt to dodge the strike and takes lethal damage as usual for a weapon strike.

• **Dark of Night (Level Three)** — A Hakken can cause an opponent to become temporarily blinded. Hakken reserve such underhanded tactics for use against minions of the Wyrm. This Gift comes from a raven-spirit.

System: The Hakken spills a vial of ink; the player spends one Gnosis and rolls Manipulation + Subterfuge, resisted by the target's Gnosis (if any). Each success blinds the victim for an hour.

• **Living Treasure (Level Four)** — A Hakken can convince the spirit of a treasure in his possession to relate its history and lore. An ancestor-spirit imparts this Gift.

System: The Hakken touches the object; the player rolls Manipulation + Etiquette (difficulty 7). Each success causes the spirit to reveal one fact about itself. Hakken may use this Gift on common items as well, making it a useful tool for investigations or problem solving. This Gift may only be used once per object.

• **Divine Wind (Level Five)** — The Hakken can call forth a powerful storm in a designated area. The storm uproots trees and overturns cars in its fury. An ancestor-spirit or a servant of Narukami, Lord of Thunder, teaches this Gift.

System: The player rolls Stamina + Enigmas (difficulty 7) and spends a minimum of one Rage point. Each success equals a one-mile (1.6 km) radius for the storm. Each Rage point spent adds a success and, therefore, increases the size of the storm, which lasts for no more than one scene.

System: The player spends a Gnosis point and rolls Manipulation + Subterfuge (difficulty 8). The attacker is detained one round for each success as long as he, in turn, is not attacked (being attacked immediately breaks the Shadow Lord's spell). The attacker is free to take any other actions he wishes (including attacking individuals other than the Shadow Lord).

• **Howls in the Night (Level Two)** — As the Galliard Gift.

• **Luna's Armor (Level Two)** — As the Child of Gaia Gift.

• **Song of the Earth Mother (Level Two)** — This gift allows the werewolf to sense the presence of supernatural activity within a broad area. Essentially, the Garou communes with the earth and listens to what it says. The Gift is taught by an earth-spirit.

System: The user spends 10 minutes communing with the earth, during which time she may take no other actions. The player then spends two Gnosis points and rolls Perception + Occult (difficulty 7). Success indicates that the earth tells her about any supernatural presence within an area of 100 yards (91 m) per success. While the Gift doesn't offer specific information about the being or beings detected, it does indicate whether or not the presence is Wyrm-tainted.

• **Direct the Storm (Level Three)** — The Shadow Lord can direct the primal instincts of a frenzied werewolf, friend or foe, causing him to attack targets of the Lord's choice. A Stormcrow teaches this Gift.

System: The player spends a point of Gnosis and rolls Willpower (difficulty of the target's Rage). Success indicates that the Shadow Lord controls the target's frenzy and can set him on anyone she chooses for two turns per success. Using this Gift on a Garou in the Thrall of the Wyrm is possible, but doing so requires the player to roll Rage (difficulty 7) to check for frenzy for her own character.

• **Icy Chill of Despair (Level Three)** — The Shadow Lord appears to grow larger and more imposing, becoming a terrible, shadowy version of herself. This change in aspect can severely intimidate any onlookers. A Stormcrow teaches this Gift.

System: The werewolf concentrates for a turn; the player spends one Gnosis point and rolls Manipulation + Intimidation, difficulty 7. Anyone who means the Shadow Lord harm must make a Willpower check, difficulty 8, and score more successes than the Lord does in order to act normally. Failure means that the victims must spend a Willpower point to attack, take action against or even verbally oppose the Shadow Lord. This Gift doesn't give the Lord actual control over her intimidated victims — they're simply too spooked to actively oppose her.

• **Paralyzing Stare (Level Three)** — The Shadow Lord directs a terrifying glare at a target, causing her to freeze in terror. A Stormcrow teaches this Gift.

System: The Garou concentrates for one turn. The player spends one Gnosis point and rolls Charisma + Intimidation (difficulty of the target's Willpower). Each success freezes the target in place for one turn, rendering her unable to move or attack (though she may still defend herself). The target must be able to see the Garou.

• **Shadow Cutting (Level Three)** — The Shadow Lord can wound an enemy by striking at his very shadow. Such attacks are difficult to dodge. This Gift is taught by a night-spirit.

System: The character spits into his opponent's shadow and the player spends a Gnosis point. For the rest of the scene, the character may strike at his foe's shadow to wound him. Only fetish weapons or natural weaponry serves for such attacks. The victim has two fewer dice to dodge attacks directed at his shadow, and can't parry them at all.

• **Under the Gun (Level Three)** — The Shadow Lord lays a curse on her foe, ensuring certain death by bullets. While the curse is in effect, bullets (as well as arrows, hurled knives, and any other missile weapons) are strangely attracted to the target. Although this Gift is useful in battle, most Shadow Lords prefer to use it secretly on a chosen foe before a fight begins, ensuring an "unfortunate accident." A raven-spirit teaches this Gift.

System: The Shadow Lord touches the intended target with her fingertips. The player spends a Gnosis point and rolls Manipulation + Firearms. The curse lingers for one day per success. While it is in effect, the difficulty to strike the target with any sort of missile attack drops by two.

• **Open Wounds (Level Four)** — The werewolf causes the next wound he inflicts to bleed profusely, weakening his opponent further. A pain-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Strength + Medicine (difficulty 7). If the Shadow Lord's next attack does any damage, the target will bleed continuously, suffering one unsoakable lethal damage per turn for a number of turns equal to the number of successes rolled.

• **Durance (Level Four)** — The werewolf dominates a talen-bound spirit, spinning webs of metaphysical authority to forcibly lengthen its service to her. Some consider this Gift disrespectful, but the Shadow Lords find it ridiculous to discard a weapon that might serve Gaia, just for the sake of politeness. This Gift is taught by a spider-spirit.

System: Upon using a talen, the player may reflexively spend one Gnosis point to keep the spirit bound within from departing. This Gift is ineffective on talens which are

destroyed as an inherent aspect of their use (such as the nightshade talen, which must be drunk to activate its powers), but preserves talens whose destruction is a metaphysical result of their use (such as moon glow and Wyrm scales).

• **Strength of the Dominator (Level Four)** — The werewolf draws on a target's anger to feed his own. A Stormcrow teaches this Gift.

System: The player rolls Wits + Intimidation (difficulty equals the target's Willpower). For a number of turns equal to the successes scored, the target will lose a point of Rage per turn, while the Shadow Lord gains that Rage. The character can use this Gift only once per target per scene.

• **Obedience (Level Five)** — The Shadow Lord becomes the ultimate alpha, compelling all others to follow her orders. A Stormcrow teaches this Gift.

System: The player spends one Gnosis point and rolls Charisma + Leadership (difficulty 8). All in the vicinity must roll Willpower (difficulty 8) and match or exceed the Garou's successes, or they succumb to the Gift's effects. If the werewolf wins by one success, targets follow any orders that don't directly inconvenience them. Three successes cause the targets to treat the Lord as their alpha and fight for her. Five successes make the targets follow her into the Abyss or perform virtually suicidal actions. This Gift's effects last for one full day.

• **Shadow Pack (Level Five)** — The werewolf summons up shadowy duplicates of himself to stand by him in battle. These shadow-wolves resemble the Shadow Lord and share some of his capabilities. A night-spirit teaches this Gift.

System: The player rolls Gnosis (difficulty 8) and spends a number of Gnosis points. One shadow-duplicate appears for each point spent. These duplicates have the same Attributes and Abilities as the Garou, but not his fetishes and may not use Gifts, Gnosis or Willpower. Each has only one health level. The duplicates fade at the end of the scene.

Silent Striders

The spirits bless the enigmatic Striders with Gifts of travel and speed.

• **Heavens' Guidance (Level One)** — The Strider is never lost while the stars shine in the sky. This Gift is taught by a spirit servant of the North Star.

System: The werewolf gains an innate sense of direction; he always knows which way is north and the path he took to reach where he is. This Gift's effects are permanent.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Silence (Level One)** — The Strider can muffle any sound she makes, the better to creep up on the Wyrm's minions or escape them unnoticed. An owl-spirit teaches this Gift.

System: The player adds two dice to all Dexterity + Stealth rolls.

• **Speed of Thought (Level One)** — The Garou doubles her running speed. A roadrunner- or cheetah-spirit teaches this Gift.

System: The player spends one Gnosis point. The Gift lasts until the end of the scene.

• **Visions of Duat (Level One)** — The werewolf's eyes become cloudy and pale as she attunes her vision to the ashen landscape of the Underworld. An owl-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Perception + Occult (difficulty 7). For the rest of the scene, the character can see (and hear) ghosts and detect haunted areas with another Perception + Occult roll (difficulty corresponds to the severity of the

haunting). This Gift bestows no power to touch or communicate with the dead, however — that usually requires the use of the Descent into the Underworld rite (see p. 213). A botch causes the Garou's eyes to shine as beacons in the underworld, drawing the notice of broken, vengeful shades.

• **Axis Mundi (Level Two)** — As the lupus Gift.

• **Blissful Ignorance (Level Two)** — As the Ragabash Gift.

• **Messenger's Fortitude (Level Two)** — The Strider can run at full speed for three days without rest, food, or water. When she reaches her destination, she has 10 minutes to complete whatever business brought her, then she must sleep for one full day. A camel- or wolf-spirit teaches this Gift.

System: The player spends one Gnosis point. Doing anything other than running ends the Gift. Others may be granted the Messenger's Fortitude as well, for one Gnosis point per additional runner.

• **Speech of the World (Level Two)** — As the homid Gift.

• **Tread Sebek's Back (Level Two)** — The werewolf calls upon the river to support her steps, allowing her to walk or run across water or other liquids. Her feet gain no special protection if she chooses to run across Wyrm-toxins or other hazardous liquids. A crocodile-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Dexterity + Survival (difficulty 7). The Strider may travel across liquid as if it were open ground for one hour per success.

• **Adaptation (Level Three)** — The Strider takes no damage from poison or disease, and he may exist in any environment, regardless of pressure, temperature, or atmospheric conditions. This Gift doesn't protect the Garou from hazardous situations (such as falling), only hazardous environments. A bear-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Stamina + Survival (difficulty 7). The Gift lasts for one hour per success.

• **Great Leap (Level Three)** — The Strider can jump truly astounding distances. A jackrabbit-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Strength + Athletics. The character may jump 100 feet per success.

• **Mark of the Death-Wolf (Level Three)** — The Silent Strider uses his claws to gouge an eerie sigil into a nearby surface, which fascinates and attracts the unquiet dead. An owl-spirit teaches this Gift.

System: The player spends one Gnosis point upon making the mark, which takes a full turn, and then rolls Wits + Occult (difficulty 7). The mark retains its mystic

potency for one week per success, leaving the area around it badly haunted if there are any ghosts in the area at all. Destroying the mark can end this Gift's effects prematurely.

• **Sense the Unnatural (Level Three)** — As the lupus Gift.

• **Attunement (Level Four)** — As the Bone Gnawer Gift, but when learned, the Strider must decide whether the Gift functions in the city or the wilderness. The "city" version is identical to the Bone Gnawer Gift; the "wilderness" version is similar, but the roll required is Perception + Survival.

• **Black Mark (Level Four)** — The Strider's claws darken with the leaden sheen of the Dark Umbra, marking her foes fit for the attentions of the restless dead. An owl-spirit teaches this Gift.

System: The player may spend a point of Gnosis when the strider successfully strikes an opponent with her claws, but before rolling damage. The target becomes haunted for one day per level of damage inflicted, as with Mark of the Death-Wolf.

• **Dam the Heartflood (Level Four)** — No tribe hates vampires more than the Silent Striders, who lost their homeland to the leeches. This Gift allows Strider heroes to nullify the magic inherent to blood. It is taught by a cobra-spirit.

System: The player spends a Gnosis point and rolls Manipulation + Occult (difficulty of the target's Willpower). Each success prevents the target from using any magic related in any way to blood for one turn. It also prohibits the spending of blood points for any purpose for the same duration, should the target possess a blood pool trait (such as that of vampires, ghouls, and Ananasi).

• **Speed Beyond Thought (Level Four)** — The werewolf can run at 10 times his normal land speed. The effects last for up to eight hours, during which the Strider can do nothing but concentrate on running. When the Gift's effects end, the werewolf must eat immediately or face frenzy from hunger. A cheetah- or air-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Stamina + Athletics (difficulty 7) to activate this Gift.

• **Gate of the Moon (Level Five)** — This Gift creates as specialized moon bridge that takes the Strider to her destination instantly. At least a sliver of the moon must be visible at her area of departure. A Lune teaches this Gift.

System: The player spends one Gnosis point for every 100 miles the Strider needs to travel. She then rolls Intelligence + Alertness (difficulty varies by how far the journey is and how well the Strider knows the way). Success transports the character instantly to her destination.

• **Reach the Umbra (Level Five)** — The Garou may step in and out of the Umbra at will, without need of a reflective surface or even any effort at all. An owl-spirit teaches this Gift.

System: The Garou may step sideways instantly, at any time, with no fear of being "caught." No roll is necessary. All rolls to enter or leave Umbral Realms receive a –2 difficulty bonus. She may not, however, spend Rage on the turn that she steps sideways. The Garou may not step sideways quickly enough to dodge an attack that has already been declared.

Silver Fangs

The regal Silver Fangs are the traditional leaders of the Garou, and their Gifts reflect — and support — that birthright.

• **Eye of the Falcon (Level One)** — The werewolf's vision gains the predatory clarity of a bird of prey. A falcon-spirit teaches this Gift.

System: The player spends one Gnosis point. For the rest of the scene, all long-range attack rolls and visually based Perception rolls are made at –1 difficulty.

• **Falcon's Grasp (Level One)** — The werewolf's hands or jaws tighten in a mighty death-grip, making it nearly impossible to escape. A falcon-spirit teaches this Gift.

System: The player spends one Rage point. For the rest of the scene, the Garou's grip (with both hands and jaws) is much stronger — her Strength is considered three points higher for grappling or maneuvers such as the jaw lock (see Special Maneuvers, p. 299). This extra Strength does not apply to damage rolls.

• **Inspiration (Level One)** — As the Ahroun Gift.

• **Lambent Flame (Level One)** — The werewolf causes her body to ignite with silver light. A Lune teaches this Gift.

System: The player spends one Willpower point to activate the Gift. The light illuminates a 100-foot (30 m) area around the Garou for the rest of the scene. All attacks against the Garou suffer a +1 difficulty penalty while this Gift persists.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Empathy (Level Two)** — Among wolves, alphas rule by strength, but leaders of men must be able to read their subjects if they are to keep their crown. A falcon-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Empathy (difficulty 4). One success indicates that the Garou knows the general feelings and expectations of any one group. The more successes the player rolls, the greater her understanding of the group's wants and needs.

• **Hand Blade (Level Two)** — Many Silver Fangs are trained in swordplay as part of their birthright. This Gift allows them to rely on such skills at any time by turning

their arm into a razor-sharp blade that slices and cuts like the best-forged sword. An ancestor spirit, usually a former klaive-dueling master, teaches this Gift.

System: The player spends a point of Rage to transform one or both hands. For the rest of the scene, he may use his arm like a sword by rolling Dexterity + Melee (difficulty 6). Such attacks inflict Strength + 2 aggravated damage, as his claws are part of the blade.

• **Luna's Armor (Level Two)** — As the Children of Gaia Gift.

• **Sense Silver (Level Two)** — As the metis Gift.

• **Unity of the Pack (Level Two)** — It is only natural for those guided by canny leaders to excel. This Gift allows the Silver Fang's pack to enjoy the benefits of her unifying aura, making them deadlier warriors against the Wyrm's minions. A wolf-spirit teaches this Gift.

System: Whenever the Silver Fang is present, all members of her pack (including herself) gain one extra die on all rolls to execute Pack Tactics (see p. 300). This Gift's benefits are permanent. The Silver Fang cannot benefit from this Gift when she is alone.

• **Burning Blade (Level Three)** — This Gift causes a Garou's weapon, whether it's a sword, klaive or axe, to burn with a deadly fire that burns her enemy even as it bites into their flesh. A firebird spirit teaches this Gift.

System: The werewolf concentrates for a turn, and the player rolls Gnosis (difficulty 7) to activate the Gift. The weapon now does two extra dice of aggravated fire damage. Flammable objects will catch fire if struck by the blade. The weapon remains ignited for a number of turns equal to the number of successes rolled.

• **Silver Claws (Level Three)** — As the Ahroun Gift.

• **Talons of the Falcon (Level Three)** — The Silver Fang's claws transform into impaling weapons, allowing her to cut muscle, bone, and sinew as though they were paper. A falcon-spirit teaches this Gift.

SIBERAKH GIFTS

This obscure, reclusive Siberian sub-tribe has little to do with the Western Concordiat, and likes it that way. Descended from a mixture of Silver Fang and Wendigo stock, the Siberakh claim Sable as their only particular spiritual ally; otherwise, they use a mixture of Wendigo and Silver Fang Gifts. Generally, Siberakh characters may purchase any Gifts from the Silver Fang and Wendigo lists *except* those taught by Falcon, his servants, and falcon-spirits, or by Great Wendigo and his servants.

System: The player spends one Gnosis point and makes a Dexterity + Brawl roll to attack. The attack does three additional levels of damage, and its damage may not be regenerated for the rest of the scene.

• **Wrath of Gaia (Level Three)** — The werewolf shows himself in full, terrible glory as Gaia's chosen warrior. His splendor overwhelms minions of the Wyrm, driving them before him in terror. An avatar of Gaia herself teaches this Gift.

System: The player spends a Gnosis point and rolls Charisma + Intimidation. Any minions of the Wyrm who look upon the Garou during the rest of the scene must either roll Willpower (difficulty 7) and equal or exceed the player's successes, or flee in terror.

• **Mastery (Level Four)** — The Silver Fang can command other Garou — even Black Spiral Dancers — to do her bidding. A falcon-spirit teaches this Gift.

System: The player rolls Charisma + Leadership (difficulty equal to the target's Wits + 3). If the roll succeeds, the Garou can give the target one non-suicidal command, which he must obey for one turn per success. This Gift works only against Garou.

• **Mindblock (Level Four)** — The Garou fortifies her will against mystical influences of all sorts. A falcon-spirit teaches this Gift.

System: The difficulties of any direct mental attacks or attempts to control the Garou's mind, as well as more insidious psychic assaults (mind-reading, illusions, possession, and so forth) are raised to 10. The effects of this Gift are permanent, but do not apply to magic which sways the Garou's emotions.

• **Sidestep Death (Level Four)** — Legends say that when the first Silver Fang died, he was reborn with this Gift. The Fang simply sidesteps what would have become his deathblow. A lion-spirit teaches this Gift.

System: Once per scene, the player may spend three Willpower points to evade a single attack that would inflict enough damage to place the Fang's health levels below Crippled (before soak). The Garou simply appears instantly at the nearest location not affected by the attack, which may be an inch, a mile, or even farther away.

• **Luna's Avenger (Level Five)** — The Silver Fang transforms his greatest weakness into his greatest strength, transforming his body into living silver. A Lune teaches this Gift.

System: The Garou concentrates for a full turn to activate this Gift. The player spends a Gnosis point; for the rest of the scene, the Garou is immune to the effects of silver. All damage inflicted by attacks made with the werewolf's body are considered to have been made with silver weapons. Additionally, the character gains two additional points of Stamina and one extra health level for the duration of this

Gift (any damage marked to this additional health level vanishes harmlessly when the Gift ends).

• **Paws of the Newborn Cub (Level Five)** — With only a glare and a snarl, the Silver Fang can temporarily suppress an opponent's supernatural tricks, leaving him to face the werewolf's wrath as nothing more than an animal or human. A falcon-spirit teaches this Gift.

System: The player spends two Gnosis points and rolls Gnosis (difficulty of the target's Willpower). Each success removes all supernatural powers (shapeshifting, Gifts, Disciplines, and any other sort of supernatural or magical power) from the target for one turn.

• **Renew the Cycle (Level Six)** — One of the most potent powers available to the Garou, this Gift allows the correction of a grievous wrong done to the natural cycle of Gaia. The undead, whose very existence is an affront to the natural order of things, wither and crumble to dust when struck by the power of this Gift. Whether the undead is a shambling, month-old animated corpse or an ancient vampire, the Fang can destroy it with but a glance. Only an avatar of Gaia Herself can teach this Gift.

System: The player and the target enter into a resisted contest of Gnosis versus Willpower (both difficulty 8). If the Garou wins the contest, the undead is reduced to its natural state — fresh corpses simply lose their animation, whereas an elder vampire would crumble to dust. Mummies are simply banished to a season of sleep. The Garou must spend one Gnosis for every hundred years (or fraction thereof) the undead has existed in its unnatural state; should the target's age exceed the Garou's capacity to spend Gnosis points, permanent Gnosis may be sacrificed to account for 500 years of age per dot spent.

Stargazers

The Stargazers' search for insight and wisdom has naturally led them deep into the spiritual realm. Their Gifts are a by-product of their penchant for visions and riddles, as well as outgrowths of their pursuit of non-lethal combat methods.

• **Balance (Level One)** — The Stargazer is able to walk across any ledge, rope, or other narrow causeway, no matter how thin or slippery. Wind-spirits teach this Gift.

System: Difficulties for climbing decrease by three, and attempts to maintain balance automatically succeed. This Gift's effects are permanent.

• **Channeling (Level One)** — Rage is both a boon and a bane to the Garou, and the Stargazers feel this more than most. Many stargazers seek new ways to harness and direct their divine fury, and those with this Gift have at least one more option: to channel the vast stream of Rage into a single action, intensifying and clarifying it. This Gift is taught by a fire-spirit.

System: The player may spend up to three Rage points on a single action. Each point spent in this manner gives the werewolf an extra die for that roll.

• **Falling Touch (Level One)** — As the Ahroun Gift.

• **Iron Resolve (Level One)** — Through the blessings of the spirits, the Stargazer's resolve is tempered like steel, allowing great feats through application of sheer will. An ancestor-spirit teaches this Gift.

System: Once per scene, the Stargazer may spend one Willpower to gain two automatic successes on an action, rather than one.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Inner Light (Level Two)** — The Stargazer can step sideways into the Umbra using only his own inner light; he needs no mirror. This Gift is taught by an Epiphling of Truth.

System: The character is always considered to be using a mirror when attempting to step sideways, regardless of the presence of any reflective surface.

• **Inner Strength (Level Two)** — After brief meditation, the Garou may convert her inner anger into iron resolve. Ancestor-spirits teach this Gift.

System: The character concentrates for five minutes; the player rolls Wits + Enigmas (difficulty 8). Each success converts one point of Rage into a point of Willpower.

• **Resist Temptation (Level Two)** — Using a series of ritual gestures to equalize the flow of energy through her chakra points, the Stargazer can resist worldly, material, and spiritual temptations, including corruption. This Gift is taught by an earth-spirit.

System: The player rolls Wits + Rituals and spends one Gnosis point. Each success raises others' difficulties to ensorcel or supernaturally coerce the character by one for the rest of the scene. This Gift is automatically successful against non-supernatural coercion.

• **Surface Attunement (Level Two)** — The Stargazer becomes as one with her environment, gaining the ability to easily traverse Gaia's face — no matter what obstacles it may present. She may pass at normal speed across water, mud, snow, and quicksand without falling through or leaving tracks. The spirits of small, often-overlooked animals (such as rabbits, sparrows and mice) teach this Gift.

System: The werewolf concentrates for a turn; her player rolls Dexterity + Athletics, difficulty 6. This Gift lasts for a scene.

• **Wuxing (Level Two)** — The Stargazer exploits the mystical resonance between the Asian elements of water, fire, earth, metal, and wood, transforming one element into another. An avatar of Chimera teaches this Gift.

System: The player rolls Manipulation + Enigmas (difficulty 7). Each success allows for one square foot of a particular element (water, earth, fire, metal, or wood)

to be changed into an alternate type of the same group of elements: Fire may become wood, water may become earth, and so on. The dimension and shape of the element doesn't change — a fire in a fireplace still retains its "shape," but may now be made of wood, or even water (which retains the same shape, becoming liquid held fast to a specific contour). The effect lasts for a number of turns equal to the character's Gnosis rating.

• **Clarity (Level Three)** — This Gift grants the ability to see through fog, pitch darkness, and invisibility, and to recognize illusions. A wind-spirit teaches it.

System: The player rolls Perception + Enigmas (difficulty 7). If the Stargazer attempts to see someone else's illusion, the number of successes rolled by the creator must be matched or beaten by the Garou; otherwise, this Gift negates visual penalties.

• **Merciful Blow (Level Three)** — The Garou can subdue a foe in combat without harming him. A mongoose-spirit teaches this Gift.

System: The player spends one Gnosis point, and the Stargazer attunes himself to the body of his foe. For the remainder of the scene, although the Garou's attacks inflict damage, no actual injuries appear upon the opponent's body. A foe incapacitated through the use of this power immediately regains all health lost to the Garou's Merciful Blows, and is guaranteed to remain unconscious for at least the rest of the scene.

• **Sense Balance (Level Three)** — As the Philodox Gift.

• **Wind's Returning Favor (Level Three)** — A Stargazer with this Gift may be a master of weapons, but rarely goes about armed. She may rely on her opponents to bring weapons to her hand. This Gift is taught by a wind-spirit.

System: The player spends one Willpower point and rolls Dexterity + Athletics in response to an opponent's close-range Melee attack (difficulty equals the opponent's Wits + Melee). The Stargazer's successes take away the successes on the opponent's attack roll; if the Stargazer's successes outnumber the opponent's, she steals the attacker's weapon and may use it on the following turn.

• **Preternatural Awareness (Level Four)** — The Stargazer attunes all her senses to her surroundings, becoming preternaturally aware of her opponent's doings and allowing her to anticipate them somewhat. A wind-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Perception + Athletics (difficulty 7). All opponents' dice pools to hit the Garou decrease by a number of dice equal to the successes rolled. This penalty applies even if the werewolf cannot see the attack coming. This Gift's effects last for one scene.

• **Mindblock (Level Four)** — As the Silver Fang Gift.

• **Strike the Air (Level Four)** — As the Children of Gaia Gift.

• **Circular Attack (Level Five)** — The greatest Stargazers have no fear of fighting even a horde of opponents. They can not only avoid their foes' attacks, but can channel those attacks toward other enemies. Thus the Stargazer's flowing movements turn a mob of murderous fomori into a weapon directed against itself. A wind-spirit teaches this Gift.

System: The player spends one Willpower point and rolls Wits + Athletics (difficulty equals the highest Wits of any present opponent + 3). Each success enables the Garou to perfectly dodge one attack *or* to redirect one attack directed at her to strike a different target during that turn. The Stargazer may not use this Gift multiple times in one turn or spend Rage during the same turn, although she may take multiple actions in the standard fashion.

• **Harmonious Unity of the Emerald Mother (Level Five)** — The wisest of Stargazers understand that all divisions of the flesh are mere illusion. The only true separation is of spirit — Wyrm from Weaver, Weaver from Wyld, Triat from Gaia. But even then, the great forces of the universe are connected. Drawing upon this wisdom, the Garou banishes the boundaries dividing the mind and body of man from the power of the werewolf. An avatar of Gaia herself teaches this Gift.

System: The player spends one Gnosis point. For the next day, the Stargazer enjoys the physical Attribute bonuses and regenerative powers of the Crinos form while in Homid. This Gift doesn't grant Crinos form's claws, fangs, or expanded senses, nor does it inflict the Delirium.

• **Wisdom of the Seer (Level Five)** — By gazing into the night sky for an hour, the Stargazer becomes a channel for the wisdom of the Tellurian, and can find the answer to almost any question. A Chimerling teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Enigmas (difficulty 7). If successful, the player can ask any one simple question of the Storyteller and expect an answer that is honest, if vague and wrapped in symbolism. The clarity of the information depends on the number of successes, and it is rare to gain a complete and straightforward answer.

Uktena

Uktena Gifts reflect the tribe's predilection toward magical study and animal powers. Many of their Gifts were long-forgotten secrets, recently unearthed as the fight for Gaia grows more desperate.

• **Sense Magic (Level One)** — The werewolf can sense the pulse and flux of mystic energies, whether the righteous Gifts of the Garou, the arrogant wizardry of

mages, the debased powers of vampires, or even the black arts of the Wyrm's minions. A spirit-servant of Uktena teaches this Gift.

System: The player rolls Perception + Enigmas. The difficulty is based on the strength and subtlety of the magic. The Uktena cannot tell the exact nature of the magic, although clues such as "Gaian," "dreamcraft," or "blood magic" might be granted with three or more successes. The radius is 20 feet per success.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Shroud (Level One)** — The Uktena can create a field of inky blackness through which only she can see. A night-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Gnosis (difficulty varies: 3 for twilight, 6 indoors, 9 for bright sunlight). Each success blacks out a 10' by 10' by 10' area within the Garou's line of sight. Powers which permit sight in total darkness are capable of defeating this Gift.

• **Spirit of the Lizard (Level One)** — The werewolf's hands and feet spout hundreds of tiny hooks, allowing her to climb across or cling to any surface — even sheer horizontal surfaces and ceilings. A gecko-spirit teaches this Gift.

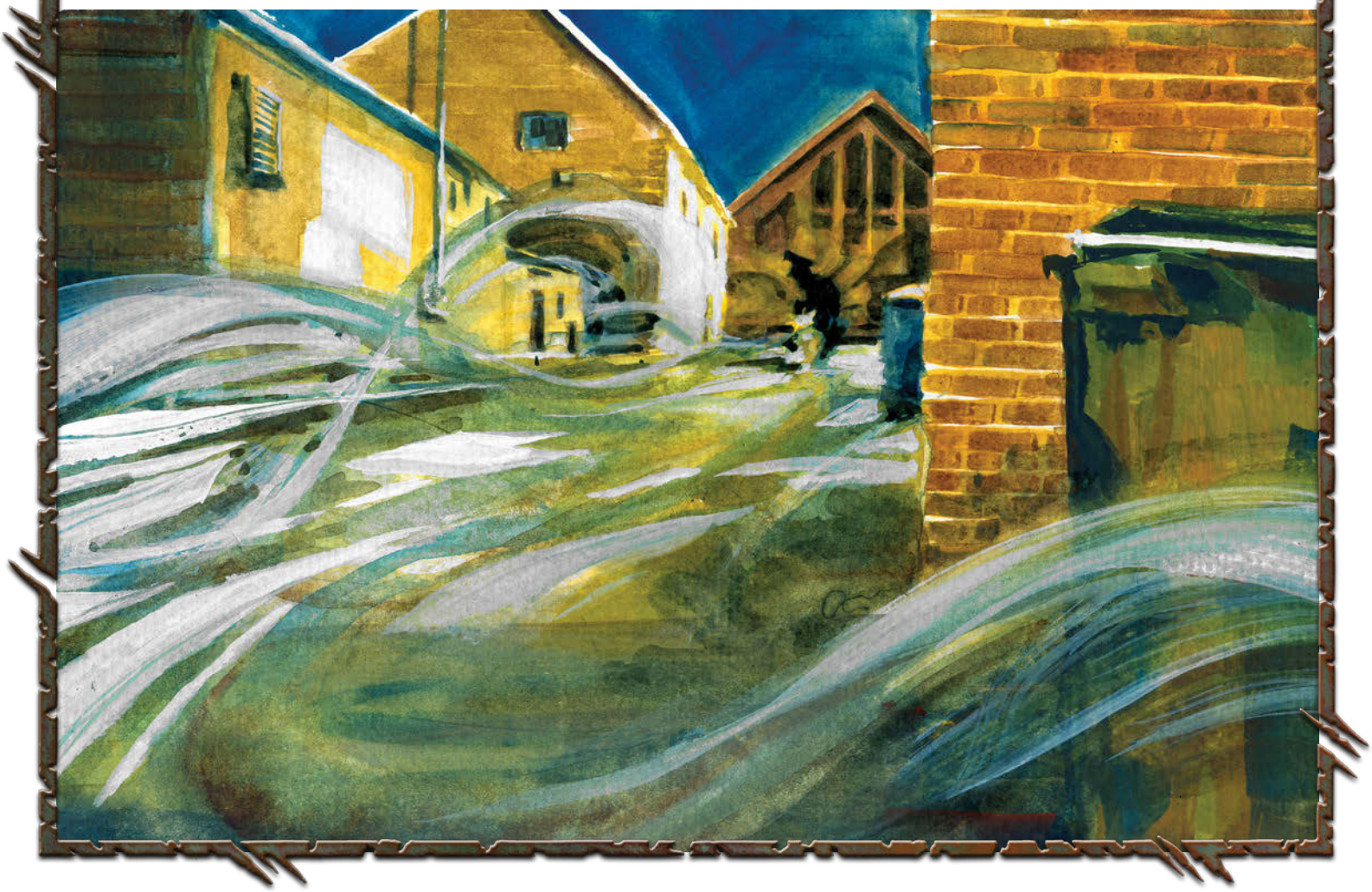
System: The player spends one Gnosis. For the rest of the scene, the character can move across any solid surface at her normal walking speed. Staying attached to a vertical surface or ceiling while taking any more strenuous movement (fighting, moving faster than walking speed, attempting to dislodge a steam grate) requires a reflexive Stamina + Athletics roll, difficulty 7).

• **Spirit Speech (Level One)** — As the Theurge Gift.

• **Coils of the Serpent (Level Two)** — The Uktena calls forth dark tentacles of mist or fog that wrap around enemies and hold them in a viselike grip. Each coil is 30 feet long and possesses the same Physical characteristics as the werewolf who summons them. A snake-spirit teaches this Gift.

System: The player rolls Dexterity + Occult, difficulty 7. Each success causes a single coil to emerge from the air at a point within 100 feet (30 m) of the Uktena. The player must use a turn's concentration and a Dexterity + Brawl roll to aim the tentacles. The coils focus on a single target, unless the player makes attack rolls against multiple targets, with the normal penalties for multiple actions. The coils only bind; they can't inflict damage. To break free, the victim must make a Strength roll, difficulty 7; if his successes exceed the number of coils entangling him, he struggles free. The tentacles last until the end of the scene or until dismissed, whichever is sooner.

• **Fetish Fetch (Level Two)** — The Uktena need not carry her fetishes with her. She may draw them from a hidden cache whenever she needs them, no matter the distance, and return them just as easily. A packrat-spirit teaches this Gift.



System: The first part of the Gift involves creating the secret hiding spot for the fetishes. The player spends one Gnosis and buries or covers her items. Once this ritual is complete, she need only spend a Gnosis point to summon any or all of her fetishes, or to return them to their hiding place. The fetish appears in her hand as if from thin air. Only one hiding spot can exist at a time, but the Uktena can replace it with a new one whenever she wishes.

• **Shadows at Dawn (Level Two)** — Sometimes, one must give information to get information. However, Uktena are notoriously tightfisted with secrets. With this Gift, the werewolf can share a bit of knowledge that later vanishes from the subject's memory. An ancestor-spirit teaches this Gift.

System: After relating a bit of lore, the player rolls Wits + Subterfuge (difficulty of the opponent's Wits + Subterfuge). If the roll succeeds, whatever information the Uktena imparted completely vanishes from the target's memory when the sun next rises.

• **Spirit of the Bird (Level Two)** — Few enemies would expect a werewolf to attack from above — an excellent reason to do so, in the eyes of the Uktena. The Garou using this gift may hover, fly, or float. Any bird spirit can teach this Gift.

System: The player spends one Gnosis point, and with an audible rush of mighty-but-unseen wings, the character takes to the air. The Garou can fly at 20 mph and hover as she desires. The difficulties of all combat maneuvers increase by one. This Gift lasts for one hour.

• **Spirit of the Fish (Level Two)** — The werewolf can breathe underwater and swim as fast as he can run in Hispo form. Any fish-spirit can teach this Gift.

System: The player spends one Gnosis point and rolls Stamina + Animal Ken (difficulty 7). The effect lasts one hour per success.

• **Banish Totem (Level Three)** — By speaking words of forbiddance, the Uktena can bar pack or personal totems from giving their children aid. Doing so also disrupts the spiritual rapport between packmates, making it difficult for them to execute pack tactics or act in concert. An ancestor-spirit teaches this Gift.

System: The Uktena must concentrate for a full turn, and he must know which totem his victims follow. The player spends one Gnosis point and one Willpower point, and he rolls Gnosis at a difficulty of the pack's combined Totem score (maximum of 10). If successful, members of the targeted pack lose all Traits associated with their totem, and they cannot use pack tactics or act in concert for the remainder of the scene. If the Uktena is rendered unconscious or killed, the Gift is canceled.

• **Chains of Mist (Level Three)** — Silvery filaments spin out from the Garou's claws, becoming streamers of mist that enwrap and confound nearby spirits, sapping their strength. A fog-spirit teaches this Gift.

System: The Uktena concentrates for a turn; and the player spends one Gnosis point and rolls Dexterity + Enigmas (difficulty 7). One spirit of the player's choice within 200 feet (60 m) is affected per success. Spirits struck by this Gift treat their Rage, Gnosis, and Willpower ratings as though they were one lower than they truly are for the purpose of all dice rolls for the rest of the scene.

• **Invisibility (Level Three)** — The Garou can vanish from sight, though she must concentrate to maintain her invisibility. She can't move faster than half normal walking speed, and can't draw attention to herself. A spirit-servant of Uktena teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Occult (difficulty varies: 4 if already concealed, 6 if in the open, 9 in plain sight). Anyone looking for the Garou must score more successes on a Perception + Alertness roll (difficulty 8) than the player did on the initial roll. Anyone not actively seeking the Garou will not spot her at all.

• **Rending the Craft (Level Three)** — The werewolf's claws burn with mystic force, rending apart the delicate workings of magic. An ancestor-spirit teaches this Gift.

System: After the werewolf makes a successful claw attack, the player may spend a point of Willpower to end the effects of any ongoing magical power enhancing the target (such as the Gift: Razor Claws, or the Armor Charm). Permanent magical effects cannot be rent asunder by this Gift, nor powers that are innate to the nature of the target. For example, a werewolf's Gifts could be cancelled, but not her ability to shapeshift; a vampire's Disciplines could be disrupted, but not her immortality or her ability to spend blood to raise her Attributes. In the event that a magical effect mixes permanent and temporary elements, the permanent elements are retained while transitory elements are disabled. For example, a vampire's Potence would continue to passively grant extra Strength dice, but blood could not be spent to transform those dice into automatic successes.

• **Scrying (Level Three)** — The Uktena may view events elsewhere by staring into a reflective surface. Many supernatural beings, particularly those capable of scrying themselves, know defenses against this Gift. A fly-spirit teaches this Gift.

System: The player spends one Gnosis and rolls Perception + Occult (difficulty 10 unless the Uktena possesses an item belonging to the person or place being viewed, in which case the difficulty is 8). The Uktena may view everything that happens in that area for the rest of the scene.

• **Call Elemental (Level Four)** — The Garou is able to call one of the four classic elementals to his aid (earth, air, fire or water). An elemental teaches this Gift.

System: The player spends one Gnosis point and rolls Gnosis (difficulty is equal to the area's Gauntlet). She must then roll Manipulation + Occult (difficulty 7) to make the summoned elemental amenable to helping her. The elemental vanishes at the end of the scene.

• **Durance (Level Four)** — As the Shadow Lord Gift.

• **Hand of the Earth Lords (Level Four)** — By drawing on the land's energies, the Uktena can move any one object weighing up to 2,000 pounds (900 kg) simply by gesturing at it. An air elemental and an earth elemental must teach this Gift in concert.

System: The player spends one Gnosis point and rolls Dexterity + Occult (difficulty 7). Concentration is necessary to move the object, which travels at roughly 20 mph (32 kph). The Garou's control lasts for one turn per success.

• **Fabric of the Mind (Level Five)** — As the Galliard Gift.

• **Fetish Doll (Level Five)** — Sympathetic magic is among the oldest principles of sorcery — possibly *the* oldest — and still as effective as it ever was. The Garou can harm his victims from afar using a specially-created doll. He must have a piece of his victim or an object belonging to him, and he must then construct the doll to incorporate the prize. An ancestor-spirit teaches this Gift.

System: The doll takes one week to construct and enchant. The player rolls Perception + Crafts (difficulty 8) to do so. When the doll is complete, the player may roll Intelligence + Medicine (difficulty is equal to the victim's Willpower). Each success inflicts one level of aggravated damage on the victim, soakable if the victim is capable of doing so. After 10 successes, the doll is too mutilated to be of further use.

Wendigo

The magic of the Wendigo is that of the black heart of winter, the howling hunger of the blizzard, and the barren majesty of the north wind.

• **Beat of the Heart-Drum (Level One)** — The werewolf becomes an inescapable hunter, drawn ever onward by the beat of his prey's heart until that heart grows still. A spirit servant of Great Wendigo teaches this Gift.

System: The Garou must have an object belonging to his target, a piece of the victim (a blood sample, a lock of hair), or must have tasted his quarry's blood in the past. The player spends a point of Gnosis and rolls Perception + Survival (difficulty 7). The Wendigo can hear her quarry's heartbeat for one day per success, no matter how far away they may be. The beat grows louder as the werewolf draws near, making tracking effortless.

• **Call the Breeze (Level One)** — The werewolf calls up a strong (~20 mph/36 kph), cold wind and directs it as she wills. The wind chills anyone not prepared for it, and can disperse (or redirect) clouds of vapor (including tear gas or airborne toxins) as well as swarms of insects. An air elemental teaches this Gift.

System: The Garou whistles or breathes out to summon the wind. Anyone caught in it loses one die from Perception rolls as long as the breeze lasts, and suffers a –1 penalty to all actions after one minute of exposure if not dressed appropriately for cold weather.

• **Camouflage (Level One)** — The Wendigo blends in with the surrounding wilderness, the better to evade enemies or prepare ambushes. A deer-spirit teaches this Gift.

GIFTS OF THE OUTSIDERS

Even the Black Spiral Dancers have tribal pacts with loathsome Banes and other Wyrm-affiliated spirits. For those werewolves who exist outside the structure of the tribes and their pacts, prospects are bleak.

Without the support of a tribal totem, spirits regard dealing with a Ronin Garou as a shameful thing, and will be loath to honor even those ancient pacts touching on his Auspice and breed. Unless he is able to locate a spirit willing to serve as a personal or pack totem, a Ronin must buy all Gifts at the Gift's level rating x 7, cannot learn Gifts above level one, and must bargain for each Gift on an individual basis. Even with a totem's support, the Ronin only regains discounted costs for breed and Auspice Gifts.

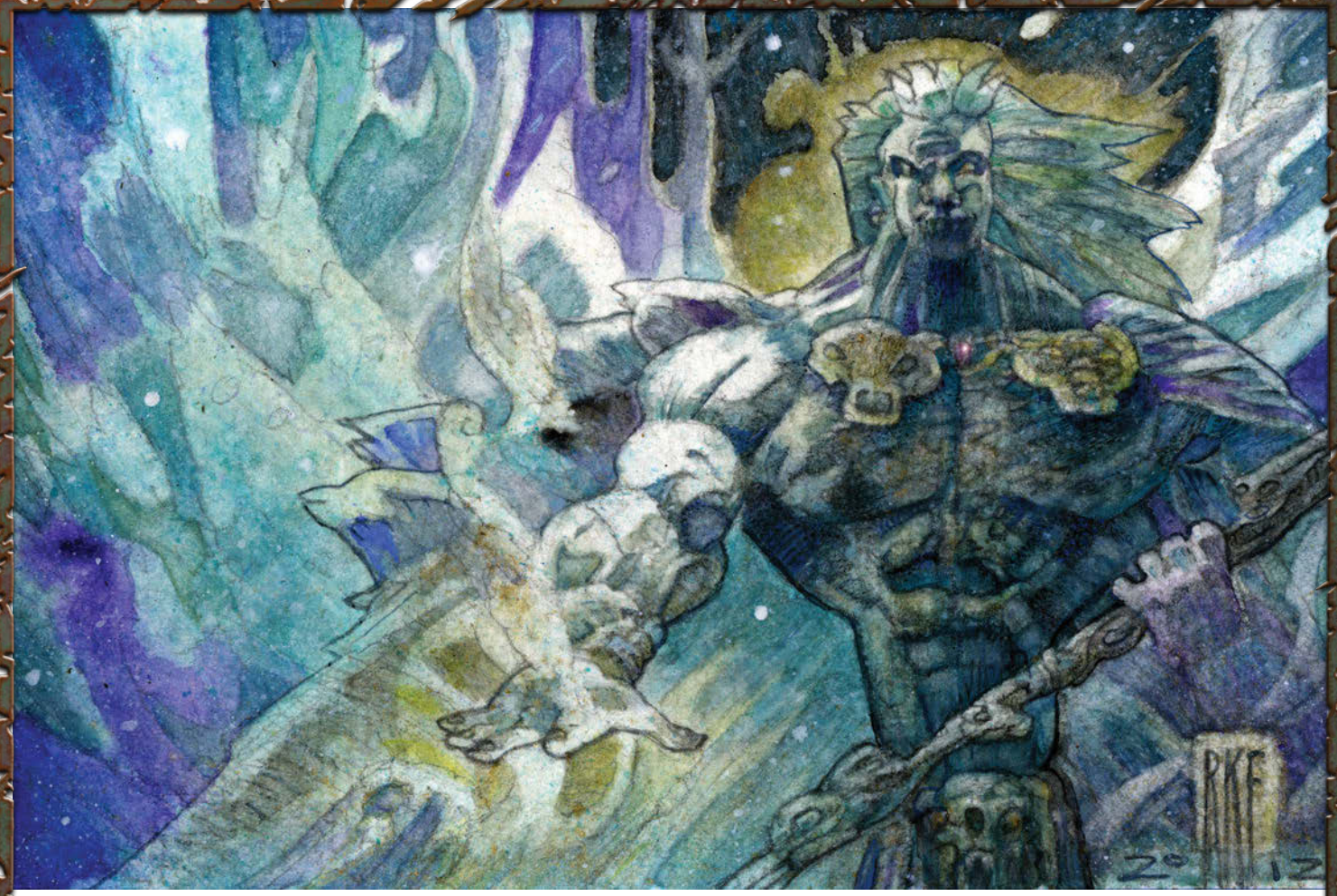
Skin Dancers (see p. 512) suffer similar difficulties, and only a tiny handful of spirits will ever consent to act as totems for such creatures. Most Skin Dancers are forced to turn to bargains with Banes, learning Black Spiral Dancer Gifts. Those who manage to find an ally in the spirit world sometimes learn one of Minotaur's blessings, detailed below:

• **See Past the Skin (Level One)** — While the Gaian Garou use the Gift: Sense Wyrm to root out Skin Dancers in their midst, Skin Dancers use this Gift to detect the supernatural presence of one of their own. The user of this Gift is able to discern the faint, mystical patchwork on a Skin Dancer's fur when in Crinos form. This Gift is taught by a servant of Minotaur.

System: The player rolls Gnosis (difficulty 6). Only one success is required.

• **Mask Taint (Level Five)** — A Skin Dancer possessing this Gift may completely camouflage Wyrm-taint from all senses, including Gifts that detect such taint. This Gift is taught by a servant of Minotaur.

System: The player spends one Gnosis point, rolling Perception + Subterfuge (difficulty 8). The effect lasts for one scene per success scored.



System: The difficulties to spot the Garou in the wilderness increase by three.

• **Ice Echo (Level One)** — The Wendigo conjures a perfect reflection of himself. The image is identical to the Garou, except that it is reversed, as though seen in a mirror (so any writing on the Garou's clothing would be backwards, scars would be on the wrong side, etc.) The Wendigo can control the image easily, giving it voice and guiding its motion. An ancestor-spirit teaches this Gift.

System: The player spends a point of Gnosis to create the Ice Echo at any point within 100 feet (30 m). The Echo moves and sounds exactly like the Garou in addition to taking on her precise appearance, but gives off no scent or heat, and is intangible. Discerning which is the echo and which is the original requires a Perception + Enigmas roll (difficulty of the Garou's Gnosis).

• **Resist Pain (Level One)** — As the Philodox Gift.

• **Cutting Wind (Level Two)** — The Wendigo conjures up a bitterly cold blast of wind and directs it at will. The wind can knock opponents off their feet and chill them to the bone. A spirit servant of Great Wendigo itself teaches this Gift.

System: The player spends one Willpower point. Directing the gust requires a Dexterity + Occult roll. Anyone hit by the wind loses two dice from all dice pools for two turns. The wind can also knock foes off ledges, into traffic, or into pits. The wind's medium range is 20 yards (18 m), and it is modified as per the rules on firearms (see p. 293). The wind lasts for a number of turns equal to the successes rolled.

• **Claws of Frozen Death (Level Two)** — As the Get of Fenris Gift: Fangs of the North.

• **Salmon Swim (Level Two)** — The Wendigo can swim as easily as a fish or walk on the surface of the water as if it were land. Salmon Swim only works on freshwater bodies; any natural body such as a lake, pond, or river is fair game, but the Gift doesn't function for swimming pools or other purely artificial containers of freshwater. It is taught by a salmon-spirit.

System: The player spends one Gnosis point and rolls Dexterity + Athletics (difficulty 7). For each success, the character can move freely on or under the surface for one scene. Additionally, during this period, the Garou can use the effects of the lupus Gift: Hare's Leap, so long as he begins and ends his leap in a sizable body of fresh water.

• **Speak with Wind Spirits (Level Two)** — The Wendigo may call upon wind-spirits for knowledge and guidance. She can ask them one question, which must concern the immediate area (wind-spirits have short attention spans). A wind-spirit teaches this Gift.

System: Upon learning this Gift, the Garou can automatically speak with wind-spirits while in the Umbra. To ask a question in the physical world, the player must roll Manipulation + Expression (difficulty 8). The number of successes reflects the accuracy of the information. If no wind-spirits are present (such as indoors, where the air is still and stagnant) this Gift cannot function.

• **True Fear (Level Two)** — As the Ahroun Gift.

• **Blood of the North (Level Three)** — The Wendigo takes winter as his brother, infusing the spiritual essence of the howling cold into his very flesh and bones. A snow-spirit teaches this Gift.

System: The Wendigo ignores all penalties due to cold or chilling effects, and gains an extra five dice of soak against all cold-based attacks. All Survival rolls made in cold environments are at –2 difficulty. This Gift's effects are permanent.

• **Bloody Feast (Level Three)** — Great Wendigo, as a hungry cannibal spirit, can teach his favored children how to gain strength from an enemy's flesh and blood. An avatar of Great Wendigo teaches this Gift.

System: The Garou must bite his opponent and taste blood — he must inflict at least one lethal or aggravated health level of damage, and his victim must be something that bleeds. If the opponent has toxic blood or none at all, this Gift cannot function. The player then rolls Gnosis at a difficulty of the opponent's Stamina + 3. The Wendigo gains one extra dot in Strength for every two health levels of damage inflicted by the bite (maximum of + 5 to Strength). The extra Strength bonus lasts for two turns per success on the Gnosis roll. However, flesh and blood can be addictive; the Wendigo's player must make an immediate frenzy roll the turn after activating the Gift.

• **Sky Running (Level Three)** — The Wendigo gains the ability to run at 50 mph (80 kph) through the skies, leaving a track of fire behind him as he goes. He must continually remain in motion, or he falls. This Gift is taught by an avatar of Great Wendigo.

System: The Wendigo concentrates for one turn. The player then spends one Willpower point. This Gift lasts for four hours and may be replenished by further Willpower expenditure.

• **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift.

• **Call of the Cannibal Spirit (Level Four)** — By dancing under the night sky, the werewolf can summon an avatar of Great Wendigo to hunt down a target of the Garou's choice. The werewolf must possess a piece of his target, whose heart the Wendigo will devour. An avatar of Great Wendigo teaches this Gift.

System: The Garou must dance for three full turns. The player spends one Rage point and one Gnosis point, then rolls Charisma + Occult (difficulty 8). If the roll botches or if the Wendigo is somehow prevented from killing its target, the spirit will return to kill the summoner.

• **Chill of Early Frost (Level Four)** — The werewolf calls down a mystical chill from Great Wendigo himself, freezing the surrounding land and anyone in it. A spirit servant of Great Wendigo teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Occult (difficulty varies; 4 if it is already winter, 6 for spring, 9 for summer). Success drops the temperature a bit below freezing in a five-mile (8 km) radius, or even further below zero if it was already winter. All creatures without a natural coat of fur lose two dice from all pools. This Gift wreaks particular havoc in urban environments as pipes burst and roads freeze. This Gift lasts for one day per success.

• **Hero's Stand (Level Four)** — As the Get of Fenris Gift.

• **Scream of Gaia (Level Four)** — As the lupus Gift.

• **Invoke the Spirits of the Storm (Level Five)** — The Garou can summon nearly any weather effect she desires: Fog, tornadoes, blizzards, and thunderstorms all await her call. An avatar of Great Wendigo teaches this Gift.

System: The player spends one Gnosis point and rolls Willpower. (The difficulty varies based on how conceptually close the desired effect is to the current weather patterns of the area). The storm covers 10 miles per success. If the Garou summons a thunderstorm, she may spend Gnosis to call lightning down on her enemies (Wits + Occult to hit, 10 dice of aggravated damage).

• **Heart of Ice (Level Five)** — The werewolf can call down the curse of the Wendigo on an enemy. The Garou must whisper the target's name to the hungry winds; thereafter, the victim's innards begin to turn to ice. An avatar of Great Wendigo teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Occult (difficulty equals the target's Willpower). Each success inflicts one level of unsoakable aggravated damage at a rate of one health level per turn until all damage has been done.

Rites

As the rituals and celebrations of the Garou, rites form and reinforce the spiritual and social ties that bind werewolves to each other and to Gaia herself. The common bond formed by rites resonates in the souls of all Garou. Many werewolves maintain that without the continuous practice of such rites, the Garou would lose their ties to the Earth Mother. Theurges warn that werewolves could become something less than their true selves, possibly

reverting to simple wolves and humans instead of Gaia's chosen — or ravening monsters lacking any higher purpose.

The special ties werewolves have with the spirit world allow rites to function. In the dawn of time, shapeshifters struck a great pact — *the* Pact — with the spirits of Gaia. In return for the shapeshifters' fealty and service, the spirits would imbue the werebeasts' rites with supernatural power. For this reason, no one but a shapeshifter can perform rites and expect them to work. The spirits will not answer the call if they are not bound by the Pact to do so. This relationship is unique to the Garou and certain other Fera, and it makes the performance of these rites their sacred right and privilege, and theirs alone.

Through rites, Garou weave the social, emotional and religious fabric that connects werewolf to werewolf, pack to pack and tribe to tribe. When Silver Fang meets Black Fury or Silent Strider meets Glass Walker, the rites of their ancestors give them common ground on which to tread. Even the simple Rite of Contrition has prevented many meetings between werewolves of different tribes and packs from erupting into violence.

Rites also allow tribes and packs the freedom to define themselves and to develop their unique roles in Gaia's defense. Each of the tribes, and many individual septs, has their own rites and their own versions of common rites. The raucous, howling tumult of the Fianna's Rite of Spirit Awakening has little external similarity to the Shadow Lords' dark and brooding rite of the same name, yet the essence and purpose of the two rites are the same, and the Pact recognizes them as such.

Types of Rites

Rites have both religious and magical connotations, and they serve both social and mystical purposes. Most rites can be performed in either the Umbra or the physical world. When teaching rites, Garou may group them by the purpose each type of rite serves for the Garou and for Gaia: Rites of accord, caern rites, rites of death, mystic rites, rites of punishment, rites of renown, seasonal rites, and minor rites are the most common types of rites that Garou practice. The basic requirements for each of these types of rites must be fulfilled to perform any of these rites successfully.

Descriptions and requirements for each type are listed here, along with common rites from each category, as well as some less-common rites of particular note or import.

A werewolf has the potential to learn any rite. All she must do is find a teacher. A Garou's auspice usually determines the rites she is expected to learn (see Auspice Roles, below). Most elder Garou are more than willing to teach rites — in fact, the number of young werewolves who seem to discount rites as antiquated or cumbersome disturbs the elders. Many new packs fail to see the importance of rites, preferring to spend their time doing things that have a more "immediate" impact. However, these same elders compound their lack of communication by criticizing young wolves who insist on modernizing or individualizing rites to meet the needs of their packs.

Enacting a Rite

Ritemasters generally lead groups of Garou in the performance of rites. These rites are grand ceremonies, usually held at caerns, with much tradition and socializing going on around them. It is the nature of rites to be social affairs. Most rites require the presence of at least three Garou, although a lone werewolf may conduct certain minor rites and mystic rites. Many older septs frown on the practice of performing rites away from the group.

Rites require great concentration and skill on the part of the celebrant. Most rites take a minimum of 10 minutes per level to cast, though minor rites take from two to five minutes to enact. Rites almost always require some form of trinket or special material. The general requirements for particular categories of rites are detailed below.

It is the ritemaster's responsibility to ensure that all the requirements are met and that all Garou present participate fully in the rite. The player or Storyteller should roll to determine the success of the rite. The exact nature and difficulty of the roll will vary with each rite. Storytellers may decrease the difficulty of a roll if the ritemaster and participating characters enact the rite particularly well (i.e., if the players roleplay it well).

For every five Garou beyond the base number required (again, usually three) who are present and helping perform

RITES CHART

Type	Roll	Difficulty
Accord	Cha + Rituals	7
Caern	varies (max. Gnosis)	7
Death	Cha + Rituals	8 – Rank
Mystic	Wits + Rituals	7
Punishment	Cha + Rituals	7
Renown	Cha + Rituals	6
Seasonal	Sta + Rituals	8 – Caern Level
Minor	none	none

These rolls are the standard ones required by type to enact any given rite. If no roll is mentioned in a system's description, assume that the roll is standard.

the rite to the best of their ability, the difficulty level of the rite decreases by one (to a minimum difficulty of 3).

Rites are considered to be a natural way of affecting the natural order. They're part of how things work. Werewolves believe that if a rite is performed properly, the effect will occur naturally, just as a scientist would follow cause and effect. If you drop a rock, it will fall; if you perform a rite as it was handed down to you by your ancestor's ancestors, then the desired effect will occur. However, some rites do require Gnosis. These rites are particularly powerful breaches of the natural order.

Learning a Rite

The tribal elders who teach rites were themselves taught by their elders, who were taught by their elders, and so on back through the ages. In order to gain the knowledge (and tacit permission) to perform a rite, a young werewolf must approach an elder who possesses such knowledge. In the vast majority of cases, the elder will request payment (in the form of talens) from the young whelp in question. The number of talens required varies with the amount of teaching needed (level of the rite) and the elder's opinion of the cub (based on comparative rank and roleplaying). Elders will often allow the young Garou to do a favor instead of (or in addition to) donating talens. Such favors may range from providing the elder with fresh rabbit meat and caviar for three full moons to tracking down a minor enemy of the elder's and tearing out his throat. The favor asked is normally proportionate to the power and importance of the rite.

Learning a rite is an extended action. A Garou must have a Rituals Knowledge at least equal to the level of the rite she wishes to learn; a character with Rituals 3 cannot master a Level Four rite. She must also spend time with the elder who knows the rite — at least one week per level of the rite she wishes to learn (three days for minor rites). The player must roll Intelligence + Rituals (difficulty of 10 minus Intelligence.) The number of successes required is equal to the level of the rite. The student may make one roll per period of teaching (one week for a Level One rite, three weeks for a Level Three rite, etc.). If the student fails a roll, she must spend a Willpower point to continue her studies. If she botches a roll, the elders decide that she is not yet ready to learn the knowledge she seeks. The character must wait at least three turnings of the moon, or until she has more life experience, to try again.

A character can begin the game with knowledge of rites by purchasing the Rites Background. After character creation, however, rites can be learned only through roleplaying; they may not be purchased with experience points.

A character can attempt to enact a rite in which he has previously taken part, but which he does not know — though he has little chance of success. The difficulty is three higher than normal, and the player must spend double the amount of Gnosis points (if any are required). In addition, elder Garou often see such an attempt as impertinent or even sacrilegious. Attempting an untutored rite in the presence of an elder may decrease the Garou's Honor or Wisdom in the eyes of his sept.

Finally, it's possible — but obscenely difficult — to create new rites. Such a task is no small matter, as it involves convincing a great portion of the spirit world both that a new rite is necessary and that they must empower it whenever called to do so.

Auspice Roles

Not all Garou have a natural affinity for leading the Great Rites. Many are content to know some minor rites and a smattering of rites most significant in their own eyes. In fact, Garou traditionally view werewolves born under certain auspices as the rightful ritemasters of the tribes. In particular, Theurges and Philodox are groomed for such positions from the time that they first enter the sept as adolescent cubs. It is almost unheard of for a Garou of either auspice not to have at least some skill in the enactment of rites. In general, Theurges tend to learn mystic rites, seasonal rites, and caern rites, while Philodox traditionally learn rites of accord and punishment.

This isn't to say that Garou of all auspices don't learn rites, or even lead rites occasionally. Galliards are likely to lead rites of death and renown. Ragabash and Ahroun may also learn and enact rites, although the sept is unlikely to encourage such behavior unless a particular reason comes up for such a Garou to lead a rite. For example, an Ahroun might lead his war party in a Rite of Wounding after a cub's first battle. It's wise to remember that individual packs are often (but not always) more flexible when interpreting such traditions, being more concerned with which packmate will best carry out a rite than with following every musty tradition. Any Garou is allowed to learn a mystic rite, regardless of auspice.

Rites of Accord

Rites of accord restore a particular place or Garou to harmony and balance with Gaia. These rites purify and renew through a symbolic rebirth from Gaia's womb.

System: Any Garou attempting to perform a rite of accord must possess a talen, fetish, or some piece of Gaia never touched by minions of the Wyrm or by human hands. The ritemaster makes a Charisma + Rituals roll (difficulty 7 unless otherwise noted).

Rite of Cleansing

Level One

This rite purifies a person, place or object, allowing it to be used without fear of Wyrm-taint. The most common form of this rite involves the ritemaster inscribing a

circle on the earth, walking counterclockwise around the afflicted person(s) or object(s) while holding a smoldering branch or torch. She must use a branch (preferably willow or birch) dipped in pure water or snow to sprinkle the object or person cleansed. As the ritemaster does so, all Garou present release an eerie, otherworldly howl in an attempt to frighten away the corrupting influence. Ideally, this rite is performed at dawn, but may function at any time.

System: This rite can be cast upon more than one person or object, but the ritemaster must spend one Gnosis point on each extra thing in need of cleansing. Only one success is required. The difficulty level depends on the level of taint. For instance, taint caused by a spirit might carry a difficulty of the spirit's Gnosis. If the rite is performed at dawn, the difficulty decreases by one. This rite cannot heal wounds or damage caused by Wyrm-taint — it only removes the spiritual contamination itself. This rite cannot cleanse taint of the most innate sort, either, instead inflicting agony when performed upon a fomor, vampire, unrepentant Black Spiral Dancer or other similarly corrupt being.

Rite of Contrition

Level One

This rite is a form of apology. The offending party uses it to prevent the enmity of spirits or Garou whom an individual has offended, or to prevent war between septs or tribes. The rite most often involves the enactor dropping to her belly and sliding forward. The ritemaster may also whine and lick his paws or hands. If performed well, however, a simple inclination of the head may suffice. To enact the rite successfully, the Garou must either give a small gift to the offended individual or, in the case of a spirit, possess some aspect of the spirit in question (for example, a clay falcon if the Garou is appealing to the totem spirit Falcon) that he pays homage to.

System: The difficulty level of the rite equals the Rage of the target spirit or werewolf. A single success suffices for a gracious apology, but may not be enough to mend friendships or undo grievous errors. The more successes rolled, the greater the wrong that can be forgiven. Werewolves who refuse to recognize a Rite of Contrition are looked upon poorly by elders. Most spirits will always accept a well-performed rite.

Rite of Renunciation

Level Two

In this rare rite, a werewolf rejects the auspice under which he was born and chooses a new one. The Garou must perform this rite during the phase of the moon he wishes to adopt. Most commonly, water from a silver basin exposed to Luna's radiance is poured over the naked supplicant, washing him clean of all he once was, including all rank. He is now free to start anew as a member of his adopted auspice.

Many werewolves view such a "Shifting Moon" with suspicion, especially Shadow Lords and Silver Fangs — who is the Garou, after all, to decide he knows better than Luna?

System: A character who changes auspices must start anew at Rank 1. Although he keeps any Gifts he has already learned, he may never learn new Gifts from his old auspice no matter the instructor. However, Gifts of his adopted auspice now cost (rank x 3) experience. Variants of this rite also exist to allow Garou to renounce their tribe and join a new one — but this is counted not only as a grave insult to the abandoned tribe, but also to the tribe's totem. In no case can this rite be used to return a Garou to a renounced auspice or tribe.

Rite of the Loyal Pack

Level Three

A leader needs respect from those that follow him if he (and they) wish to succeed. Usually, only packs that have been working together for some time and who trust each other enough to further cement those bonds perform this rite.

The rite makes the whole pack's focus and commitment dependent on the pack alpha. In effect, they submit completely to him, in the hope of gaining an advantage from his commitment to working for the benefit of all. Each member of the pack must take a small item of personal significance and a length of his or her own hair and give it to the ritemaster. She then binds together all the objects using the hairs and buries the bundle within the pack's home caern.

System: The ritemaster's player rolls Charisma + Rituals (difficulty 9 minus the pack alpha's Leadership). If the roll succeeds, the entire pack gains two extra points of Willpower at the beginning of each session as long as the pack alpha is acting in the best interests of the whole pack. (Note that this cannot put a character over their maximum Willpower.) However, if the alpha has *not* been acting in the pack's interests, the entire pack loses two points of Willpower at the beginning of each session. The gain or loss is entirely at the Storyteller's discretion. Should the pack alpha change, the rite's effects immediately end.

Enchant the Forest

Level Four

Everyone's heard of enchanted forests in which the trees themselves seem aware, strange voices whisper, wicked witches roam, and goblins and fae of all manner plague the weary traveler. Though the Garou used to rule the wilds, humanity encroaches more and more on their ranges. Hundreds of years ago, Theurges developed a rite with which to frustrate such expansion. This rite, Enchant the Forest, awakens the spirits of the land and urges them to protect the Wyld. These spirits awaken and move to resist any human settlements in the area.

Springs dry out. The winter grows harsher than ever before, yet the trees are remarkably fast-growing and resilient. Food decays and rots in no time, and vermin and insects infest the area. Attempts to construct power lines fail inexplicably. On the rare occasions when cell phones are able to get any reception at all, their calls are interrupted by threatening screeches of static and disturbing whispers. Humans eventually either leave or die, and the wilderness reclaims its lost property.

The area seems haunted for years afterwards. The trees are dark and threatening, and strange sounds emanate from the woods at night. The spirits, once roused, don't rest again for a very long time. Superstitious tales of haunted lands circulate, and many humans give the area wide berth. Unfortunately, many others may become interested — government agencies, paranormal investigators, and other supernatural beings.

The ritemaster must take a twig from a tree never seen by human eyes, make a container from the belly of an animal never hunted by humans, and fill the pouch with water from a pond never touched by mankind. He then stirs the water, pours it close to the borders of the wild woods, and calls on the spirits of nature to awaken and defend themselves. He sends messengers to the north, south, east and west, to call to the spirits there. The ritemaster must sing to the spirits for three days.

System: Standard roll. The immediate effects of this rite last for a full year, if they are not disrupted by some sort of supernatural intervention. The area so charmed cannot exceed the farthest distance the messengers have traveled by foot in the three days. If a caern is located within five miles (8 km) of the ritual location, the difficulty is reduced by one.

Rite of the Opened Sky

Level Four

By sacrificing something of personal value and dancing a complex rain dance, the ritemaster can beckon great, purifying showers of rain to fall from the skies. This rain cleanses all Wyrm impurities, and can even heal wounds.

System: This rite works in much the same way as the Rite of Cleansing, but can encompass an entire caern and those within it. The ritemaster expends only one point of Gnosis to cleanse an area, but for every two additional points he spends, every character within the caern heals one level of damage — even aggravated damage. The difficulty of this rite depends on the level of taint, such as a tainted spirit's Gnosis rating. Like the Rite of Cleansing, the difficulty of this rite can also be lowered by one if performed at dawn. Beings of the Wyrm and vampires suffer excruciating pain if exposed to this rite, though they are not cleansed or genuinely damaged. To use this rite outside a caern, the ritemaster must spend ten points of Gnosis — a feat only the most potent ritemasters of the Garou are capable of.

Caern Rites

These rites are of vital importance to Gaia, for they aid in the opening, protection, and renewal of her most sacred spaces. Without such rites, the mystical flow of Gaia's spiritual essence might cease, bringing spiritual barrenness and eventually death to even the most ferocious of werewolves.

System: These rites can be performed only within a caern. The dice pool required varies with each particular rite, but the maximum number of dice used cannot exceed the ritemaster's Gnosis. Unless otherwise stated, the difficulty is 7.

Moot Rite

Level One

A moot cannot open until this rite is completed, recharging the caern with Gnosis. The rite always includes a prolonged howl led by a werewolf known as the Master of the Howl. This howl varies by tribe and sept, but always expresses the unique nature of the sept. All werewolves present must form a circle within the caern itself before they commence howling. Numerous variations on the basic requirements exist: The Red Talons often bite their paws and scratch blood into the earth, while Uktena pass their most powerful fetish from one to another as each in turn adds her voice to the howl. However it is done, the howl must echo forth and the eternal circle must form.

System: The rite must be performed at least once per month to keep the caern consecrated. During the course of a moot, the participants must empower the caern with a combined total of five Gnosis points per caern level in order to replenish it fully.

Rite of the Opened Caern

Level One

Each caern has a specific power associated with it, generally of a beneficial nature. Thus, there are caerns of Rage, caerns of Gnosis, Strength, Enigmas, and so on. If a character is knowledgeable enough, she may tap into the caern's power and use it herself. Doing so is commonly known as "opening" a caern. Such a feat shouldn't be attempted lightly — Gaia's sacred places don't give up their power easily, and failure to harness such power can seriously harm the Garou.

Each caern has its own requirements of the ritemaster. In order to open a caern of Enigmas, a Garou might walk a spiral path while calling out the Greek myth of Persephone; to open a caern of Rage, the Garou might change into Crinos and chant the litany of his ancestors who have fallen in battle against the Wyrm. The key is forging a connection to the particular spirit of the caern.

System: To open a caern, the character engages in a resisted, extended test of Wits + Rituals (difficulty 7) against the caern's spirit, seeking to gain a number of successes equal to the caern's level. The caern spirit uses the caern's level as its dice pool (difficulty of the ritemaster's Gnosis), seeking to gain (Ritemaster's Willpower) successes. The first party to reach their target number of successes triumphs.

If the character wins the test, she can add the caern's rating to her dice pool when performing actions appropriate to the caern's focus. If she loses, she takes lethal damage equal to the number of successes by which the caern beat her; a botch makes this damage aggravated.

See page 310 for a list of caern types, their powers, and the spirits that can be encountered near them.

Rite of the Glorious Past

Level Three

A caern has its own history and heritage, regardless of the Garou that currently inhabit it. Learning the history of a caern is a fascinating undertaking that can take years. However, this rite allows the Garou to experience the nuances of the caern's development as a fever dream, causing those years to seem to pass in a few short moments.

To enact this rite, the ritemaster must draw up a map of the caern as it was when it was first founded (which may require some research). This map is then burnt at the center of the caern. As the map burns, all Garou present growl quietly as the ritemaster recites the history of the caern. All werewolves present see the caern's formation and any other important details in its history as though in a dream.

System: The player rolls Intelligence + Rituals (difficulty 9 minus the ritemaster's Ancestors rating). If performed successfully, each participant receives an additional dot of Ancestors until the next dawn; this occurs even if the character is normally incapable of possessing this Background (as the ancestors thus contacted are former guardians of the caern rather than a given character's personal forebears). This ritual also "primes" the caern; the next caern rite performed therein receives a –1 difficulty.

The Badger's Burrow

Level Four

The guardians of the caerns become so connected to their bawn that they can sense all that goes on within its boundaries. The ritemaster enacting this rite gazes intently into a bowl of water, pool of ink, mirror, or some similar focus. At the same time, the werewolf pours a small amount of witch hazel or other strongly scented astringent (even urine) on the ground in front of her. Any other Garou watching or participating encircle the

ritemaster and growl softly in the backs of their throats. Some of the younger Garou (Glass Walkers and Wendigo in particular) enhance the ritual through the use of mild psychotropic drugs, although many werewolves frown upon this practice.

System: The celebrant must make a successful Perception + Rituals roll against the given difficulty level. Each success enables the ritemaster (or the caern Warder) to ask one question regarding a defined area. Failure indicates that the Garou sees nothing.

Area	Difficulty
Small room	5
Ballroom	6
House	7
Acre of land	8
Small forest	9

Rite of the Opened Bridge

Level Four

This rite creates a moon bridge, a shimmering portal serving as a mystical means of transportation between two caerns. Such moon bridges are vital links among the sacred spaces of Gaia. Once per year, a caern must renew its connection with other caerns to which it wishes to maintain moon bridges. This rite is always held during a moot, and it must be enacted simultaneously by both participating caerns.

The primary requirement to open a moon bridge is a pathstone. Pathstones are found in the Umbra, and they are often the objects of quests. These extraordinarily rare stones resemble flat pearls with the imprint of a wolf's paw on one side. It is possible to steal a pathstone from a caern, but such a theft is considered blasphemous, and it may well result in war between two septs.

The rite establishes (or reestablishes) a spiritual connection between the pathstones of two separate caerns by way of the caerns' totem spirits. At the rite's culmination, a moon bridge opens between the two participating caerns. During this time, Garou from both septs can travel between the caerns to join in a wild revel. Moon bridges allow Garou to traverse distances in 1/1000th the normal time required. This rite must be renewed once every 13 moons (roughly a year).

System: The roll is Wits + Enigmas (difficulty 8 minus the level of the ritemaster's caern). If the ritemaster's pack totem is the same as the totem of the caern, she receives a bonus of three dice to the roll. If the rite was unsuccessful previously, the difficulty level of the rite increases by one. The ritemaster needs to obtain a number of successes equal to the target caern's level to complete the rite.

If the rite succeeds, the moon bridge opens immediately, and the spirit-bond between the two pathstones is established. Moon bridges may now be opened at any time between the two caerns. The bridges may be opened with the Rite of the Opened Caern or the Ragabash Gift: Open Moon Bridge (if performed at the caern). If the rite fails, no moon bridge opens, and the rite must be tried again next year. Moon bridges to the caern may still be opened, but they aren't as safe as they might be.

See page 311 for moon bridge distances.

Rite of the Shrouded Glen

Level Four

This rite causes an area within the Umbra to become invisible, so that it cannot be seen from any other part of the spirit world. At least five people must participate in this ritual, and they must fast for at least three days to purify themselves. The Uktena, who are particularly adept at this rite, maintain that all participants must come to the rite with their bodies clad only in painted symbols representing earth, air, water, fire, and (for the ritemaster) the spirit world.

System: The difficulty of this roll is the caern's Gauntlet + 4. Any participating Garou can contribute Gnosis to this rite. The participants must spend a total of 10

Gnosis points to make the effect permanent. Otherwise, the number of successes achieved equals the number of hours the Umbral Glen remains hidden. If the area the Garou attempt to hide is larger than the caern itself, the amount of Gnosis required increases by two for each one-mile (1.6 km) radius the participants attempt to enshroud.

Rite of Caern Building

Level Five

This powerful rite creates a new caern by drawing the spirit world and the physical world closer together. Simply reciting the rite draws the attention of the Wyrm's servants, and actually performing the rite has been known to prove fatal. Only the most powerful and wise mystics dare lead such an undertaking.

A powerful Theurge is almost always selected to perform this most sacred of rites. Many Garou must channel their energy through a powerful leader to have even a hope of success. Whole packs have been known to die in the agony of failed attempts.

Once the physical focus for the heart of the caern is chosen, the area must be cleansed of all taints in preparation for its transformation. All Garou participating in the rite must undergo a Rite of Cleansing, at minimum. The ritemaster performs a series of minor rituals, meditations, and other physical preliminaries to prepare for her awesome task.

The sept must post sentries, for servants of the Wyrm almost invariably attempt to disrupt such a great rite. Only the mightiest warriors are chosen for such an assignment, and their protection is critical to the success of the rite. The leader of the rite is helpless while he chants a long litany of verses designed to draw a great spirit into the prepared caern. Although it is possible to create a specific type of caern, most leaders leave this choice to Gaia and accept whatever caern she grants the sept.

The rite must be performed between the hours of sunset and sunrise during the waxing of the moon. Only the Black Spiral Dancers create caerns during the moon's waning.

System: The rite lasts from dusk until dawn. As the sun breaks over the horizon, the ritemaster makes a Wits + Rituals roll at difficulty 8 (modified downward by one for every five Garou participating in the rite and spending Gnosis over and above the 13 necessary participants, to a minimum of difficulty 4). The number of successes gained determines the level of the resulting caern:

Successes	Level
1–3	Level one
4–6	Level two
7–8	Level three
9+	Level four

Because an enormous amount of Gnosis is needed to break through the Gauntlet and empower the new caern, a minimum of 13 Garou, one for each moon of the year, must participate in the rite. At the end of the rite, the participating Garou channel Gnosis into the nascent caern — a total of 100 points of Gnosis is necessary to awaken the sacred site. If an insufficient amount of Gnosis is offered, the rite's participants begin to suffer aggravated wounds as their life-force is sacrificed to create the caern. Each wound counts as three more Gnosis points toward the total. The complete the ritual, each of the 13 core participants must sacrifice a dot of permanent Gnosis.

Such is the damaged state of the world that the Rite of Caern Building can no longer naturally awaken a level five caern — only an additional offering of Gnosis can bring that sort of purity and power back to the dying earth. Offering an additional 100 points of Gnosis — 200 Gnosis in total — empowers the rite, creating a caern one level higher than the ritemaster's successes would otherwise indicate.

The dangers of the rite are many. Failure scours the bodies and spirits of all Garou involved in the rite, both those donating Gnosis and those protecting them, inflicting four levels of lethal damage from spiritual backlash. A botch inflicts seven levels of lethal damage; those driven below Incapacitated by this damage suffer severe Battle Scars (see p. 259).

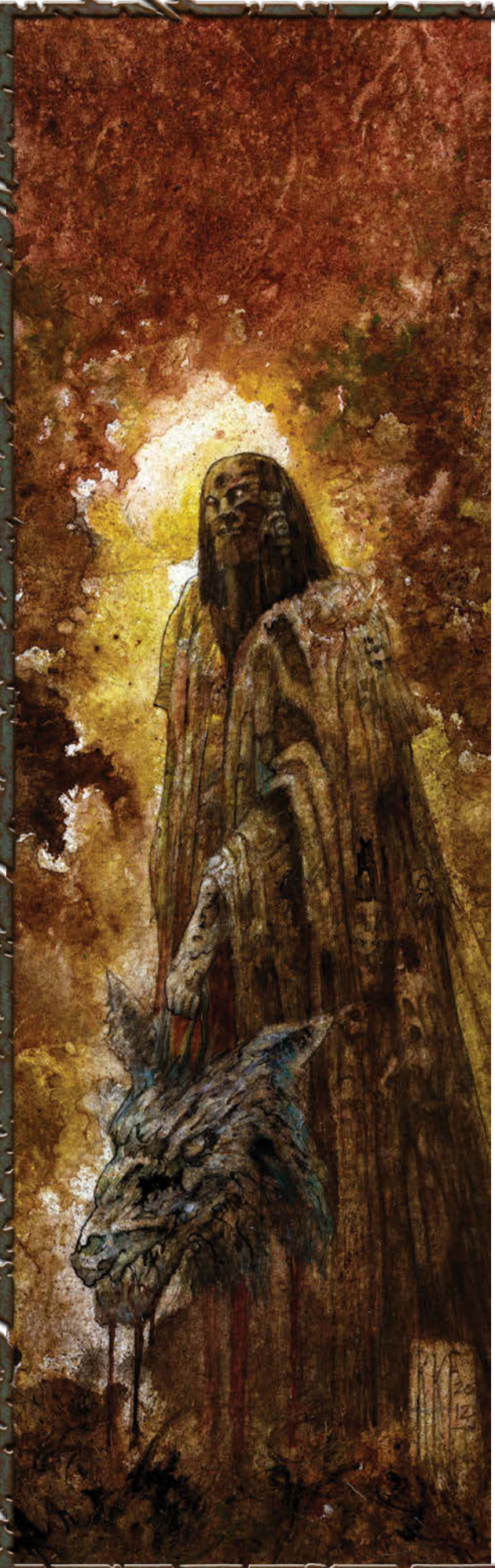
Minions of the Wyrm ultimately pose the greatest threat to the rite. As soon as it begins, all Wyrm-corrupted beings (Banes, fomori, Black Spiral Dancers, even particularly degenerate vampires or depraved ghosts) for miles around become aware of the rite; many will stop at nothing to prevent its completion. The Garou can expect a siege lasting at least until dawn, and likely longer.

If a player's character should somehow assume the role of ritemaster and succeed, she receives three points of Glory Renown, five points of Honor Renown, and seven points of Wisdom Renown. Anyone else participating in the rite receives five points of Glory Renown and three points of Honor Renown. This task is a legendary one that deserves a suitable reward.

Rites of Death

Garou perform rites of death both to honor the departed and to reaffirm their connection to the cycle of life, death, and rebirth. In facing and acknowledging death as a necessary part of the dance of life, the pack and sept escape the burdens of grief and fear.

System: The ritemaster must make a Charisma + Rituals roll (difficulty 8 minus the Rank of the honored Garou).



Gathering for the Departed

Level One

This rite is enacted in honor of the newly dead. A Galliard or a packmate of the departed werewolf usually performs the rite. The specifics of the rite vary dramatically from tribe to tribe. For example, a Fianna ritemaster leads the sept in the telling of tales, both raucous and heroic, about the fallen Garou. In contrast stands the Wendigo's solemn rite in which the ritemaster and all the fallen one's packmates stand on the highest peak available, tails to the wind, and howl out their pride and grief to speed their companion onward to her next life. The exact form of the rite is less important than the acknowledgment it represents.

System: The ritemaster leads the release of the Garou's combined emotions into the spirit world. At the Storyteller's discretion, this rite may make the deceased's spirit easier to contact through the Ancestors Background.

Last Blessing

Level One

The mere existence of metis threatens the Veil, as they are born and die in Crinos form. This blessing is given to a dying or just-deceased metis by the ritemaster. It ensures that the corpse will assume the natural form which the metis most preferred — human or wolf — arousing no suspicion. Many metis have received this rite with joy, seeing it as a sign of Gaia's forgiveness.

System: Standard roll. The ritemaster lays hands on the metis and chants the Song of the True Form, then spends one Gnosis point. The metis's body changes to Homid or Lupus form, and the change is permanent. This rite must be performed within an hour of death, and has no effect on a live metis.

Rite of the Winter Wolf

Level Three

Once a werewolf becomes too wounded or aged to fight with his tribe, he performs this bleak and solemn rite. Upon announcing that he will undergo the rite, the werewolf sits at the center of a gathering of his pack- and sept-mates. The meeting is an onerous, solemn affair during which the Moon Dancers sing hymns of the celebrant's life and deeds and invoke the spirits for glory in the next world or life. The celebrant then slowly and proudly walks through the closed ranks of the tribe. As he passes his people, they begin howling a dirge similar to that sung during the Gathering for the Departed. Some Garou beat heavy drums or play mournful pipes as the celebrant drags himself to a secluded site where he ends his life, usually with a klaive. Rarely, two werewolves, usually packmates, will perform this rite together, sometimes killing each other simultaneously, although Ahroun may give each other a last fight to finish, with the victor ending his life beside his fallen opponent. Immediately after the suicide, the sept performs the Gathering for the Departed.

Red Talons and Get of Fenris are the staunchest supporters of this rite. It is almost unheard of among the Children of Gaia and

Bone Gnawers, who value the knowledge and experience of their aged and wounded.

System: The rite is always performed at night, typically under the auspice moon of the departing werewolf. Three other Garou must be present to acknowledge the character's life and departure. Failure to perform the rite properly is considered an omen that Gaia still needs some final service from the Garou.

Mystic Rites

These rites bring the Garou into direct contact with the Umbra and its denizens. Unlike most other rites, mystic rites are generally performed alone.

System: When performing a mystic rite, the ritemaster must make a Wits + Rituals roll (difficulty 7 unless otherwise stated).

Baptism of Fire

Level One

Most tribes attempt to track down all children born to their Kinfolk within one a month of the child's birth to see if they "share the blood." (Most commonly, this inquiry involves the Gift: Scent of the True Form.) Those who are Garou are "baptized" in the light of their auspice moon, beside a ritual fire. Such a baptism most commonly involves mingling ashes with a few drops of Garou blood; the mixture is then touched to the child's ears, nose, eyelids and tongue.

In the presence of a lesser tribal spirit known as a Kin-Fetch, the babe is then held up to the moonlight while the baptizing Garou howls Gaia's greeting to the newborn. The ritemaster then has the Kin-Fetch kiss the infant. The spirit's fiery kiss inscribes a spiritual brand upon the babe in the form of the newborn's tribal glyph. This mark is invisible — a thing of pure spirit — and impossible to remove. It can be traced and recognized by all Garou (including Black Spiral Dancers, who target such cubs and capture them in order to swell their own vile ranks).

The participating Kin-Fetch spirit is assigned to watch over the young Garou as she grows to maturity, so that the tribe may always know the child's location and whether she is endangered. When the First Change is imminent, the spirit alerts the tribe. Unfortunately, such minor spirits are notoriously weak-willed and easily distracted.

System: The ritemaster makes a Charisma + Rituals roll. Only one success is required, but additional successes improve the chance that the Kin-Fetch will keep track of the child. The rite must be performed at night under the child's auspice moon. Although generally performed within a month of birth, it remains effective at any time before the First Change. The brand vanishes after the cub's Rite of Passage.

Rite of Binding

Level One

This rite binds a spirit to a werewolf, making it his servant. The more powerful the spirit is, the more difficult the process is. Although any encountered spirit is subject to binding, the Garou generally feel that spirits should be bound only when needed. Binding spirits for excessive lengths of time is generally viewed as callous abuse of those who should be the allies of the Garou. This point doesn't go uncontested, however, particularly by the mystics of the Uktena tribe.

Spirits trapped through this rite may be bound into temporary service or into objects to create talens (see p. 227). No spirit allows itself to be bound unless it is friendly to the binding character's totem. Spirits can be bound into objects, places, and people, although the Garou generally don't perform the last feat unless the need is great. Failing this rite can be dangerous, for the spirit is very likely to become hostile and attempt to harm the mystic.

System: A Garou can attempt this rite only in the presence of a spirit, and it is usually performed in the Umbra. When attempting to bind a spirit, a Garou must first spend a number of Gnosis points (minimum of one). Each point of Gnosis spent reduces the spirit's Gnosis rating by one. The Garou's player must then roll Willpower (difficulty equals the spirit's adjusted Gnosis). The number of successes indicates how long the spirit may be forced into service, with each success binding the spirit for one week. In the case of a talen, the spirit is bound until the object is used.

Rite of Growth

Level One

This favorite of urban Garou, particularly Glass Walkers, allows plants to grow in strange locations. The plants don't grow unusually quickly, but can grow in plastic, concrete, or other unusual places, drawing nutrients from the source. Three Garou are needed to make this rite work.

The ritemaster makes an indentation in the surface using a claw, and plants the seed of the plant into it. The three then hold hands in a triangle around it, kneeling, and request the spirit of the material that it nurture and care for the plant. If the spirit agrees, a small green shoot will appear immediately.

System: The ritemaster rolls Wits + Rituals. The difficulty depends on the surface and area. An abandoned lot is 5, a typical city building is 7, and an oil spill would be 9. Each success guarantees the plant's survival for one month. After that, as much regular watering and care as for any other plant is required.

Rite of Heritage

Level One

Galliards and Philodox alike favor this genealogical rite, albeit for slightly different reasons. Some Garou use it to verify the identity of a hero's descendants before passing on an inheritance; others use it to identify the father of a metis cub if none is forthcoming. The ritemaster draws the blood of the subject with a silver knife and sings a long paean to the ancestor-spirits of his tribe and any others that might be watching over the subject. As he completes the song, the ancestor-spirits whisper the subject's heritage into his ears.

System: Standard roll. Success reveals the subject's true heritage for one generation back per success (for example, two successes would reveal the subject's heritage as far back as his grandparents). In addition, the ritemaster receives the answer to one specific question about the subject's heritage per success; e.g., "What was this cub's paternal grandfather's profession?" or "Does the blood of any other tribe run in this cub's veins?" The answer will be accurate, as long as the answer can be found within the number of generations revealed; if the ritemaster gained four successes, for example, he could not ask "Is this child descended from Frode," but he could accurately tell if the child's great-great-grandfather claimed descent from Frode or not.

The Rite of Heritage works just as well with humans or wolves (although wolves, lacking names, are harder to accurately identify), even non-Kin or mages. It does not, however, work on the undead or on fae.

Rite of the Cardboard Palace

Level One

A Bone Gnawer favorite, this rite allows the Garou to transform any flimsy structure into a decent place to sleep. This often involves a lot of cardboard and newspaper, but this rite can be invoked just about anywhere a werewolf needs to call home for the night — a few torn-down branches arranged into a messy lean-to in the woods functions as well as a pile of converted trash in an alley. The "walls" of the dwelling become water-resistant and insulated, keeping everyone inside warm and dry. The rite can even be performed in full view of humans without breaking the Veil.

For powerful Theurges, the cardboard palace is even a place of healing, as well.

System: The ritemaster's player rolls Intelligence + Survival (difficulty 6). One success is all that's needed to create a comfortable place to sleep. If a point of Gnosis is spent before making the roll, the shelter is more than just comfortable — the Garou (and any other Fera) living inside the cardboard palace can roll Stamina after a full day of rest within; three successes heals one aggravated health level. A cardboard palace lasts for one full day per success on the activation roll.

Rite of the Questing Stone

Level One

This rite allows the werewolf to find a person or object (but not a location). She must know the name of the object or individual, and must dangle a stone or needle from a thread while concentrating on the item or person sought. Glass Walkers often use maps and substitute a compass for the traditional stone and thread.

System: Standard roll. If the Garou has a piece of the item or individual (a clipping of hair, a piece of cloth) the difficulty drops by one. The werewolf gains only a sense of the object's general location, not its exact position.

Rite of Talisman Dedication

Level One

This common rite allows a werewolf to bind objects to her body, allowing them to fit her various forms (jeans will grow to accommodate the Crinos form rather than splitting at the seams, for example) and accompany the Garou into the Umbra. Such talismans are most commonly mundane items, for spiritual items such as fetishes and talens remain with the werewolf in all forms and in the Umbra automatically. A werewolf most often performs this rite during the phase of the moon under which she was born. Each auspice has its own peculiar ritual.

System: The cost is one Gnosis point per object dedicated, and a character may never have more objects bound to himself than his Gnosis score. Conceptually linked groups of objects may count as a single object as the Storyteller's discretion. For example, as a set of clothing would be considered one object rather than one shirt, one pair of pants, two socks, and so on; or a box of ammunition might be dedicated to the character, rather than requiring one dedication per bullet.

Objects will generally resize themselves to accommodate the character's various forms (such as a backpack's straps lengthening to accommodate Crinos form), but may simply meld with the character in forms where they can be of no use — for example, a knife may become a knife-shaped tattoo in Hispo. Others must spend a point of Willpower to attempt to steal dedicated objects from the werewolf.

Rite of Becoming

Level Two

Werewolves must perform this rite at an Anchorhead Domain. Once completed, it enables them to travel into the Deep Umbra. The most common version of this rite requires the Garou to make a braid from three of her

hairs, three pieces of fine copper wire, and three tendrils of ivy or other vine. Lengths of silk thread are sometimes substituted for the hair or wire. When the braid has been constructed, the Garou ties it around his own wrist and howls three words of power.

System: If the braid is destroyed while the Garou is in the Deep Umbra, the werewolf takes one level of aggravated damage and risks becoming lost forever if she doesn't return quickly to the Near Umbra.

Rite of Spirit Awakening

Level Two

This rite is used to awaken a sleeping (inactive) spirit. To perform this rite, a Garou must play a rhythm on some form of instrument (drums are the most common). While the Garou plays, any other participating werewolves pace around the ritemaster, howling and growling in counterpoint to the beat.

When performed on a mundane item, this rite enlivens the object's spirit, causing it to awaken and appear in the Umbra. For example, if the rite is performed on a VW bus, any Garou stepping sideways could see the bus as a true part of the landscape. However, it would appear as a stationary object in the Penumbra unless someone on the physical plane began to drive it, in which case it would appear as a driverless vehicle to anyone in the Umbra.

When performed on plants, this rite is known as sanctification. Plant-spirits are generally benevolent, and an awakened plant spirit will lend its powers as though it were a talen (one use). Different plants grant different abilities when sanctified. For example, sanctified foxglove protects against faerie magic (adding two to the difficulty of any faerie spell).

System: The ritemaster must play a musical instrument or sing a song (talent doesn't matter). The difficulty of the roll is the spirit's Rage. Failure means that the spirit remains dormant. The Storyteller must decide whether the spirit is hostile or friendly to its awakener. Awakening a spirit doesn't allow any control over it. Commanding an awakened spirit requires either a Rite of Binding or a Gift. This rite doesn't work on sentient beings such as humans. Such individuals are already as "awakened" as they're going to get.

Rite of Summoning

Level Two

Garou mystics are adept at calling spirits, be they minor Gafflings, totem spirits, or even Incarna. Summoning spirits involves complex rituals, long periods of meditation, and tribal mantra chanting. Within the Umbra, this process is far easier. This rite compels spirits to seek those who call them. Furthermore, the spirit cannot escape its caller once the summoning is completed successfully, and it must attend the mystic. Many spirits, particularly minor ones, are too weak to resist a powerful summoning. Powerful ones come out of curiosity. The chance of a successful summoning depends upon the skill of the mystic, the power of the spirit, and the strength of the area's Gauntlet.

System: The ritemaster must pierce the Gauntlet just as if he were entering the Umbra (Gnosis roll against the local Gauntlet level). A mystic already within the Umbra is not required to pierce the Gauntlet. The power level of the spirit determines the difficulty level of a successful summoning. The Storyteller can determine difficulty from the following chart:

Spirit Type	Difficulty
Gaffling	4
Jaggling	5
Totem avatar	7
Incarna	8–9
Celestine avatar	10

For each hour the Garou spends invoking the spirit, his difficulty drops by one. No difficulty may fall below 3. The player must then make a Gnosis roll and achieve as many successes as possible, with the following results:

RITE OF SACRED REBIRTH

Level Five

Some rites shouldn't exist.

This blasphemous rite allows for a Kinfolk to transform herself into a Garou. It requires her to capture and flay five werewolves, stitching together their hides into a wolfskin which grants her the powers of a Garou. Such mockeries are known as Skin Dancers. (For more information on Skin Dancers, see p. 512.)

System: Each of the hides must be taken under the same lunar phase; if the first werewolf slain by the Skin Dancer dies under the light of a full moon, all subsequent hides must also be gathered under a full moon for the rite to succeed. The final ceremony of the rite must be conducted under the skinning moon, and must conclude exactly an hour after it is initiated. The ritemaster rolls Wits + Rituals against difficulty 9. Only one success is needed for the transformation, and there is no known rite of reversal. If successful, the preserved, stitched hides of the slain Garou meld onto the ritemaster's body, permanently becoming part of her flesh and spirit. Unless the Garou who were slain gave their lives to the ritemaster willingly, the Skin Dancer is revealed as a creature of the Wyrm to powers such as Sense Wyrm.

Successes	Effect
1	Spirit comes eventually and is initially hostile
2	Spirit manifests quickly, but it is still initially hostile
3	Spirit comes immediately and is neutral
4	Spirit comes immediately and is passively benign
5	Spirit comes immediately and is friendly

A botched roll is likely to have disastrous results. Often a botch summons the wrong type of spirit — or even Banes — in great numbers or with great hostility.

The Storyteller should feel free to adjust the previous tables as she wishes, particularly as appropriate to totems. In certain cases, a Garou who attempts to summon a specific spirit will have no chance of success. At other times, he will have almost no chance of failure. The Storyteller is advised to treat each use of this rite individually and to use common sense in her decisions.

A Garou who summons an Incarna or Celestine avatar successfully gains two points of Wisdom Renown, unless the summons is done frivolously.

Descent Into the Underworld

Level Three

Most Garou think of the Umbra, the Gaian spirit world, as the only spirit realm that sits close to the physical world. Most Garou are wrong. The Underworld — the Land of the Dead, the Dark Umbra — sits astride the physical realm just as the Umbra does. Within it are trapped the ghosts of countless humans who died unable to let go of their lives and pass on into the cycle of souls, as Gaia intended.

The Underworld is a bleak landscape mirroring all that is decayed or departed in the living world, as the Penumbra is a reflection expressing the world's spiritual nature. Terrible, unstable portals lead deeper yet into the Underworld, a land of spirit-storms and nightmare mazes where few Garou have ever ventured and from which fewer still have ever returned.

This rite is primarily known and used by the Silent Striders, but a few other tribes and camps make use of it as well (most notably the Black Furies and Uktena).

System: This rite takes five minutes to perform. The ritemaster must sacrifice a living mammal and touch every character to be affected by the rite with at least a fingerprint of its blood. He then draws sigils on the ground nearby with the remaining blood. The player should roll Intelligence + Occult (difficulty equals the local Gauntlet). Success on this roll takes the ritemaster to the Underworld; each additional success takes one of the other characters marked (if there aren't enough successes to go around, those with the highest Gnosis are transported first).

Rite of the Fetish

Level Three

This rite allows a werewolf to create a fetish (an object with a spirit bound into it). To do so, the Garou must first cleanse the potential fetish by placing it under running water (sufficiently drinkable flowing tap water counts), burying it in pure earth, exposing the object to constant breezes, or suspending it above flame for three consecutive nights. The Garou must then force or persuade a spirit to enter the prepared object. The Fianna claim that cajoling or flattering a spirit produces the best results, while the Bone Gnawers and Silent Striders claim that bribery (expending Gnosis) works best.

System: The ritemaster rolls Wits + Rituals (difficulty 10). Each point of permanent Gnosis that the character spends during the rite reduces the difficulty by two. The difficulty can also be lowered by roleplaying, if the ritemaster does a good job persuading the spirit to enter the fetish (by providing chiminage, undergoing a quest to prove her sincerity or worthiness, flattery, etc). If the Garou attempts to force a spirit into the fetish, she must first attack the spirit and reduce it to zero Essence before attempting to bind it into the fetish.

Rite of the Totem

Level Three

This rite binds a totem to a group of Garou, joining them together as a pack. During the rite, all werewolves who wish to bind their destinies to a particular totem spirit must coat their eyes with an infusion of saliva and mugwort, tobacco, or a similar substance holy to Gaia and step sideways into the Umbra. In the spirit world, the ritemaster leads the Garou in a hunt for the spiritual spoor left by a totem spirit. Such evidence varies with the spirit, but Garou worthy of the totem's attention can always find it. Even tracking down the spirit doesn't guarantee success, for the totem must decide whether the Garou are worthy to become its fosterlings. An undecided totem may require a quest of the supplicants, although one is almost never required if the pack has just completed a Rite of Passage successfully.

System: Characters must purchase the Totem Background to benefit from this rite. Otherwise, the rite is simply not performed. The roll is standard.

Punishment Rites

Punishment rites levy the sanction of the tribe or sept against a transgressing werewolf. Such rites strengthen the Garou by establishing clear limits of acceptable behavior.

By joining in the punishment, each Garou strengthens her commitment to the pack over the individual, and to the Nation over the pack.

System: Punishment rites are performed only for major transgressions or after less structured punishments fail to cause a werewolf to mend her ways. The ritemaster must make a Charisma + Rituals roll (difficulty 7 unless otherwise stated). A failed rite is considered a sign from Gaia that the offending werewolf's crimes aren't significant to warrant such a punishment. Because these rites are enforced and empowered by the spirit world, truly unjust punishment rites may fail automatically, leading to a sure loss of Honor for the one who ordered them.

Rite of the Jackdaw

Level One

The Rite of the Jackdaw is used to punish those Garou who have broken a promise of secrecy. It causes the subject to uncontrollably tell everyone he meets about the most private and trivial matters of his life. This ritual won't cause the subject to reveal other secrets he's been sworn to keep — and cannot force him to break the Litany by revealing his nature to humans — but it will almost certainly cause him to reveal personal information that embarrasses only him.

This rite can be rather humiliating, and many Garou who are subject to it find themselves overcome by Rage at their embarrassment. It is considered the height of dishonor to take retribution against a Garou who has used this ritual in a just fashion. Subjects who wish to avoid the rite's effects simply abandon all contact with others for a few days, which is considered to be an acceptable response.

System: This rite takes ten minutes to perform. The ritemaster symbolically carves a number of open-mouth sigils into bits of wood and distributes them ritualistically around the subject of the rite (who must remain more or less still during the rite, though he doesn't necessarily have to be willing). The ritemaster rolls Manipulation + Subterfuge (difficulty 7). For each success, the target suffers from the effects described above for one day. The target can expend Willpower to avoid stating some particularly odious personal secret.

Rite of Ostracism

Level Two

This rite is a fairly common punishment for lesser crimes, yet its effects can be devastating during wartime. This rite estranges the punished Garou from her tribe, sept, and sometimes even her pack. The tribe will thereafter treat the individual as a nonentity. She is ignored as much as possible and forced to fend for herself for even basic needs, although no hostile actions are taken against the non-wolf (in theory at least, although some Garou have been known to injure ostracized werewolves "accidentally"). In a life-or-death situation, the tribe (friends and packmates in particular) might aid the offender, but even then only grudgingly. Otherwise, the punished Garou is ignored utterly. Garou present at this rite form a circle around the chastised werewolf (if present), and each participant calls out once to Gaia, then to her brethren the name of the offender, followed by the words: "Of all Gaia's children, I have no such brother/sister." The speaker then turns counterclockwise to face away from the circle. Once all present have spoken, they drift away into the night.

System: This punishment normally lasts from one phase of the moon to the next. It can, however, last as long as the sept or tribe leaders desire. For serious crimes, the punishment may even be decreed permanent, essentially exiling the offender from her sept or tribe. The ostracized Garou loses one point of Glory Renown, five points of Honor Renown, and one point of Wisdom Renown.

Stone of Scorn

Level Two

The Stone of Scorn is a rock imbued with malicious spirit-personifications of shame, sorrow and the like. Some septs have a permanent Stone of Scorn to which an offender is dragged, although most merely imbue a small stone with such energies. Starting with the ritemaster, this stone passes to each Garou present at the rite. The scorned werewolf is forced by his septmates to sit and watch. As each Garou receives the stone, he carves or paints a symbol of derision or shame onto it while telling a mocking or embarrassing tale about the offending behavior and other flaws of the scorned Garou. Moon Dancers are particularly creative in their verbal portrayals of the miscreant. This rite often lasts all night, with successive stories becoming more and more outrageous and derogatory. Once the night ends, so does the punishment, although the best stories are often whispered behind the offender's back for some time to come. Such behavior causes the Garou to lose Renown for a time.

System: Standard roll. The punished Garou usually loses eight points of Honor Renown and two points of Wisdom Renown.

Voice of the Jackal

Level Two

When a werewolf's behavior has shamed not just herself, but her entire sept or tribe, then this rite may be called. When the ritemaster performs this rite, he blows a handful of dust or ashes onto the offender and speaks the following: "Because thy (cowardice/gluttony/selfishness/

etc.) has proved thee to be of jackal blood, let thy voice proclaim thy true breed!" As the dust and words envelop the punished Garou, her voice changes. Thereafter, she will speak in an annoyingly shrill and piercing nasal whine until the ritemaster repeals the punishment.

System: Jackal-hounds, as such punished Garou are known, subtract two dice from all Social rolls. They also lose two points of Glory Renown and five points of Honor Renown. The ritemaster can repeal this punishment at any time, although it may be made permanent for particularly serious crimes (and the Renown loss always remains). Certain jackal-hounds have reclaimed their true voices by completing a quest of great benefit to Gaia.

The Hunt

Level Three

The Hunt is called against a werewolf who has committed a capital crime such as unwarranted murder, yet who still retains a vestige of honor. All Garou participating in a Hunt streak their bodies with ancient symbols in paint or clay. These symbols mark the werewolves as part of a Hunting Pack, and all other Garou will make way for Hunters so marked. It is an honor to be chosen for inclusion in a Hunt. The ritemaster, or Master of the Hunt, leads the pack. The Hunt is just that; the criminal is hunted down and killed by the pack. There is no quarter given, although (for what it's worth) death exculpates the condemned Garou. Many tragic stories tell of a werewolf forced to choose between violating his word and committing a grave crime. Such Garou, so the stories go, chose to honor their word and were Hunted, but displayed such valor during their last stand that they gained much posthumous renown.

System: This rite can be roleplayed using the tracking rules given on page 284.

Rite of the Omega Wolf

Level Three

Some tribes and septs takes the failure of a pack alpha very seriously indeed. If all the members of a pack agree that their alpha has failed them catastrophically, then they may enact this rite to formally reject his leadership and punish his incompetence. The pack takes their fallen alpha and sits him on a rock. They then crown him with a mock crown and bow down in pretend obeisance to him. They then stand up and commence mocking him one by one, before tearing the crown from his head and casting him to the ground. When each member of the pack has spat or urinated on the fallen alpha, the rite is done.

System: Standard roll. The fallen alpha loses four points of Honor Renown and two points of Wisdom Renown. If he ever becomes a pack alpha again, he suffers a –3 penalty to all Leadership actions until he either relinquishes the position or wins some great victory for his pack through his leadership.

Satire Rite

Level Three

A more serious version of the Stone of Scorn, a Satire Rite is a special song, dance and/ or drama crafted by the Half Moons and Moon Dancers for the

sole purpose of ridiculing the offender. This rite is always performed at a moot while the offender sits in full view of the sept. Because the Garou keep careful oral histories, the Satire will be remembered and passed down through the ages. Any werewolf so "honored" loses much renown. Cubs snicker as they sing lewd verses from the rite, and adults will forever use some of the wittier quotes and embarrassing movements from the rite when referring to the offender. While such stories are usually confined to members of the offender's own sept, Tricksters and Moon Dancers are all too happy to spread the new Satire to any Garou they encounter.

System: The difficulty of this rite is the offender's current Rank + 4. If successful, the offender loses one permanent Rank level (reduce his Renown to the beginning amounts for the next lowest rank). The Garou can earn new renown and rank normally. If this rite fails, the Garou loses nothing, while a botch causes the ritemaster to lose five points of Wisdom as she becomes the object of the rite.

The Rending of the Veil

Level Four

Sometimes known as Actaeon's Folly, this rite is used to punish a human who offends the Garou greatly. The offense doesn't have to be against the Garou *per se*, but it may be any act against Gaia or Her children. This rite drops the Veil, forcing a human to see and remember the Garou for the duration of an all-night hunt. The ritemaster leaves a small bag of burning dung and herbs near the sleeping victim. When the victim awakens, the Veil has been burned away from his mind. The following hunt may or may not end in the human's death. Those humans left alive are often rendered insane, as their unprepared minds are unable to accept the truth revealed by the rite. Some few, however, overcome their fear and heal. This rite is *not* considered a breach of the Litany.

System: The ritemaster must place the specially prepared bag of dung and herbs within 10 feet of where the victim sleeps. The bag smolders when the ritemaster performs the rite. The ritemaster doesn't need to be near the bag to enact the rite. Failure leaves the Veil intact. A botch causes the Garou herself to fall under the Delirium for one night.

Gaia's Vengeful Teeth

Level Five

As one of the greatest punishments among the Garou, this rite is reserved for traitors, those who consort with the Wyrm or cowards whose actions (or lack thereof) cause the deaths of many others. At least five werewolves drag the traitor to a spot of hard, cracked earth and stones. The ritemaster then stabs a sharpened twig or stone into her own hand as she recites the traitor's sins against Gaia. Smearing her blood over the traitor's eyes, ears and forehead, the ritemaster cries in grief and rage. As the blood and tears drip to the hard ground, the rite takes effect. From that moment on, whatever of Gaia touches the traitor transforms into razor-sharp silver so long as it touches his flesh. Crinos hunters then chase the traitor like a dog. The ground beneath the traitor chews into his feet, and his death becomes an agonizing ordeal. The offender's name is then stricken from all histories, and it will be spoken only as a curse from that moment forward.

System: As long as the ritemaster's blood touches the traitor's body, the traitor cannot step sideways into the Umbra. No one survives being subject to this rite.

Rites of Renown

These rites celebrate both the specific accomplishments of an individual werewolf and his achievement of a new station in the pack or sept. Garou long to receive such rites as much as they fear facing a rite of punishment.

System: The ritemaster's player must make a Charisma + Rituals roll (difficulty 6).

Rite of Boasting

Level One

Boasting and bragging have always been a vital aspect of warrior cultures. Boasts serve to work up a fighter's courage while putting fear into the opponent. But to truly impress, the boaster must back up his claims. This rite is more than formalized bragging, for it forces the Garou to "put up or shut up." Before a battle or mission, the Garou boasts before all assembled that he will perform a particularly impressive feat (for example, "I will kill three Black Spirals with only my claws," "I will scale the electrified razorwire of the refinery" or "I will be the first to reach the shield wall, there to wrest the enemy's standard from his dead hand."). The boast is performed in a ritual fashion, with a short recitation of lineage and a summary of glorious deeds performed to date. If he makes good on his boast, he magnifies the Glory of the act. If he fails, the resulting derision of his peers costs him Glory; boasting is only respected if you can back it up. This rite is most commonly used among the Fianna, Get of Fenris, and Wendigo, but most tribes have some version of it.

System: Standard roll, though the difficulty may be modified by the difficulty and glory of the proposed feat — modest goals are harder to boast about than impressive lunacy. For every two successes, the boast earns a potential extra temporary Glory, up to the amount of Glory the feat would ordinarily garner. If the boast is carried through, the Garou earns the Glory bonus. If he fails and lives, he

loses that amount. If he dies while carrying out his deed, there is neither loss nor gain of extra Renown.

A single pack may boast of a deed, but only the pack leader can perform the rite. In this case, the difficulty is increased by one, and the entire pack gains or loses the Glory award.

Rite of Wounding

Level One

This rite celebrates a Garou's first battle wound. Each tribe marks this moment differently, but all honor this sign of courage. Many tribes rub ash into at least part of the wound to form a scar of remembrance. The Get of Fenris always end this rite with a fierce all-night revel filled with drinking and fighting. By contrast, the Children of Gaia end their Rites of Wounding with prayers for peace and understanding among all creatures.

System: Only the wounded character and the ritemaster must be present for this rite, although the werewolf's pack and sept are normally present. The wounded character receives two points of Glory if this rite succeeds.

Rite of Accomplishment

Level Two

This rite is used to honor a werewolf and recognize the trials he has endured to attain his current standing. An elder will call the honored Garou forward, much as the Garou might be called forward should the elders want to punish or criticize her. As the Garou advances, the elder begins listing all of the things the Garou did to gain the acclaim. The Rite of Accomplishment then takes place, and anyone who wishes to speak on behalf of the Garou being honored may do so. In conclusion, the elder says something along the lines of, "She is made greater in her tribe, her sept and greater among the People everywhere. Let this be known."

System: This rite is performed when a character has 10 points of temporary Renown in a category and wishes to gain a point of permanent Renown. The difficulty is only 4 unless someone disputes the rite. (In such an instance, the difficulty rises to 6). Only one success is required.

A failure on the roll is considered indicative of a failing in the applicant. The ritemaster often receives a portent from Gaia showing the unworthiness of the applicant. If the roll botches, the applicant must undergo a penance before anyone will again give him the Rite of Accomplishment. Such is the injustice of Garou society.

It is possible, although rare, that someone will dispute the rite. In this case, the disputer stands and heckles the ritemaster as he performs the rite, making bold assertions about the negative qualities of the applicant. The applicant so insulted must make a Rage roll not to frenzy; if he frenzies, the rite is over. If he keeps his cool, and the rite is successful, no one can rightfully question his worthiness for at least three moons (i.e., no one can dispute any Rites of Accomplishment performed on him during the next month and a half), and the heckler may lose a point of Honor or Wisdom Renown.

Rite of Passage

Level Two

After a cub undergoes his First Change and becomes aware that he is a werewolf, he must undergo his Rite of Passage. Werewolves are not accorded adulthood or respect until they pass this seminal rite; they are mere cubs until that time. They are not even considered true Garou, and Shadow Lords do not refer to them as such until this rite is completed. Similarly, a cub is not a member of any tribe until his Rite of Passage. A male cub born to the Black Furies, for example, becomes a member of whatever tribe will offer him a place among them by use of this rite.

During a Rite of Passage, the cubs must complete a dangerous quest meant to prove that they have the courage, honor, and wisdom befitting a werewolf. However, few cubs undergo this rite alone. They are often joined by their pack-to-be, other cubs who are also coming of age. The ritemaster commands the would-be pack to go out into the world with a definite goal to achieve, and he forbids it to return until it has tried its best to accomplish this goal. Different tribes impose different goals, although multi-tribal septs usually reach a compromise. A Wendigo rite often takes the form of a vision quest, while the Get of Fenris commonly send their cubs into combat with Wyrm-spawn. Invisible spirits sometimes accompany the cubs in order to watch over them and report their doings to the elders.

If the cubs succeed in their quest, a ritemaster performs this rite upon them, marking them with a pictogram that brands them as full-fledged Garou. These pictograms are usually painted, but the Red Talons carve them into the flesh of the young heroes.

If the cubs fail, however, they are considered second-class citizens until they are granted another opportunity to prove themselves.

System: Before the Rite of Passage, Garou are not yet Rank 1.

Rite of Praise

Level Two

This rite honors a werewolf who has given more, risked more, and sacrificed more than necessary for the good of other Garou, Gaia, or anything related. The entire sept is gathered as the ritemaster presents the commendation, often with a token worthy of the honoree, such as a fetish, as a final reward. This rite is not used lightly, or to reward expected behavior — it honors only the greatest.

System: The ritemaster presents to the sept the deeds and actions of the chosen Garou warranting such

praise. For each success on a Charisma + Rituals roll (difficulty 6), the praised Garou gains an extra die to use for Social dice pools within the sept over the next three months.

Seasonal Rites

Seasonal rites vary from tribe to tribe and sept to sept. Each has its own means of celebrating the turning of the seasons. Some septs celebrate only the major rites of the solstices and equinoxes; others perform a rite at least once per moon.

These rites renew the People's connection to Gaia as the Earth Mother. Some Garou even believe that were such rites to cease entirely, the balance of the world would tumble out into chaos.

System: Seasonal rites must, obviously, occur at the proper time of year, and at least five Garou must attend. The ritemaster's player must make a Stamina + Rituals roll (difficulty 8). If performed at a caern, the difficulty of the roll is 8 minus the caern's level.

Rite of the Winter Winds

Level Two

On the longest night of the year, Garou enact this rite as a salute to Helios and an encouragement for him to begin lengthening the days again. Some werewolves believe that if this rite is not performed, the nights will continue to lengthen until Gaia has fallen into a terrible twilight state of perpetual pain. Most modern werewolves consider this mere superstition, but even such skeptics participate enthusiastically in the rite.

The Rite of the Winter Winds is rarely the same from sept to sept. European Garou practice a common version that begins with the ritemaster gathering the Garou in a circle around a small bonfire. She then leads the group in an extended howl that begins as a low, rumbling growl and eventually rises to an ululating crescendo. When the ritemaster feels that the tension is at its height, she leaps forward, snatches up a burning branch and runs into the woods. The other Garou follow her, grabbing branches as they go. Running as swiftly as they can, the werewolves make as many frightening and strange noises as possible. This rite is performed both to encourage Gaia's labor in giving birth to the sun, and to frighten off any minions of the Wyrm that might be lurking about, ready to snatch the newborn sun or harm Gaia as she turns her attention away from the surface world.

The ritemaster finally leads the howling pack back to the bonfire, where they hurl their branches into the conflagration. Once the fire is raging, the Garou celebrate with a revel that lasts until dawn, at which time they greet the newborn sun with one last, triumphant howl.

Rite of Reawakening

Level Two

This rite celebrates the vernal equinox, the time of rebirth. The ritemaster begins the rite at sundown by leading the gathered Garou on a quest into the Umbra. Such a quest is sometimes symbolic, but more and more often as the time of the Apocalypse draws near, the questors seek true danger in the Umbral Realms — or it finds them on its own.

The quest always involves seven trials. These trials represent the seven gates that bar the way to the Underworld. Such trials vary dramatically from tribe to tribe, but there are always a variety of challenges presented to the members. One test might involve facing a Bane in combat, while another challenge might consist of finding a fetish lost within the Deep Umbra. Each test requires the participants to relinquish something of themselves, be it a cherished personal fetish, an old grudge or false pride. If the Garou can win their way past these challenge gates, they can renew the Earth, banishing the winter-spirits and paving the way for the green, growing season.

At the end of the rite, the werewolves return to their bodies. At this time many tribes seek out Garou Kinfolk, or other humans and wolves, and reacquaint themselves with the joys of the flesh, celebrating the incredible beauty of life and the necessity of its continuation in future generations. Not surprisingly, this is the night when a large percentage of metis cubs are conceived. Although such couplings are always taboo, the intense drama of the rite sometimes overrides such concerns.

The Great Hunt

Level Two

This rite falls on the eve of the summer solstice, or Midsummer, when Helios stays longest in the sky and is thus at the zenith of his influence. The short hours of darkness offer the creatures of the Wyrm little place to hide, and the werewolves respond by holding a sacred hunt.

Exactly at midnight, just at Midsummer begins, the ritemaster calls upon Gaia to bring to the attention of the sept a creature or creatures worthy of the Great Hunt. In preparation, the Garou chant, howl, and tell tales of bravery. Also common is a ritual bloodletting, wherein each Garou cuts herself and sheds some of her blood into a large bowl. The mingled blood is then used to paint pictograms on the forehead or breastbone of each of the hunters. At dawn, Gaia sends the waiting sept a sign proclaiming the target of the Great Hunt. This sign may come in any form, from a vision seen by an entranced Wendigo ritemaster to a news story flashing on the screen of an old television in a Bone

Gnawer caern. Although the person or creature chosen by Gaia is almost always associated with the Wyrm, Gaia demands on rare occasions that one of her own be sacrificed in the Great Hunt. Only the greatest warriors are ever chosen as the targets of a Great Hunt, and Gaia demands such a sacrifice from her children only in times of great need, for the freed spirit of such a warrior is said to transform immediately into an avenging angel for Gaia.

The Garou have only until midnight to complete the Great Hunt. If successful, the blood of the fallen creature is spilled onto Gaia's soil (or into the ether if the Great Hunt takes place on the Umbra) as a sacrifice to Gaia. If the hunters fail to slay their quarry, it is considered a terrible omen for the coming year. Some Theurges say that no sept will succeed at the Great Hunt during the year of the Apocalypse. At the least, a failed Great Hunt means poor luck for the sept in the year to come. Anyone participating in a successful Great Hunt gains Glory. The danger of the particular Great Hunt determines the amount of Glory gained.

Systems: Characters participating in a successful Great Hunt gain — presuming the target is of average threat level — three points of Glory Renown. If the Great Hunt is unsuccessful, each participating character loses two points of Glory Renown. In addition, the difficulty levels of all rites performed by the sept increase by one until the next Midsummer.

The Long Vigil

Level Three

This rite marks the autumnal equinox, when the season of long days gives way to the season of long nights. Although summer is the traditional season of war among many human cultures, the Garou know that their shadow war will be all the more difficult during the lengthening hours of darkness. To prepare themselves, they hold the Long Vigil, a rite designed to sharpen their appetite for the battles ahead.

The Long Vigil begins at sundown, around a raging bonfire (some urban caerns make substitutions). The sept spends the day before the Vigil bedecking the caern with trophies of war collected during the previous year. From bent rifles and shredded flak jackets to broken Wyrm-fetishes and strings of teeth, to the skulls of Wyrmish monsters, to smeared blood mixed with the dust of vampires, all manner of mementos adorn the heart of the caern. As the sun slips below the horizon, the ritemaster

begins to chant praise to Helios, thanking him for his blessings during the summer, and praying for his safety in the coming winter. The ritemaster then praises Luna and beseeches her aid in the long nights to come.

To aid in the ritemaster's plea for aid, the Galliards of the sept come forward and begin to recite tales of the most glorious battles of the last year and the deeds done in her name. They point to each trophy in turn to tell the story of how it was won from its owner. Particularly eloquent members of other auspices who distinguished themselves in the previous year are sometimes allowed the honor of being the first to tell their own tales. Once the Galliards have finished, the other members of the sept begin to recount their own versions of the great deeds of the previous year. The tale-telling lasts all night; as dawn approaches, the ritemaster invokes Luna one final time. He dedicates all the deeds of the previous year to Luna, her brother Helios, and her sister Gaia, and he promises that the year to come will be just as glorious with Luna's blessing. As the rite concludes, the Garou hurl as many trophies as possible into the bonfire, destroying their hard-earned mementos as a sign of faith that they will take many more in the year to come.

Minor Rites

Minor rites are the rituals that the Garou incorporate into daily living. Almost all Garou know and use at least a few such minor rites. Many werewolves develop their own unique minor rites to help them reaffirm their connection to Gaia, or to meet the Final Days with bravery and grace.

System: Minor rites may be learned in half the time it takes to learn other rites, and generally take only a few minutes to enact. They can be purchased for half the normal Background cost of other rites (two for one point).

Bone Rhythms

A werewolf performs this rite to honor her totem spirit. Each spirit has a different rhythm connected to it, and the Garou taps out her spirit's rhythm with special sticks to honor it. Such "sticks" are traditionally made of bone, but they can be fashioned from any material.

System: Any werewolf who performs this rite three times per day for at least three consecutive days gains an additional die to any one roll while in the Umbra. Once this die is used, the Garou must rebuild the energies for an additional three days before regaining the extra die.

Breath of Gaia

During this rite the werewolf breathes deeply of the Mother's breath — clean air — 13 times. While so breathing, she clears her mind of all things save her love of Gaia.

System: The character must perform this rite at least once per day for one full cycle of the moon. Doing so enables her to lower the difficulty of any one healing or detection roll by two.

Greet the Moon

This rite is an exuberant paean to Luna. During this rite, the werewolf howls an elaborate greeting at moonrise; the howl varies with the phase of the moon.

System: Performing this rite each night at moonrise for a full phase of the moon enables the character to add one die to all rolls involving social interactions with Garou of that phase's auspice the next night the moon is in the phase in question.

Greet the Sun

Certain Children of Gaia and a few Uktena and Wendigo practice this rite. It is similar to Greet the Moon, but is performed at sunrise.

System: The werewolf must sing Helios's praises for nine consecutive sunrises. If the Garou does so, Helios grants his devotee an additional die when attempting to sense Wyrm creatures or Wyrm-taint, provided the werewolf continues to sing his praises daily. If even one sunrise is missed, the rite must be begun anew to restore its benefits.

Hunting Prayer

This common rite takes many form, but always involves pausing before the start of a hunt to praise Gaia and all her creatures. In addition, the Garou selects some item to hold her prayers. The item could be anything from an old belt to a shark-tooth necklace, but the werewolf must have it with her when she hunts. If she loses the item, she must choose a new one and begin her devotions anew.

System: If the Garou performs this rite before every hunt for three lunar months, she receives an additional die to all tracking rolls as long as she continues her pre-hunt prayers. If she neglects the prayer before even one hunt, she must begin the cycle again before she regains the bonus.

Prayer for the Prey

A specific form of the Rite of Contrition, this rite involves the werewolf stepping sideways into the Umbra just after making a kill, in order to thank her prey's spirit for giving its life that she might survive.

System: The character must perform this rite upon every beast of Gaia (not including Wyrm-spawn) she slays for one full turning of the moon. Should she do so, all of her difficulty numbers drop by one when dealing with nature spirits. This bonus lasts until she kills an animal without taking time to thank the creature's spirit.

Fetishes

Gaia's Chosen may use the Rite of the Fetish (see p. 213) to bind spirits into appropriately crafted and consecrated vessels. Such wondrous items are known as fetishes. The owner of a fetish can call upon the spirit within to perform specific tasks, depending on the nature of the vessel and the spirit. Given the multitude of spirits within the Tellurian and the ingenuity of the Garou, fetishes of almost any type imaginable may be created.

Werewolves hold great reverence toward fetishes, treating them as honored allies rather than mere tools. Such is the nature of the pact that binds spirits into fetishes; they are obligated to serve the Garou only as long as they are respected in return. It is possible to bind a spirit against its will, but these fetishes tend to be rebellious, and most Garou consider them cursed.

Of course, the servants of the Wyrm bind Banes into horrifying fetishes of their own…

The majority of fetishes are crafted from natural materials (wood, hide, bone, clay), although this is more a preference of most spirits than a hard rule — Glass Walkers, in particular, tend to bind spirits that prefer more modern, technological housing. Few fetishes are nondescript; Garou adorn them with carved river stones, feathers, beads, and other markings to honor and appease the spirit within.

To use a fetish, the Garou must first attune herself to it by making a Gnosis roll. The difficulty for this roll is the fetish's Gnosis rating. Attunement establishes a spiritual bond between fetish and user, enabling the Garou to take the fetish anywhere in the Tellurian and providing instinctive understanding of the fetish's powers. Only a single success is required to attune to the fetish; failure indicates that the fetish has rejected the character. Another roll may not be attempted until the werewolf has somehow reached accord with the resident spirit. Attunement also effectively "dedicates" a fetish to its wielder, as though the Rite of Talisman Dedication had been performed on it. Since fetishes have their own Gnosis, an attuned fetish doesn't count against the maximum number of objects a werewolf can have dedicated to him.

Each time the wielder wishes to use one of the fetish's powers, the player must make a Gnosis roll (difficulty equal to the fetish's Gnosis rating) to "activate" the power. Alternatively, she may simply spend a Gnosis point to activate the power automatically. Rage may not be spent during the same turn in which a fetish is activated.

A list of sample fetishes follows:

Apeskin

Level One, Gnosis 6

This somewhat gruesome fetish is nonetheless highly useful for metis and lupus Garou who need to hide their true nature. When activated, the fetish — which takes the form of a scrap of ape or human skin tattooed with a glyph — makes the werewolf suffer no special damage from silver in Homid form, and also renders the Garou unable to regenerate in that form — just as though they were born homid. One activation lasts for a full day.

To create an apeskin, a homid ancestor-spirit must be bound into the skin.

Harmony Flute

Level One, Gnosis 5

Carved from hickory, this small flute has many small songbird feathers decorating it. When activated and played (which requires a Performance roll), the flute emits an enchanting melody, reawakening ancient memories of peace from ages past, when the world was whole. When an aggressive creature hears the song, it must make a successful Rage roll or cease its struggles. Creatures without Rage may not resist the flute's music. Any being listening to the sound may still defend itself if attacked. One activation lasts for as long as the werewolf continues to play.

To create a harmony flute, one must bind a bird-spirit or a spirit of peace, calm, or water into the flute.

Magpie's Swag

Level One, Gnosis 5

The magpie's swag can be pretty much any simple closable bag, satchel, sack, or similar container, which can hold thrice the amount of a regular bag the same size. If dedicated, it counts as a single item, even if filled with other fetishes or even non-dedicated items, and it is represented by a stripe of fur in Crinos, Hispo, and Lupus forms.

Unfortunately, it cannot contain complex Weaver objects such as guns or laptops, unless these items are broken and useless, or have been independently dedicated.

Variations of this fetish include the corporate brief case of the Glass Walkers, the gym bag of the Bone Gnawers and the medicine bag of the Uktena. Also, a level two variation exists — the spider's satchel — which is capable of carrying Weaver objects.

To create a magpie's swag, one must bind a magpie or marsupial spirit into the container.

Mirrorshades

Level One, Gnosis 7

When activated, this pair of mirrored sunglasses produce a mirrored surface on the inside of the glasses, allowing the wearer to step sideways with ease. The Gauntlet is considered 2 lower than it would otherwise be when doing so.

To create mirrorshades, one must bind a glass elemental into the shades.

Nyx's Bangle

Level One, Gnosis 6

A favorite of Ragabash, this fetish resembles a silver bracelet with glyphs honoring Luna carved into it. When activated, it allows the wearer to blend with shadows and move around unseen at night. Only the eyes betray the werewolf, shining like twin full moons in the darkness. Unlike the talen: Nightshade (see p. 229), the wearer of Nyx's bangle doesn't turn into shadow, but merely has her presence masked. She gains four extra dice to Stealth pools at night when the fetish is activated.

To create Nyx's bangle, one must bind a spirit of night or darkness into the bangle.

Truth Earring

Level One, Gnosis 6

This small golden earring acts as a fairly reliable lie detector when activated. Should the wearer be lied to, the earring vibrates softly. All rolls made to try and deceive the werewolf through speech or sound are made at +3 difficulty. The earring doesn't warn against visual deception.

To create a truth earring, one must bind a servant of Falcon into the golden earring.

Cup of the Alicorn

Level Two, Gnosis 6

The oldest of these carved and covered cups, handed down in old European septs, are said to be made of unicorn horn, though the truth of this is unknown. Any harmful substance is neutralized when poured into this cup. With a Gnosis roll against the Intelligence + Science of the poisoner, the holder of the cup can even recognize the type of poison by the changes in the cup's shimmer or color.

To create a cup of the alicorn, one must bind a spirit of healing, or a snake- or bear-spirit into the cup.

Chameleon Skin

Level Two, Gnosis 7

Garou needing to keep a low profile and stay out of sight commonly use this fetish. Generally a belt or headband, it allows the Garou's fur to blend in with her surroundings. Chameleon's skin is most efficient in the wild and other densely overgrown areas, but some Glass Walkers have fetishes that easily harmonize with their urban surroundings of glass, steel and concrete. When activated, this fetish acts as the Wendigo Gift: Camouflage, save that the power may function in whatever environment the fetish is attuned to.

A chameleon-spirit, naturally, must be bound into this fetish in order to create it. Chances are that the chameleon-spirit will be easier to sway if the skins are those of a lizard other than chameleons or, indeed, from another type of animal altogether.

Dagger of Retribution

Level Two, Gnosis 5

This particular fetish, an ugly iron dagger, was devised as a means of tracking down stolen possessions and the thieves responsible. The werewolf concentrates on the lost item while holding the dagger; the weapon gently tugs in the direction of the item until the Garou reclaims it. If the fetish's owner knows the face or name of the thief, he may use the dagger to locate the thief as well. The fetish is treated as a knife in combat (Strength damage, difficulty 4); the damage may be lethal or aggravated at the Garou's discretion.

To create a dagger of retribution, a werewolf must bind a vengeance-spirit into the dagger.

Dream Stealer

Level Two, Gnosis 5

A Dream Stealer, or Chimera Gem, is a multi-colored gemstone that can extract and project another's dream. The gem is placed near the target when asleep, and when activated it will allow the user to view the target's dreams, replayed in the depths of the stone.

To create a Chimera Gem, one must bind a spirit of dream or one of Cuckoo's brood into the stone.

Spirit Tracer

Level Two, Gnosis 5

This fetish is a human hair suspended in an iron ingot. When the wielder activates the fetish and concentrates upon a specific spirit, the ingot pulls in that direction. This fetish *only* works for tracking spirits.

To create a spirit tracer, one must bind a predator spirit or a spirit that has the Charm: Tracking into the ingot.

Baneskin

Level Three, Gnosis 7

This tiny piece of a Bane is wrapped carefully in cloth and worn as an amulet. When activated, it causes all malevolent spirits to react to the wearer as if she were a kindred soul — a wolf in Bane's clothing, as it were. If the wearer takes any action against her "fellow" Banes, the guise is broken immediately. These fetishes cannot fool Incarnae or mightier spirits.

To create a Baneskin, one must bind a parrot- or mockingbird-spirit into the skin.

Beast Mask

Level Three, Gnosis 8

This fetish takes the form of a carved mask depicting an animal. When donned and activated, the werewolf assumes the form of the animal the mask represents. The character gains all the characteristics of the animal (flight, gills, heightened senses, etc.) but cannot use her regenerative powers nor change into other forms until she removes the mask.

To create a beast mask, one must bind an appropriate animal spirit into the mask.

D'siah

Level Three, Gnosis 6

The d'siah, a knife with a flint blade curved like a crescent moon, is the signature weapon of the Silent Striders. Its sharpened outer edge is used for slashing attacks, while the trailing point can be used to thrust and tear on the return stroke. Because this knife takes skill and training to use properly, the difficulty to attack with it is 7. It inflicts Strength damage. The war spirit bound into the blade, usually one of Cobra's brood, is somewhat more discerning than spirits usually bound to klaives — a d'siah does aggravated damage only to Wyrm-tainted creatures (use the same guidelines as the Gift: Sense Wyrm) and any type of spirit.

In addition, after a successful strike, the Strider can activate the d'siah to drain a point of Gnosis from her opponent (or a point of Essence from spirits). Because this requires a Gnosis roll, the werewolf cannot use this ability of the knife on the same turn she spends Rage for extra actions.

The greatest strength of the d'siah is directed against the Striders' greatest foes: Egypt's vampires and their snake-like minions. The cobra-spirit in the blade lashes out violently against its tainted reflections, inflicting Strength +3 aggravated damage.

Fang Dagger

Level Three, Gnosis 6

These daggers are always carved from the tooth or tusk of a great beast. After striking an opponent, the werewolf can activate the weapon, causing it to "bite" deeper into the wound. This doubles the number of successes on the damage roll, before soak. The damage is aggravated.

To create a fang dagger, one must bind a snake-spirit or a spirit of war, pain, or death into the blade.

Partridge Wing

Level Three, Gnosis 7

This fetish is made from the wing of a partridge bird, its feathers all completely unbroken and white as snow. The joint of the wing has a golden ring fastened through it, and hangs from a long golden chain. To activate the fetish, a werewolf must concentrate upon a memory that she wishes to remove from her mind, and then swing the partridge wing around herself counter-clockwise three times, letting the tips of the feathers brush in a circle around her on the ground. Memories of another human or Garou can also be swept away in a similar fashion, by dragging the feathers by the chain in a circle around them. This fetish is rarely used on Garou and should never be used without permission, but has come in very handy for restoring Delirious humans to their calmer states.

To create a partridge wing, one must bind a spirit of water or forgetfulness into the wing.

Phoebe's Veil

Level Three, Gnosis 7

This fetish is a small, golden pendant in the shape of a half moon. These fetishes are usually worn around the neck, held by a strong leather thong. At night, when the pendant is activated, the wearer vanishes completely for one minute per success. Neither mundane creatures nor spirits nor technology may sense her in any way except touch. The veil remains drawn until the time expires or the pendant is removed.

To create this fetish, one must bind a Lune, a chameleon-spirit, a spirit of illusion, or a spirit of shadow into the pendant.

Sanctuary Chimes

Level Three, Gnosis 6

When activated, this miniature tubular bell emits chimes into the wind. No spirit may materialize within 100 feet unless invited to do so. This fetish usually protects caerns or the homes of pregnant Kinfolk. One activation lasts for a full day.

To create sanctuary chimes, one must bind a spirit of protection or a turtle-spirit into the tubular bell.

Sun Whip

Level Three, Gnosis 7

This exotic fetish takes the form of a bullwhip with small nuggets of gold bound into the coil, weighted with a large nugget in the tip. The creator's tribal glyph (or occasionally family crest) is carved upon the base of the handle. When activated, the weapon glows slightly and erupts into either sunlight or flame upon making contact with a vampire. The whip does Strength + 4 aggravated damage against vampires, and Strength + 1 lethal damage against everything else. The difficulty to strike with it is 7, regardless.

To create a sun whip, a spirit of flame or sunlight must be bound into the whip.

Wind Whistle

Level Three, Gnosis 5

A single, long blow on this whistle will summon a freezing cold wind, laced with snow. It will cover the tracks of the werewolf using the whistle, and his pack if appropriate, while chilling the bones of any pursuers, costing them one die from every roll while they continue to pursue the owner of the wind whistle. The effects of the whistle last for one hour.

To create a wind whistle, a wind elemental must be bound into a whistle carved from the bone of an animal that died of the cold during the winter months.

Feathered Cloak

Level Four, Gnosis 8

A highly difficult fetish to make, requiring thousands of differently colored feathers, a feathered cloak can take years to create, but the end results are spectacular not only in function but in form. Properly made, the cloak shows a dazzling array of different colors and patterns, and it is said that gazing on one for three days without wavering in one's attention makes it possible to see the road of life itself in the pattern of feathers. This may or may not be true, but what is certain is the spectacular effect the fetish provides: The wearer can fly.

When activated, the wearer can rise above the ground and travel horizontally at speeds equivalent to her running speed indefinitely. The flight is not perfect, however. The wearer cannot travel both horizontally and vertically at the same time, and vertical travel is considerably slower, progressing at walking speed. Finally, the entire experience causes a great deal of stress upon the body. For every ten minutes of flight, the player must roll Stamina + Athletics (difficulty 5). If the roll fails, then the pain from the stress has become too intense and the wearer needs to land and rest.

The feathered cloak is a full-length cloak that remains wrapped around the body, even during flight, and is bound with a bird-spirit.

Ironhammer

Level Four, Gnosis 5

Lesser versions of the mighty Jarlhammers, these one-handed hammers are potent war fetishes in their own right, and the signature weapons of the Get of Fenris. Forged of silver-laced iron, an ironhammer inflicts Strength +2 aggravated damage; Garou can soak these wounds, as the silver content is overwhelmed by the iron. A werewolf may hurl an Ironhammer up to 10 yards for every point of Strength; the hammer returns to its rightful owner after each toss.

To create an ironhammer, a spirit of war must be bound into a mighty hammer forged of silver-laced iron.

Klaive

Level Four, Gnosis 6

The signature weapon of the Garou Nation, klaives are fetish daggers of a singular design, made to be used in Homid, Glabro, or Crinos form with equal ease. Klaives are rare weapons made from the purest silver, treasured and passed down from hero to hero. A werewolf who carries a klaive loses one point from his effective Gnosis rating, thanks to the silver. A war-spirit is usually bound into the klaive, allowing it to inflict aggravated damage even to non-Garou foes.

Pulling a klaive on another werewolf is considered a grave action, for a klaive duel is almost always to the death. Nonetheless, such duels have always been dangerously common, and this practice shows no sign of abating even in the Final Days. Elders complain that too many of these sacred artifacts are in the ranks of reckless youths quick to use them for mundane tasks or to spill kin-blood; young werewolves argue that too many klaives are kept hidden away for rituals and great quests, when they could be better put to use against Black Spiral Dancers and other foes.

The difficulty to attack with a klaive is 6, and it inflicts Strength + 2 aggravated damage. This damage is silver, and therefore unsoakable to werewolves and most Fera.

Labrys of Isthmene

Level Four, Gnosis 7

A labrys of Isthmene is a massive, double-headed war-axe dedicated to Isthmene, the Gorgon of battle. A signature weapon of the Black Furies, the weapon is designed to be wielded two-handed, but may be effectively used with one hand by any being with Strength 6 or higher. Attacks made with the labrys are difficulty 7, and do Strength + 4 aggravated damage. Activating the fetish grants access to the Gift: Spirit of the Fray for the rest of the scene. The fetish will not function for a male Garou of any tribe.

To create a labrys of Isthmene, one must bind a spirit of war into the labrys.

Monkey Puzzle

Level Four, Gnosis 6

This amber talisman contains a single human hair. When activated, it causes all humans viewing the werewolf to believe her to be a normal human… regardless of the form she wears. However, the fetish doesn't mask her actions — tearing out someone's throat simply becomes the act of a cannibalistic lunatic rather than a werewolf. This fetish's effects last for a day.

To create a monkey puzzle, one must bind a ghost, a spirit of illusion, or a trickster-spirit into the talisman.

Spirit Whistle

Level Four, Gnosis 8

When activated and blown, this ivory whistle emits a wailing scream that causes great pain to all spirits within the werewolf's line of sight. Any spirits present must roll Gnosis and beat the fetish's activation roll, or be compelled to flee from the scream. The power of this fetish is directional; spirits behind the werewolf don't have to roll Gnosis.

To create a spirit whistle, one must bind a screech-owl spirit, a spirit of madness, or a spirit of discord into the ivory whistle.

Personal Umbral Digital Application

Level Four, Gnosis 8

The Glass Walkers have, on occasion, a compulsion to create devices that could best be described as "cute," and most would argue the PUDA more or less fits that category. This is because most people have not been subject to the devastating array of forces that the PUDA can bring to bear.

Effectively, the PUDA is a digital platform with a bee-spirit bound into it. In the past, this fetish took the form of palmtop digital assistants or powerbooks; modern iterations of the fetish are generally cell phones or digital tablets. This bee spirit creates a hive file structure in an Umbral space around the device, which can store and organize various rites before completion and then "execute" the rite at a later time. The Glass Walker simply has to use the PUDA to "record" the rite in some fashion, such as with a camera application. When finished, the rite does not have any effect, but (if successful) is then stored in the PUDA and can have its effect come to pass with the click of a touch-sensitive pad any time thereafter. Each activation can execute one rite, but if the roll fails, the rite is lost. If the roll for the rite depends upon outside factors, then all rolls are made when the rite is executed rather than when it is first performed to be stored.

The following rites work with a PUDA: Rite of Cleansing, Rite of Contrition, Rite of Binding, Rite of the Questing Stone, Rite of Talisman Dedication, Rite of Becoming, Rite of Spirit Awakening, Rite of Summoning, Voice of the Jackal, and Rending of the Veil. At the Storyteller's option, other more obscure rites may be compatible as well.

Each rite stored on the PUDA requires some spiritual energy to be preserved, which is taken from the Glass Walker using it in the form of a single temporary point of Gnosis. This Gnosis does not restore in the usual manner, but is returned the moment that a rite is successfully executed. If the execution fails and the rite is lost, the Gnosis goes with it, but may be regained in the usual fashion.

On top of all this, the PUDA also works as a normal digital device.

Unbroken Cord

Level Four, Gnosis 6

This appears to be a length of hemp cord knotted and braided into elaborate patterns. Lengths vary, but there will usually be enough to make necklaces, belts, etc., for an entire pack.

When the pack leader wishes, she may spend one Gnosis point and share one of her abilities, such as a Gift or skill, with any pack member. She can only share with as many pack members as she has current Gnosis. One use for this is to share skills or abilities; another is to aid pack members by giving them the leader's Rage or Gnosis. The effects last for one scene.

To create an unbroken cord, one must bind a unity-spirit (such as the spirit of a flock of birds) into the cord.

Grand Klaive

Level Five, Gnosis 7

These mighty blades are the klaives of the most legendary heroes. Carrying one of these immense silver swords costs a Garou two points from his effective Gnosis rating. A war-spirit is usually bound into the grand klaive, allowing it to inflict aggravated damage to non-Garou.

Grand klaives are very rare and usually tied to specific Garou lineages, especially among the Silver Fangs, Fianna, and Shadow Lords. Besides the usual war-spirit, a second spirit — such as a fire-spirit that might add extra soak dice against fire when the klaive is activated or an ancestor-spirit that might provide extra dots in an Ability such as Occult or Survival — is usually also bound into the grand klaive. The secondary spirit rarely minds sharing the fetish with another, as grand klaives represent the pinnacle of honor in the eyes of Gaia's warriors.

The difficulty to attack with a grand klaive is 7, and it inflicts Strength +5 damage. Werewolves soak this damage as silver (typically, not at all).

Werewolves, especially young ones, who possess a grand klaive attract the attention of the mighty. Elders often question the audacity of a youth who dares to carry such a sacred weapon, while his peers may covet the power and attention.

Jarlhammer

Level Five, Gnosis 6

These mighty two-handed hammers are the pinnacle of Get craftsmanship. Like the lesser Ironhammers, they are forged from silver-laced iron and cooled in the blood of freshly slain enemies; however, the Get bind spirits of war and silver alike within. Each hammer is attack difficulty 7 and inflicts Strength +6 aggravated damage; the damage counts as silver damage, and is thus unsoakable to Garou. Only a werewolf can throw such a weapon accurately, and only to a distance of 5 yards for every dot of Strength. Whenever a blow from a Jarlhammer slays its target, the hammer resounds with a powerful thunderclap, announcing to friend and foe alike that another enemy of the Get of Fenris has fallen.

There are seven of these hammers; some are wielded by powerful Jarls, while at least one has been lost. Each one has its own name and secondary power:

- Forge-Crusher blazes with fire when activated, and inflicts an additional health level of fire damage with each blow.
- Grinding-Tooth can smash any stone into powder, obliterating a cubic foot of rock or concrete with every strike.
- Spear-Chaser flies three times as far as its siblings when thrown, and the thrower never suffers any penalties for range.
- Troll-Eater pulverizes bone and smashes armor; opponents lose one die from all soak pools to resist its damage.
- Bright-Arm shines with the light of sun and moon alike; opponents who rely on sight to target opponents lose two dice from their dice pools when attacking its wielder.
- Hag-Talon is fortified against the magic of enemies, granting its wielder three additional dice to any Willpower roll made to resist mind-manipulating powers.
- Pain-Eagle leaves wounds that throb with agony; those wounded by the hammer suffer double the usual dice pool penalties for their wounds.

Runestones

Level Five, Gnosis 7

Soothsay Runes, Tarot cards, crystal balls, divination bones — this fetish has almost as many names as forms. When activated, the runes show the caster a vision of what is to come. The number of successes on the roll should determine the degree of truth in the vision, and the Storyteller, based on how complex the reading is, should set the difficulty. Visions touching on the Apocalypse tend to be extremely complex and difficult to interpret.

To create any divinatory fetish one must bind a spirit of time, dream, enigmas, or wisdom into the tools.

Talens

Talens are simpler versions of fetishes, created with the Rite of Binding, which are easier to create but more limited in effect. Like fetishes, talens are objects that contain spirits. They require a Gnosis roll to activate, but not to attune. However, talens can be used only once. After fulfilling the terms of its binding pact, the talen's spirit departs and the item loses its potency.

Where forceful binding into a fetish is a slap in the face of the entire spirit world, werewolves consider ag-

gressive binding into a talen acceptable, as the binding is only temporary.

A talen's Gnosis rating is equal to the bound spirit's Gnosis. One extra talen of the same type can be made for each additional success on the Rite of Binding roll. For example, three successes create three Bane arrows. Gafflings are commonly bound to make talens; more powerful spirits make the creation of multiple talens easier, adding two or three extra talens to the total number generated. Talens last until used.

A list of sample talens follows:

Bane Arrows

Gnosis 4

These obsidian-headed arrows unerringly seek Banes, whether or not they are visible. They hit Banes automatically and inflict three dice of aggravated damage. The bite of a Bane arrow is so painful that no Bane can resist howling in agony. Wyrm-spirits can sometimes sense the presence of these talens, and may not wait for the archer to fire before acting.

To create a Bane arrow, one must bind a spirit of war, air, or pain into the arrow.

Chiropteran Spies

Gnosis 6

These Shadow Lord talens look like wooden bat figurines, which come to life when activated. The Chiropteran Spies can serve as scouts, spies or diversions for up to 12 hours. When their tasks are completed, they turn to sawdust.

Similar talens exist among other tribes: The Silent Striders have clay scarabs, the Children of Gaia use porcelain doves, and the Glass Walkers have small metal insects.

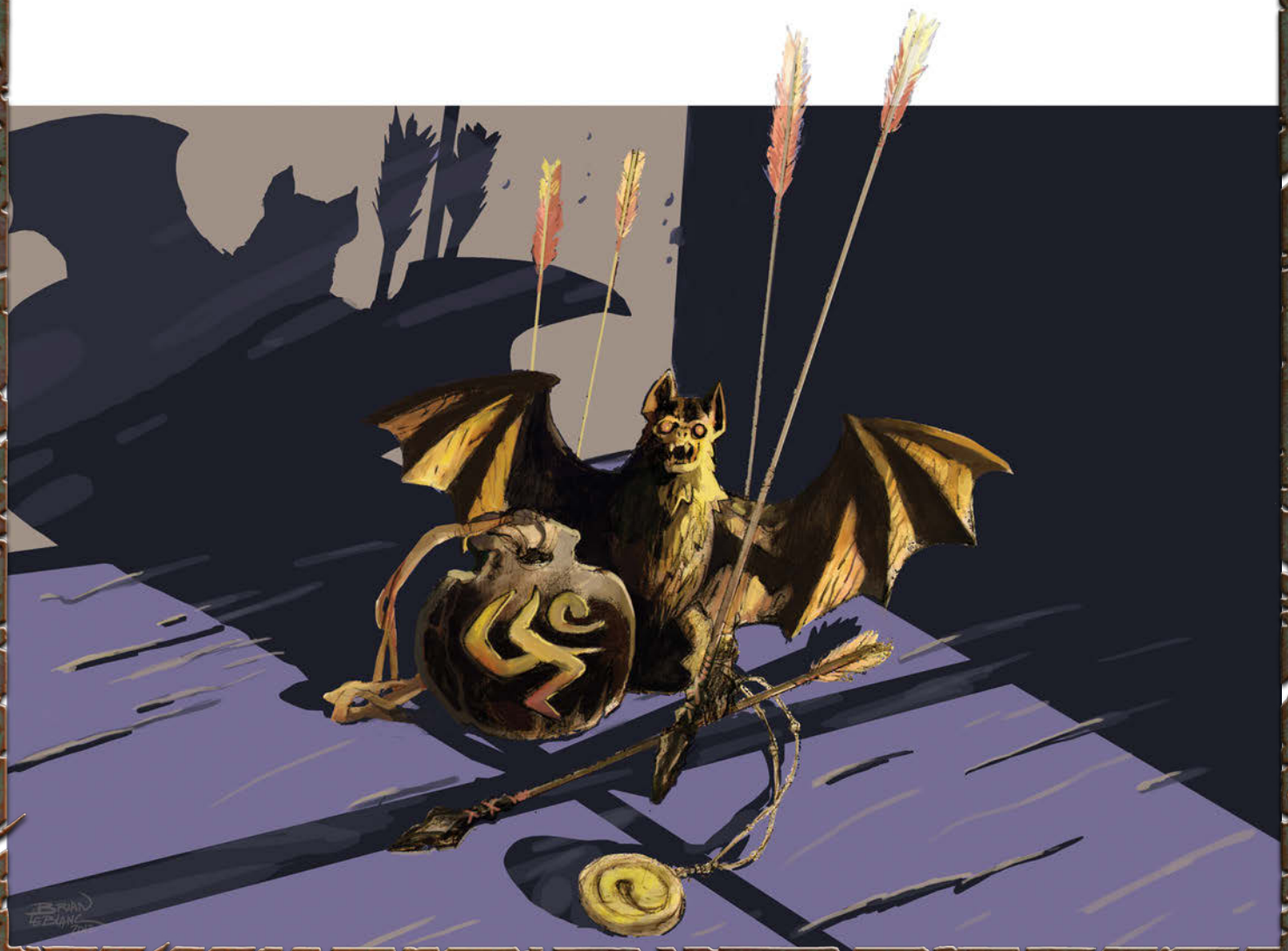
To create a chiropteran spy, a bat-spirit must be bound to the carving.

Death Dust

Gnosis 6

When broken open, activated and sprinkled over the dead body of a recently (within a day) deceased creature, this small jar of dust allows the Garou to communicate with the corpse's spirit.

To create death dust, one must bind a spirit of death, communication or divination into the jar.



Gaia's Breath

Gnosis 5

When this small, dried gourd is crushed and the dust sprinkled over an open wound, the talen heals up to four health levels of damage (even aggravated damage).

To create Gaia's breath, one must bind a spirit of healing into a glyph-decorated gourd.

Moon Glow

Gnosis 8

This talen is a single moonbeam caught within a small crystal. Upon embarking on a journey into the Umbra, the wielder may activate this blessing from Luna. As long as it is carried continually, the journey should be a safe one. The crystal shatters once the Garou reaches his destination. This talen keeps away only incidental danger — it has no power to ward off enemies actively seeking the Garou, ambushes, or the repercussions of foolhardy actions such as insulting powerful spirits in their homes.

Only a Lune can empower a moon glow talen.

Moon Sign

Gnosis 5

This small wax seal bears the sign of the full moon. When activated and thrown down before any werewolf, the werewolf's player must succeed on a Willpower roll (difficulty 7), or the character changes immediately into Lupus form. This talen works on Black Spiral Dancers and other Fera as well, making them shift to their animal form.

To create a moon sign, one must bind a Lune, Wyld-spirit, or wolf-spirit into the seal.

Nightshade

Gnosis 5

This talen is distilled from the very essence of night. When quaffed, one fluid ounce of this liquid turns the imbiber's body into shadow, rendering her virtually invisible in darkness. Only a watcher searching actively for the user can make a roll to spot her. This effect lasts only an hour.

To create a nightshade, a spirit of night or darkness must be bound into a vial.

Wind Snorkel

Gnosis 3

If a Garou needs to swim underwater, burrow through the earth, or venture anywhere that she ordinarily cannot breathe, she can use this peculiar talen. Fitting the end of the tube into her mouth or muzzle, the werewolf can suck enough air through it to keep herself alive and moving onward on her journey, for as long as necessary. The tube need not protrude into air to function. The spirit departs when the Garou removes the tube from her mouth.

To create a wind snorkel, an air elemental must be bound into a flexible, hollow reed or bone antler.

Wyrm Scale

Gnosis 8

This sigil possesses some protection against the power of the Wyrm. Servants of the Wyrm revert to their true forms if the sigil activates in their presence. Some believe that this action alerts the Wyrm to the existence of the sigil, but in any event, the sigil combusts in a greenish fire immediately after use, and is incinerated completely.

To create a Wyrm scale, a Wyrm-spirit must be bound into the sigil.

BEN SPENCER 12

Chapter Five: Rules

All games need rules of some sort, and **Werewolf** is no exception. The rules exist to ensure a sense of fairness among everyone participating. When two Garou interact with the world, the rules ensure that they do so with the same opportunity — though their chances of success depend on each character's Traits and the circumstances in which they're acting.

The rules of **Werewolf** have a simple core, but have countless variations depending on the story. Further permutations arise throughout the book, but everything builds on the basic rules detailed in this chapter. When you've got these down, the rest will come naturally.

The Golden Rule

It's been twenty years, and some things never change. The Golden Rule remains the most important rule in the game: *The rules are what you make of them*. Whether you're running a long-running chronicle of tense negotiations and furious action in the Amazon, or a near-diceless political negotiation between the Changing Breeds of Africa with each player as a representative from an affected Breed, if the rules get in the way of your game, *change the rules*. Nothing in this book is more important than the story that's happening around your table. The Storyteller and players should determine between them what works best for the game they're playing, and you're free to use, alter, abuse, or ignore these rules at your leisure to achieve that goal. If you know something doesn't work for you but you don't know where to start changing it, a number of fan communities are just an internet search away, where you'll find people who delight in tinkering with the rules to get the outcomes they want.

Rolling Dice

Werewolf puts the success and failure of most actions in the hands of chance and fate. Specifically, the agents of chance are a number of 10-sided dice. You can find these in most game stores, buy them from online retailers, or simulate the experience with software dice rollers (including a number of excellent mobile apps). The Storyteller will need some dice, as will the players — while the players can share, the Storyteller needs some dice to make rolls with in secret. Both the players and the Storyteller should have at least 10 dice each to start with.

You roll dice whenever the Storyteller thinks that there's a chance your character will fail, or that the outcome of an action is in doubt. The number of dice you roll is directly related to your character's strengths and

weaknesses, so his Traits directly affect his chances of success. The dice give a sense of chance or destiny to any situation that calls for a roll, but they do so objectively for everyone. A character's Traits affect his chances of success, but every player has a fair chance of either succeeding at her character's actions or failing interestingly.

That last word is very important. If failure is an option — as it is when the dice come out — then the consequences of failure should be as important to the story as the consequences of success. If failure is possible, but fundamentally boring — it results in the character taking more time in a situation when time is not of the essence, for example — don't bother asking for a roll. Rolling dice slows down the pace of the game. While moderating the pace is a good technique in the Storyteller's toolbox, throwing in dice rolls just to alter the flow of events is a bad idea. If a dice roll doesn't have interesting outcomes for both success and failure, there isn't much point in calling for one.

Consider these situations:

The pack break into a Magadon official's office, where his computer contains a vital clue to where the characters should strike next: At a glance, the Storyteller may call for an Intelligence + Computer roll to find the clue, but that's a bad idea. Failing that roll brings the story a halt. All it does is make the characters wait or leave them with no idea of where to go next, and that doesn't lead to interesting gameplay. Far better for the Storyteller to hand them the clue, but allow a successful Intelligence + Computer roll to dig up more information that the pack can use in the coming encounter — or a Wits + Investigation roll to search the office for similar information. That doesn't mean that the clue on the computer isn't a reward for a successful action, but that action doesn't happen at the computer to begin with — the pack have to work their way into the office, either by conning the secretary, breaking in, or sneaking past Umbral security. Once they're in, the clue is a reward in and of itself.

The pack tears into another pack of werewolves: Break out the dice. Even if the opposing pack is significantly weaker (or stronger) than the characters, the mad rush of combat never has a pre-ordained outcome or pacing. The dice add risk to all sides; a player can't be certain that his target won't survive and counterattack. The pack members are the protagonists, but that doesn't mean that they have immunity in the story: they can still fail, still get hurt, and still die. The dice add the chance of that happening so that nobody gets the idea that the Storyteller is out to hose the pack. It's up to chance whether the players exult in bloody glory, or see their own entrails spill on to the ground.

The pack engages in tense negotiations with a powerful spirit: This would almost certainly be an extended and contested action. Here, the dice determine two things: first, how well the characters pull off the negotiations. Does the spirit get its own way or does the pack browbeat it into compliance? Secondly, the dice tell you how long the negotiations last. Do the werewolves realize that they're in a losing position early on or are they trapped in talks for days on end? This is also a situation where roleplay can affect the dice: If a character gives a particularly remarkable speech that speaks accurately to the spirit's concerns, the Storyteller should represent that in the rules by adding successes to the characters' total or substituting for some rolls entirely.

Actions

Over the course of the game, your character will do many things. Most of the time, those things are fairly simple, and thus don't require a roll, like walking across the street, or reading the news on a smartphone. *Actions*, by contrast, are anything that might produce an interesting outcome to the direction the story takes. Using a Gift, "accidentally" stabbing a challenger in the gut with your klaive, hiding while watching two of your packmates breaking the Litany, chasing a rival pack across the rooftops — these are actions, and their success or failure will alter the outcome of the story. An action typically takes one turn to complete.

In most cases, it doesn't take an action to have your character speak. Unless you're actively trying to use Abilities like Expression or Leadership, talking is typically free in terms of game mechanics. The Storyteller may decide otherwise, but the game tries not to limit conversation among characters. Some packs have totem spirits that allow instant communication between packmates, freeing them up from the need to be physically present to speak with one another.

Attempting an action is simple enough. Tell the Storyteller what you want your character to do, and how she's going to do it. Most things that your character attempts are simple enough to be automatically successful. When the Storyteller has reasonable doubt as to whether you'll succeed or fail, and has interesting possibilities lined up for both, you will have to roll dice to determine the results.

If you need only one success to accomplish an action, the action in question is called a simple action. Actions that require more successes or longer periods of time to complete are called extended actions. See p. 237 for more information on extended actions.

Reflexive Actions

Sometimes, it doesn't take an appreciable length of time to take a significant action. Instinctual reactions

happen as your character is acting. Such actions are called reflexive actions, and performing one may break the normal sequence of action resolution. A player doesn't have to "take an action" as described above to use a reflexive action. Your character can perform one whenever the opportunity arises, and may also take his normal action, without any penalty.

Soaking damage from an attack doesn't take any appreciable time, for example. Spending a point of Rage to take another form takes less than a second — it doesn't require a dice roll, and your character can do it while focusing on something else, like gutting the fomor that tore her packmate's arm off.

To perform a reflexive action, the character must usually be conscious and thus able to decide to perform the action (though not always — characters still soak damage when unconscious, for example). Unless otherwise specified, a character can perform any number of reflexive actions, and they don't prevent her from taking other actions in the same turn.

Ratings

A character's ability to affect the story is a combination of his personality and his Traits, and while his personality is entirely up to the player, it's his Traits that come to play whenever chance rears its head. Each Trait is described by a rating of 1 to 5 (usually), with that rating being the number of "dots" that the character has in the Trait. One dot in a Trait is barely competent, while 5 dots is the pinnacle of human achievement. For most people, Traits run from 1 to 3. Having four dots indicates an exceptional level of ability, while 5 dots is pretty much incomparable among humans — werewolves can surpass human limitations by shapeshifting into powerful and savage forms. It's also possible to have zero dots in a Trait, which represents a skill that the character hasn't learned. Exceptions do occur: a metis might have a deformity that drops his Appearance Trait to 0, while a normal human has a Gnosis Trait of 0.

0	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Dice Pools

When you roll dice, you roll one die for each dot a character has in a Trait. For example, if your character is trying to remember a license plate number, and he has three dots in Intelligence, you would roll three dice. However, it is very rare to roll an Attribute Trait all by itself. Raw potential is modified by skill, and most rolls add together the dots in an Attribute and an appropriate Ability for the action.

For example, your character comes up with an elaborate lie to convince a pack of Red Talons to leave a human family alone. The Storyteller might ask you to roll Manipulation + Subterfuge: an Attribute plus an Ability. If your character has three dots of Manipulation, you'd take three dice, plus one more die for every dot of Subterfuge — say two dots, so two more dice. You therefore roll five dice in total to see whether your lie is convincing enough that the Red Talons fall for it. The total number of dice rolled for any action is called the *dice pool*. Most of the time, you calculate dice pools for only one action at a time, though you can modify it to take multiple actions in a single turn (for more information, see "Multiple Actions," below).

Though most actions combine an Attribute and an Ability into a dice pool, some actions require only an Attribute. Breaking down a door relies on the Strength Attribute alone, so no Ability is added to the dice pool.

A dice pool can't draw from more than two Traits. In addition, if your dice pool involves a Trait with a maximum rating of 10 (such as Rage or Willpower), you can't add any other Traits to your dice pool. It is effectively impossible for a normal human to have more than 10 dice in a dice pool. On the other hand, totem benefits and the Attribute modifications of a werewolf's forms can sometimes help Garou overcome the limitations of a mere mortal.

Multiple Actions

Sometimes, a player wants his character to perform more than one action in a single turn, such as climbing a tree while remaining quiet, or sidestepping an incoming attack and clawing at his opponent's belly. In these situations, the player can roll for all the actions, but each one suffers a penalty.

The player first declares how many actions the character will take in a turn, and determines which one has the smallest dice pool. He may then allocate that number of dice among the actions as he sees fit, though each action must have at least one die allocated to it.

Example: *Stew wants his character, Steel-Trap-Mind, to kick the teeth out of the guy threatening him, while using his obvious physical superiority to scare the crap out of the thugs on both sides of him. The Glass Walker Philodox has Dexterity 2, Brawl 3, Charisma 4, and Intimidation 3. The boot to the head has a dice pool of five, while the intimidation attempt has seven dice. Five dice is the smaller pool, and Stew assigns three of those to kicking the guy, and the remaining two to scaring his friends.*

Some combinations of actions are wildly disparate, and may suffer increased difficulty (see below) on top of the limitations of a split dice pool. Writing a complex computer virus while avoiding incoming fire isn't something that most people would be able to do. At the Storyteller's discretion, some split dice pools — especially when the two actions would take very different lengths of time — may be simply impossible.

Rage makes this situation a whole different story, since it can give a Garou extra actions in a single turn without splitting one dice pool. These extra actions cannot themselves be split.

Difficulties

There's no point in rolling the dice unless you know what number you're looking for. The Storyteller assigns each action an appropriate *difficulty number* and tells the player what it is. A difficulty number is always from 2 to 10 (and usually between 3 and 9). Every die a player rolls that comes up equal to or higher than the difficulty number is one *success*. If the Storyteller assigns a difficulty of 6 and you roll 5, 4, 8, 8, 2 and 6, then you have gained three successes. The more successes you get, the better your character does. You need only one success to accomplish a task, but that success is marginal at best. If you score three or more successes, you have succeeded completely. Getting five or more successes is a momentous event. A die that shows a 10 is always a success, no matter the difficulty number.

The following charts should give you a good idea of how to combine difficulties and degrees of success.

Obviously, the lower the difficulty is, the easier the task is to accomplish, and vice versa. The default difficulty is 6, and it indicates that an action is neither impossible nor simple. If the Storyteller or a rulebook does not give you the difficulty for a roll, assume that the difficulty is 6.

The Storyteller is the final authority on difficulty numbers. If a task seems impossible, then the difficulty will be much higher. If the task is absurdly simple, the difficulty will be on the lower end of the spectrum. Extremely simple tasks might call for a roll of difficulty 3, but such difficulties should be few and far between. A task with a difficulty of 3 is so simple that it is usually better just to make it an automatic success, but sometimes a fluke failure or extraordinary success might make it worth the chance.

At difficulty 10, the results curve just doesn't behave like it does at lower difficulties. In pretty much all cases, the likelihood of botching actually increases as the number of dice increases, making more dice *worse* than a smaller pool. Be very careful when assigning such a high difficulty to an action. If you want to indicate that an action is nigh impossible, consider using difficulty 9 and requiring more than one success for the action instead.

Failure

If you score no successes on your roll, your character failed his attempted action. He missed his shot. She couldn't break the code. He forgot the punch-line of the joke. Failure, while disappointing, is not nearly as bad as what can happen if you botch a roll (below).

Example: *Laurel's character, Storm Delucian, is trying to follow the trail of a group of hunters. The Storyteller tells her to roll Perception + Survival (difficulty 7). She rolls, and her dice come up 4, 5, 3, 5, 6, 6 — no successes. Storm loses the humans' trail near a river. As she's trying to regain their scent, she blunders into their camp!*

Storytellers, bear in mind that failure is just that: failure. The character didn't achieve the result she desired. That's all. In the example above, Two-Skulls finds the

DIFFICULTIES

Three	Trivial (scanning a small crowd for a familiar face)
Four	Easy (following a trail of blood by scent)
Five	Straightforward (harrying prey that's old or ill)
Six	Standard (firing a gun)
Seven	Challenging (discovering a hiding spirit)
Eight	Difficult (convincing a cop that your unlicensed gun isn't his problem)
Nine	Extremely difficult (walking a tightrope)

DEGREES OF SUCCESS

One Success	Marginal (keep a broken refrigerator running until the repairman arrives)
Two Successes	Moderate (making a handicraft that's ugly but useful)
Three Successes	Complete (fixing something so that it's good as new)
Four Successes	Exceptional (increasing your car's efficiency in the process of repairing it)
Five Successes	Phenomenal (creating a masterwork)

hunters, but they have warning that he's coming for them. A failure to jump the gap between two buildings could leave the character hanging by her fingertips, or landing clumsily on a fire escape — but if she falls ten floors to the asphalt, the Storyteller better have another way for her to progress. Unless the circumstances are extreme, a failure shouldn't result in a sudden stop to the story.

Botches

Everyone has bad days and the Garou are no exception. In addition to success and failure, a roll can also be a *botch*. When a die comes up a 1, that 1 cancels out a success. Take the 1 die and any one success, and set them both aside. Do the same for every 1 that turns up on a roll. Thus, even seemingly successful actions can be reduced to nothing.

Sometimes, fate is watching the character in order to really fuck him up. If all of your dice land with no successes showing and any of them is a 1, you have just botched that action. Even one success can cancel the botch out. If you have one success and seven 1s on your roll, it's still just a failure. It is only when you roll no successes that botches occur.

A botch is much worse than a failure — it's a dramatically appropriate misfortune, the worst-case outcome from any action that calls for a dice roll. Botching a Stealth roll when breaking in to an office block means tripping the alarms and making so much noise that security is waiting for you. Botch a Firearms roll when you've got a bead on the Wyrm-tainted councilor, and your gun jams. If Storm had botched rather than failing, she'd have walked straight into one of the hunters' traps and made enough noise that the whole group descended with guns at the ready. The Storyteller decides exactly what goes wrong; a botch may produce a minor inconvenience or might result in wholesale catastrophe.

Some Storytellers may find botches cropping up a little too frequently for their liking. Probability does say that at some point, the whole pack will botch roll after roll. In that case, the Storyteller can choose to give every character one "Get Out of Botch Free" card — they can choose to turn one botched roll of the session into a standard failure. This rule helps a pack's plans to run more smoothly, when bad luck doesn't play such a big part. Of course, they can't rely on their enemies having luck turn on them either.

Example: *Julia Firewall has hacked in to the Senator's webmail account, looking for anything she can use against him. She's found the date of his next meeting with his shadowy "backers," but wants to bring something more to the fight. Sean, playing Julia, rolls her Intelligence + Computer (difficulty 7) to see if she can find anything. The dice show 8, 1, 3, 4, 4, 1, 9, 1. The 1s cancel all of the available successes, but because the roll had some successes to begin with, it's just a failure. The Storyteller rules that Julia can't find anything between the spam and the automated messages.*

She decides to try hacking his office machine directly. That's another Intelligence + Computer roll, this time at difficulty 8. The dice come up 1, 3, 5, 7, 4, 3, 2, 7. Not only did Sean roll a 1, but he didn't score any successes at all. The hack is a botch. Julia can't access the machine, and as she tries, she alerts the Senator's network admins, who trace her back to the coffee shop she's hacking from. Now the Senator knows that someone's after him, and can match her face to the patrons of the coffee shop when the hack occurred.

The Storyteller needs to be creative when coming up with the effects of botches. It's easy to hose the character straight away — an Ahroun drops her klaive, or a werewolf jumping between two buildings misjudges the distance and gets intimately familiar with gravity. It's often more fun if the botch is the sort of odd fluke that complicates things without directly hosing the character. Maybe the duelist nicks herself with her own klaive, and the spirit within gets a taste of her blood. The jumper might misjudge the jump in the other direction, and land right on a skylight, falling through into the top floor of the building below — so now she has to carry on her chase with her quarry running over the roof above her. Botches should create a new dramatic twist to the scene in which they occur. They don't have to be reliable pratfalls.

Automatic Success

You know how to do it so well that you could do it in your sleep. Your Garou has more training in the field than you do. So why should you have to roll? Well, you shouldn't. Anything that streamlines play and reduces distraction is a good thing. To that end, **Werewolf** has a simple system for automatic successes, allowing you to skip rolls for tasks that your character would find mundane.

If the number of dice you have in your dice pool is equal to or greater than the difficulty number, your character succeeds automatically. No dice are rolled. This system doesn't work for all tasks: if you're in combat, or another stressful situation like trying to escape a burning building, you can't take an automatic success. Further, an automatic success is the same as rolling only one success on the roll. For basic and repeated actions that's often just fine. If you *want* to roll it — if you want to try for more than one success — you can, though you do risk failure. You don't have to take an automatic success if you don't want to.

You can get an automatic success on a roll in another way: Spend a Willpower point (p. 147). You can only do this once per turn, and you can't do it too often, but it does guarantee that when you roll, you'll have at least one success — and that success counts when it comes to holding off botches as well. It's a handy thing to have when the stakes are high.

Trying It Again

Failure builds on failure, and stress leads to more stress. If a character fails an action, he may usually try it again (after all, failing to pick a lock does not mean the character may never try to pick the lock again). Storytellers can choose to increase the difficulty of a task for each failure a character makes, to represent the increased stress of failure. If the attempt is tried and failed, the next try raises difficulty by one. The second try raises it by two, and so forth, until it becomes nearly impossible to succeed.

Examples of when to use this rule include picking a lock, hacking into a computer system, or interrogating a prisoner. If you cannot turn the tumblers, circumvent the security, or get the canary you are interrogating to sing the first time out, there's a good chance you might not be able to succeed at all.

Sometimes, the Storyteller shouldn't invoke this rule. Many situations are stressful enough to begin with, and don't suit added difficulties. Failing to claw an opponent's throat, detect an ambush, or track your prey through twisting alleyways is to be expected given the stressful situations. These failures would not lead to frustration and failed future attempts automatically, although some might call for a Rage roll.

Example: *Tensions are running high in the sept between an up-and-coming pack of Wendigo and another pack that the Wendigo consider "too European" for consisting of Fianna and Get of Fenris Garou. The sept elders want Shrouded Arrow, an Black Fury Philodox, to deal with the situation before it gets out of hand, as part of her training to become Truthcatcher. She arranges a meeting between both packs, and it's obvious that blood will spill if she doesn't do something soon. She tries to calm things down by suggesting that the two packs join forces to attack a Hive she's heard about. The Storyteller asks for a Charisma + Leadership roll (difficulty 7) to get the two packs fired up. Kate, Shrouded Arrow's player, rolls the dice but fails. The Wendigo think Shrouded Arrow's telling them they need the other pack in charge*

because they're not good enough, while the other pack sees through such a blatant attempt to get them working together. Thinking quickly, Shrouded Arrow suggests that they instead compete: each one should keep a tally of how many Wyrmspawn they slay. That way, both packs can see the others as both equals and rivals, but with some utility. With tensions already up, the Storyteller tells Kate that the difficulty is 8 this time.

Complications

The preceding rules are all you need to know to get started playing **Werewolf**. If your chronicle favors storytelling over dice rolling, those rules are all you need to know for a successful game. They don't cover all eventualities — what happens when your character tries something when someone else is trying to stop him? What if one of his packmates wants to help?

What follows are rules that help you reflect various ways to complicate matters, in order to bring extra color to your games. They aren't mandatory, but they might add more realism and suspense to your game.

These complications are simple and generic, designed to apply to a wide variety of actions. Chapter Six has a number of situation-specific complications.

Extended Actions

Sometimes completing a task takes longer than the increment of time in which the Storyteller chooses to conduct the scene. When you need only a single success to complete an action, it is called a *simple action*. When you need multiple successes to accomplish even a marginal success at the task in question, that action is an *extended action*. Simple actions — the actions described in the preceding part of this chapter — are the most common, but many opportunities arise to perform extended actions as the game progresses.

In an extended action, you roll your dice pool again and again over subsequent turns, trying to collect enough successes to succeed. For example, your character has been chasing a fomor through the city streets on foot. The Wyrmspawn had ducked into a warehouse and slammed the door closed just as your character got there. The Storyteller rules that it will take 15 successes to get through the door, but your prey gets farther away each turn and has a better chance to set up an ambush. You will succeed eventually, but will you find the fomor? The Storyteller is the final authority on which situations are extended actions.

You can usually take as many turns as you need to finish an extended action. That said, the Garou seldom have the luxury of time. If any roll botches in the course of an extended action, it's back to square one. You lose all accumulated successes, you have to start over with nothing, and the Storyteller's probably got a whole new catastrophe for you to deal with. In some cases, the botch may wreck the situation so badly that you can't start over at all; you've failed and that's all there is to it. Time to move on.

Because extended actions are the best means of codifying certain feats in the rules, they're used quite a bit in Chapter Six. It's important to remember that, because they call for a large amount of dice rolling, extended actions should probably be kept out of more intense sessions of roleplaying.

Some extended actions don't break down on a turn-by-turn basis. One roll of an extended action can encompass any segment of game time that the Storyteller deems appropriate. For example, an Uktena researching

ACTION SUMMARY

Action	Example	Description
Simple	Dodging a sinkhole, sensing an ambush	Task is completed with one roll. The Storyteller announces the difficulty and the players roll dice. Automatic success is possible.
Extended	Mountain climbing, research	Task is completed when a given number of successes are obtained, which may require more than one roll (which provides more chances of botching).
Resisted	Shadowing	A contest of skill between two individuals. They compare their number of successes; the character with the most successes wins.
Extended and Resisted	Arm wrestling	As a resisted action; the contest requires a given number of successes and may take more than one turn to complete.

a reawakened spirit might roll once for each night's research. A Shadow Lord might attempt a long-term seduction of a rival's Kinfolk sister over the course of weeks. Many rites invoke extended actions that can take place over a long period of time. For more information on time as measured by the story and by game systems, see p. 239.

Example: *It's all gone to shit. Stalks-the-Truth thought he could take a sample of the Magadon plant's chemical runoff without the rest of his pack. He hadn't planned on the First Team security. He hadn't planned on a security system that includes Banes alongside cameras and motion detectors. And he hadn't planned on being identified as Garou. If he doesn't get the fuck out of Dodge, his pack won't know where to look for his body. The First Team has lost visual contact, but he needs to get out of the plant and out to his car before they spot him again.*

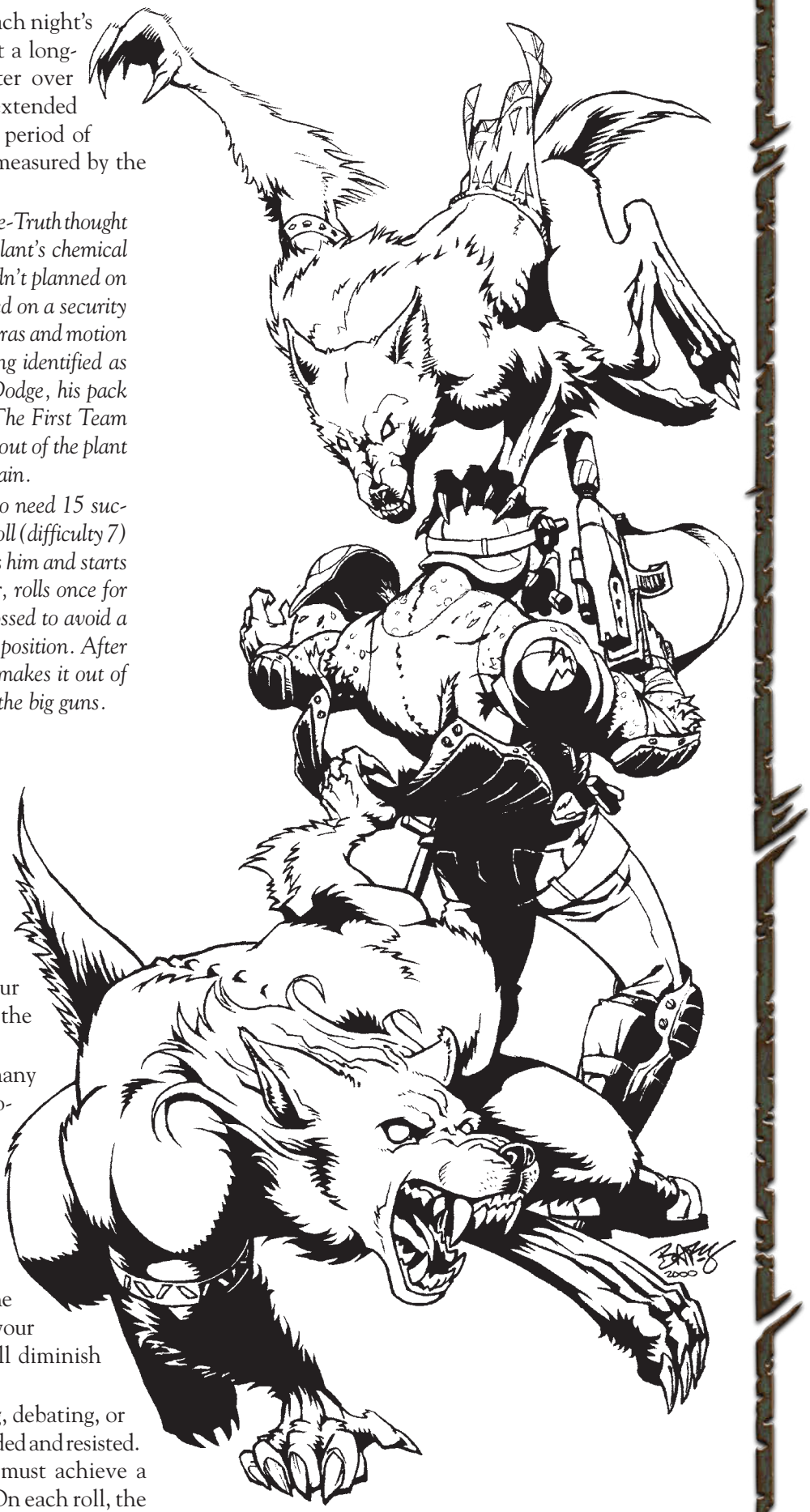
The Storyteller rules that he's going to need 15 successes on an extended Dexterity + Stealth roll (difficulty 7) to get to his car before the First Team spots him and starts shooting. Brian, Stalks-the-Truth's player, rolls once for each five minutes. He's got his fingers crossed to avoid a botch — which would easily give away his position. After six rolls, and thirty in-game minutes, he makes it out of the plant and to his car. Time to bring in the big guns.

Resisted Actions

A simple difficulty number might not be enough to represent a struggle between characters. You may try to lose your tail in a daring car chase, while your pursuer tries to ram you off the road. In such a case, you'd make an opposed or *resisted roll*. Each participant rolls dice against a difficulty, often determined by one of your opponent's Traits. The person who scores the most successes wins.

In a resisted roll, you score only as many successes as it takes to exceed your opponent's successes. In other words, the opponent's successes eliminate your own, just as 1s do. If you score four successes and your opponent scores three, you are left with only one success: a marginal success. It's difficult to get an outstanding success on a resisted action because someone else is actively trying to stop you. Even if your opponent does not beat you, he can still diminish the effect of your efforts.

Some actions (such as arm-wrestling, debating, or cat-and-mouse chases) may be both extended and resisted. In these cases, one of the participants must achieve a certain number of successes to triumph. On each roll, the



player who scores higher adds the successes he got over his opponent to a running tally. The winner is the first to reach the required number of successes.

Example: *Stalks-the-Truth is not having a good day. He thought he was home free, but one of the guards spotted him pulling away. Now, the guard's giving chase on a motorcycle. She's trying to catch the werewolf, while Stalks-the-Truth just wants to get away.*

Brian describes Stalks-the-Truth nearly losing the back end on one corner, forgetting that Stalks-the-Truth's beaten up car isn't exactly NASCAR material. The Storyteller adds that he can see the motorcycle's lights in his mirror, weaving in and out of traffic. The Storyteller has Bryan roll Wits (4) + Drive (3), resisted by the biker's Wits (3) + Drive (3). Bryan rolls seven dice at difficulty 8, while the Storyteller rolls six dice at the same difficulty. Bryan gets 2 successes, while the Storyteller only gets one. Stalks-the-Truth loses the guard, but not until after driving through more of the city than he's entirely happy with.

Teamwork

The pack is the purest sign that for the Garou, there is strength in numbers. In some situations, characters can work together to increase their odds of success. This only applies in some situations, like trying to flip over a car or searching through large amounts of paperwork. If the Storyteller agrees that teamwork would be appropriate for the situation at hand, each player makes a separate roll, and then adds their successes together. They do not combine Traits into a single large dice pool.

Teamwork can be very effective in a whole range of situations. A pack can achieve much greater victories than a single Garou who chooses to go it alone. Following prey is much easier with several pairs of eyes keeping the subject in view. Assistance can be a hindrance in some situations, however. Two people trying to convince someone to let them into a club can backfire, just as a group trying to fix an engine can sometimes cause more damage than repair. In other words, a botch from one person can affect everyone involved.

Using the Storyteller Dice Pool System

That's it for the basic rules. Everything else is variations on a theme. Storytellers should keep the flexible nature of the core dice pool rule system in mind when establishing how the rules can work in the framework of the story to resolve conflicts. A given situation will have a number of possible resolutions: a car chase could be a single resisted action, or might involve extended actions as well.

The Storyteller should use what best suits the pacing of the moment and the needs of the story. If that car chase isn't one of the main sources of drama, there's no point in decompressing it into a big extended and resisted action that takes several minutes of real-time to play through. Leave it as a single resisted action instead, and use the result of that action to guide the story from then on. On the other hand, if the players are getting antsy it's a good idea to add some dramatic action that calls for a number of potential rolls. Nothing soothes a player's frayed nerves like rolling some dice, and it shows that as a Storyteller you're willing to bring in moments of drama to keep everyone hooked.

With a very few exceptions — the rules exist to give every player an even playing field based on her character's Traits — there's no right way to resolve a dramatic situation. Go with what feels right and what plays to the whole troupe's need for action and narrative at the time. The system isn't a weapon that the Storyteller can use to beat the other players. It's a tool that helps add an element of chance to the story, to make the story more enjoyable.

Time

Time passes in the World of Darkness just like it does in the real world: Sunday morning follows Saturday night, days run on as do weeks, months, and years. A lot of what happens in those moments isn't important to the game, while sometimes mere minutes take far longer to work out in the game. Ten years can fly past in a single sentence, and it's a rare player who wants to pause the game for eight hours while his character sleeps.

The game side of **Werewolf** uses six abstract units of time to measure the flow of events that the players, rather than the characters, interact with.

- **Turn** — The amount of time it takes to perform one fairly simple action. A turn can range anywhere from three seconds (the norm in combat) to three minutes, depending on the pace of the current scene.
- **Scene** — Like the division used in plays and movies, a scene is a compact period of action that takes place in one location in a contiguous chunk of time. This could be a ritual that honors the characters pack totem, the pack searching a corporate executive's office, or a klaive duel. A scene consists of precisely as many turns as it requires — no hard-and-fast limits apply. In combat, the turns are three seconds long, while a showdown with a rival pack might use longer turns to ratchet up the tension. A scene consisting of dialogue and character interaction might not divide into turns at all.

• **Chapter** — A chapter is an independent part of the larger story, made up of scenes interconnected by downtime. A chapter is almost always played out in a single game session, and is comparable to a chapter in a book or an act in a play or movie.

• **Story** — A full story, with an introduction, rising action, setbacks, and a climax. Some stories are told over many chapters, while others only take one chapter to complete. Some short stories are effectively long scenes.

• **Chronicle** — A series of stories, connected by the characters and related structures (such as the pack), which features an ongoing narrative, possibly with a common theme or overarching plot.

• **Downtime** — Time that happens in the world without being roleplayed out on a scene-by-scene basis. If the Storyteller informs you that it takes three hours to drive to the lab, that's invoking downtime to speed the story along. Downtime allows the story to miss out on periods that don't contain any events worth playing out. Players can have their characters conduct simple actions during downtime: "You stop at the apartment your wife's moved in to, and leave your wedding ring on her bedside table before making your way to the Hive." Sometimes, a situation that begins as downtime can turn into a scene or even a story if the players decide to do something dramatic during what would normally be an "off-camera" moment.

Examples of Rolls

The Storyteller system is designed with flexibility in mind. To this end, there are about 270 combinations of Attributes and Abilities. This staggering number is just the beginning, as it doesn't take into account using Hobby Talent, Professional Skill, and Expert Knowledge (see Chapter Three) to devise more Abilities as and when you have the need. In this way, you have a huge variety of rolls with which to simulate the action of your story. The following examples are used to show some of the situations that might crop up during a game.

• You want to conduct yourself as respectfully as possible around the high-ranking elder of your tribe. Roll Wits + Etiquette (difficulty 8).

• You are standing watch while the rest of your pack sleeps all around you. Make a Stamina + Alertness roll (difficulty 7) to see how awake you are when the vampires finally attack.

• You try to distract the security guard with your left hand while slipping your USB key out of the computer with your right. Roll Dexterity + Larceny (difficulty of the guard's Perception + Alertness).

• A Black Spiral Dancer is creeping up on you, along the ceiling! Roll Perception + Alertness (difficulty 9) to hear its approach.

• The mob is angry and out for the blood of your Kinfolk. Roll Charisma + Leadership (difficulty 7) to give an off-the-cuff speech, and hopefully save someone's life. You will need four successes to convince them to move along.

• Your arch-rival is about to tell his side of the story to the assembled elders at the moot. Roll Perception + Performance (difficulty 6) to evaluate how well he is doing at turning the council against you.

• After being questioned for hours, roll Stamina + Subterfuge (difficulty 8) to keep to the story you made up. With five successes, you just might convince them that you are telling the truth.

• You threaten the mouthy young pup by lifting him off the floor by his collar. Roll Strength + Intimidation (difficulty 8) to get him back in line.

• You need to make this keylogger beautiful, as well as functional, or it'll be no good as a fetish. Roll Dexterity + Technology (difficulty 8) to assemble the device.

• You've got word that a rival pack is going to say that you betrayed the sept. Better to get your side of the story to the Truthcatcher first. Roll Manipulation + Law (difficulty of the Truthcatcher's Perception + Law) to get her to listen.

• Can you distract the man's trained Dobermans long enough to slip in? Roll Manipulation + Animal Ken (difficulty 8).

• Is the doctor lying about when his patient actually came in to get patched up? Roll Perception + Investigation (difficulty 7).

• You've spent all night writing code to appease a Weaver-spirit, but if you don't finish this last function it's all pointless. Roll Stamina + Computer (difficulty 7) to force yourself to finish the program.

• In order to stop the engine from blowing up, you have to rip that red thing off that gray thing. Roll Strength + Technology (difficulty 6).

• Human expression can be so hard for a lupus to figure out. What exactly does that face mean? Roll Manipulation + Empathy (difficulty 6) to figure it out.

• You try to follow the paper trail to the company that originally manufactured the poisonous chemical. Roll Intelligence + Investigation (difficulty 9).

• What language is she speaking? Roll Intelligence + Academics (difficulty 6) to figure it out.

• You must keep running if you are going to outdistance your pursuers. Make an extended Stamina + Athletics roll. If you collect 15 successes, you've outlasted them.

• What sort of alarm system does the college library have? Roll Perception + Security (difficulty 6).

• You attempt to get his attention by driving your knife through his hand and into the oak bar. Roll Strength + Melee (difficulty 6).

RAN SPENCER 12

Chapter Six: Systems and Drama

Experience Points

"What does not kill me, makes me stronger." Every battle scar, every spiritual vision, and every failed plan teaches a valuable lesson. "The spirits are capricious." "Be wary of the Shadow Lords." "Silver is painful." By those experiences, the Garou grow and improve.

Over time, werewolves pick up new skills or use and improve on existing ones. They grow better, stronger, more cunning and more talented. This kind of improvement is tracked through the use of *experience points*.

After each chapter (our term for a game session), you award a number of experience points to each of the player characters who participated in the game. The player keeps track of these points, and she chooses when and how to spend them to improve the Traits on their character sheet.

Awarding Experience Points

Keep in mind the pace at which you award experience points. If you give out too few, the players might feel frustrated by their character's lack of visible progress. If you give too many, however, the characters could become more powerful than the chronicle's established antagonists, or players could feel overwhelmed by the number of options suddenly available to them. Different chronicles often have different balances that are acceptable to the troupe. We offer some guidelines here, but feel free to ignore some and create others as needed. Experiment with the size of your experience point awards until you find the sweet spot that gives just enough progression to keep things interesting.

End of Each Chapter

Players should receive between one to five experience points after each chapter (game session). You can use the following criteria, or choose elements that reflect your own chronicle style.

- One point — Automatic: Every character that participated gets a point after each chapter is concluded.
- One point — Learning Curve: Ask each player to list what his character learned during the chapter. If he learned anything new or interesting, give the character a point.
- One point — Concept: If the player did a good job acting out her character's concept, award her a point.

• One point — Acting: A special award for the player who was the most exceptional roleplayer that session. Award a point to the player that was the most entertaining or was the most true to her character concept (perhaps in a way that put them or the rest of the group in more trouble). Although this is meant as an award for only one player, feel free to give the award to multiple players if they all gave stellar performances.

• One Point — Heroism: If a character sacrifices themselves to help others, such as jumping on a wounded packmate to protect him from a Black Spiral Dancer or taking on three fomori with guns loaded with silver bullets so the rest of the pack can escape, award the character a point. Just taking part in a fight isn't enough, however, because much of **Werewolf** focuses on heroism. Utterly foolhardy actions just for the sake of this award aren't appropriate either — diving into a Hive isn't heroism; it's suicide. Only truly noteworthy deeds are eligible, and what actions are eligible are at your discretion.

End of Each Story

At the end of a story, you may decide to give each character one to three additional experience points. The following criteria are some examples of how you might award those points.

• One point — Success: Everyone gets a point if the pack succeeded in its mission or goal for the story. The goal doesn't have to be a complete success —**Werewolf** is often a game of mixed success and hard choices — but even a marginal success should be celebrated as the Apocalypse looms.

• One point — Danger: If the character was in serious danger, she should get a point. Facing down a couple of bikers isn't dangerous — this point should be awarded for the kinds of experiences that werewolves trade during moots to impress each other.

• One point — Wisdom: A cunning plan that worked. The right thing to say at the right moment. If the character (or *player*) said or did something that was resourceful, cunning, or just plain brilliant, give her a point.

Spending Experience Points

Experience points are spent to increase Traits (most of them, at least; see below). The chart in the sidebar shows the various costs for each kind of Trait. Most costs are based on the Trait's current rating multiplied by a particular number. If, for example, a player wanted to increase her Politics from 3 to 4, it would cost six points, whereas a Level Four tribe Gift would cost 12. If the player wants to gain a new Ability the character doesn't currently possess, she pays three points to get the first dot. Traits can only be raised by one dot per story.

EXPERIENCE CHART

Trait	Cost
Attribute	current rating x 4
Ability	current rating x 2
New Ability	3
Gift	Level of Gift x 3
Gift from other breed/auspice/tribe	Level of Gift x 5
Rage	current rating
Gnosis	current rating x 2
Willpower	current rating

Backgrounds

With two exceptions, players cannot increase Background Traits with experience points. Only Storytellers can increase or decrease Backgrounds through the course of play. If the character gains a new (Storyteller character) friend through her ecological charity work, her Allies Background increases. Vice versa, if a key friend is killed by a Pentex First Team, the Allies Background might need to be decreased or removed altogether.

If the player wants to actively increase a Background, you should work with them to provide opportunities in gameplay to try to do so. It can be as simple as holding a job to increase Resources, or as complex as a series of spirit quests to find new Ancestors. You don't necessarily have to provide a checklist of tasks for players to accomplish in order to get the desired increase, however — it all depends on the Background in question and the current state of the chronicle.

The Totem and Fate Backgrounds are exceptions. Any pack member can spend experience points to strengthen their totem (and the totem spirit is likely to notice which pack members are more devout). You should still work to provide roleplaying opportunities for the players to show how they are helping to improve these Backgrounds, but once they have done so, each point in either costs two experience points.

Rage

Players can spend experience points to purchase permanent Rage, although doing so can be dangerous. While increasing permanent Rage gives the character more points of Rage to spend, it also increases the character's chance for frenzy (see p. 261). From a story perspective, anything that would make the character intensely angry

can help justify an increase in Rage: Learning that a corporation has been using your woods as a nuclear testing site, watching a beloved pack mate fall under the claws of a Nexus Crawler, or conducting rites to whip the Garou into a fury are all potential explanations for stoking the white-hot fire in the werewolf's chest.

Gnosis

Similar to Rage, a player can improve her permanent Gnosis rating with experience, to reflect the character's becoming more spiritually attuned to the world. Increasing Gnosis rating gives the werewolf access to more Gnosis points, as well as making it easier for her to step sideways (see p. 309). Some ways that a character could justify such an increase include studying under a mentor, seeking out a vision from a spirit, and going on a quest in the Umbra.

Willpower

Permanent Willpower is low in experience point cost, but the justification for such a purchase can be more difficult. You may need to create or point out opportunities to allow characters a chance to validate the expenditure of points, such as forcing the character to confront her fears, putting her through an intense interrogation, or simply surviving a long and dangerous mission. Such an opportunity should not be a fleeting experience, but something noteworthy that tests the character's mettle.

Renown

Despite their capacity for brutality, werewolves are instinctively social. They feel the draw to be with others of their kind, and many would rather face oblivion at the claws of a Wyrm creature rather than be seen as dishonorable in the eyes of their peers. This recognition of famous (and infamous) deeds and elevation in the eyes of Garou society is tracked through Renown.

Over the course of the chronicle, werewolf characters accumulate temporary Renown, which eventually converts to permanent Renown. Neither form of Renown can be bought with experience points; it can only be earned through deeds and roleplay. You can award temporary Renown in three different categories — *Glory*, *Honor*, and *Wisdom* — and points cannot be exchanged between categories. Characters can also be stripped of Renown for inappropriate actions.

Temporary Renown awards have no mechanical impact until the player amasses 10 or more points in any one category. When that happens, 10 of the points are converted into one dot of permanent Renown. Most awards range between 1 and 7 points in any category, with larger awards or penalties kept for the greatest deeds or most vile treacheries. (Punishments for deeds that result in the loss of more than seven points are likely to be much more severe than a simple loss of face, however.) Some deeds grant awards in more than one category simultaneously.

During the game, you and your players should note any noteworthy deeds (good or bad, positive or negative, productive or destructive). At the end of a game session or story, Renown for these acts are calculated together, and the total recorded in the appropriate squares on the character sheet. You may decide to hold off on these rewards until the character's deeds can be recognized (or renounced) at the next moot, or if you're really familiar with the system, you might decide to hand out awards right when the action happens as an immediate reward.

As long as everyone is getting their actions appropriately recognized and recorded, use whatever method works best with your troupe. When enough Renown is acquired, the Garou can advance in rank. Each auspice has different requirements for advancing in rank — an Ahroun with more Honor than Glory may be seen as very honorable by the Garou nation, but he's going to be looked down upon by the rest of his auspice.

The sample deeds listed on pp. 246-250 offer some guidelines on Renown awards. Don't feel that you have to bestow these exact amounts every time, or even to use them at all. You are the best judge of which deeds are noteworthy, and which are barely a challenge – killing a small gang of fomori skinheads is an incredible accomplishment for a cub, but barely a worthy effort for an elder.

Special Considerations

One question that has come up a lot over the past twenty years is whether a deed has to be witnessed by other Garou before it is worthy of Renown. If a werewolf sacrifices himself as the only defender of the caern, will he earn his posthumous Renown? When two Garou have sex, violating the Litany, do they have to be observed before their disgrace is known?

In general, this system assumes that Renown awards or penalties take place automatically, without the need for someone else to spread the tale. The nature of this change may differ slightly from chronicle to chronicle: perhaps the spirit world takes notice and passes judgment, or maybe something about the deed changes the Garou's spiritual appearance subtly, leaving a literal mark of honor (or dishonor, as the case may be). The Renown system isn't based purely on politics or community — the acts of an individual werewolf are distinct and indelible, regardless of what the pack or the sept thinks. In **Werewolf**, actions have consequences, even private ones.

The social expectations of breed, auspice, and tribe may have an impact on Renown awards and penalties. An Ahroun who flees from a battle might be penalized more severely than a Philodox that does the same, because the Ahroun are considered to be warriors. A Fianna that tells a particularly masterful story might be elevated more quickly than her Glass Walker cousin who does the same. A Ragabash may not lose as much Honor from falsely accusing other Garou, because they are expected to be a little disreputable, but they may also find it harder to gain Honor as well. On the whole, however, Garou are generally held to the same standards in the eyes of the spirits.

Another question that may come up is who gets the Renown award for killing which minion of the Wyrm. Here are a couple of points to help you decide how to best gauge Renown awards in combat.

- When more than one opponent attacks within a single combat scene, consider them a collective threat instead of an individual one. One vampire might only be a minor threat, but a pack of four vampires may represent an average or even a strong threat. As such, they would collectively count as 3 Glory, rather than 8 (2 for each one).
- If multiple Garou are involved in taking down a particularly large foe or a large group, each character who contributed to the combat gets the Renown award, not just the person who struck the killing blow. In the case of the pack of vampires, for example, every Garou who fought the Wyrm creatures would get the award of 3 Glory. To Garou, it is the pack that is glorious, not the individuals that make it up.

Sample Renown Awards

Activity	Glory	Honor	Wisdom
Combat and Encounters			
Besting someone (including a spirit) in a riddle contest	0	0	3
Showing restraint in the face of certain death	0	1	3
Ending a threat without serious harm to any Garou	0	0	5
Surviving an Incapacitating wound	2	0	0
Surviving any toxic waste attack	2	0	0
Attacking a much more powerful force without aid	0	0	–3
Attacking a minion of the Wyrm without regard to personal safety	3	0	0
Defeating a formidable supernatural threat not of the Wyrm (strand spider, master mage, fae warrior, Fera, etc.)	2	0	0

Activity	Glory	Honor	Wisdom
Defeating a very powerful supernatural threat not of the Wyrm (archmage, fae sorcerer, etc.)	3	0	0
Defeating a minor Wyrm threat (Kalus, a Bane-infested animal, young vampire, etc.)	2	0	0
Defeating an average Wyrm threat (Blight Child, fomori, etc.)	3	0	0
Defeating a strong Wyrm threat (Psychomachiae, Black Spiral Dancer pack, etc.)	5	0	0
Defeating a very powerful Wyrm threat (Nexus Crawler, elder vampires, etc.)	7	0	0
... permanently destroying or killing the threat in question	+1	0	0
... without a single other Garou being hurt	+1	0	0
... without being hurt or damaged in the process	+1	0	0
... and the threat(s) were armed with silver weapons	+1	0	0
Detecting the Wyrm			
Revealing, with certain proof, that a human or Kinfolk is "of the Wyrm"	0	0	2
Falsely accusing a Kinfolk of being "of the Wyrm"	0	–2	–3
Revealing, with certain proof, that an area or object is "of the Wyrm"	0	0	3
Revealing, with certain proof, that a Garou is "of the Wyrm"	0	0	6
Falsely accusing a Garou of being "of the Wyrm"	0	–5	–4
Mystical			
Purifying a Wyrm-tainted object, person, or place	0	0	2
Summoning an Incarna avatar	0	0	2
Traveling to any of the Umbral Realms and surviving	3	0	0
Successfully completing a spirit quest in the Umbra	0	0	3
Failing to succeed in a spirit quest in the Umbra	0	0	–3
Having and properly following a prophetic dream	0	0	5
Giving a prophetic warning that later comes true	0	0	5
Ignoring omens, dreams, and the like for no good reason (i.e., suspecting they may be of the Wyrm)	0	0	–3
Binding "inappropriate" items to oneself through the Rite of Talisman Dedication (such as chainsaws, smartphones, or MP3 players — this does not apply to Glass Walkers or Bone Gnawers)	0	0	–2
Spending a year in ritualistic seclusion (fasting, mediation, etc.)	0	0	5
After following mystic signs and advice:			
Discovering a talen	0	0	1
Discovering a fetish	0	0	2
Discovering ancient Garou lore	0	0	3
Discovering a Pathstone (see Rite of the Opened Bridge, p. 207)	0	0	4
Discovering an ancient caern that was lost	0	0	7
Rites and Gifts:			
Performing a Moot Rite	0	2	0
Refusing to perform a Moot Rite when asked	0	–3	0
Missing a Moot Rite	0	0	–1

Activity	Glory	Honor	Wisdom
Performing a Rite of Passage	0	2	1
Receiving a Rite of Wounding	2	0	0
Performing a Rite of Caern Building	3	5	7
Participating in a Rite of Caern Building	0	5	3
Participating in a successful Great Hunt rite	3	0	0
Participating in a failed Great Hunt rite	–2	0	0
Suffering the Rite of Ostracism	–1	–7	–1
Suffering the Stone of Scorn	0	–8	–2
Suffering the Rite of the Jackal	–2	–7	0
Suffering a Satire Rite	lose one Rank level and all temporary Renown		
Performing a Punishment Rite	0	2	0
Performing a Punishment Rite unjustly	0	–5	0
Refusing to participate in a rite	0	0	–1
Giggling, joking, or otherwise being disrespectful during a rite	0	0	–1 to –5
Learning a new rite	0	0	1
Discovering/creating a new rite	0	0	5
Discovering/creating a new Gift	0	0	7
Fetishes:			
Creating a talen	0	0	1
Using a fetish for the good of the sept or tribe	0	0	2
Using a fetish for selfish reasons only	0	0	–1
Creating a fetish	0	0	4
Owning a klaive (awarded once, only after three moons of use)	2	1	0
Owning a grand klaive (awarded once, only after three moons of use)	3	2	0
Sacrificing a fetish for the good of the sept or tribe	0	0	4
Accidentally breaking a fetish or talen	0	0	–1 to –5
Accidentally breaking or losing a klaive	0	–3	0
Caern Activities			
Helping guard a caern	0	1	0
Staying at your post when on caern watch, even when tempted not to	0	2	1
Not staying at your post when on watch	0	–3	0
Not helping guard a caern, even when asked to	0	–3	0
Keeping a caern safe from humans through trickery or negotiation	0	0	4
Helping to prevent a caern from being overrun by the Wyrm	3	4	0
Not preventing a caern from being overrun by the Wyrm	–3	–7	0
Dying while defending a caern (posthumous)	5	8	0
Single-handedly preventing a caern from being taken by the Wyrm	5	8	0
Garou Relations and Society			
Teaching other Garou (depends on the depth of study)	0	1 to 5	3 to 5
Learning the complete Silver Record (a lifetime's work)	0	7	8
For a homid Garou, surviving to age 75	0	8	10
For a lupus Garou, surviving to age 65	0	8	10

Activity	Glory	Honor	Wisdom
Breed:			
For a homid, ignoring one's wolf nature for too long	0	0	–3
For a metis, attempting to hide one's deformity	0	0	–3
For a lupus, using too many human tools and other Weaver things	0	0	–1/use
Pack:			
Gaining the position of pack leader	0	3	0
Living alone, without one's pack, except for ritual reasons	0	0	–3
Sept and Tribe:			
Performing regular duties and chores for the sept (gained at monthly Moot Rite)	0	1	0
Failing to performing regular duties and chores for the sept (subtracted at monthly Moot Rite)	0	0	–3
Disobeying a caern officer without good reason	0	–1 to –3	0
Serving in any sept position	1/year	3/year	1/year
Refusing any sept position	–1	–2	–1
Maintaining loyal service to a sept	1/year	2/year	1/year
Maintaining loyal service to a tribe	1/year	3/year	1/year
Litany:			
Upholding the Litany	0	1 to 5	1 to 3
Breaking the Litany	0	–5 to –8	–2 to –4
Challenges:			
Participating in a just challenge	1	2	0
Participating in an unjust challenge	0	–3	0
Challenging someone too far above or too far below your Rank	0	–3	0
Behavior			
Giving good advice	0	0	2
Giving bad advice	0	0	–2
Mediating a dispute fairly	0	3	0
Mediating a dispute unfairly	0	–4	0
Keeping one's promises	0	2	0
Failing to keep one's promises	0	–3	0
Being truthful	0	2	0
Being truthful in the face of extreme adversity	0	5	0
Being deceptive	0	–3	0
Being deceptive in the face of extreme adversity	0	–1	0
Having your trickery backfire	0	0	–2
Attempting to openly act outside one's auspice	0	–1 to –5	0
Telling a good story at a moot	1	0	2
Telling a true epic at a moot that is later retold by others	2	1	3
Telling an epic that is entered into the Silver Record	3	4	6
Speaking dishonorably to one's elders	0	–1 to –5	0
Speaking without permission at a moot	0	–1	0
Speaking poorly of the Garou as a whole	0	–2	0
Speaking poorly of one's auspice	0	–4	0
Speaking poorly of one's tribe	0	–4	0
Speaking poorly of one's pack	0	–6	0

Activity	Glory	Honor	Wisdom
Speaking poorly of another tribe (except Bone Gnawers)	0	–1	0
Summoning help when there is no real danger present	0	–5	0
Protection and Defense:			
Healing a fellow Garou (non-pack member) unselfishly	0	0	1
Showing mercy to a wayward Garou	0	0	3
Protecting a helpless Garou	0	4	0
Not protecting a helpless Garou	0	–5	0
Protecting a helpless human	0	2	0
Not protecting a helpless human	0	–1	0
Protecting a helpless wolf	0	5	0
Not protecting a helpless wolf	0	–6	0
Supporting an innocent being accused of a crime (who is later proven innocent)	0	5	0
Supporting an innocent being accused of a crime (who is later proven guilty)	0	–4	0
Dying while defending your pack (posthumous)	4	6	0
Dying in defense of Gaia (posthumous)	7	7	0
Frenzy:			
Succumbing to a berserk frenzy	0	0	–1
Succumbing to a fox frenzy	–1	0	–1
Succumbing to a fox frenzy and abandoning your pack in time of need	0	–1	–2
Succumbing to a berserk frenzy and injuring fellow Garou	0	0	–3
Succumbing to the thrall of the Wyrm	0	0	–4
Performing a heinous act while in the thrall of the Wyrm (cannibalism, perversion, attacking your own packmates, etc.)	0	–3	–1
Human and Kinfolk Relations			
Maintaining good relations with nearby Kinfolk	0	0	2
Having poor relations with nearby Kinfolk	0	0	–3
Choosing a mate and breeding	0	0	3
Choosing a mate, but not breeding	0	0	–1
Staying honorably mated	0	2/year	0
Protecting the Veil	0	4	0
Harming or rending the Veil	0	–5	0
Repairing the Veil	0	3	1

Gaining and Losing Permanent Renown

Once a character has gained 10 points of temporary Renown in a particular category, she needs to ask another Garou of equal or higher Rank (and not of the character's pack) to perform a Rite of Accomplishment (p. 217) for her. If the Rite is successful, the character's standing has increased in Garou society, and the player can add a point of permanent Renown in that category. She also erases all temporary points in that category — any "extra" points above 10 are lost.

If someone cannot (or will not) perform the Rite, the character can instead challenge an elder. If the challenge is accepted, all temporary points are removed from that category, but should she succeed against the elder's challenge, the Garou in question gains the point of permanent Renown. This method is more risky, but it still provides an avenue for advancement for less-popular werewolves.

In very rare cases, the character's courage, wisdom, or honor is so exceptional that there is little doubt that the werewolf has increased in standing. If that is the case, you can simply decide to award a point of permanent Renown without the Rite or the challenge. This should happen very infrequently, reserved for cases where the tales of the character's deeds will last for a long time.

On the other hand, the actions of the Garou can reduce her standing just as it can increase it. Whenever a Renown penalty would reduce the character's temporary Renown in a category below zero, a dot of permanent Renown is lost and "converted" to 10 temporary points in order to make up the difference. This is usually reserved for serious offenses however — if the character has just earned a permanent dot and then makes a minor mistake for the loss of a single temporary point, you may rule that the loss will come out of a future temporary point gain, or is ignored altogether. However, if the offense is remotely serious, it is likely that the point will be lost and converted back into temporary points.

If a character loses enough permanent Renown to drop her below the requirements of her current rank, she loses all of the benefits of that rank. She keeps knowledge and Gifts learned at that rank, but everything else only returns to her once she brings her Renown back up to the appropriate levels.

Advancing in Rank

A character needs to acquire enough permanent Renown points for their auspice to progress to the next rank (see the sidebar). Except for the Ragabash, each auspice has a number of points in each category that they must possess. Once they have enough points, they must challenge a Garou of equal or higher Rank to the one they want to attain (although cubs are often given their cliath rank without a challenge). The character can choose whomever she wishes to challenge, but the challenged werewolf decides the nature of the contest, and may make it as simple or as difficult as he desires. If the challenger wins, she is awarded her new Rank.

Challenges can be standard, or devised by the challenged Garou. They can be as simple as a dominance challenge, or as elaborate as a quest. They are often specific to the challenger, based on her tribe, auspice, and skills. The following are some examples of Rank challenges – use them as presented, or base your own custom challenges on these.

Fostern

Acquiring the rank of Fostern means that the Garou has grown from a raw recruit into a seasoned veteran. These werewolves have some familiarity with Garou society, and they have learned the nature of the war they are part of. Suitable challenges for this Rank should be moderately difficult — they should test the challenger, not overwhelm her.

RENOWN

Ragabash

Rank	Any Combination
1 (Cliath)	3
2 (Fostern)	7
3 (Adren)	13
4 (Athro)	19
5 (Elder)	25

Theurge

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	0	3
2 (Fostern)	1	0	5
3 (Adren)	2	1	7
4 (Athro)	4	2	9
5 (Elder)	4	9	10

Philodox

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	3	0
2 (Fostern)	1	4	1
3 (Adren)	2	6	2
4 (Athro)	3	8	4
5 (Elder)	4	10	9

Galliard

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	0	1
2 (Fostern)	4	0	2
3 (Adren)	4	2	4
4 (Athro)	7	2	6
5 (Elder)	9	5	9

Ahroun

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	1	0
2 (Fostern)	4	1	1
3 (Adren)	6	3	1
4 (Athro)	9	4	2
5 (Elder)	10	9	4

- "Acquire" a specific item hidden by a Ragabash of appropriate Rank.
- Receive a boon from a minor spirit.

- Convince the challenged Garou through impassioned speech and debate to recognize your Rank.
- Compose a song, poem, or tale honoring the challenged Garou.
- Defeat an Ahroun of appropriate Rank in a formal duel.
- Stand guard at the caern for seventy-two hours without falling asleep.

Adren

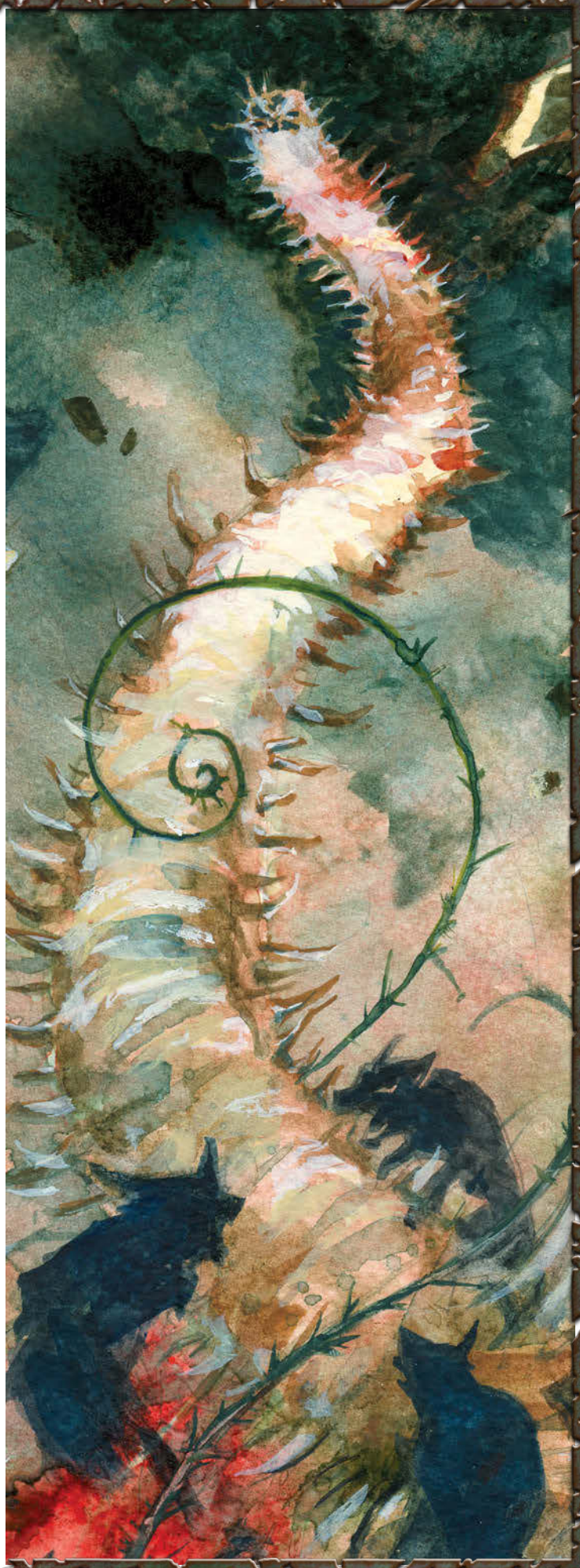
Those that reach the Rank of Adren have taken on major responsibilities within their sept. They hold most of the positions of consequence, such as Warder, Master of the Rite, and Gatekeeper (among others). Challenges for this Rank should be designed to weed out those who can't act quickly or think on their feet; these are, after all, the future leaders of the sept and the tribe. Very few Garou pass their Adren challenge the first time.

- Borrow a fetish from the challenged using body language, gestures, and non-verbal cues to ask for it.
- Finish a difficult scavenger hunt within a predefined time.
- Create an original (and useful) fetish from scratch within a certain amount of time.
- Make peace with an enemy or negotiate a truce between two feuding werewolves.
- Find an obscure hero of the Garou and create a fitting tribute.
- Withstand severe beatings or taunting from your septmates without frenzying.

Athro

Athro have risen very high in the hierarchy of the Garou. They are mighty warriors, renowned lorekeepers, wise leaders, notorious tricksters, and famous judges. Werewolves that want a place among this elite group need to demonstrate exceptional skill and intelligence, and those very rare Garou who manage to attain this Rank on the first try are held in awe even by their peers.

- Uncover every aspect of the business plan of an organization of potential interest, and do it without getting caught.
- Restore a lost treasure of the tribe or sept.
- Convince a spirit to act in a fashion completely contrary to its nature without harming it.
- Talk a local street gang (or similar group) into a month of community service.
- Write a song praising a rival, and use it to end your differences with him.
- Rescue a Garou captured by powerful enemies of some sort, such Black Spiral Dancers, Pentex teams, vampires, or magi.



Elder

The most difficult challenges await those who seek the Rank of Elder. Elders are at the heart of a sept or tribe, and they hold the fate of the Garou Nation in their hands. Their decisions guide the Garou. Their deeds are held up as examples for younger werewolves to follow. Their mistakes can cause severe harm to Gaia, the Garou, or the war against the Wyrm. These kinds of challenges should test every quality the werewolf has.

- Visit a caern of each tribe without being noticed, recognized, or challenged, and bring back proof of each visit.
- Locate a lost caern and convince a totem spirit to adopt it.
- Redeem, cleanse, and rename a powerful Bane without using Gifts (other than Spirit Speech).
- Find a Garou lost in Harano and reclaim him.
- Destroy a powerful Wyrm artifact.
- Lead a group against a major Wyrm creature or other enemy, and defeat it without losing any of your comrades.

THE GREATEST HONOR: LEGEND

Truly exceptional Garou beyond Rank Five exist. These legends are given special rewards for their courage and service to Gaia, and their names are spoken with the same reverence that we have for Hercules, Miyamoto Musashi, and Joan of Arc.

However, such advancement is beyond the mere acquisition of Renown. Legends are part of an exclusive group, and to qualify, a prospective Elder Garou must distinguish herself in an extraordinary fashion more than once. The attainment of the Legend Rank has nothing whatsoever to do with rules — it's purely a matter of personal judgment on your part, and if there's any doubt in your mind whether or not she has surpassed the mighty deeds of even the greatest of Elders, she hasn't. Only when there's absolutely no question of the character's legendary status should you consider letting her strive for this Rank.

When an Elder's reputation spreads so far throughout the Garou Nation that it reaches the ears of existing Legends, one member takes it upon himself to travel to the caern of the Elder in question and investigate her worthiness. Once he has satisfied himself as to the candidate's worthiness (or unworthiness), he contacts three other Legends to present his case. If he convinced them that the candidate is truly worthy, all four Legends arrive at the caern of the candidate and challenge the subject. If the candidate succeeds, she undergoes a special version of the Rite of Accomplishment performed in tandem by the Legends along with the Master of the Rite of the candidate's caern (as a courtesy).

Renunciation

Sometimes, a Garou rejects the auspice she was born under. Many consider this to be a grave insult to Gaia, but regardless, there is a method to switch auspices: the Rite of Renunciation (p. 204). This represents a new birth and the death of the old life, so it is never undertaken lightly. Once the rite is completed, the werewolf essentially has a new life. Old acquaintances or loved ones (except for packmates) are discouraged from speaking with her with familiarity — only when the Garou has re-attained her old Rank can she try to reestablish her old relationships. The Garou must also adopt a new name and lose all but three permanent Renown points (effectively setting her back to Cliath in Rank). At the end of the Rite, she may ask a spirit to teach her a new Gift from her new auspice. She doesn't lose any Gifts learned previously, but she cannot learn any new Gifts from her old auspice. Renunciates are generally viewed with suspicion for refusing to bear the burden Gaia bestowed.

Why would a Garou renounce something as fundamental as her auspice? Sometimes it's mandated, such as a punishment for a heinous crime that don't quite warrant death. Most often, though, it's self-imposed. A young Garou might feel at odds with the role that has been chosen for her, or perhaps she simply feels a lack of purpose that she hopes the change of direction will cure. Emotional trauma such as grief over a lost lover or self-loathing can drive the Garou to renounce everything that she is. The most respectable reason for renunciation is when a werewolf renounces her name in order to focus on a single purpose (such as vengeance or a difficult quest). In this case, if the renunciate manages to complete her goal, she usually regains her name and old Rank.

Health

Whether inflicted by a bullet, a speeding car, or the claws of a werewolf, a character's injuries are represented the same way in **Werewolf**: the Health Trait, comprising seven health levels. Although werewolves heal very quickly, overwhelming injuries can incapacitate them or even kill them. The last level marked indicates the character's current health.

The Health Chart

The Health chart on the character sheet helps you track your character's current physical condition. It also lists the penalty imposed on your dice pool for each level of injury that your character sustains. As your character suffers more injuries, her health declines, until she becomes incapacitated or dies.

HEALTH LEVELS

Health Level	Dice Pool Penalty	Movement Penalty
Bruised	0	Character is bruised or winded, but suffers no dice penalties due to damage.
Hurt	–1	Character is superficially hurt, but suffers no movement hindrances.
Injured	–1	Character has suffered minor injuries, and movement is mildly inhibited (halve maximum running speed).
Wounded	–2	Character has suffered significant damage. He can walk, but he cannot run. At this level, a character may not move and attack.
Mauled	–2	Character is badly injured, and may only stagger (about three yards or meters per turn).
Crippled	–5	Character is catastrophically injured, and can only crawl (about one yard or meter per turn).
Incapacitated		Character is incapable of movement and likely unconscious. A character who takes any more damage at this level dies.
Dead		Character is dead. His pack and sept will mourn him, but he is with the ancestors now.

Every character has seven health levels, ranging from Bruised to Incapacitated. A character with no health levels checked off is in full health, while the level after incapacitated indicates that the character is dead. For each success on an opponent's damage roll, your character would take one health level of damage. Her natural toughness gives her a chance to avoid some of that damage (using her Stamina to avoid damage is called *soak*, and is explained in the Drama section of this chapter). Unlike humans, werewolves can attempt to soak all kinds of damage. For each unsoaked success on a damage roll, mark off one health level of damage, from the top box on down, though the mark you make depends on the type of damage inflicted (see "Applying Damage," below).

The Health chart shows your current dice penalty. As your character takes more and more damage, it's increasingly difficulty to perform even the simplest of tasks. The dice penalty is subtracted from your dice pool for every action (except reflexive actions such as soak) until the wound heals. The penalty also impairs your character's movement. For convenience, we've included the Health Chart from Chapter Three above.

• **Incapacitated:** The stage before death, incapacitation differs from simple unconsciousness. An incapacitated character is critically wounded and near death. If a werewolf's Incapacitated health level is filled with bashing damage, she falls unconscious in whatever form she has taken, and heals at her normal rate for that form (see p. 256). She remains unconscious for at least one turn. For each extra turn, she can either remain unconscious and heal, or attempt to wake up. Waking up involves a Stamina + Primal Urge roll (difficulty 4, plus 1 for each marked off health level). Upon waking, a character can take action normally.

If a werewolf's Incapacitated health level is filled with lethal damage, the character reverts to her breed form and collapses. Another level of damage of any kind will kill her unless she channels her Rage into remaining active (p. 256). If she is not injured further, she regenerates very slowly, regaining one health level every eight hours, until she regains consciousness and can shift to a form that regenerates faster (metis are an exception to this rule — see p. 256). This near-death regeneration is the only time a non-metis werewolf regenerates in her breed form, and is the source of many myths about werewolves being immune to gunfire.

If the damage that takes a werewolf to Incapacitated is aggravated, she is close to death. The character cannot regenerate unless she channels her Rage to remain active

OPTIONAL RULE: EXTRAS

For larger fights that are both more cinematic and easier to manage, assign any "extras" among the Storyteller characters only four health levels: Hurt –1, Maimed –3, Incapacitated, and Dead. Extras represent the nameless human or possessed creatures that don't stand much of a chance against a Garou's teeth and claws, not key Storyteller characters. Extras are a plot device, and killing them shouldn't interfere with the main story. After seeing a few of their number killed, extras retreat, surrender, or play dead so that the player characters can progress to the real action.

(see p. 256). If she does not do so, she dies in a matter of seconds.

• **Death:** If a werewolf is at the Incapacitated health level and takes one more level of lethal or aggravated damage, she dies. A character who dies is removed from the game; the player must create a new character if she wishes to continue play.

An incapacitated werewolf may also be killed by massive amounts of bashing trauma — any blow that deals two or more health levels of bashing damage is enough to kill a dying werewolf. This damage overwhelms the Garou's regenerative capabilities.

Applying Damage

Werewolf tracks three types of damage. Bashing damage includes temporary injury delivered by punches, clubs, improvised weapons, and general blunt trauma. Werewolves suffer bashing damage, but regenerate so fast in most forms that most treat it as more of an annoyance than a threat. Lethal damage represents permanent wounds that can easily kill. Humans die easily from lethal injury, and it can pose a problem to a careless werewolf. Finally, aggravated damage includes grievous tissue damage, and is often supernatural in origin. A werewolf's teeth and claws in most forms inflict aggravated damage, as do fire, acid, and other sources of extreme trauma.

All types of injuries are cumulative, and the combined injury determines your character's current health level. Specifics on each type of damage are provided below.

While bashing and lethal damage reflect different types of wounds, both injuries are often no match for a Garou's regeneration. Bashing damage is recorded as a slash ("/") in the appropriate box on the Health chart, while lethal damage is marked with an "X." Each level of aggravated damage is marked with an asterisk ("*"). As aggravated damage is the most severe, it should be marked above lethal, which in turn is marked above bashing. So if you mark a level of lethal damage in the Bruised box, and take one aggravated health level later on, "move down" the lethal level to the Hurt box by marking that box with a "X." The aggravated level is then noted by simply drawing another line through the Bruised box, turning it into "*." Bashing damage isn't as severe as lethal, which isn't as severe as aggravated — lethal damage is recorded below aggravated damage and "pushes" any bashing damage down the chart, while new bashing damage is recorded last. A character must fully heal her lowest-marked Health box before healing any other, so her least-severe damage is always healed first (see below).

Bashing Damage

Bashing damage represents forms of injury that are unlikely to kill instantly, and that fade quickly — compared to gunshot wounds, at least. Most unarmed combat moves — punches, kicks, tackles, and clinches — deal bashing damage. Even humans heal bashing damage at a reasonable rate, recovering from such injuries in a matter of hours. Garou, by contrast, shrug off such injuries in seconds, though large amounts of bashing damage can be enough trauma to knock a werewolf out, or even kill her.

Humans can soak bashing damage with their Stamina, as can Garou.

If your character falls to Incapacitated from bashing damage, she falls unconscious but remains in whatever form she was in. Any additional bashing damage "upgrades" an existing bashing wound to lethal damage. If this additional damage upgrades her Incapacitated health level to lethal damage, she reverts to breed form and may use Rage to remain active (see below). Once she's Incapacitated with lethal damage, another level of bashing damage kills her.

Lethal Damage

Lethal damage includes any form of trauma that would lead to a hospital stay for a human being — from gunshot damage to knife-wounds. While a werewolf can regenerate lethal wounds just as easily as bashing damage, other creatures are not so lucky. At the Storyteller's discretion, attacks that would otherwise cause bashing damage can cause lethal damage when aimed at a vital body part such as a kidney or an eye, though such areas are difficulty 8 or 9 to target.

Humans cannot soak lethal damage at all. Garou and other shapeshifters can soak lethal damage with Stamina in any form except their breed form. Some fomori may be able to soak lethal damage, as can vampires and other monsters that lurk in the night, though that varies depending on the twisted creature's specific abilities.

If your character falls to Incapacitated from lethal damage, she can channel her Rage to remain active. If she doesn't, she falls unconscious and reverts to her breed form. She remains unconscious and regenerates that health level after an eight-hour period. If she takes a level of lethal damage when at Incapacitated, she dies.

Aggravated Damage

Aggravated damage comes from attacks that go against a werewolf's nature. All silver weapons, not just bullets, deal aggravated damage to werewolves, but not to humans. Fire, some Wyrm-tainted poisons, and the teeth and claws of werewolves and other supernatural creatures all deal aggravated damage.

Humans can't soak aggravated damage. Werewolves can soak aggravated damage with Stamina in any form except their breed form, with the exception of damage from silver. Garou cannot regenerate aggravated damage.

SILVER WEAPONS

Damage dealt from a silver weapon is handled slightly differently to other sources of damage.

If a homid or lupus werewolf is in her breed form, an attack with a silver weapon does nothing special. It causes bashing or lethal damage as appropriate and can be soaked as normal — that the weapon is silver does not factor in to the damage.

In any other form, a werewolf cannot soak damage from silver without a Gift or fetish, and the damage taken is aggravated. A successful attack always deals one point of damage, even if the attacker rolled no successes for damage.

Metis do not have safety of a breed form to shield them from the ravages of silver. They take unsoakable aggravated damage from silver in any form.

If your character falls to Incapacitated from aggravated damage, she has one chance: she can channel her Rage to remain active. If she doesn't succeed, she dies.

Healing

Werewolves heal at an incredible pace. A Garou regenerates her worst bashing or lethal health level every turn. Homid- and lupus-breed Garou can regenerate a health level each day while in their natural forms if they are in critical condition, but doing so doesn't let them do much more than sleep. If they're conscious and moving around in their breed form, they heal as humans do. Metis are blessed with full regeneration in every form.

Garou cannot regenerate aggravated damage with anything like the same speed. A character heals one health level of aggravated damage each day, as long as she spends her time resting in a form that normally regenerates.

Regenerating damage when engaged in a stressful or physically intensive activity (like combat) is harder for a werewolf. The player must roll the Garou's Stamina (difficulty 8) each turn. This roll is reflexive, so does not involve splitting a dice pool or spending Rage for multiple actions. Success means that the werewolf heals as normal. Failure means that he heals no damage. A botch indicates that the werewolf cannot regenerate until she's had a chance to rest.

Remaining Active

A critically injured werewolf can channel her Rage to save her life. It's a risky proposition — if it succeeds, the werewolf is thrown into a wild frenzy. It's sometimes the only way for a character to save her life, though.

To remain active, the player rolls his character's permanent Rage (difficulty 8). Each success heals one health level of any kind of damage. No matter how much damage is healed, the character enters a berserk frenzy.

Example: *No-Shadow-Step is on the wrong end of some werewolf hunters with military equipment. He killed the hunter who got close with a silver knife, but couldn't get away from a grenade that fell right at his feet. The explosive was packed with silver shrapnel, and he's taken enough aggravated damage to fill his Incapacitated health level. There's nothing for it. He has to channel his Rage. His player rolls No-Shadow-Step's Rage rating — 5 dice — at difficulty 8, and manages three successes (taking him to Wounded). He enters his next turn in a brutal frenzy. The hunters thought he was down, but they've bitten off more than they can chew.*

A character can only channel her Rage in this way once per scene. If she's reduced to Incapacitated more than once in a single fight, she takes the worst effects of the damage.

Although her Rage can remove an awful lot of damage, supercharging a werewolf's incredible regeneration comes with some side effects. A werewolf gains a Battle Scar (p. 259) whenever she successfully remains active.

Human Injury

Normal humans take damage from much the same things that werewolves do, but humans are much less resilient. Garou can attempt to soak any injury not caused by silver, but humans can only soak bashing damage. What Garou heal in seconds can take weeks for a human to heal.

Bashing Damage

Humans heal bashing damage fairly quickly. They only require medical treatment when Mauled or worse. Those injuries heal naturally by themselves. Bashing damage beyond Wounded has consequences — a human can suffer degraded vision or hearing as a result of concussion, or excruciating pain from broken ribs and internal bruising. Medical care can negate these effects, and is necessary for a human to make a full recovery.

Health Level	Recovery Time
Bruised to Wounded	One Hour
Mauled	Three Hours
Crippled	Six Hours
Incapacitated	12 Hours

If a mortal reaches Incapacitated from bashing damage, he falls unconscious but does not die. Instead, any further damage upgrades his least-severe bashing health level to lethal. Healing from that damage is handled as for lethal damage. In this way, a human can be beaten to death.

Lethal Damage

Lethal damage is exactly that. Any lethal wound worse than Injured requires medical treatment before it will heal. If such a wound goes untreated, the human suffers another level of lethal damage each day as wounds re-open or become infected. A human who reaches Incapacitated through lethal damage is at death's door; if he takes one more health level of any sort, he dies.

A human at Mauled or higher from lethal damage may simply rest and recover his health after getting patched up. A human at Crippled or Incapacitated, however, needs constant medical attention for the time listed below in order for any healing to take place.

Health Level	Recovery Time
Bruised	One day
Hurt	Three days
Injured	One Week
Wounded	One month
Mauled	Two months
Crippled	Three months
Incapacitated	Five months

A normal human must heal one health level at a time. That is, she must rest for the full amount of time for her worst health level before she can begin healing the next one. For example, a human who has reached Injured from lethal damage must rest for one week to heal the Injured level, then three days to heal the Hurt level and an additional day to heal the Bruised level.

Aggravated damage heals as if it were lethal for humans. The only significant difference is that aggravated damage is harder to heal through supernatural means.

Sources of Injury

For all that they heal quickly, werewolves encounter a lot of things that can hurt them. Some of the most common are listed here.

Combat

Born to be Gaia's warriors, the Garou engage in far more combat than most other creatures, and it's the source of more injuries than anything else in the game. Combat is detailed in full starting on p. 288.

Disease

Werewolves aren't immune to most diseases, but they recover far faster than humans do. Diseases inflict a number of health levels of damage to the patient, either bashing or lethal depending on the severity of the disease. With proper rest and care, the disease runs its course, and the health levels heal slowly.

A werewolf's healing abilities protect her from relatively minor ailments including the common cold and the flu —

diseases that normally inflict bashing damage. Even truly debilitating or autoimmune diseases can't inflict lasting harm, though the werewolf can still serve as a carrier after the illness as run its course. In order for a werewolf to notice a disease, it would have to be supernatural in origin — and thus deal aggravated damage.

Falling

Gravity doesn't play favorites. Falling causes damage, even to creatures as hardy as werewolves. The Storyteller rolls one die of bashing damage for every 10 feet or 3 meters that your character falls before hitting something solid. This damage can be soaked normally. Landing on sharp objects may change the damage to lethal at the Storyteller's discretion.

A character who falls more than 100 feet (30 meters) reaches terminal velocity. At that point, the character takes 10 dice of lethal damage upon impact. Armor only provides half its normal protection against a fall of that distance, as it's not designed to aid in soft landings.

Fire

Fire is primal and dangerous, but also a protector. It can burn away corruption or destroy everything around it — in many ways, much like a Garou. Damage from fire is always aggravated, and ignores armor. A werewolf can soak damage from fire as normal, but the difficulty varies depending on the intensity of the fire. The amount of damage inflicted by the fire varies depending on the size of the blaze. A character suffers the full amount of damage for each turn that she's in contact with the fire; she only stops taking damage once she leaves the area and/or extinguishes the flames on her. Fire damage is automatically successful unless soaked — a character trapped in a bonfire takes two health levels of aggravated damage per turn, not two dice of aggravated damage per turn.

Soak Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen burner (third-degree burns)
8	Heat of an electrical fire
9	Heat of a chemical fire
10	Molten metal

Health Levels/Turn	Size of Fire
One	Torch; part of the body is exposed to flame
Two	Bonfire; half of the body is exposed to flame
Three	Inferno; all of the body is exposed to flame

If your character falls to Maimed, she suffers temporary scarring from the flames. Reduce her Appearance by one until her wounds recover to Bruised. If she is reduced to Crippled or Incapacitated by the fire, the burns cover the majority of her body, reducing Appearance by two. Scarring may become permanent if the character is Incapacitated and gains a Battle Scar from remaining active.

Poison and Drugs

Like diseases, few poisons or drugs have a noticeable effect on the Garou. Werewolves who wish to become intoxicated or to use drugs for recreational purposes must do so in their breed form, where their regenerative systems are less effective, or awaken the spirit of the drug using the Rite of Spirit Awakening, which increases the substance's potency.

The following examples cover the effects of various drugs on werewolves, either in their breed form, or once the drug has been awakened. It's very hard for a werewolf to become addicted to any substance; her healing gifts prevent it happening in any but the most extreme circumstances.

- **Alcohol:** Subtract one from Dexterity and Intelligence dice pools for every two drinks' worth of alcohol. Reduce the penalty by one for every hour that passes after she stops drinking.
- **Cocaine/meth/speed:** The werewolf immediately gains a point of temporary Rage. For the rest of the scene, the character only needs three successes on a Rage roll to frenzy.
- **Hallucinogens:** All dice pools are reduced by 1–3 dice, as the character is unable to concentrate. The character's perceptions of the world are altered, and his reactions will depend on what he believes to be happening. A character who takes hallucinogens before meditating to regain Gnosis can regain up to two points per hour of meditation, rather than one. The effects last for (8 minus Stamina) hours.
- **Heroin/morphine/barbiturates:** Subtract two from Dexterity and all Ability dice pools for (10 minus Stamina) minutes. The character experiences a dreamlike state for (12 minus Stamina) hours, during which the difficulties of Rage rolls are increased by one.
- **Marijuana:** Subtract one from Perception-based dice pools and increase the difficulties of all Rage rolls by one. The effects last for about half an hour.
- **Weak Poison:** The character takes between one and three levels of lethal damage per scene. Poisons have a maximum amount of damage that they can apply, usually between five and ten levels of damage. If the character doesn't regenerate this damage (due to being in breed form, or being human) subtract one from all dice pools until the damage is healed. A werewolf in a regenerating

form burns through the poison's effects in seconds and suffers no ill effects.

• **Strong Poison:** The character takes between one and three levels of lethal damage per turn. Poisons have a maximum amount of damage they can apply, usually between five and ten levels of damage. A werewolf can regenerate this damage normally, but until the poison has run its course and all the damage has been healed, subtract one from all dice pools. The only toxins to have a significant effect on werewolves are supernaturally enhanced, and as such deal lethal damage.

Radiation and Toxic Waste

Many of the Wyrm's sacred locations on Earth are located on or near irradiated landscapes and toxic waste dumps. Also, some minions of the Wyrm use radiation-based attacks. Damage from these sources is resolved the same as damage from fire, but takes twice as long to heal.

Silver

Silver, the lunar metal, is a werewolf's great weakness. Most humans know from Hollywood movies or horror novels that a silver weapon can kill a werewolf. It's difficult to fashion a weapon out of silver, but a skilled blacksmith or gunsmith can make such a weapon. Those who know of the Garou's existence know to keep silver weaponry close.

In addition to turning normal attacks into unsoakable aggravated damage (see p. 255), silver causes other problems for the Garou. Just touching silver causes one level of aggravated damage per turn of contact, unless the werewolf is a homid or lupus who is in her breed form.

Some Garou carry silver, usually in the form of weaponry such as klaives. Doing so, however, comes with a price. The Garou's natural allergy to silver causes a reduction in his effective Gnosis. This loss remains in effect in all forms, including the character's breed form. If the Garou discards or stores the silver object(s), the effect fades after a day.

For every five silver objects a pack carries, all its members suffer this reduction. In addition, carrying too many silver objects, especially bullets, may cause a loss of Honor or Wisdom for the pack (not to mention being rather difficult to obtain).

Object	Gnosis Loss
Silver bullets	1 point/5 bullets
Klaive	1 point
Grand Klaive	2 points

Not everything called "silver" by humans contains enough actual silver to be spiritually pure enough to harm a werewolf. Sterling silver (over 90% silver) is certainly pure enough to be spiritually active. At the Storyteller's discretion, "Jewelry Silver" (80% pure) may be enough to affect werewolves. Argentite and Horn Silver are compounds of silver and certainly not spiritually pure, nor are compounds with "silver" in the name, including silver nitrate, silver chloride, or silver iodide. Some items can be plated with silver, rather than being made entirely of silver. These items deal damage as though they were silver weapons, but the plating is ruined after a couple of blows.

Suffocation and Drowning

Werewolves are living creatures, and need to breathe just like people and animals do. When immersed in water, or some other non-breathable medium, a character can hold her breath for a length of time determined by her Stamina. Changing forms once immersed doesn't alter this length of time — the character's lung capacity changes, but the amount of air in her lungs does not.

Once her time runs out, the character can spend Willpower to keep holding her breath. Each point of Willpower spent in this fashion allows her to hold her breath for another 30 seconds.

Stamina	Time
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes
6	12 minutes
7	20 minutes
8	30 minutes

During strenuous physical activity like combat, the character can hold her breath for a number of *turns* equal to twice her Stamina rating. Each point of Willpower spent in this fashion gives her one more turn of action.

Once a character has run out of breath, she begins to drown. She takes one health level of lethal damage each turn. A werewolf cannot regenerate this damage until she can breathe again. When she reaches Incapacitated, she reverts to her breed form, and will die in a number of turns equal to her Stamina.

Temperature Extremes

Werewolves can withstand temperatures far in excess of human norms, but still have their limits. Extreme heat (above 200 °F or 100 °C) causes damage in much the same way as fire, at the Storyteller's discretion. At −40 and below, subtract one from all Dexterity dice pools due to frostbite. For every 10 °F (6 °C) lower, subtract another die.

Battle Scars

Garou can heal from most wounds without ill effect. A human whose fingers are bitten off by a wolf will need

surgery, and will lose some function in those fingers (if she doesn't lose the fingers entirely). A werewolf can grow the missing tissue and nerve connections back, even re-growing his fingers if they cannot be reattached.

Some injuries, especially those caused by other Garou, can cause a werewolf lasting damage. These wounds occur when a character channels her Rage to remain active in the face of death. A werewolf can also acquire a battle scar as a result of a particularly brutal attack, or from torture.

Example: *Red-Green-Blue, a Lupus Glass Walker, has suffered at the hands of a group of Cyber Dogs. He's had experimental fetish technology implanted into his body to try to make him something better. Though he escaped and has had the devices spliced into his body removed, Red-Green-Blue has been through two complex operations that needed silver surgical tools. The Storyteller rules that even though he's never been as far as Crippled, his body is covered with ugly scars that will not heal, granting him a Battle Scar.*

Battle Scars range in effect from cosmetic effects, like Red-Green-Blue's web of scar tissue, to missing limbs and brain damage. Any Battle Scar gives an award of temporary Glory Renown noted with each scar; healing a Battle Scar through Gifts or other means causes a loss of one temporary Glory. Some tribes, especially the Children of Gaia and the Glass Walkers, may recognize the Wisdom in healing a Battle Scar.

This section includes a list of sample Battle Scars, along with the Glory awarded for each one. When assigning a Battle Scar, the Storyteller should work with the player to choose one that makes sense. A character who suffers repeated blows to the head won't end up gelded, but could suffer brain damage.

This list is not exhaustive. The Storyteller should feel free to come up with her own interpretations of massive trauma. When assigning Glory awards, remember that more visible scars tend to carry larger rewards.

• **Superficial Scars:** Large, ugly masses of scar tissue mar your character's body and remain hairless in all forms. These scars may reduce a character's Appearance dice pools by one, depending on the situation. 1 temporary Glory.

• **Deep Scar:** Much the same as a superficial scar, except that muscles are affected as well, and the scar aches when the humidity changes. 1 temporary Glory.

• **Improper Bone Setting:** One of your character's bones snapped and did not heal properly. If that area of your body receives two or more health levels of damage at once in the future (at the Storyteller's discretion, depending on the description of the attack), the bone snaps again, causing an additional level of lethal damage. 1 temporary Glory.

• **Cosmetic Damage:** A readily visible injury that doesn't have a significant debilitating effect, such as a missing ear, a hare lip, or an exposed part of the skull. It looks grotesque to humans and impressive to Garou. Reduce Appearance by one dot when dealing with humans, unless you cover or conceal the damage. 2 temporary Glory.

• **Broken Jaw:** Similar to Improper Bone Setting, your jaw was shattered, and it is now out of alignment with your tongue. All difficulties for actions involving talking increase by 2, and the difficulty of bite attacks increases by one. Your character's speech is slurred and should be roleplayed appropriately. 1 temporary Glory.

• **Missing Eye:** One of your eyes was gouged out and hasn't grown back. The difficulties on all rolls involving depth perception or weapon firing (including using thrown weapons) increase by three. Any Perception rolls based on sight take a +2 difficulty penalty. 2 temporary Glory.

• **Gelded:** Your reproductive system has been damaged. You are incapable of siring or bearing children. Males with this wound are not necessarily impotent, but gelded characters of any gender increase the difficulties of seduction and using Animal Attraction by two. 1 temporary Glory.

• **Collapsed Lung:** One of your lungs was punctured during battle. You find it difficult to breathe and to exert yourself. You lose one die on any Stamina roll involving exertion and an additional die after five turns of physical activity. In addition, you may hold your breath for only half the listed time (see p. 259). 1 temporary Glory.

• **Missing Fingers:** You have lost at least three fingers on one hand. Dexterity rolls involving that hand suffer a +3 difficulty penalty. Your damage dice pool for claw attacks with that hand is halved (rounding down). 2 temporary Glory.

• **Maimed Limb:** One of your limbs has been mauled to the point of uselessness. If you lost a leg, you move at half speed in all forms. If you lost an arm, your Hispo and Lupus speed is reduced to three-quarters. You are not able to use the damaged limb for any purpose. 3 temporary Glory.

• **Spinal Damage:** Your spine was fractured, and you have trouble keeping your balance. Your Dexterity is reduced by one, you subtract two from your initiative rating, and you must spend Willpower on any roll involving balance, precision, or remaining still. 2 temporary Glory.

• **Brain Damage:** Severe damage to the head, or perhaps lack of oxygen for a long period of time, has reduced your mental faculties. You lose one dot from one Mental Attribute (Storyteller's choice). Additionally, you must roll one die and subtract that number of dots from your Gnosis, Willpower or Knowledges (player's choice of where these points are lost). You are most likely partially amnesiac as well. 2 temporary Glory.

Aging

As a rule, werewolves do not die natural deaths. Thanks to his regenerative powers, a werewolf could conceivably live to 120 or even older before his body finally gives out, but precious few elders have ever reached that age. Most werewolves die in battle, and those that don't often choose to die when their age affects their abilities. After all, the Litany says "Do not suffer thy people to tend thy sickness."

"Old age," of course, is relative. Some Garou continue to be useful members of their septs as advisors and ritemasters long after they've ceased to be warriors. As a character ages, he may suffer from mental problems including senility, Alzheimers, or dementia (decreased Mental Attributes), physical frailty or infirmity (decreased Physical Attributes), and loss of Rage. As they age, many old Garou lose the wolf permanently. Each character ages differently, so the specific effects are up to the Storyteller, should it ever become necessary.

Some Garou choose to retire and live out their remaining years among humans or wolves. Some disappear into the Umbra to find their Tribal Homeland. Some simply wander off into the woods to die at peace with themselves and Gaia.

Mental States

The Rage that burns within a Garou's breast doesn't just make her a supernaturally potent warrior for Gaia. Calling on her Rage can send a werewolf into the depths of frenzy. Some werewolves feel the disturbing touch of the Wyrm when they give in to their Rage, acting out atavistic urges that ape one of the facets of the Triatic Wyrm.

Humans can detect the Rage within werewolves. When confronted with the sight of a Garou in Crinos form, most humans refuse to remember what they've seen, running in fear or cowering in a catatonic state.

Frenzy

The image of the werewolf is inherently tied to that of a snarling, uncontrollable beast. Every Garou carries Rage in his heart. Unless he can control and channel that Rage, he can lose control and run amok.

Any Rage roll can lead to a frenzy, even if it's used to activate Gifts. All Rage rolls represent an attempt to awaken the primal beast that drives the Garou. If a Rage roll scores four or more successes, the character frenzies. The player can spend a Willpower point immediately to halt the frenzy, but her character can't take any further actions that turn.

Garou who have permanent Rage ratings lower than four can still frenzy, but only under circumstances that touch on a particular psychological trigger: locking a claustrophobic werewolf in a confined space, or an arachnophobe coming face-to-mandible with one of the Ananasi werespiders. When a werewolf encounters that level of stress, his temporary Rage can exceed his permanent rating. Use the higher of the two ratings for all Rage rolls.

Werewolves frenzy in two ways:

• **Berserk Frenzy:** The werewolf can only see moving targets — targets she wants to reduce to bloody lumps of mangled meat. A berserk Garou shifts immediately to either Crinos or Hispo form (the player decides which), and attacks something.

Whom she attacks depends on the circumstances. If the Garou's permanent Rage does not exceed her permanent Gnosis, she will not tear into her packmates — unless she's in the Thrall of the Wyrm. Anything else is fair game, including other were-creatures who are not members of her pack.

A Garou whose permanent Rage exceeds his permanent Gnosis attacks anything that moves. He can't distinguish between targets unless his player spends a Willpower point, in which case he can select his victim. If he doesn't have the Willpower to spare, the Storyteller chooses who he attacks. Werewolves in this state don't remember what happens to them during frenzy. Many collapse once the frenzy is over.

• **Fox Frenzy:** The werewolf does everything in his power to escape. He takes his Lupus form and runs. The only time he attacks is when something gets in his way, and only for long enough to get past his opponent. The character runs until he can find a safe hiding place, where he will remain until the frenzy passes.

Whether in berserk or fox frenzy, combat maneuvers and pack tactics require a level of thought and control that a frenzying werewolf does not have. He has three options: bite, claw, or run. He can spend Rage for extra actions, but can't split dice pools, use Gifts, or step sideways. A frenzied werewolf does not feel pain, and ignores all wound penalties.

A werewolf can only come out of frenzy once the triggering situation is over. Once he's escaped, the player rolls Willpower (difficulty equaling the Garou's own Rage) to escape the frenzy. If the roll fails, the player can try again next turn with no increase in difficulty.

Rage Rolls

At the Storyteller's discretion, any of the following conditions may call for a Rage roll.

• Embarrassment or humiliation (e.g. botching an important roll)

• Any strong emotion (lust, rage, envy)

• Extreme hunger

- Confinement
- Helplessness
- Being taunted by a superior enemy
- Large quantities of silver in the area
- Being wounded
- Seeing a packmate wounded

The difficulty for a Rage roll depends on the phase of the moon. Reduce the difficulty by one if the moon phase matches the character's auspice moon. A Garou in Crinos form also subtracts one from her difficulty, though this isn't cumulative with the modifier for her auspice moon.

Moon Phase	Difficulty
New	8
Crescent	7
Half	6
Gibbous	5
Full	4

The Thrall of the Wyrm

A werewolf's Rage is not just the supernatural anger of Gaia, caught in the webs of a mad Weaver. It's also a gate that the Wyrm can use to seize control of a Garou when she loses control.

When a player rolls six or more successes on a Rage roll, the character enters a berserk frenzy. All the Willpower in the world won't give her a second's control. The character is in the Thrall of the Wyrm. In addition to attacking anything that she can see, with the Storyteller picking her targets, the Thrall brings an even more horrific twist.

Each breed of Garou has an affinity to one of the heads of the Triatic Wyrm, and it is that facet that works through them in their worst frenzy.

• **Homid:** Eater-of-Souls holds humans as its special children. This twisted favor extends to homid-breed Garou. This Wyrm drives its minions to eat humans, wolves, and even other Garou. A werewolf in this Thrall must roll Wits (difficulty 7) whenever she kills or incapacitates an opponent. If the roll is a botch, she must stop for a turn and eat her kill.

• **Metis:** The Defiler Wyrm reserves special attention for those Garou who cannot breed themselves. It drives metis Garou to perform unspeakable sexual acts on their fallen opponents, regardless of their respective genders. If a werewolf kills or incapacitates an opponent, his player must roll Wits (difficulty 7). If the roll botches, the werewolf stops for a turn and slakes his unholy lusts on his opponent's corpse.

• **Lupus:** Beast-of-War lays claim to the savage lupus Garou. It forces them to tear into their victims until nothing is left but bloody chunks of meat and bone. The Garou loses all sense of mercy, and exists only to destroy. When a lupus werewolf kills or incapacitates a foe when in the Thrall, her player must roll Wits (difficulty 7). If the roll botches, the werewolf savages his opponent's corpse until it is torn limb from limb.

The Thrall of the Wyrm is terrifying for any werewolf. While hardly glorious, falling to frenzy is a defense mechanism against pain, a brutal yet pure method of survival. A Wyrm-touched frenzy is nothing of the kind. It brings to light just how close the Garou come to the Wyrm. That's an ugly truth that most Garou are entirely unprepared to face. Unable to live with what they've done, a number of werewolves end their lives after such a frenzy.

The Curse

Rage has other effects on a werewolf beyond frenzy. Other animals, especially humans, can sense the predator that lurks just under a werewolf's skin. When a human's Willpower is less than a werewolf's Rage, that human will avoid contact with the Garou if at all possible. He might cross the street to avoid "that weirdo," decide to hail a cab rather than sticking around, or even run in fear. Most humans have a Willpower score of between 2 and 4, so the Curse is no laughing matter. Humans aren't the only creatures affected by the Curse: wolves and other animals avoid the Garou whenever possible.

This Curse makes normal relationships with humans and wolves very hard, and maintaining a family next to impossible. The Rage within a werewolf makes even their own Kinfolk uncomfortable, albeit to a lesser degree. Only other werewolves can offer a Garou true companionship. The Litany commands against the logical result of such close companionship.

The Delirium

For over three thousand years, werewolves preyed on humans. Even though most humans have no idea that werewolves exist, some part of the collective unconscious remembers those millennia of terror. The Crinos hybrid form, an avatar of bloody death, incites a kind of madness in humans that Garou call the Delirium.

Stronger-willed people can deal better with seeing a werewolf than most. The majority of humans panic and run, or collapse into a catatonic fear. Even those who can control themselves will forget the encounter later, either by rationalizing what they saw ("It was a bear! No shit!") or by forgetting the whole incident. This subconscious denial is a supernatural force that the Garou dub the Veil, and they look at it as one of their greatest assets.

How a human acts when faced with a Crinos werewolf depends on his Willpower score. The chart below indicates how a human will react, to what degree the human will remember his encounter, and what

DELIRIUM EFFECTS

Willpower	% of Population	Forget?	Reaction
1	10%	Yes	Catatonic Fear: The human faints, or collapses in fear
2	20%	Yes	Panic: The human bolts, trying to put as much distance between himself and the Garou as possible.
3	18%	Yes	Disbelief: The human retreats to a corner to avoid the "hallucination" until it passes, but doesn't collapse in fear.
4	15%	Yes	Berserk: The human attacks, be it firing a gun (he won't have enough presence of mind to reload, however), throwing crockery or even leaping at the "monster."
5	13%	Yes	Terror: Much like panic, except with rational thought. The human is able to think enough to lock doors behind him or to get in a car and flee.
6	10%	Yes	Conciliatory: The human will try to plead and bargain with the Garou, doing anything possible so as not to get hurt.
7	7%	No, but will rationalize	Controlled Fear: Although terrified, he does not panic. The human will flee or fight as appropriate, but remains in control of his actions.
8	5%	No, but will rationalize	Curiosity: These people are dangerous, because they remember what they saw (more-or-less), and they might well investigate the matter further.
9	1.5%	No	Bloodlust: This human refuses to take anymore. She is afraid but angry, and she will remember the Garou and probably even try to hunt it down.
10	.5%	No	No reaction: The human is not the slightest bit afraid or bothered by the Garou. Even Kinfolk aren't this stoic, so Garou tend to be very suspicious of such folks.

percentage of the populace will react in this way. A few humans may be desensitized to the worst of the horror of seeing a Crinos werewolf through their studies of the occult. The Storyteller may decide that such humans can roll Wits + Occult (difficulty 9), with each success increasing the human's effective Willpower by one on this chart. Members of cultures that didn't suffer the Impergium to a great degree (such as Native Americans and Aboriginal Australians) might also be granted a bonus, at the Storyteller's discretion — though only if they've been raised without contact with other cultures.

The Delirium only affects people who can see the werewolf in person. Photographs, video (live or recorded), or other such evidence won't trigger any fear reaction. Human witnesses will rationalize the evidence away as a Photoshopped image or a publicity stunt, unless their Willpower is 8 or higher.

Kinfolk are entirely immune to the Delirium.

Drama

When fur and claws start flying, the chaos should take place in the *story*, not in the *game*. And so, certain guidelines help you keep track of who's doing what to whom, where, and for how long. These guidelines don't take every imaginable activity into consideration, of course. How could they? Still, for those times when characters need to do what players cannot, the following systems help you keep things running fast and furious.

Playing Out the Roll

Whenever possible, let your imaginations determine what is and is not possible. Under casual circumstances, just use your judgment (and possibly the automatic success rule) to determine whether or not a task succeeds. You don't need to roll every time your Glass Walker sits down to surf the internet. Ah, but when he's trying to bypass a computer security system as a First Team empties

clips of silver rounds into his packmates, *then* you roll… and if you happen to be that Glass Walker's player, you'd better roll *well*…

Even as you toss the dice, let imaginations run wild. If you're the player striving to crack that code, describe the frantic pounding of your character's heart and the curses he mutters under his breath; if you're the Storyteller, describe the stinging smell of gunfire and the victorious war-cries of approaching fomori. Let *drama*, not *systems*, rule your game. Although random chance plays a role in your adventures, use imaginative descriptions to keep the action moving.

WHY ROLL AT ALL?

Why not just leave everything to descriptive narration? Because the element of chance adds to the drama of your tale. When there's a possibility that the Glass Walker hacker might blow his attempt to get past the security system, the resulting tension lends a sense of urgency that might not be there otherwise.

Random chance grants a sense of fairness, too. Even the most even-handed Storyteller might let her girlfriend be more successful than other players if every outcome hinged on that Storyteller's decisions. Dice and numbers, though, are more or less impartial. Sure, the Storyteller could skew the odds in her girlfriend's favor, but if the book gives a certain difficulty for a task and the girlfriend blows that roll, it would take a poor Storyteller to overturn that decision in favor of her loved one.

So yes — narrate and roleplay when you can, but leave certain things to chance. Both the story and your chronicle will be better if you do.

Scenes

In game terms, a *scene* is a self-contained episode of dramatic activity. An argument, a hunt, an interrogation session — these are scenes. Like a story, each scene has a beginning, a middle, and an end. It starts when the characters encounter a situation or begin an activity, follows the things that happen as a result, and ends when the situation or activity is resolved.

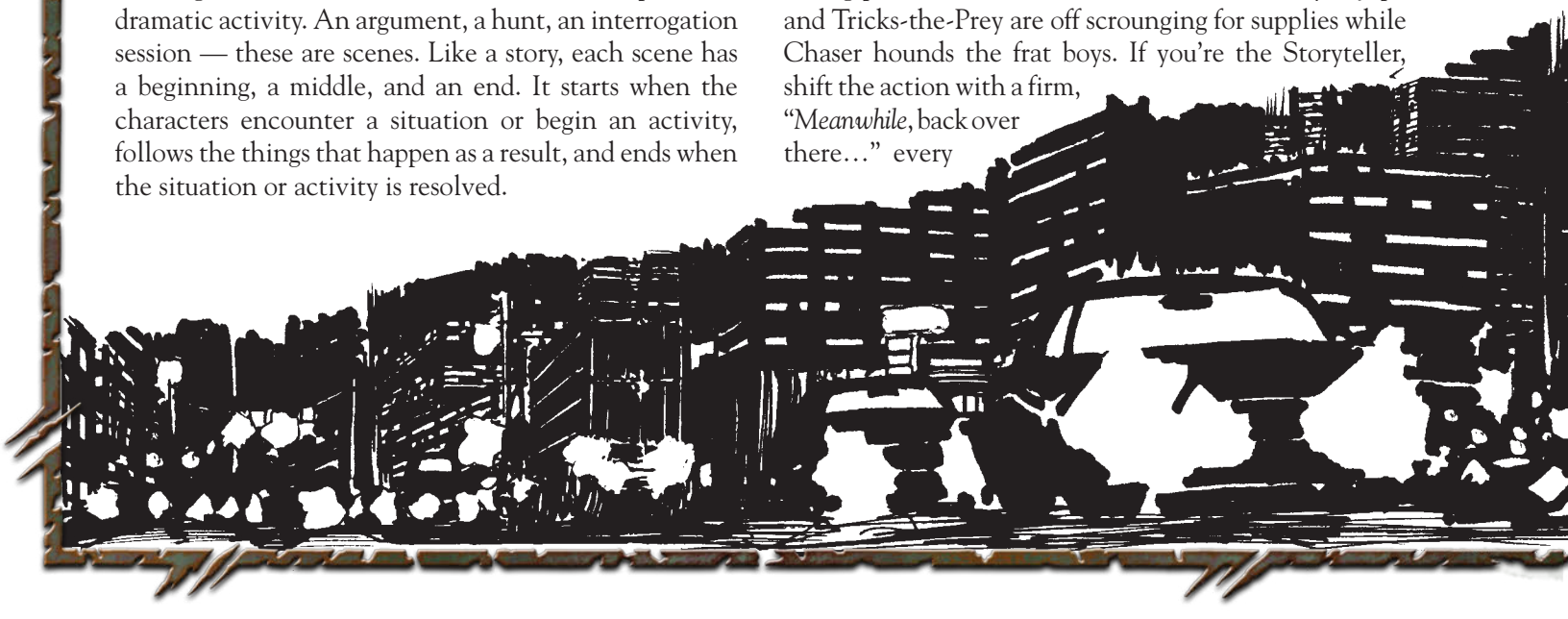
Scenes have no particular duration; one might last five seconds, another five hours. Generally, each scene has a primary focus — the situation or task at hand — upon which the elements of that scene depend. Let's say that Chaser Ray wants to make an impression on a bunch of abusive frat boys; he locates their frat house (the opening of the scene); rides his Harley up the front stairs, kicks the door open, drives it into their living room, and pins them all down with a predatory gaze (the scene continues); a few guys try to take him down and he beats the crap out them (again, continuing); and then tells the frat's top dude to leave the campus girls alone, turns around, and rides off (end of the scene). In game terms, that short scene includes roleplaying, maybe a few dice rolls, and a conclusion that sets up future situations. Ideally, that's how each scene works.

Scenes work best when they're vivid and dynamic. Whether you're a player or storyteller, emphasize the drama. Describe what's going on; if you're playing Chaser, have fun scaring the frat boys; if you're his Storyteller, reveal the chipped brick frat house, the weathered oak front door, the dude puking in the bushes outside and the Nickelback song playing on the sound system inside. The best scenes feature a creative give-and-take between players and Storyteller. As the scene ends, give it a firm transition — a clever quip or memorable moment — that leads into the next scene.

Cross-Cutting Scenes

Whenever possible, give each character something to do. It's no fun to make someone's werewolf sit on the sidelines (or have your own do so) while other folks spend half the evening enjoying the scene. If a particular scene revolves around one or two characters, keep it short and entertaining. And when different characters pursue different activities, *cross-cut* between their scenes so that no one winds up sidelined for long.

Cross-cut scenes revolve around different actions taking place at more or less the same time. Maybe Jape and Tricks-the-Prey are off scrounging for supplies while Chaser hounds the frat boys. If you're the Storyteller, shift the action with a firm, "*Meanwhile*, back over there…" every



few minutes; if you're a player, break your activities down into short tasks so that everyone gets a chance to play. This way, your group keeps the story moving and everyone gets a chance to shine.

Downtime

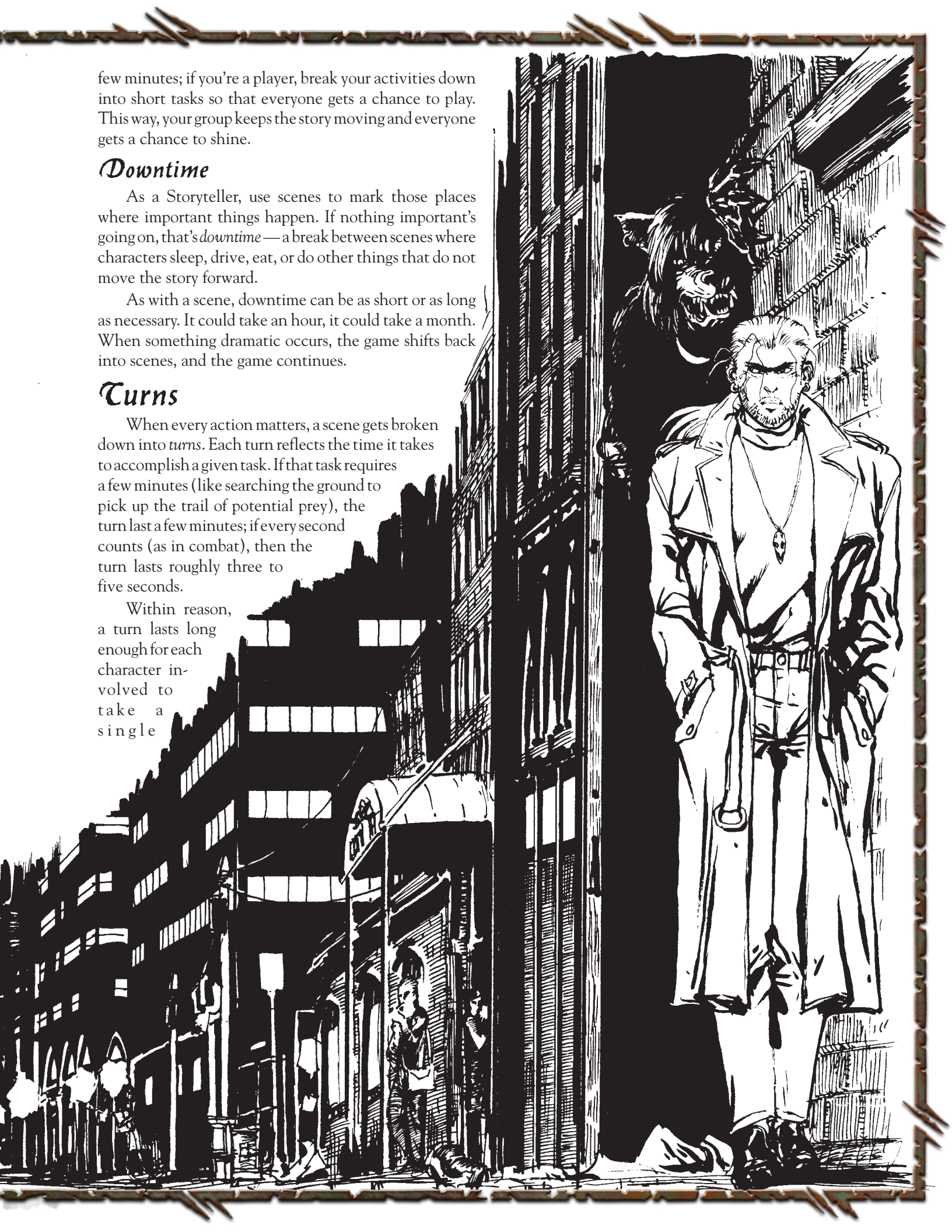
As a Storyteller, use scenes to mark those places where important things happen. If nothing important's going on, that's *downtime* — a break between scenes where characters sleep, drive, eat, or do other things that do not move the story forward.

As with a scene, downtime can be as short or as long as necessary. It could take an hour, it could take a month. When something dramatic occurs, the game shifts back into scenes, and the game continues.

Turns

When every action matters, a scene gets broken down into *turns*. Each turn reflects the time it takes to accomplish a given task. If that task requires a few minutes (like searching the ground to pick up the trail of potential prey), the turn last a few minutes; if every second counts (as in combat), then the turn lasts roughly three to five seconds.

Within reason, a turn lasts long enough for each character involved to take a single



action. This, of course, depends on the characters all doing comparable things. If Chaser's action involves kicking a frat boy's teeth in while Jape's action involves driving to the store to pick up some milk, the group would measure time by the shortest action involved. That said, turn-time is flexible. If Chaser wants to kick a frat boy while Jape runs up the stairs, both characters are essentially taking a single turn even though the kick would move quicker than the run.

Multiple Actions

Werewolves are *fast* — often faster than everyone else, and fast enough to several things almost simultaneously.

In game terms, a player who wants her character to do several things within a single turn has two options: she can spend Rage to get multiple actions; or else split her dice pool between activities.

Spending Rage

Tapping into that blinding werewolf fury, a Garou's player may spend Rage points to take multiple actions. For each point of Rage spent, the character gets to take an additional action that turn. Chaser, for example, can spend two Rage points to hit three people in the time it takes a normal person to swing his fist.

These extra actions take place after every other character has taken a normal turn. If several werewolves are burning Rage points that turn, then the extra actions follow the characters' usual order of activity; if Chaser goes before Jape in that scene, then Chaser's extra Rage action takes place before Jape's extra Rage action.

A Garou can spend up to half his permanent Rage in a single turn, but cannot also split his dice pools in order to get even more actions within that time. Unless some unusual circumstance (wound penalties or other impediments) interferes, the Garou gets his full dice pool for each Rage point action.

Splitting Dice Pools

Any character can split his dice pool to perform multiple actions within a single turn. The player first declares the number of actions the character will take this turn, and determines which has the smallest dice pool. She may then allocate that number of dice among all of her declared actions, though each action must have at least one die allocated to it.

Naturally, multiple actions work best for characters that are competent at each action taken. In the heat of action, you're only as good as your weakest skill. Let's say a typical frat boy wants to grab a bottle and smash it over Chaser's head. The Storyteller determines that grabbing the bottle is Dexterity + Athletics (6 dice), and taking a swing with it Dexterity + Melee (4 dice). The frat boy has only four dice to divide between his two pools, and odds are decent he'll fail at one of the rolls. If he's dumb enough to try and do *three* things that turn, his chances of success — unlike Chaser's — are virtually nil. Like we said, werewolves are *fast*.

Action Scenes

For situations where each move means the difference between life and death, you can employ the *action scene*. Breaking a normal scene (usually a fight) into distinct stages, you can keep things moving while making sure that each *player* knows what's going on even as the *characters* get lost in the fog of war.

Description

In the beginning, the Storyteller describes the setting as the characters perceive it. Ideally, this includes important sights, sounds, scents, and so forth, but does *not* give the players information their characters do not have. Players can ask vital questions during this stage: *What do I see? Who's standing where? Can I sense anything unusual?* If the answers aren't obvious to the characters, however, the Storyteller is totally within his rights to say, "You have no idea."

As an example, Jape might smell the police detective who's been giving her a hard time as he comes up behind her in Safeway; her player, however, would not learn about the SWAT team in the parking lot until it's probably too late.

If you're using wargame miniatures to plot out your combat zone (see Chapter Eight), this is the perfect stage to set them up or move them around. If possible, though, avoid showing things the characters wouldn't know about until those new elements actually show up on the battlefield. Even Garou, after all, can be surprised.

Initiative

Once combat begins, each player rolls initiative for his or her character. To do this, roll one die and then add it to your character's *initiative rating* (Dexterity + Wits).

OPTIONAL RULE: PACK INITIATIVE

Werewolves are pack animals bound by uncanny instincts. To reflect this element, you might allow a pack of Garou who share a single totem to share a single initiative roll as well. Assuming that the packmates agree on this course of action, the pack's alpha makes the roll for the entire pack and then, for the duration of that scene, each werewolf in that pack acts in the order of their individual Dexterity Traits, highest down to lowest. Ties can be resolved either with a coin flip, a dice roll, according to the pack hierarchy, or simply by saying, "Hey, it's cool — you go first, and I'll follow your lead."

The roll itself can be based on either the alpha character's own initiative rating, or on the average of all the packmates' initiative ratings — that is, their initiative ratings added together and then divided by the number of packmates involved in that fight. The "group average method" would probably work best unless the alpha has a higher base than the other Garou; for simplicity's sake, though, you may want to figure out that group initiative base *before* the fur starts flying.

The character with the highest initiative acts first, the second-highest goes next, and so on down the line. The Storyteller handles initiative for each of his characters too, and might decide for simplicity's sake to have them all act on the same initiative.

Ties are resolved by using the highest initiative rating; if those are tied too, you could decide this tie in favor of the character with the highest Wits or Dexterity (highest rating wins). In story terms, both characters act simultaneously, and the effects of their actions hit home at the same time.

Technically, you can roll a new initiative each turn. To speed things along, though, you might decide to simply have everyone roll one initiative for that particular combat session and then stick with it for the rest of the scene. The Storyteller must decide which option applies *before* the action starts. Don't try to use both options within the same scene — it'll get messy.

Decision

Now, each player declares what his or her character is doing this turn. Characters with the highest initiatives act first, but their players declare their actions last so that they can anticipate and react to what the slower characters do. If you're choosing to spend Rage this turn, this stage is the time to declare that you're doing so.

Resolution

From the highest initiative down, each player makes the necessary rolls to reflect the character activities. As the dice decide the results, the players and Storyteller describe the dramatic effects. Have fun with this! A bland "You lose three health levels" pales in comparison to "His claws rip a gaping hole in your side, scraping the bone and sending a shower of blood and flesh flying — lose three health levels and feel the pain!"

Taking Actions

When it comes to taking action, a player has three choices: *reflexive actions* (which take no time and require no roll); *automatic actions* (which don't require a roll but do count as an action); and *fixed actions* (actions which take time and may also require a roll). The third type is described under *Dramatic Systems*; the others can be found below.

Reflexive Actions

These activities don't cost you dice from your dice pool, and may be done more or less instantly.

• **Yielding:** The character chooses to hold off until someone else acts first. If she had initiative, she can move at any other point within that turn. If the turn ends, she loses that action. If *everyone* yields, the action turn is over.

• **Spending Rage:** You can spend Rage at any point of the turn, within a few limitations. (For details, see p. 144.)

• **Healing:** Werewolves heal their injuries with terrifying speed — see *Healing*, p. 256, for details.

• **Reverting to Breed Form:** A Garou can revert instantly to his breed form. Homid Garou assume human form, lupus become wolves, and metis return to the frightening Crinos shape. Either way, no roll is required.

Automatic Actions

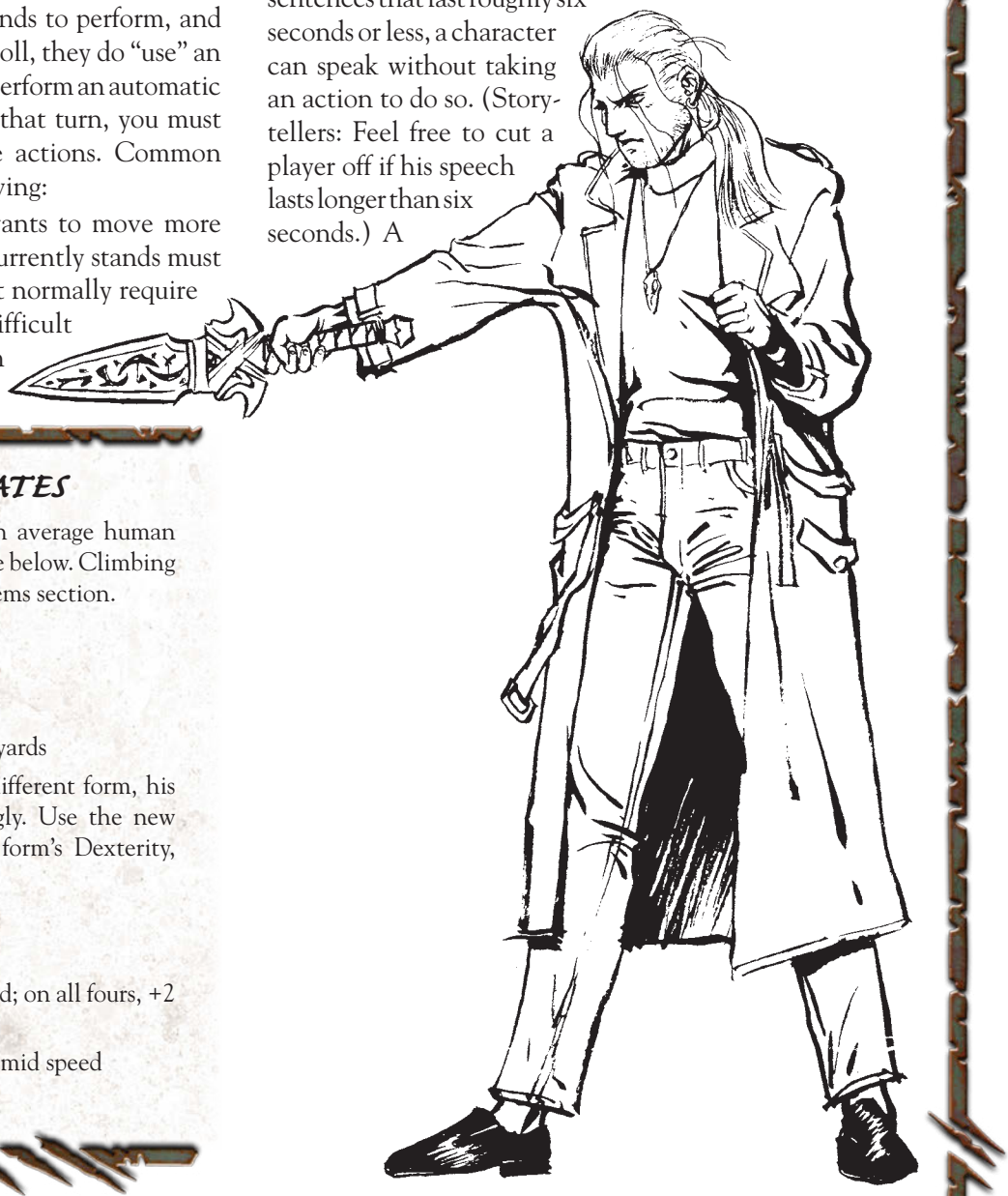
These activities take a few seconds to perform, and while they don't normally require a roll, they do "use" an action. If you want your character to perform an automatic action and then do something else that turn, you must split your dice pool between those actions. Common automatic actions include the following:

• **Moving:** A character who wants to move more than a yard or two from where she currently stands must take an action to do so. This doesn't normally require a roll, although treacherous or difficult circumstances (like trying to run on ice or through a firefight) might demand a Dexterity + Athletics roll at the Storyteller's discretion. For different movement rates, see the nearby sidebar.

• **Getting to Your Feet:** Two-legged characters can get to their feet in a single action. Four-legged ones (like Hispo or Lupus Garou) can spring back up from a prone position at the beginning of the next turn, and do so without taking a full action.

To have a bipedal character who wants to get up and then take an action, or a four-footed one who wants to spring up within the same turn in which she's knocked down, you must either split that character's dice pool, or else spend a Rage point to get another action that turn. If you split the dice pool, you must score at least one success on a Dexterity + Athletics roll (difficulty 4); otherwise, your character stumbles in the process and loses that action.

• **Speaking:** Assuming that he uses short phrases or sentences that last roughly six seconds or less, a character can speak without taking an action to do so. (Storytellers: Feel free to cut a player off if his speech lasts longer than six seconds.) A



MOVEMENT RATES

Under most circumstances, an average human being can walk, jog or run at the rate below. Climbing can be found in the Dramatic Systems section.

Move	Distance per Turn
Walk	7 yards
Jog	12 + Dexterity yards
Run	20 + (3 x Dexterity) yards

When a werewolf assumes a different form, his movement rate changes accordingly. Use the new form's Dexterity, not the Homid form's Dexterity, when figuring movement rates.

Homid: As above

Glabro: As above

Crinos: On two legs, same as Homid; on all fours, +2 yards per turn

Hispo: One and one-half times Homid speed

Lupus: Twice Homid speed

character who tries to make a long or detailed statement takes a full action to speak, and cannot also use Rage for an extra action that turn.

• **Readying a Weapon:** Snatching up or drawing a weapon requires an action, but not usually a roll unless complications are involved (like, say, grabbing a gun off a table during a firefight). Automatic weapon ammo clips can be changed by splitting your dice pool, assuming you have fresh clips handy. Revolvers and non-automatic rifles and shotguns demand full concentration to reload, and probably take one to three turns to reload unless the character has a speedloader (for pistols) or a single-shot rifle or shotgun. (For details, see Reloading, under Combat.)

• **Starting a Car:** Unless a character's hot-wiring a car, he doesn't need a roll to start a motorbike or automobile. It does, however, require an action to do so.

Dramatic Systems

Sometimes even the best roleplayers need game rules to help their characters do things the players themselves cannot. Can your Glass Walker drive his Harley down that flight of stairs? Did your Wendigo successfully climb the face of Old Man's Bluff? Might your Bone Gnawer actually get away with that outrageous story she told the FBI agent? Dramatic systems help your group decide.

Physical Feats

Almost any able-bodied character can perform the following feats. Garou shapeshifting and full-blast combat can be found in later sections. Hazardous circumstances (rain, ice, being shot at, etc.) may raise the given difficulties by two or more.

Climbing

Assuming there are potential handholds, a character can climb trees, cliffs, walls, and so forth. Doing so requires one or more rolls using Dexterity + Athletics. The roll's difficulty depends on the surface and conditions of the climb:

Sample Climb	Difficulty
Easy (tree with lots of thick braches within reach)	2
Simple (advanced climbing wall)	4
Challenging (cliff with sturdy handholds)	6
Precarious (rough mortared stone wall)	8
Suicidal (brick wall)	10

For each success, that character climbs roughly five or six feet. To scale a large distance, you need plenty of successes and perhaps an extended roll. (See p. 237.) A failed roll stops progress for that turn, and a botch can be… unfortunate. (See *Falling* in the Physical States section.)

Feats of Strength

Unlike other Attributes, Strength doesn't usually require a roll when a character performs some feat with it. Instead, the chart below measures what a character within a certain Strength range can normally accomplish.

If your character wants to do something that falls within his Strength Attribute range, you don't normally need to make a roll. (Certain feats, like lifting and throwing a table during a bar fight, may provide exceptions; in this case, use Strength + Athletics or possibly Melee.) To act outside his Strength range, however, you need to make a *Willpower* roll, not a Strength roll. Generally, that roll's Difficulty is 9, although the Storyteller may raise or lower it depending on the circumstances. For each success, your character's Strength is raised one step, up to a maximum of five steps, during that turn and perhaps for the next one as well — essentially for as long as it takes to achieve that feat.

Botching a Strength feat's Willpower roll can be painful. At the Storyteller's discretion, such botches may inflict one health level's worth of lethal damage for every step of Strength the character had tried, and failed, to reach. Jape, for example, might attempt to throw a cop's motorcycle — a Strength 6 feat. Currently in Homid form (where she has Strength 3), she tries to push herself until a botched roll inflicts three lethal health levels of damage due to muscle strain. This damage cannot be soaked, and must simply heal; thankfully, werewolves heal fast.

Dice Pool	Feats	Lift
1	Crush a soda can	40 lbs.
2	Break a chair	100 lbs.
3	Bust down a wooden door	250 lbs.
4	Break a two-by-four	400 lbs.
5	Smash open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip a small car	900 lbs.
8	Snap a lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Tear open a steel drum	1500 lbs.
11	Punch through 1" of sheet metal	2000 lbs.
12	Snap a streetlight post	3000 lbs.
13	Throw a sedan	4000 lbs.
14	Toss an SUV	5000 lbs.
15	Hurl a pickup truck	6000 lbs.

Jumping

From fence-jumping to those crazy rooftop leaps, action-story characters tend to jump a lot. Standing high jumps require a simple Strength roll, while running leaps add Athletics to that dice pool. A typical jump roll is difficulty 3, but hazardous conditions, uneven surfaces or extreme distances may raise that difficulty if the Storyteller's chooses to do so.

The following chart shows how far, per success, a werewolf can leap in each form. Remember that the Gift: Hare's Leap doubles your character's jumping distance *after* the jump roll.

Type of Jump	Feet per Success				
	Homid	Glabro	Crinos	Hispo	Lupus
Vertical Jump	2	3	4	5	4
Horizontal Leap	4	4	5	6	7

Long Running

Wolves (were- and otherwise) can cover incredible distances without stopping to rest. On such "long runs," a Lupus-form Garou can jog at roughly 16 miles per hour for many hours at a time.

For each point in the character's Lupus-form Stamina rating, she can run for more or less an hour over average wilderness or road terrain (possibly half that time in hazardous weather or over dangerous terrain, per the

Storyteller's call). To help a character run longer, the player must roll Stamina + Athletics (difficulty 4) for each additional hour of running. If that roll fails, the werewolf suffers one health level of lethal damage from exhaustion; the difficulty of the next roll rises by one. If she fails two consecutive rolls, she'll have to spend a Rage or Willpower point in order to keep going, and her difficulty increases by *two* on the next roll. As for the damage, it cannot be healed until the werewolf stops running and decides to rest.

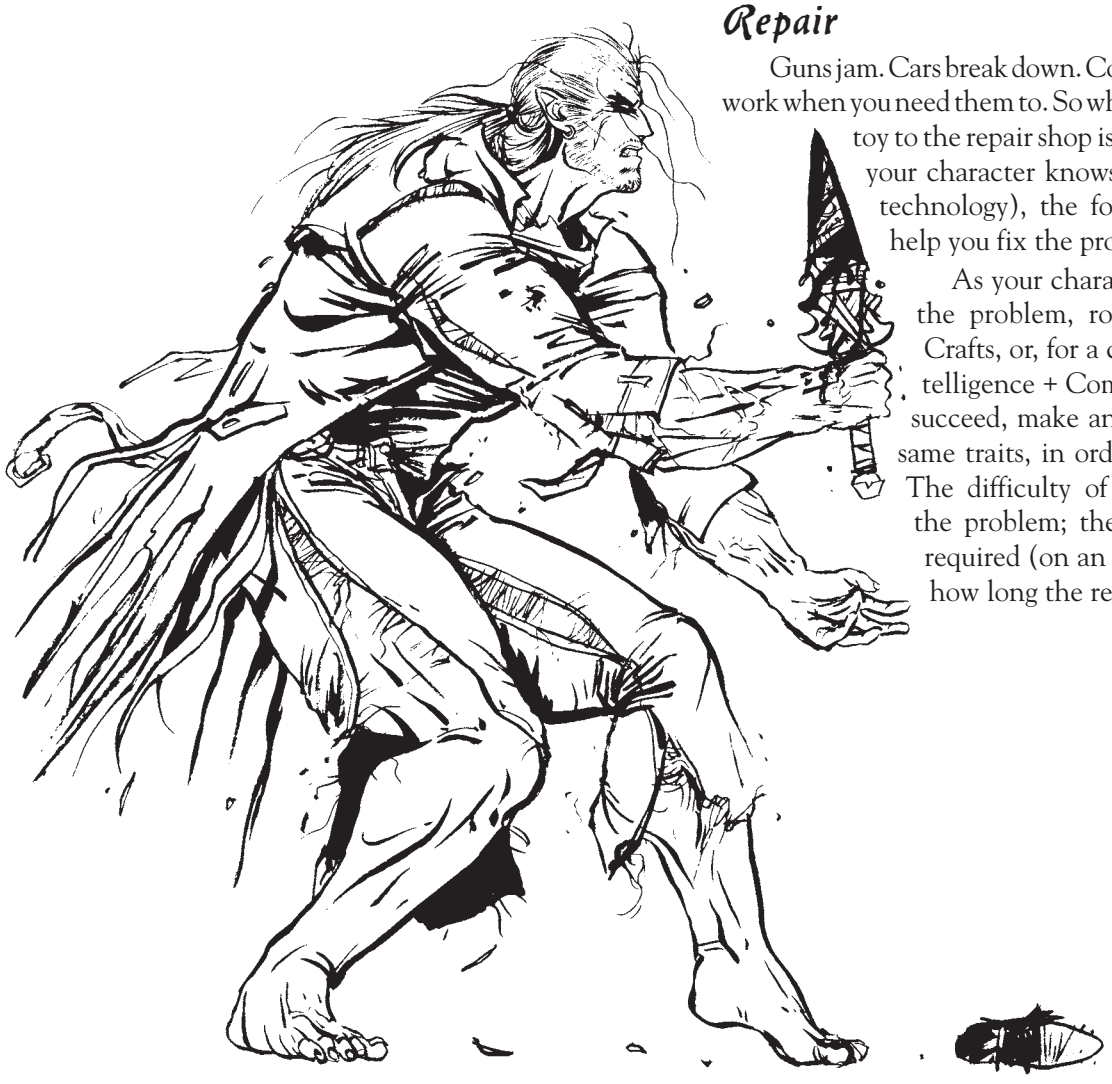
Real wolves don't usually stop when a member of the pack falls out on a long-distance run; werewolves tend to follow that example, although the dwindling number of Garou (and the compassionate nature of many people) often mitigates this ruthless weeding-out process.

Pursuit

When that Pentex executive dashes toward his car, the chase begins. In cases where one party is clearly faster than the other (as evidenced by a much higher Dexterity or Athletics score, an appropriate Gift, or Lupus form verses a normal human), you don't need to roll. But for situations where pursuit might be a challenge (similar speeds, terrain that favors the prey), this system can help you decide whether the target is lucky… or whether he's lunch.

The pursued character begins with a head start — a certain number of successes that the pursuer must beat. Generally, the Storyteller sets that number, although a Dexterity + Athletics roll can be used instead. In either case, let the circumstances determine either the head-start successes or the difficulty of its roll. Did he slip into a crowd before anyone noticed he was gone? Four or five successes, or a difficulty of 4 or 5; did he simply dash off across open ground? One to three successes, or a difficulty of 8 or 9.

Once the pursuer gives chase, she must first match the target's head start with her own Stamina + Athletics roll. (The difficulty is probably 6, though circumstances may raise or lower it.) Once she matches or exceeds them, she catches up. From there, both players continue to roll Stamina + Athletics. If the pursuer rolls more successes for two consecutive rolls (not turns, *rolls*), she catches her prey; if the target gets more successes within the next two rolls, he escapes.



Repair

Guns jam. Cars break down. Computers never seem to work when you need them to. So when taking that Weaver toy to the repair shop isn't an option (or when your character knows his way around such technology), the following system might help you fix the problem.

As your character tries to figure out the problem, roll her Intelligence + Crafts, or, for a computer problem, Intelligence + Computers. Assuming you succeed, make another roll using those same traits, in order to fix the problem. The difficulty of this roll depends on the problem; the number of successes required (on an extended roll) reflects how long the repair process takes.

Job	Difficulty	# of Successes
Simple mechanical repair	4	3
Loose connection	5	2
Electrical malfunction	5	5
Fitting a new part	6	10
Repair stalled car	6	5
Major car repair	7	10+
System overhaul	8	20
Technical glitch	9	2

Assuming that you have the tools and parts for the job, and that the repairs don't demand hours of work, this system can be used in combat — a helpful option when your car won't start and the toxic-spill Banes are moving closer and closer.

Sensing

The keen predatory senses of a werewolf function best in the various extra-human forms. That said, Garou tend to use their senses instinctually, even in their human guise. Any werewolf worth that name can smell, hear, and often feel things that the average person might miss. Really perceptive werewolves might be able to sense the current of emotions in a room, or catch tell-tale hints that betray illusions or reveal hidden things.

A werewolf player can take an action and declare "I'm smelling the air/scanning the area/cocking an ear/searching for cues/etc." in an effort to notice something that might not be immediately obvious. Under normal circumstances, you would roll Perception + Alertness to spot sensory clues. Even in Homid form, a werewolf character might have a lower difficulty for such rolls than unenhanced characters might have. (This is the Storyteller's option, though we suggest lowering that difficulty by one in situations not covered by the chart below.)

As an *optional rule*, a Garou whose Primal-Urge rating is higher than his Alertness may use that trait instead, making the roll Perception + Primal-Urge. Essentially, the character's animal nature notes things that his "human side" might miss. This option works well for situations where the character's dealing with animals, hunting, working in the wilderness, or spotting cues about social hierarchies if those social dynamics aren't immediately obvious. It's especially appropriate for lupus-breed Garou, whose primal senses are more refined to begin with.

Use the following difficulties as guidelines for circumstances where a sense roll comes into play. In situations where another character is actively trying not to be noticed, make an appropriate resisted roll (see p. 238), figuring in whichever supernatural powers (Gifts, Disciplines, etc.) are involved. For characters who are trying to conceal their social dominance from the werewolf, have that character roll Manipulation + Empathy or Etiquette, against a difficulty of the Garou's Perception + Primal-Urge dice pool (six dice, for example, would be difficulty 6).

Sensing…	Difficulty
Poorly hidden prey, enemy, trail, or item	4
Well-concealed prey, enemy, trail, or item	6
Magically concealed prey, enemy, trail, or item	8
Strong emotional currents	7
Subtle emotional currents	9
Garou social dominance	3
Animal social dominance	5
Human social dominance	7
Supernatural social dominance	9
Obvious cue or clue	5
Subtle cue or clue	7
Very subtle cue or clue	9

An additional option gives the Storyteller the right to make sensory rolls for the character. For situations where the werewolf may or may not notice something important, this option is totally appropriate; after all, a player who fails a roll still knows he's missing something, and may react accordingly. This option shouldn't abused, of course – if you're the Storyteller, play fair!

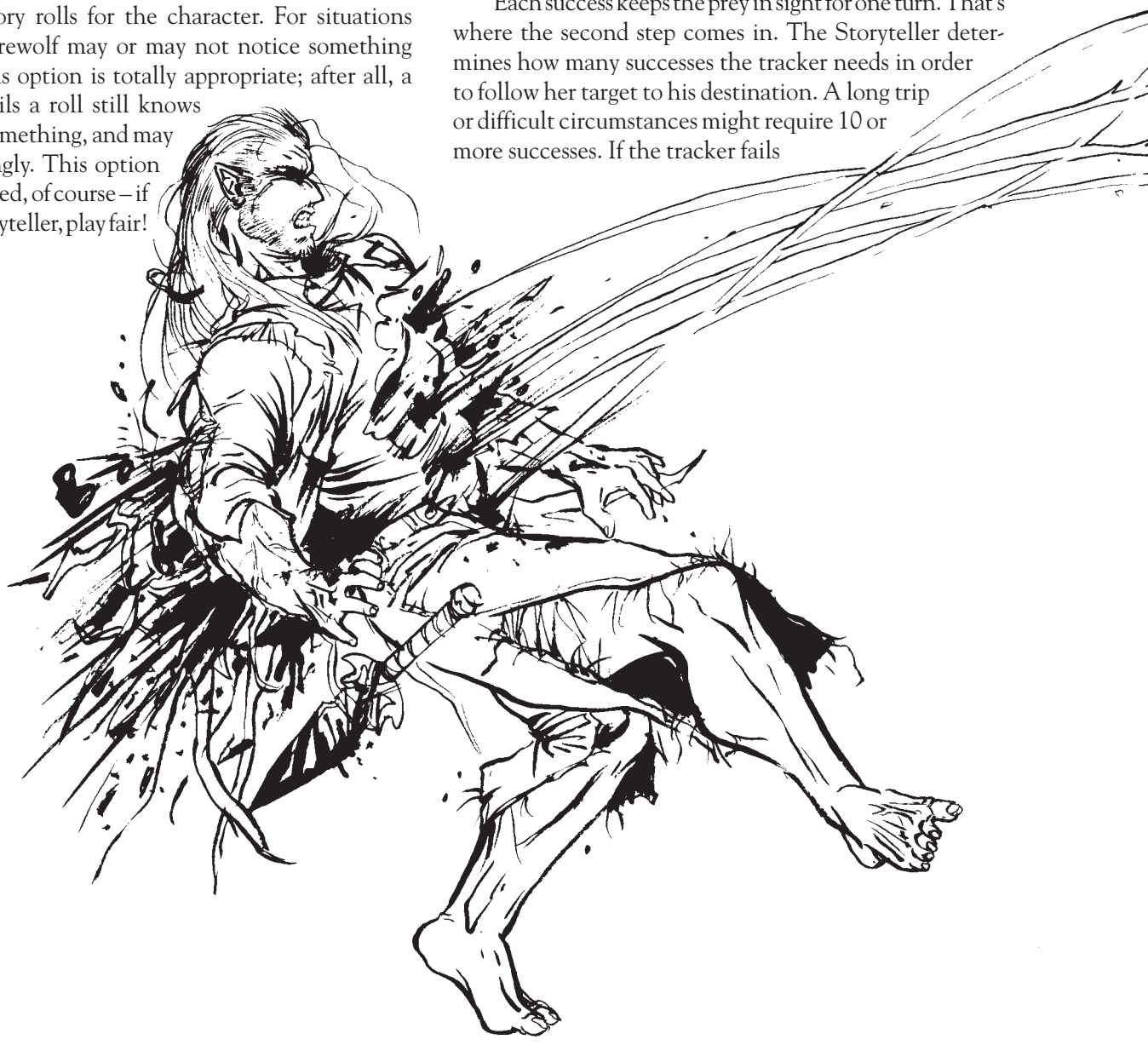
Shadowing

Stalking prey comes naturally to werewolves. Even in the urban jungles of crowds and alleys, a hunter can track prey — or, if your werewolf *is* the prey, leave a tracker behind. Shadowing someone is easier on foot than it is in a car; even so, a skilled driver or navigator can shadow someone from behind the wheel, or next to it, as well.

Shadowing a target involves three steps: slipping behind your target, keeping him in sight, and making sure he doesn't see you in the process.

To succeed at the first step, roll Perception + Investigation or Streetwise for urban settings, or Perception + Survival or Primal-Urge for rural areas or wilderness. The difficulty depends upon the subject being tracked and the situation or terrain involved. Following a pickpocket through a dense crowd might be difficulty 8, while tracking a city-dweller through the woods would be difficulty 4.

Each success keeps the prey in sight for one turn. That's where the second step comes in. The Storyteller determines how many successes the tracker needs in order to follow her target to his destination. A long trip or difficult circumstances might require 10 or more successes. If the tracker fails



two consecutive rolls, she loses sight of the prey but can try to spot him again; if she fails the next roll, he's gone for good. If she botches that roll, some other circumstance (a persistent panhandler, sticky swamp, etc.) delays her long enough to lose the chase.

The third step consists of remaining unseen. In game terms, the shadowing player rolls Dexterity + Stealth (or Drive, if the chase occurs in cars) each time she rolls her Perception attempt. The difficulty depends on the cover she can employ, and may well be the same difficulty she uses for keeping her prey in sight (8 for crowds, 4 for woods, and so on).

Assuming that the prey remains unaware of his shadow, the shadowing player rolls normally; if he realizes that he's being followed, the roll becomes resisted. (See p. 238.) The shadowed character's player (usually the Storyteller) rolls his Perception + the appropriate Ability described above. His difficulty is the same as his pursuer's difficulty. If the target scores five successes before he reaches his destination, he notices his "shadow" and can react accordingly. That reaction might involve a new destination, setting up an ambush, or some other means of denying the stalker what he thinks she wants.

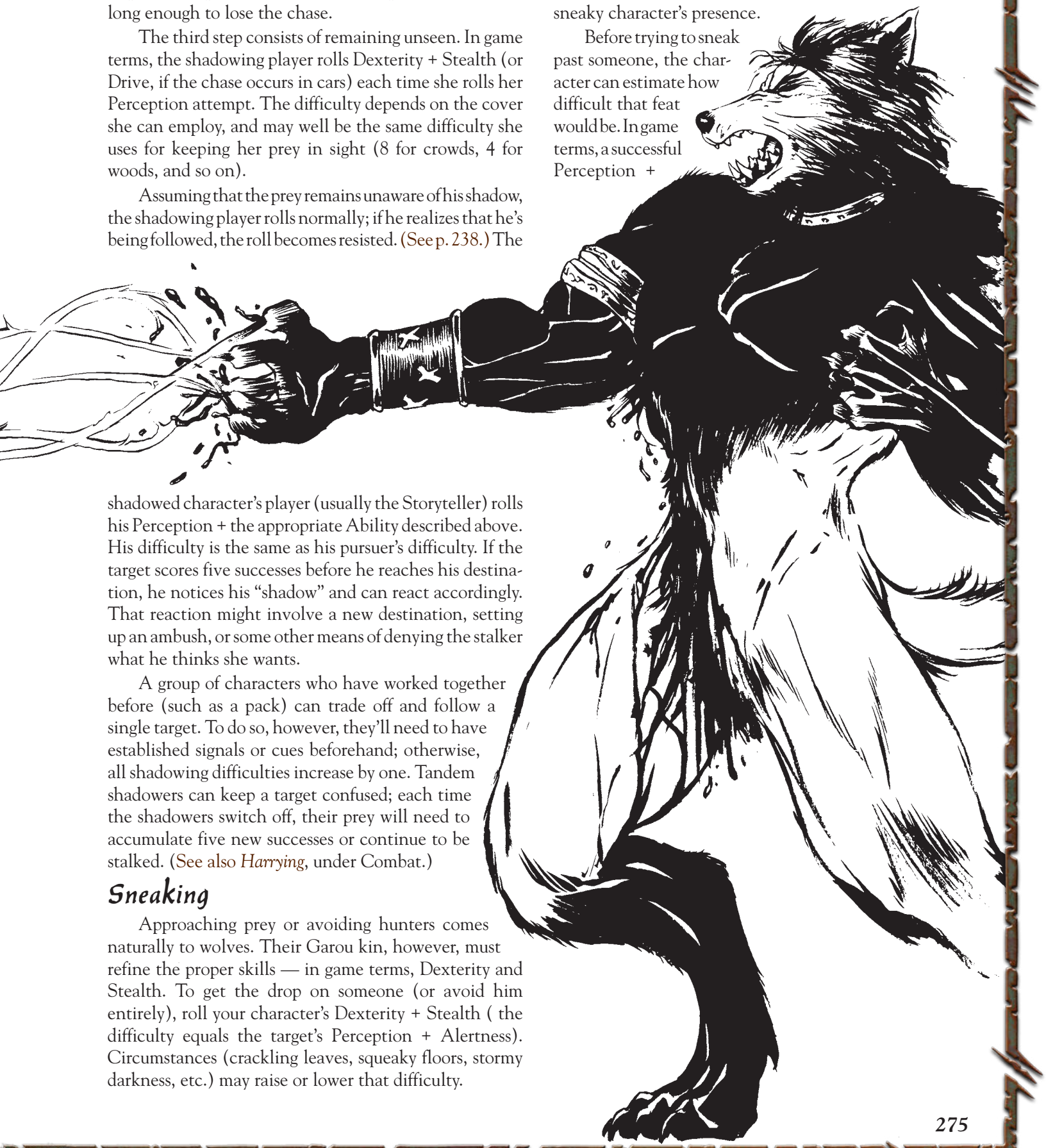
A group of characters who have worked together before (such as a pack) can trade off and follow a single target. To do so, however, they'll need to have established signals or cues beforehand; otherwise, all shadowing difficulties increase by one. Tandem shadowers can keep a target confused; each time the shadowers switch off, their prey will need to accumulate five new successes or continue to be stalked. (See also *Harrying*, under Combat.)

Sneaking

Approaching prey or avoiding hunters comes naturally to wolves. Their Garou kin, however, must refine the proper skills — in game terms, Dexterity and Stealth. To get the drop on someone (or avoid him entirely), roll your character's Dexterity + Stealth (the difficulty equals the target's Perception + Alertness). Circumstances (crackling leaves, squeaky floors, stormy darkness, etc.) may raise or lower that difficulty.

If the character's trying to cover a lot of ground without being noticed, the Storyteller may assign a certain number of successes that must be gained before the task is done. Any sort of failure during these rolls reveals the sneaky character's presence.

Before trying to sneak past someone, the character can estimate how difficult that feat would be. In game terms, a successful Perception +



Stealth roll (difficulty 7) will give him a good idea about the chances and challenges of that approach.

Stunt Driving

Werewolves on wheels should put a few dots into the Drive Skill. When car chases, wild stunts, and hazardous conditions crop up, it's time to roll that trait. Using either her Dexterity or his Wits (Storyteller's choice) + Drive, the player tries to beat the odds and keep her vehicle under control. The Storyteller determines the difficulty, based on the nature of the maneuver and the circumstances (slick road, gunfight, car on fire, etc.) involved.

Certain vehicles are easier to control than others. The chart below features an array of vehicles, their approximate speeds, and the Maneuverability rating for each one. This rating limits the number of dice you can use in your Dexterity (or Wits) + Driving roll with that vehicle. If Chaser, for instance, tries to jump his Harley over a police barricade, his player's maximum dice pool would be 8; if he tries to do the same thing with a truck, his dice pool limit would be 3.

Speed kills. Each vehicle type has a maximum safe speed, and for every 10 mph over that limit the difficulty of the feat rises by one. Chaser's difficulty with the Harley, for example, would be two levels higher if he tries to make the jump at 120 mph. Even if he *can* make the jump successfully, however, momentum is momentum. A character who's driving like Vin Diesel on crystal meth had better hope he's still got enough room to *stop*.

Vehicle	Safe Speed	Max Speed	Maneuverability
Six-wheeled truck	60	90	3
Bus	70	100	3
18 wheeler	70	120	4
Sedan	70	120	5
SUV	70	120	6
Compact	70	130	7
Motorcycle	100	140	8
Crotch-rocket	120	180	8
Sport coupe	110	150	8
Sports car	130	200	9
NASCAR racer	140	260	10

Social Feats

Ideally, social feats — those involved with impressing people — are roleplayed out whenever possible. Even so, our characters are often better at certain things than we are in real life. So when your fast-talking Ragabash is trying to rattle that vampire prince's calm, the following systems can help him get the job done with style.

Animal Attraction

Predators are sexy. Werewolves are carnal beasts. Forbidden sexuality is an essential part of lupine legend, and some Garou enjoy playing Big Bad Wolf to get what they want. Ethically, such behavior is dark territory. Still, the lure of the Abyss behind a werewolf's eyes can be almost irresistible when that predator turns on the charm.

Some folks regard using this potent attraction as a consent issue. Certainly, it taps into the sense of awe that weaker creatures feel when confronted with powerful beasts. But although this talent creates a potent (if temporary) chemistry between a werewolf and her "prey," it can't force someone to do something they really *don't* want to do. That "want" may go against the target's "better nature" — leading, perhaps, to that liaison he'll regret in the morning — but if he's really set against going buck-wild, it ain't happening.

In game terms, a player whose werewolf invokes animal attraction rolls her character's Charisma + Primal-Urge. The difficulty is the prey's Willpower rating, and she must score enough successes to exceed that character's Willpower. If she succeeds, her prey might get swept away by their combined animal nature… which might or might not necessarily lead to sex. Sexual orientation plays a part, for instance, as well as deeply held convictions.

That said, animal attraction typically involves primal passions. Many people feel terrified by such urges, especially within themselves. If the werewolf player fails her roll, the prey realizes that he's essentially raw meat, and will avoid her advances as much as possible. If the player botches that roll, the prey freaks out completely, falling into Delirium's madness. A character who's sent her prey into Delirium before cannot try to seduce him later. He already knows her for the monster she is.

Although a vampire may be impressed by bestial allure — a mirror of his own domination powers — the walking dead are immune to animal attraction. Other supernatural beings, like mages or the fae, are harder to impress than mortals are; in game terms, you would add two levels to the difficulty to invoke animal attraction in such powerful prey. Animal attraction doesn't work on Garou or other werebeasts at all; they're in touch with that side of themselves already. Besides, seducing a fellow Garou is a major Litany violation, with or without animal attraction.

Credibility

"You've gotta believe me!" When such words fall from the lips of your Garou (whether or not he's actually telling the truth), you might roll Manipulation + Subterfuge to see how credible he is.

Generally, the difficulty of that roll is based on the target's Intelligence or Perception (whichever is higher) + Subterfuge. Circumstances may raise or lower that difficulty, though: a high-Honor or otherwise trustworthy Garou would have a lower difficulty, while one known for trickery would face a higher one. If your character really *is* telling the truth, the Storyteller may drop the difficulty by one to three levels. Don't blow this roll, however. If you do, no one believes your character even if he *is* being truthful this time.

Facedown

Animals resolve most disputes with intimidating glares. Werewolves often assert dominance the same way. In a facedown, two characters stare each other down. The first one to look away loses… at least for the moment.

In game terms, each participant rolls either Charisma + Intimidation or their Rage rating (whichever dice pool is higher). The difficulty is equal to the target's Willpower. The goal is to accumulate enough successes to equal or exceed your target's Wits + 5; a Garou facing down an opponent who has Wits 4, for example, would have to roll at least nine successes in order to win. Even if he gains enough successes to win, his opponent can spend a point of Willpower each turn in order to keep glaring. Sooner or later, though, someone will break and the other will win.

A character whose Rage dice pool is higher than his Charisma + Intimidation pool must use Rage instead — a dangerous proposition, considering that a werewolf who scores more than three successes in a single roll goes into frenzy and attacks… at which point it's a good idea to have packmates nearby to break up the fight.

If two werewolves of different rank enter a facedown challenge, the difficulty for the lower-ranking Garou rises by one for every two ranks of superiority the higher-ranking werewolf has. If Ghost (a Rank 1 Silver Fang) challenges Charlie (a Rank 3 Bone Gnawer), Ghost's facedown difficulty is one level higher than it would be if Ghost challenged a Rank 1 werewolf instead. Regardless of rank, the loser of a facedown challenge also loses one point of temporary Glory Renown; a Garou who loses a challenge with a markedly inferior werewolf — say, a Rank 4 Storm Lord losing to a Rank 1 Bone Gnawer — may well lose two or three temporary Glory instead.

Fast-Talk

When you want to baffle 'em with bullshit, this is the system to use. Normally, a player who wants to set his target off-balance with a verbal overload rolls Manipulation + Subterfuge, although Charisma or Appearance might work as well or better, depending on his approach. Either way, the roll's difficulty equals the target's Wits + Streetwise. A successful roll confuses the hell out of said target, who then does — within reason — whatever the trickster wants her to do for the next few turns, until she gets her wits together again.

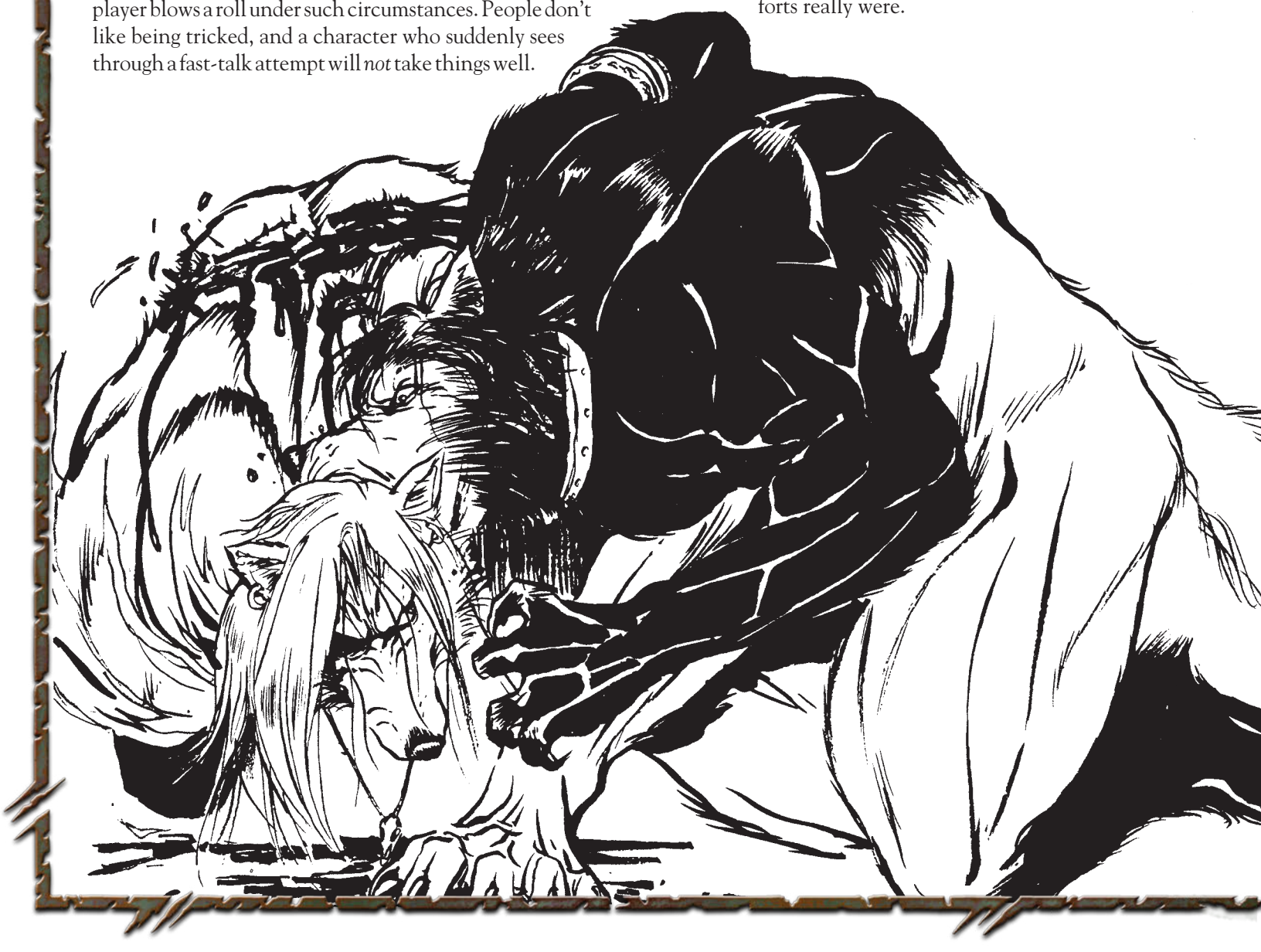
In order to resist the trickster's tactics, the target might spend a Willpower point and nullify that successful roll. A failed roll lets the target get a word in edgewise, which may throw the fast-talker off his game. A botched roll pisses the target off — from that point on, our trickster's not getting away with shit.

A specialty of Ragabash Garou, fast-talk can be hilarious, scary, or just plain weird. If the trickster's trying to keep his target confused for a while, the Storyteller might require several rolls… and Gaia help the werewolf if his player blows a roll under such circumstances. People don't like being tricked, and a character who suddenly sees through a fast-talk attempt will *not* take things well.

Interrogation

To loosen tongues and bowels alike, a werewolf player has three choices of interrogation technique, short of actual violence: a Manipulation + Subterfuge roll (to trick the subject into revealing information), a Manipulation + Intimidation roll (to bully out the truth), or — assuming the werewolf's Willpower is higher than his Rage — a simple Rage roll (to scare the crap out of the victim). Whichever way you choose, the more successful the werewolf, the more the victim reveals.

The difficulty of such rolls is the would-be informant's Willpower. One success nets a grudging, vague response, while five successes break the victim's resolve and cause him to tell you everything he knows. A failed roll means that your tactics didn't work; further attempts add one to the task's difficulty. On a botched roll, the target refuses to give in — either he won't talk, or he outright lies. Since false information is often worse than no information at all, it's the *Storyteller*, not the *player*, who ought to make interrogation rolls. That way, the truth remains hidden from the player until events prove how effective his efforts really were.



Intimidation

Even the most placid Child of Gaia can be one scary motherfucker. Though Garou lose Manipulation dice when they shift to different forms, this loss does not apply when the werewolf's trying to intimidate someone. In fact, she might actually *gain* dice, in any form, if she does something suitably impressive… like picking up a full-grown man and throwing him across the room.

As an *optional* rule, a werewolf may automatically intimidate normal humans with a glance and a snarl, even in Homid form, if her Rage dice pool exceeds her target's Willpower. The target gets a look at the inner Beast, and while he might resist its effects with a successful Willpower roll (difficulty equal to the werewolf's Rage), he's freaked out nonetheless. Mages, ghouls, and so forth are made of sterner stuff — they might be impressed but not cowed. Crinos Garou, of course, automatically "intimidate" human beings. Even if the Delirium doesn't steal his sanity, it's safe to say that a person facing a raging war-wolf will feel intimidated.

Oration

Characters are often more eloquent than the players playing them. To reflect a character with oratory skills, you might simply describe the nature of your character's speech and then roll Charisma + Expression, Leadership, or Performance, depending on what he's trying to say and how he's trying to say it.

The difficulty of this roll depends upon the speaker, the audience, and the circumstances. A well-favored Silver Fang would have an easier time impressing his audience than a ragged Bone Gnawer would… unless, of course, he's speaking to a bunch of Bone Gnawers. Among Garou, the speaker's rank plays a part as well: a Rank 4 Bone Gnawer is more likely to command respect, even among Silver Fangs, than a Rank 1 pup of any tribe.

The number of successes indicates the speaker's success. One success wins favorable attention, while five successes will get folks to follow you almost anywhere. A failed oration roll drops your speech on its head, while a botched one provokes outright hostility. Long speeches may require an extended roll, with five successes or more required before the audience is fully convinced. A spectacular speech (five successes or more) may win a point or two of temporary Glory Renown, while a failed speech costs one temporary Wisdom point or more.

Performance

Dance, music, acting, and other sorts of dramatic arts usually use a roll of Social Attribute + Performance or Expression. The Attribute depends on what your character's doing and how she's doing it. Is she impressing folks with force of personality? Roll Charisma. Employing social grace? Use Manipulation. Raw beauty? Then Appearance will do fine.

Certain performances — say, breakdancing or the avant-garde art of butoh — may employ Physical Attributes instead of Social ones. Arts that demand speed or flexibility demand Dexterity, while ones that require endurance would use Stamina. Note also that certain cultural, ritual, or athletic performances require specialized knowledge or appropriate connections. No matter how stylish she may be, a white girl trying to fake a Lakota war dance is gonna piss people off.

Seduction

A werewolf trying to establish romantic affection (sexual or otherwise) with someone can use social seduction to catch her attention. Through witty banter and attractive behavior (genuine or otherwise), he maneuvers his "prey" into a position they both desire. Seduction generally appeals to sexual connections; a straight man will have a particularly hard time seducing a gay woman. In certain situations, however, the seducer might target other desires — vanity, intellect, adventure and so forth. In any case, the player must describe what he's trying to accomplish. His tactics will determine the chances of success.

In many cases, a seduction attempt can simply be roleplayed. For socially awkward players or gaming situations, however, the following system will suffice:

Opening Line: The player rolls Appearance + Subterfuge in order to get close enough to attempt seduction. The usual difficulty is the target's Wits + 3, although it might be lower if the subject is looking for a good time and higher if she's not remotely interested. A really good line on the player's part might lower the difficulty, while a really stupid remark could raise it to 10 or blow the game completely.

Banter: Assuming initial interest, the seduction moves into flirtatious interplay. In game terms, roll Wits + Subterfuge verses a difficulty of the target's Intelligence + 3. Again, cleverness lowers the difficulty while a fumble raises it. Each success on this roll grants an extra die to the pool for the next stage.

Conversation: The banter-ballet continues. A Charisma + Empathy roll, with the difficulty equal to the target's Perception + 3, lets the seducer lay out at least an illusion of common ground. If all goes well, the dance moves on.

Payoff: The seducer gets what he wants. Whether he chooses to leave his "prey" hanging or consummate their relationship depends on the seducer's goal. Either way, the scene probably fades to black as the predator scores another notch on his personal James Bond list.

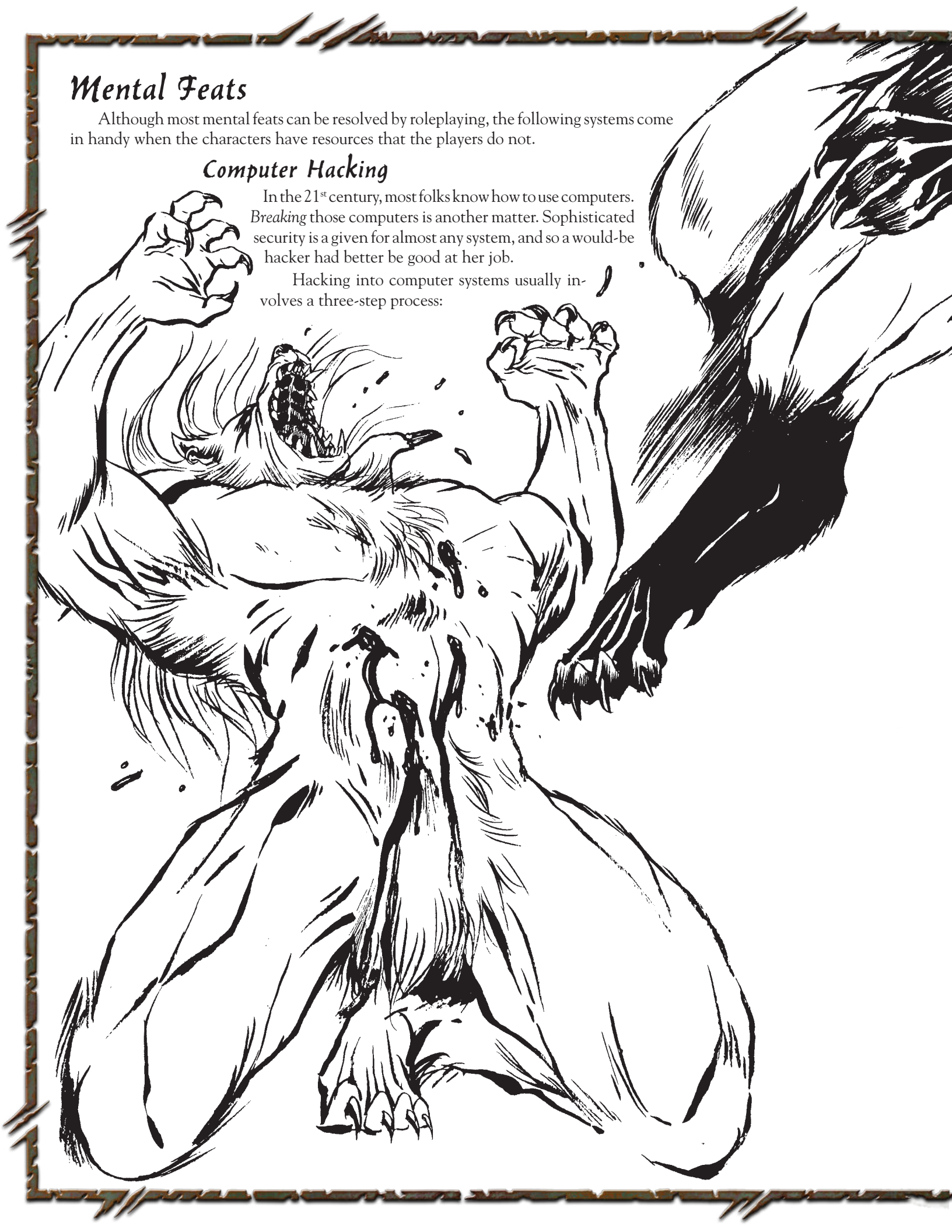
Mental Feats

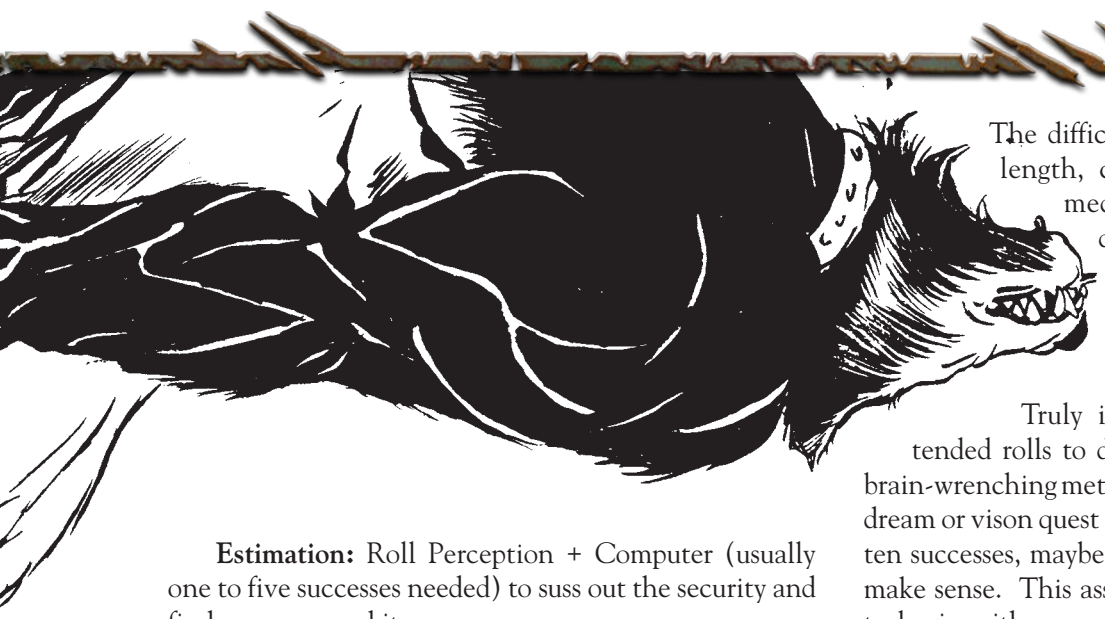
Although most mental feats can be resolved by roleplaying, the following systems come in handy when the characters have resources that the players do not.

Computer Hacking

In the 21st century, most folks know how to use computers. *Breaking* those computers is another matter. Sophisticated security is a given for almost any system, and so a would-be hacker had better be good at her job.

Hacking into computer systems usually involves a three-step process:





Estimation: Roll Perception + Computer (usually one to five successes needed) to suss out the security and find a way around it.

Alteration: Roll Intelligence + Computer (almost always an extended roll) in order to establish the desired changes to the system.

Escape: Roll Wits + Computer (again, one to five successes) to get out without being discovered.

For all but the simplest systems, hacking demands extended rolls, often requiring ten to twenty successes before the task is through. Difficulties vary depending on the system; cracking a commercial software encryption code might require one or two successes at difficulty 4, while ferreting information from a secure government installation would be 9 or 10, with at least ten successes rolled without a hitch.

A failed roll usually results in discovery; in minor systems, that could simply mean an error message, while high-end systems track the intruder back home, possibly delivering a nasty payload in the process. A botched roll may infect your computer with a virus, shut it down, reveal its identity, or cause other unhealthy consequences.

Certain computer-oriented Gifts, rites or spirits may make hacking easier, harder, or — in the case of angry entities on the other end of the attempt — far more dangerous. Hacking obviously demands a fairly powerful computer, often outfitted with certain programs beforehand. Trying to subvert all but the easiest systems is essentially impossible without decent processing power and a fair amount of experience (in game terms, Computer 3 or better). Outside the movies, computers need some connection to the system being hacked — commands don't just travel through unconnected space unless there are magical or spiritual powers involved. Glass Walkers are the obvious masters at such arts, but any Garou with the appropriate gear and knowledge can try to make a system dance.

Dream and Omen Interpretation

As the animistic Garou understand, life's full of significant riddles. Puzzling out their contents usually demands a roll of Intelligence or Perception + Engimas. The difficulty for such rolls depends on the length, complexity, and obscurity of the medium; reading textbook-Freudian dream symbols is easy (difficulty 3 or 4), while unraveling obscure hints from a bizarre vision quest might be challenging for even the most experienced Theurge (difficulty 8 to 10).

Truly involved visions may require extended rolls to decipher, especially if they involve brain-wrenching metaphysics or alien symbols. A lengthy dream or vison quest often takes an extended roll (five to ten successes, maybe more) before its contents begin to make sense. This assumes they make any kind of sense to begin with; even for Garou, a dream is often just a dream. Riddling out its significance might involve rolls from the Storyteller, not the player, in order to obscure its ultimate truth.

Forgery

Everything these days seems to need appropriate permits, cards, and documents. When falsifying such forms, you usually have to know what you're doing before you start, have the right materials at hand, and check your work before putting the papers to the test. Given the prevalence of magnetic strips, holographic designs, and microscopic inserts, it's really hard to fake anything but the most basic items.

In game terms, forgery requires two rolls: an Intelligence + Streetwise roll to falsify the appropriate details, and a Dexterity + Streetwise roll in order to create usable copies. The difficulty of the rolls depends on the subject, the forger's familiarity with the appropriate knowledge, and the materials he's using to make the forgery. Faking the handwriting of someone you know is simple, while creating false passports from a foreign government is challenging at best. A decent forgery might require a few dots in Law, Larceny, and possibly Computer if the documents involve holograms or magnetic strips. Sophisticated documents cannot be faked without the proper equipment. The days when you could hand-forge a hundred-dollar bill are over.

When creating the copies, the player can use only as many dice on his Dexterity + Streetwise roll as he had successes with the initial roll. Jape, for example, could use only three dice if she rolled three successes on that Intelligence + Streetwise roll. Each success reflects a higher level of quality: one success creates a sloppily passable fake, while three successes produces a document that would fool most casual observers and five successes crafts a dazzling forgery. Failure reflects an obvious fake, while a botched roll creates a forgery that *looks* good until someone important examines it.

Gamecraft

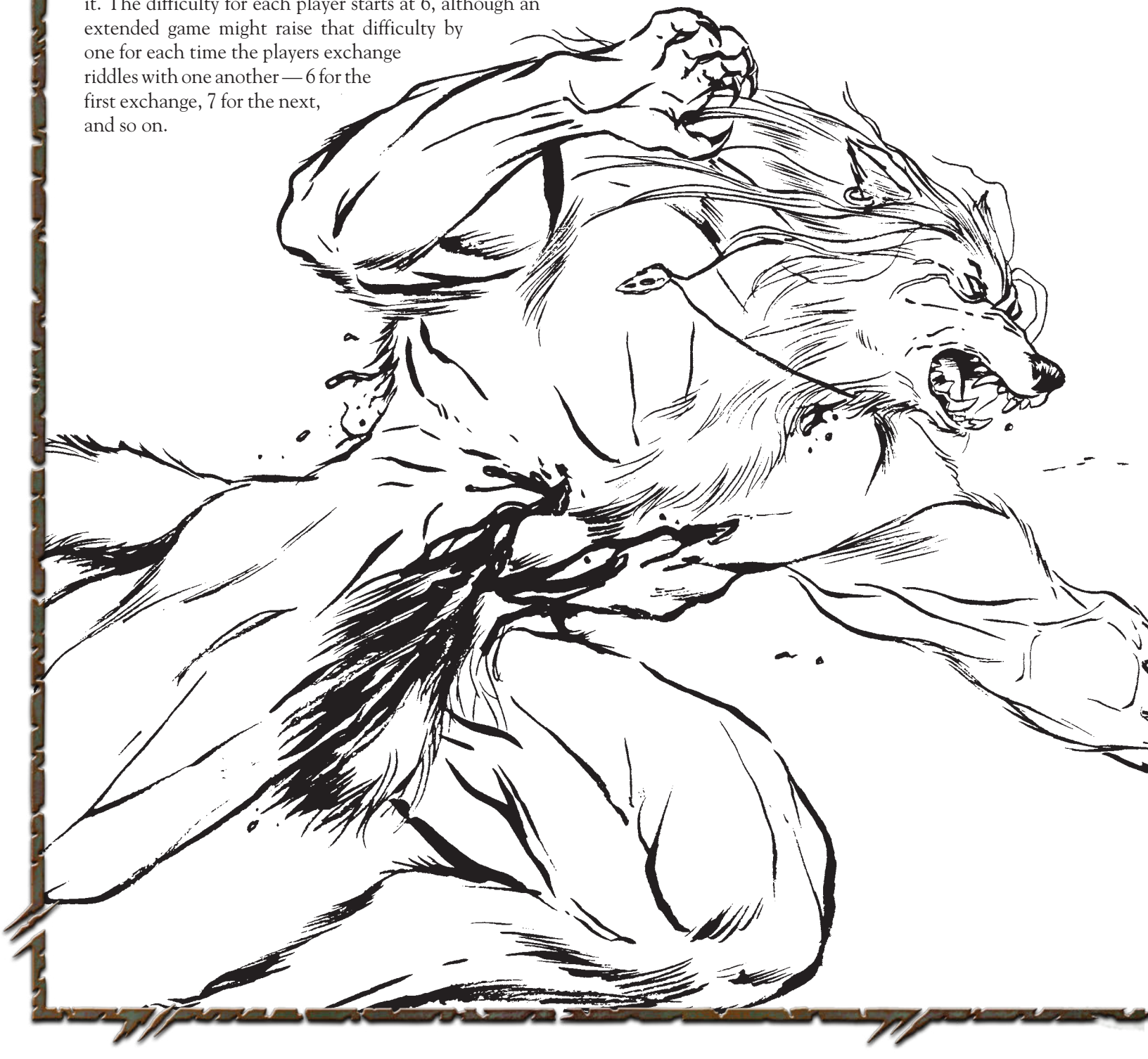
A traditional challenge for resolving disputes without bloodshed, the riddle-contest pits one character's wits against another's ability to understand a riddle. Such contests typically involve an exchange of riddles — each player asking a question and then being asked a question in return — until one contestant winds up stumped. If you have a good head for riddles, you might roleplay out a riddle contest; if not, the following system will suffice.

The character asking the riddle rolls her Wits + Enigmas; the one trying to solve it rolls his Intelligence + Enigmas. The one attempting to solve the riddle must beat the number of successes scored by the one who asked it. The difficulty for each player starts at 6, although an extended game might raise that difficulty by one for each time the players exchange riddles with one another — 6 for the first exchange, 7 for the next, and so on.

Spirits often pose riddles to shamans and Garou as a time-honored way to prove their worth. Garou riddle one another as well. If a low-ranking Garou challenges a higher-ranked one, add one to the roll's difficulty for each two ranks between them. (See Facedown, above.) A Garou who wins such contests may receive one or two temporary Wisdom Renown, while the loser loses the same amount.

Hunting

Often viewed as the elemental werewolf art, hunting scores food for Garou who'd rather catch their meat than purchase it. In game terms, a hunt is an extended action:



the player rolls Perception + either Primal-Urge (in a lupine form) or Survival (in Homid form), with the difficulty depending on the season and terrain. Hunting in a Pacific Northwest forest during autumn is far easier than stalking edible game in the Sahara at high summer, after all.

Each roll reflects one hour of hunting. If the character stalks an area without success for four hours, she must move on to another hunting ground. For every two successes, the character finds enough food for one meal. Hunting to feed other characters is, of course, more difficult, with a higher number of successes needed.

Wolves normally hunt in packs. When a Garou pack is on the prowl, the one with the highest dice pool makes the roll, adding one die to her pool for every werewolf involved. Essentially, the wolves pool their skills to find the prey and then run it to ground. For best results, roleplay out the search, the chase, the kill, and its gorily delicious aftermath. (See also *Shadowing* and *Harrying*.)

Research

Even when you know that King Breweries has nefarious ties, it takes research to track down the essential information. And while hot-blooded Garou aren't usually inclined to sift through books, their more studious packmates can use hard data to pick the pack's next targets.

To uncover information, first describe what your character is doing to track down the necessary data. A roll then determines success: Intelligence + the appropriate Ability (usually Investigation, Academics or Computer). The difficulty depends upon how obvious or covert the information is. Readily available (but dubious) information might be difficulty 2, while obscure topics and detailed information might be difficulty 8, 9, or even 10.

How comprehensive is your information? That depends on the number of successes rolled. One success supplies basic answers to general questions. Three successes results in much more detailed clues and a foundation for further investigation. Five successes often reveal all you need to know, while more than five successes provide links to other potentially useful data that you hadn't known about until then.

Research demands time, resources, and head-aching concentration. Until you're done, you have no idea how long it'll take to find what you're looking for. In game

terms, the player tells the Storyteller how long and hard she plans to trawl her sources, and the Storyteller decides how many rolls she has to make. Basic research involves an hour or two, reflected by a single roll; additional rolls reflect longer hours, potentially even a day or more in the case of hard-to-find facts. A character can study for roughly one hour for each point of Stamina she has in Homid form. (Researching in other forms tends to be counterproductive.) Past that time, she must spend another Willpower point per hour to continue, with the difficulty rising by one for each passing roll until she runs out of Willpower or finally gives up.

Truly obscure information — the type you can't find in a normal library or web search — might take further digging: shaking down informants, hacking into databases, or accessing archives that the general public cannot touch. Such searches can become stories in themselves, possibly employing other systems from this section. Assembling really detailed research may demand more than the usual five successes, perhaps ten or more for accurate reports. After all, you can't uncover the corporate structure of Pentex without breaking a few arms, hearts, and computer access codes.

Because there's no way of knowing how accurate the information will be, the Storyteller should make investigation rolls on the player's behalf. Failed rolls provide dead ends or inaccurate information, while botched rolls send the investigator down a wrong trail. Either way, the Storyteller should provide the player with some degree of information. Only time and experience will prove how right or wrong it is.

Searching

When you're digging through that dumpster for dinner or clues, a Perception + Investigation roll determines your accomplishments. That roll's difficulty depends on what you seek and whether or not you're seeking it in the right place.

When searching an area, the player should describe what his character is doing to find the desired object. If the description is good enough, the Storyteller may simply give him what he wants without making him roll for it. A werewolf's sharp senses often make searches easier (see *Sensing*, above), granting the player a dice pool bonus if he makes a successful Perception + Investigation roll. No roll, of course, will help you find something when you're looking in the wrong place. For simplicity's sake, the Storyteller could just say, "Time passes, but your search turns up nada," and then move on to the next scene.

Tracking

The fearsome hunting instincts all werewolves possess make them skillful trackers. When discerning or following a physical trail, use Perception + Primal-Urge to spot the necessary clues. Often an extended roll requiring five successes or more, tracking helps the hunter pursue his quarry from a distance. (For closer hunts, see *Shadowing*, above.)

Each successful roll gives the hunter a fairly clear view of the trail for about five minutes. Failure allows him to try and find the trail again (adding one to the next roll's difficulty), while a botched roll loses the trail completely. If the difficulty rises above 10, the trail goes cold for good.

A tracking roll's base difficulty is 7, but may be modified by several factors: weather, terrain, potentially confusing distractions (flowing water, crowd-scents, unfriendly observers and so forth), and the skill of the character who's being pursued. Following a Pentex First Team down the Appalachian Trail would be cub's play, while stalking a suspicious vampire through New Year's Eve crowds would challenge even the finest hunter.

Shapechanging: The Five Forms

Beneath the skin lie many beasts. For the Garou, those beasts externalize themselves as the five forms of wolf-kind: the human guise, the primal beast-man, the war-wolf, the dire form, and the true wolf. Any Garou, regardless of her breed, can assume these five forms. In game terms, it merely takes a Stamina + Primal-Urge roll and a few successes in order to make physics and biology run screaming into the night.

Transforming from one shape to another requires one success for each form your character goes through in the process. Going from Homid to Crinos, for example, takes two successes (one for Glabro, one for Crinos), while going from full human to full wolf takes four successes. The Shift Difficulty given for each form reflects the difficulty of that roll: changing to a different form from Homid is difficulty 6, while shifting from Hispo is difficulty 7. You can spend a point of Rage to change immediately, and any Garou can shift back to her breed form instantly too. In neither case do you need to make a roll — your werewolf taps into the deepest reserves of her nature to transform.

Unless they've been protected with the Rite of Talisman Dedication (see *Rites*), clothes tend to be shredded and possessions, discarded in the course of transformation. A Glabro or Crinos werewolf can certainly hang onto hand-held goodies as she shifts, but jewelry, wallets, and so forth have a nasty habit of getting left behind.

With sufficient control over shapeshifting, a Garou can even transform only part of her body: grow Crinos talons in human form, or turn forepaws into hands. Partial transformation requires the expenditure of a Willpower point and success on a Dexterity + Primal-Urge roll (difficulty 9).

Homid: The Human

Statistics Adjustment: None

Shift Difficulty: 6

Size: 5'–6 ½' tall, 100–250 lbs.

Form Description: Essentially a human being, the Homid form allows Garou to move through man's world more or less unseen. Metis and lupus Garou still possess their regenerative abilities and their vulnerability to silver in this form, while homid Garou do not; for them, silver feels uncomfortable, and wounds heal with surprising quickness, but the obviously uncanny effects remain absent. Aside from possible scars or body art, a Homid-form werewolf appears to be a typical person. Even so, this thin disguise still betrays the predatory Beast underneath if you dare to look close enough (see The Curse, p. 262).

Glabro: The Near-Human

Statistics Adjustment: Strength +2, Stamina +2, Manipulation –2, Appearance –1

Shift Difficulty: 7

Size: 5 ½'–7 ½' tall, 200–400 lbs.

Form Description: In this bestial throwback form, the werewolf looks like an unusually tall, feral, muscular person. A Garou shifting into Glabro essentially doubles (or perhaps triples) his body weight and adds between six inches to a foot onto his normal height. Clothes strain and tear, but do not shred… yet. His teeth and nails thicken and sharpen, and while they're not especially powerful, they add to the werewolf's intimidating presence. Hair grows; brows slope; the werewolf's posture hunches with predatory intent. A Glabro werewolf can speak, but not well. Even soft words sound guttural and harsh.

Crinos: The War-Wolf

Statistics Adjustment: Strength +4, Dexterity + 1, Stamina +3, Manipulation –3, Appearance 0

Shift Difficulty: 6

Size: 8'–10' tall, 400–850 lbs.

Form Description: This living embodiment of Rage combines the most terrible elements of man and wolf. Towering roughly nine feet tall, the slavering Crinos monster features a wolf-like head gigantic fangs and horrific claws; long, powerful arms; thick skin and bones; heavy fur; and a large wolf-tail for balance and body language. Its awful mouth can barely speak human words, though it can bay and howl with deafening eloquence. Though a Crinos werewolf can speak the Garou tongue, its surging Rage reduces most sentiments to kill, Kill, and KILL!

Werewolf fur usually favors the striped or mottled markings of normal wolves, combined with the hair color (and sometimes even style) of a Garou's Homid form. Tribal identity is most obvious in Crinos form, where the features, fur color and body language often reveal the differences between a Bone Gnawer, a Silver Fang, a Black Fury, and a Wendigo. Many Garou decorate themselves with dedicated jewelry and other markings that symbolize their tribal pride. The dice-pool penalties to Manipulation and Appearance do not affect spirits or other Garou, just humans and similar entities (vampires, mages, changelings, etc.). Crinos is not a form for casual contact. Even the metis, who are born in this shape, bristle with murderous fury when this war-wolf manifests.

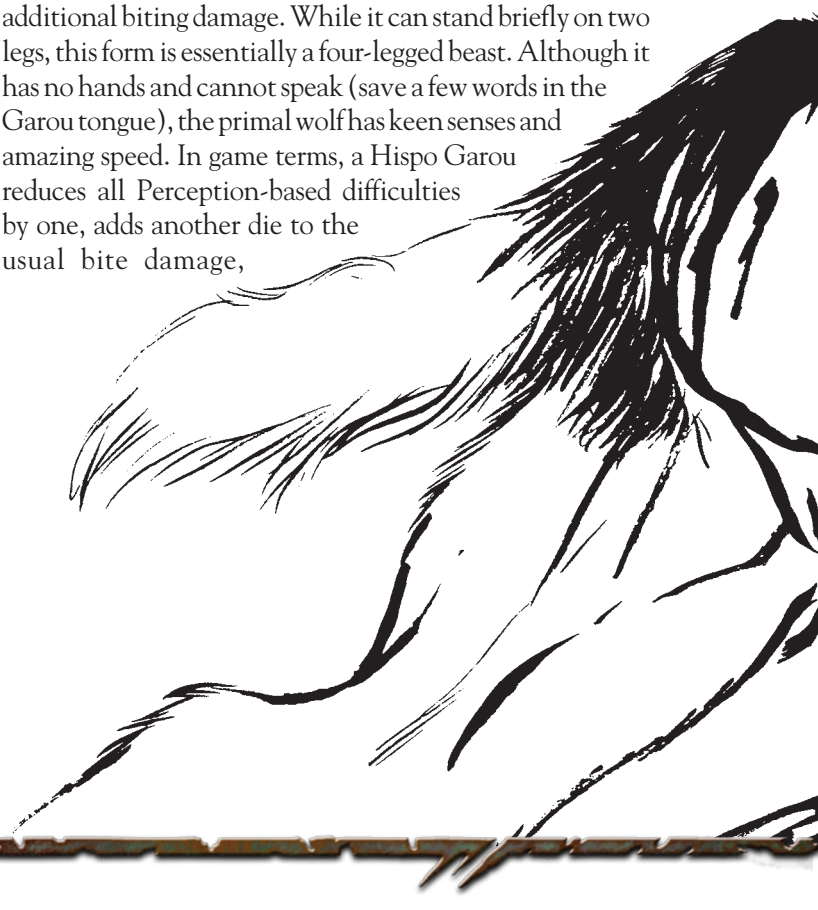
Hispo: The Dire Wolf

Statistics Adjustment: Strength +3, Dexterity +2, Stamina+3 , Manipulation –3

Shift Difficulty: 7

Size: 4'–6' at the shoulder, 350–800 lbs.

Form Description: The primal nightmare of ancient man, a Hispo werewolf recalls the titanic dire wolves that ran wild in the Impergium. Only slightly smaller than Crinos-form Garou, the Hispo shape boasts extra-large teeth for additional biting damage. While it can stand briefly on two legs, this form is essentially a four-legged beast. Although it has no hands and cannot speak (save a few words in the Garou tongue), the primal wolf has keen senses and amazing speed. In game terms, a Hispo Garou reduces all Perception-based difficulties by one, adds another die to the usual bite damage,



and requires the character to spend a Willpower point to speak a word or two of vaguely-comprehendible human speech. Tribal identity may still be obvious in this form, if only from facial features, stance, and the color-patterns of the werewolf's fur.

Lupus: The Wolf

Statistics Adjustment: Strength +1, Dexterity +2, Stamina +2, Manipulation –3

Shift Difficulty: 6

Size: 2'–3' at the shoulder, 60–150 lbs.

Form Description: To all appearances a large normal wolf, the Lupus form enjoys sharp senses, great speed and endurance, and the ability to slip through the wilderness more or less unseen. Some Garou (especially among the Bone Gnawer tribe) appear more dog-like than wolf-like in this form — a trait other werewolves despise, although it comes in handy when blending in with man's world.

In game terms, a Lupus-form Garou can bite for aggravated damage, but inflicts only lethal damage with his claws. Lupus-breed werewolves inflict only lethal damage with either attack in this shape, and cannot employ their mystic healing powers in Lupus form. Perception-based difficulties, though, are reduced by two, and the wolf-form can run at twice the character's normal human speed. Although it can speak a garbled form of the Garou tongue, this form communicates almost totally through body language and typical wolf vocalizations. The werewolf's tribal identity might seem obvious in the wolf's facial features, posture and fur; all other decorations, however, disappear unless they've been strapped, pierced, or tattooed on the wolf itself.

Combat

Werewolves kill things. And since most things don't really enjoy being killed, there's usually a fight involved before the prey's near-inevitable demise. When Gaia's protectors and predators enter combat, the following systems help resolve the fast and brutal results.

Because game rules are abstract, Storytellers should favor fierce drama over endless dice-rolling contests. Describe the crash of bodies and the sting of gunsmoke. As important as rules can be, we prefer flexibility over number-crunching. Charts should not get in the way of a damned good story.

The following section breaks violence into two categories:

• **Ranged Combat** deals with long-distance carnage: guns, arrows, thrown objects and the like. Characters need a relatively clear line of sight in order to fight at range. If you can't see it, you can't usually hit it.

• **Close combat** covers the Garou specialty: hand-to-hand fighting, either with weapons or naked fang-and-claw ferocity.

In either case, combat plays out in *action turns*, as detailed earlier. All players roll their initiative to see who acts when, and then handle those actions on a turn-by-turn basis. The final portion of each combat turn gets divided into the *Attack phase* (when you see whether or not attacks hit their targets) and the *Damage phase* (when you determine how badly the combatants get hurt). Combat turns typically last about three seconds in game-world time; when werewolves let loose, though, a *lot* can happen in those three seconds!

Attack

When the blood hits the fan, the dice pool you employ depends upon what your character is doing that turn:

• For attacks using guns, roll Dexterity + Firearms.

• For attacks with thrown weapons, use Dexterity + Athletics.

• For attacks using hand-held weapons, employ Dexterity + Melee.

• For most hand-to-hand attacks that use fangs, claws, body weight and so forth, roll Dexterity + Brawl. (A handful of attacks employ dexterity + Athletics instead, but we'll get to that later.)

For the specific difficulties involved, see *Combat Maneuvers* and the related charts below.

Defense

A character who doesn't want to get hit with an attack has three options. Each one can be declared at any time before the opponent's attack, as long as a character

SPENDING RAGE

The sacred fury within all Garou allows a player to spend Rage points in order to perform the following feats:

• **Take Extra Actions:** For each point of Rage spent, the character can take one extra action that turn. The player must declare that she's spending Rage for extra actions at the beginning of that turn. Once she decides to spend those Rage points, they're officially spent, and cannot be used for anything else that turn. Other limits apply, too – see below.

• **Change Forms:** At any point in the turn, a player can decide to spend a point of Rage, immediately shifting his werewolf into any one of the five Garou forms.

• **Ignore Stunning:** Under normal circumstances, a character who takes a lot of damage is stunned, and cannot act for the remainder of that turn. (See *Stunning*, below.) A werewolf, however, can spend a Rage point that turn and keep moving normally.

• **Ignore Pain:** In similar fashion, a werewolf player can spend a point of Rage to let her character ignore the dice penalty for one health level worth of damage. This option does not heal the damage, it lasts for only one turn, and it alleviates only one heath level's penalty for each point of Rage spent this way. After that turn, the pain-penalties kick in again.

Extra Action Limitations

• **Rage Score:** Within a single turn, a player can spend up to half his character's permanent Rage score in Rage points (rounded up) when getting extra actions. A Garou with Rage 5, for example, can spend three Rage for three extra actions that turn. The player could spend more Rage in order to ignore stunning or pain, but cannot get more than three extra actions that turn.

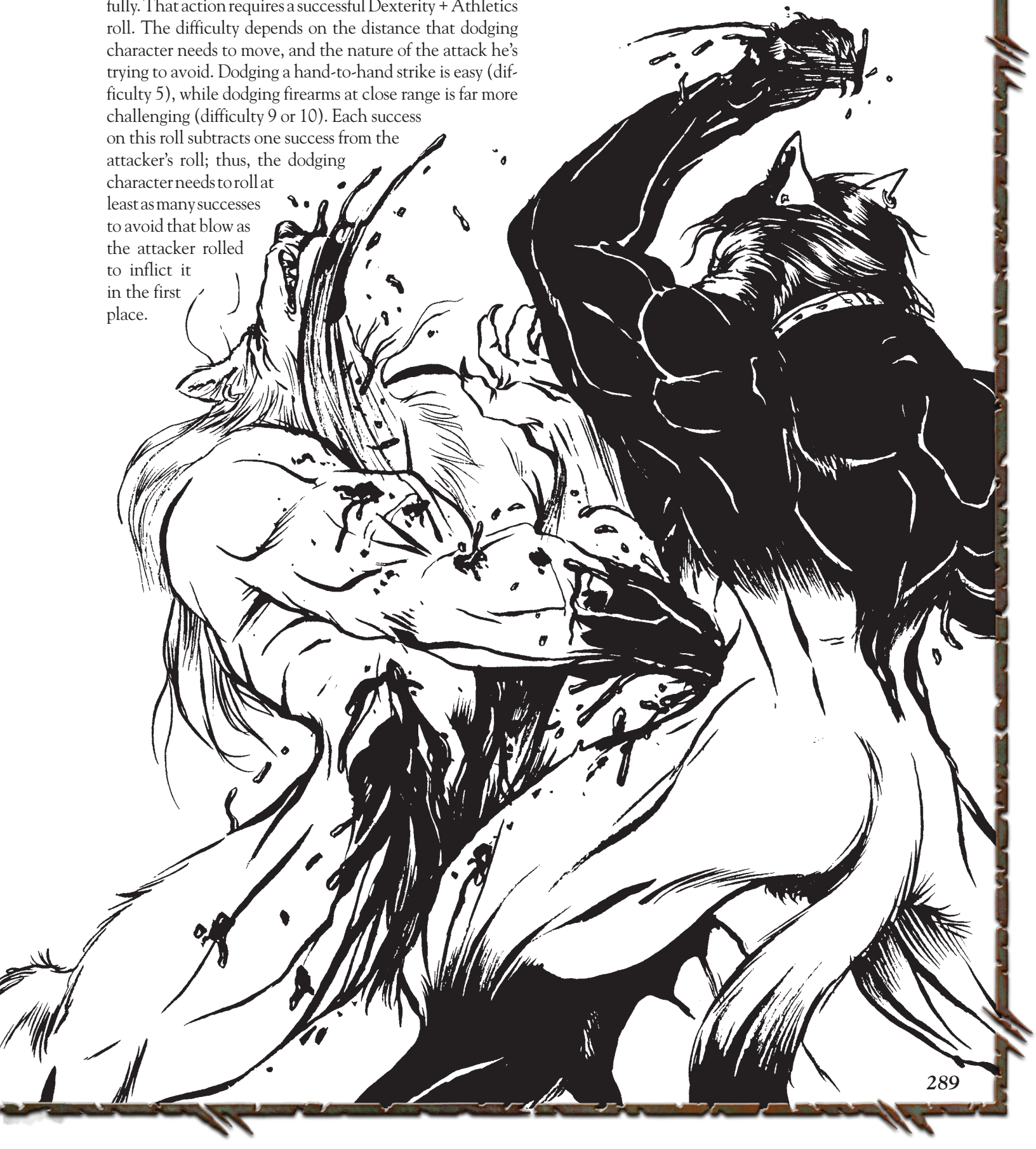
• **Timing:** Rage spent for extra actions *must* be declared at the beginning of the turn. Other Rage expenditures can be declared at any point within that turn.

• **Speed:** In a single turn, a character can take only as many "normal" extra actions as she has dots in either her Dexterity or Wits, whichever is lower. A Dexterity 4/Wits 3 Garou, for instance, could take only three extra actions without incurring a penalty. If her player chooses to exceed that limit, she suffers a +3 penalty to all difficulties that turn. Essentially, the werewolf is trying to go too fast for her body (Dexterity) or mind (Wits) to process. If she happens to be in frenzy, however, her Rage actions are limited only by her Dexterity, as she's pretty much "beyond her wits" to start with.

has an action left to perform. By making a successful Willpower roll (or spending a point of Willpower) you can even abort your planned action to substitute one of the following defensive actions

• **Dodging** gets the character out of harm's way… hopefully. That action requires a successful Dexterity + Athletics roll. The difficulty depends on the distance that dodging character needs to move, and the nature of the attack he's trying to avoid. Dodging a hand-to-hand strike is easy (difficulty 5), while dodging firearms at close range is far more challenging (difficulty 9 or 10). Each success on this roll subtracts one success from the attacker's roll; thus, the dodging character needs to roll at least as many successes to avoid that blow as the attacker rolled to inflict it in the first place.

• **Blocking** uses a body part to deflect an incoming blow. The roll is Dexterity + Brawl, and although it can be used against any hand-to-hand assault, it cannot be deployed to stop firearms. (Anyone who tries to fist-block an Uzi blast *deserves* to get shot.) Whether or not a char-



acter can block an arrow shot is a Storyteller decision; you can try, but unless he's Tony Jaa, it might not work. Again, the difficulty depends on the attack, but often ranges between 5 (for a fist) and 8 (a katana). As with dodging, each success scored by the defender removes one success from the attacker's attempt.

• **Parrying** is essentially a block using a weapon instead of one's body. The roll involved is Dexterity + Melee, but all other details are the same as dodging and blocking.

Resolution

Once the attacks have landed, the players determine how much damage the combatants have inflicted and received.

To figure out how much damage has been inflicted, the attacking player rolls her dice pool against difficulty 6. Each success deals out one health level of damage.

Really successful attacks inflict more damage. For each success *above the first one* that the player scores on her attack roll, she adds one more die to the damage dice pool. (Three successes would add two more dice, etc.) This way, skilled or lucky combatants can make hamburger of their opponents. Thankfully, werewolves heal with devastating speed.

Damage

As noted earlier under *Applying Damage*, attacks inflict one of three types of damage:

• **Bashing** damage comes from blunt-force trauma: fists, clubs, table legs, etc. Even normal humans heal this type of damage fairly quickly, and it rarely does anything but piss off a Garou. On a character sheet, bashing damage gets marked with a single slash ("/") rather than an "X."

• **Lethal** damage comes courtesy of sharp-edged weapons, firearms, spiked clubs, barbed-wire garrotes, chainsaws, and so on. Most living things have a hard time healing lethal damage, but werewolves regenerate such injuries almost no time. Indicate this form of damage on your character sheet with an "X."

• **Aggravated** damage reflects severe injury. Even werewolves suffer badly from such harm, which usually comes from supernatural attacks: Garou claws and teeth, vampire fangs, toxic waste, and some forms of fire. Silver inflicts aggravated damage against werewolves, too — a fact whose notoriety poses a constant threat to Garou. Aggravated damage takes a long time to heal, and although it can be soaked (except in Homid and the breed form; see below), it cannot be regenerated — only healed by certain Gifts like Mother's Touch. Indicate aggravated damage with an "*" on your character sheet.

Soaking Damage

Living beings tend to be fairly resilient, and so characters who take damage can try to "soak" it before subtracting health levels from those injuries. To soak damage, roll your character's Stamina against a difficulty determined by the damage:

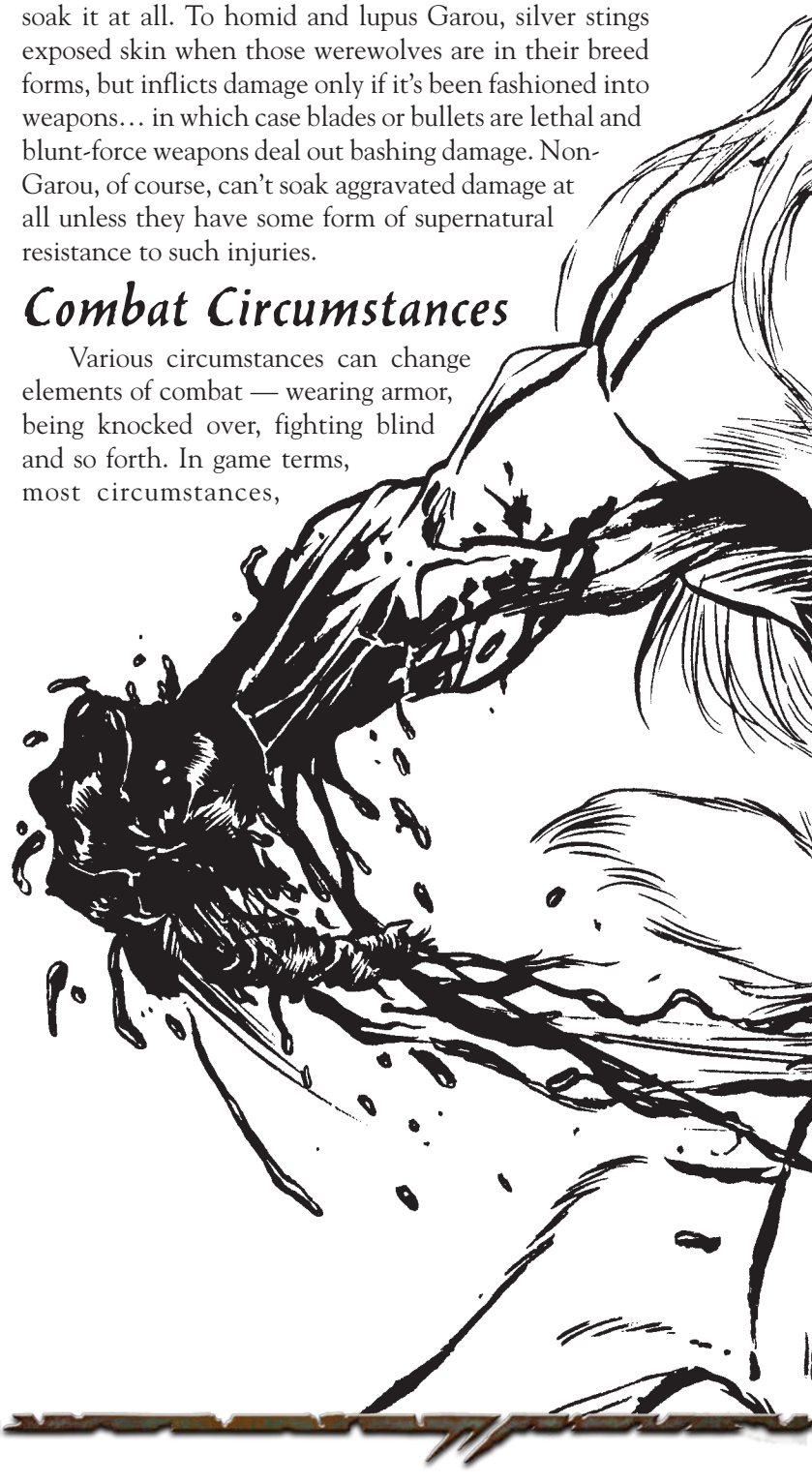
• Bashing damage can be soaked by any character at difficulty 6.

• Lethal damage can be soaked by Garou and many other supernatural creatures at difficulty 6. Humans cannot normally soak lethal damage, although exceptionally tough ones may be able to try and soak it (Storyteller's option) at difficulty 8.

• Aggravated damage, other than that inflicted by silver, can be soaked by Garou at difficulty 6 in any form *except their breed form*. Silver damage cannot be soaked in any form *except* the breed form, and metis Garou can't soak it at all. To homid and lupus Garou, silver stings exposed skin when those werewolves are in their breed forms, but inflicts damage only if it's been fashioned into weapons… in which case blades or bullets are lethal and blunt-force weapons deal out bashing damage. Non-Garou, of course, can't soak aggravated damage at all unless they have some form of supernatural resistance to such injuries.

Combat Circumstances

Various circumstances can change elements of combat — wearing armor, being knocked over, fighting blind and so forth. In game terms, most circumstances,



whether they're listed here or not, can be handled by raising or lowering either difficulties or dice pools (but rarely both). Some of the more common combat-oriented circumstances include:

Armor

Some combatants wear heavy protective gear. Others have thick hides, slimy skin, or other artificial or innate defenses. In game terms, it all works the same way: armor adds extra dice to a character's soak roll. Certain types of armor also restrict movement, and thus inflict a penalty to the wearer's Dexterity-related difficulties.

The chart below features some common forms of armor, with their related soak dice and Dexterity penalties. For most non-Garou characters, armor dice (and *only* the armor dice) can soak lethal damage, and possibly (Storyteller's discretion) aggravated damage, too. Armor may help a Garou soak certain kinds of silver damage, too. It makes sense,

after all, that a flak jacket could blunt the trauma from a werewolf's claws or a silver bullet; it could not, however, stop fire or radiation.

Armor

Armor Type	Rating	Dexterity Penalty
Tough Hide	1–3	0
Reinforced Clothing	1	0
Biker Jacket	1	1
Leather Duster	2	2
Bearskin Coat	3	3
Steel Breastplate	3	2
Kevlar Vest	3	1
Flak Vest	4	2
Riot Suit	5	3
Trashcan Lid	2	(none, but requires diff. 6 Dexterity + Melee roll to employ)

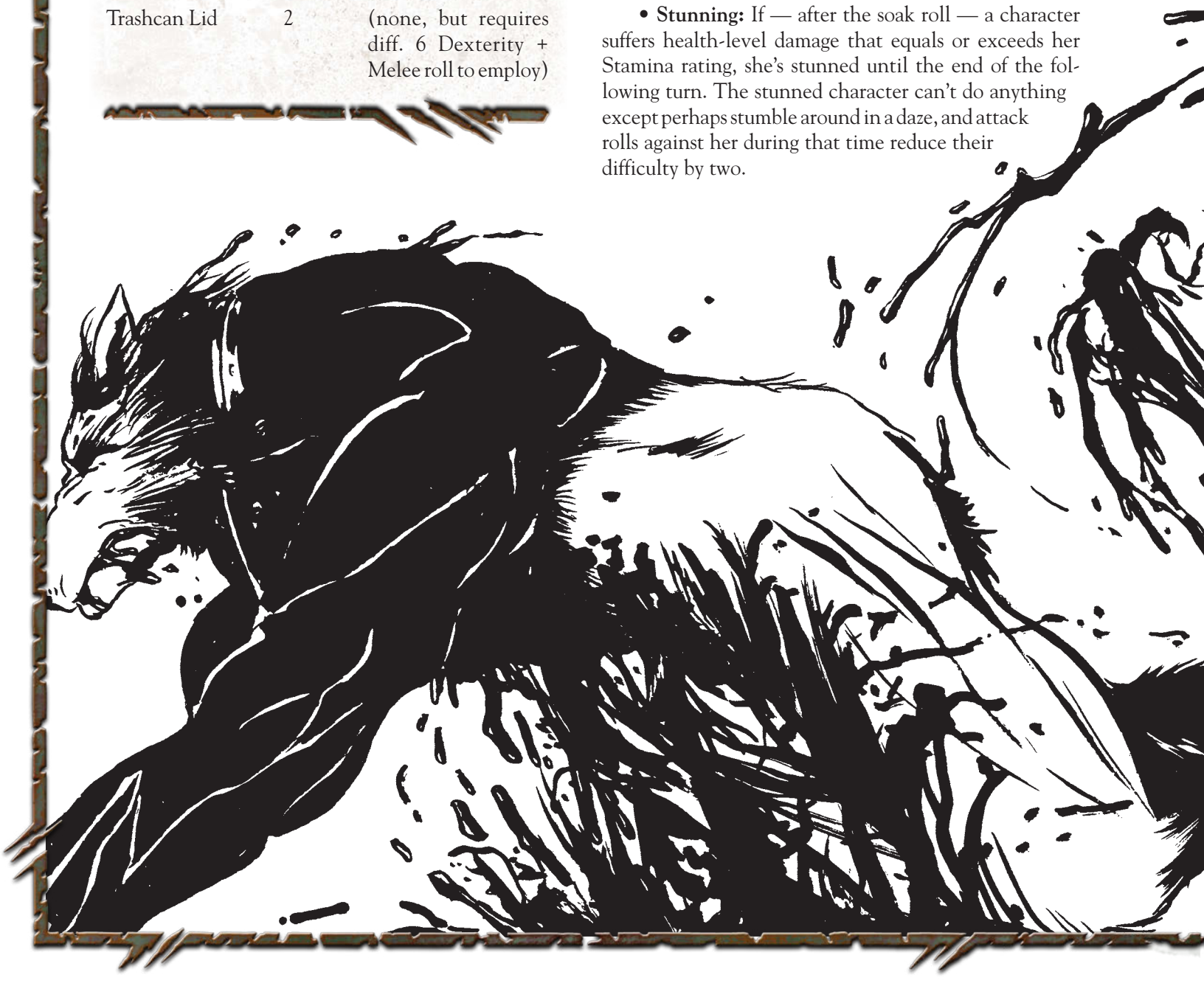
Blinded, Knocked Down, Immobilized, or Stunned

• **Blinding:** A character who's been blinded by injury or darkness cannot dodge, parry or block incoming attacks. All other actions add two to their difficulty. Given the keen senses of most werewolves, a Garou player could take an action to sense her character's surroundings in order to reduce that penalty, or else use a Gift to compensate for blindness. As usual, the Storyteller is the final judge.

• **Knockdown:** A character who's been knocked off her feet must take an action to scramble back up; if she cannot do so, she may be considered to be partially immobilized.

• **Immobilization:** If a character has been held down, paralyzed, or otherwise rendered unable to move, any character who attacks him reduces her difficulty by two if the target is still able to move a little bit, and may hit him automatically if he cannot move at all.

• **Stunning:** If — after the soak roll — a character suffers health-level damage that equals or exceeds her Stamina rating, she's stunned until the end of the following turn. The stunned character can't do anything except perhaps stumble around in a daze, and attack rolls against her during that time reduce their difficulty by two.



Changing an Action

Once you declare an action, that action is usually set. However, under drastic circumstances (a grenade tossed at a character's feet, a packmate in mortal danger, etc.), you may change your character's declared activity. In such cases, add one to the difficulty of that new task, as your character reacts to meet the new challenge.

Ranged Weapons

Bows, guns, thrown weapons, and other forms of long-distance assault add new complications to the usual combat-roll process:

Aiming

When a character takes time to line up a shot, he shoots more accurately than one who simply leaps through the air John Woo-style, firing madly at everything that moves. In game terms, that character must remain more or less still (no movement faster than a slow walk) and keep his target in his sights.

For each turn spent aiming, the player adds one die to the character's appropriate dice pool, up to a maximum of that character's Perception rating. A scope adds two dice to the roll as well. This bonus, however, applies only to a single shot. Each new shot must be aimed again in order to get the full bonus and effect.

In order to aim properly, a character must have at least one dot in either Firearms (to aim guns) or Archery (to use bows).

Automatic Gunfire

The unholy power of modern firearms allows a character to empty a clip of ammunition in a single turn… assuming, of course, that the gun can fire that many bullets at one time. Firing a gun at full-auto speed adds 10 dice to the attack roll, but also raises the difficulty of the shot by two. (Those guns buck like crazy!) In order to empty a clip, your character needs at least half a clip of ammo to begin with; once those shots are fired, the clip is empty.

A gunman might also spray an area with bullets. In game terms, this works the same way as full-auto fire, except that the successes are distributed evenly between each target involved. If the number of successes rolled is smaller than the number of targets shot at, then the Storyteller decides who's been hit and who's been missed by that spray of bullets.

Bows

Guns, as far as many Garou are concerned, are treacherous Weaver toys. Bows, on the other hand, have a long, if hypocritical, place of honor in the Garou armory. To use one, a character needs the Archery Skill (a secondary Skill); the player rolls Dexterity + Archery in order to shoot that weapon, and different bows have different difficulty ratings listed on the Ranged Weapons chart. A character without Archery can try to use a bow, but each roll for her adds a +1 difficulty penalty.

Guns replaced bows for several reasons. One of the obvious ones comes across if the would-be archer botches a roll; in that case, the bowstring snaps, and must be replaced before the weapon can be used again. (Wits + Archery – or Crafts, at +1 difficulty — assuming you have an extra bowstring… otherwise, well, verily thou art SOL.) Bows also take longer to fire than guns do; in game terms, an archer must nock and draw the arrow (an automatic action) before she can fire it. A crossbow, meanwhile, takes two turns to ready and fire.

On the positive side, arrows, when compared to guns, are nearly silent. Better still, they can shoot a wooden arrow straight into a vampire's heart. Such fancy shots require at least five successes in order to bulls-eye the heart, and must also inflict at least three health levels (after soaking) in order to pierce the undead bastard's chest.

Cover and Movement

Not even werewolves want to get shot. When gunfire fills the air, any sane combatant uses cover or speed to escape from harm. The problem with cover is that you can't shoot what you can't see. In order to aim and fire, you have to expose a bit of yourself to your enemy's gunshots as well.

Cover adds to the difficulty of hitting a target; the more cover a character has, the harder it is to hit her. Conversely, it's also harder to shoot from certain positions, or to fire accurately while moving yourself; in either case, the shooting character suffers a penalty to his shots as well.

Cover	Difficulty to Hit Target	Shooter's Difficulty
Lying Flat	+1	0
Moving	+1	+1
Behind Wall	+2	+1
Only Head Exposed	+3	+2

Range

Distance limits accuracy. Each weapon on the Ranged Weapons chart has a certain listed Range as part of its entry. This Range gives that weapons' medium effective

range; within this range, the difficulty is considered to be 6. A given weapon can be fired up to twice that listed Range, but at difficulty 8 (possibly higher at the Storyteller's call). Within two yards or less, however, the characters are within point-blank range and the difficulty drops to 4.

Reloading

Assuming that your character has a spare clip handy, an automatic weapon can be reloaded during combat by taking a single action to do so. That gun can still be fired within the same turn – the player simply loses two dice from his usual attack dice pool.

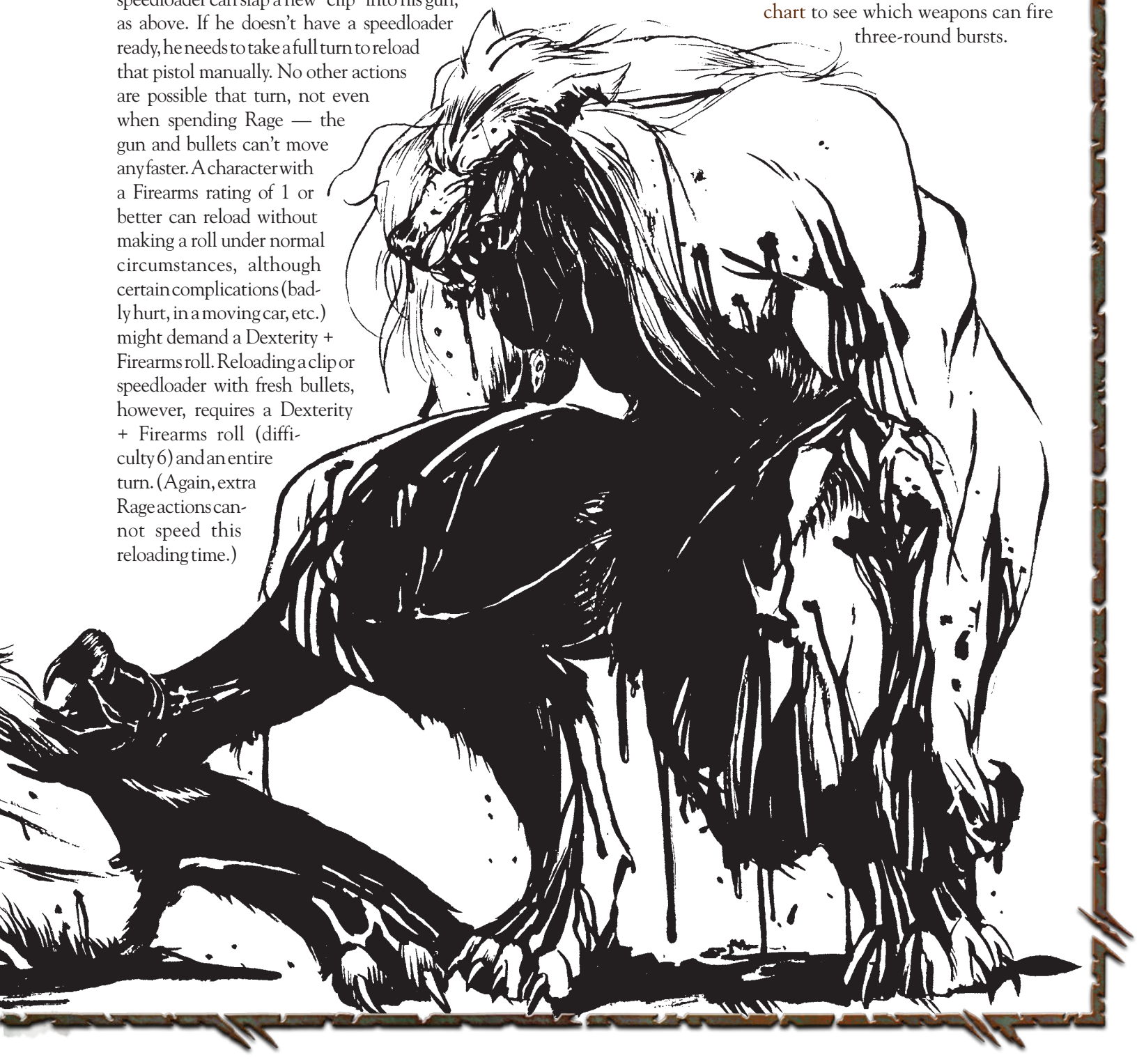
Revolvers can be tricky to reload. A character with a speedloader can slap a new "clip" into his gun, as above. If he doesn't have a speedloader ready, he needs to take a full turn to reload that pistol manually. No other actions are possible that turn, not even when spending Rage — the gun and bullets can't move any faster. A character with a Firearms rating of 1 or better can reload without making a roll under normal circumstances, although certain complications (badly hurt, in a moving car, etc.) might demand a Dexterity + Firearms roll. Reloading a clip or speedloader with fresh bullets, however, requires a Dexterity + Firearms roll (difficulty 6) and an entire turn. (Again, extra Rage actions cannot speed this reloading time.)

Targeting a Specific Shot

If you want to try blowing that Pentex executive's head off from a distance, add +2 to the normal difficulty of your character's shot. The specific effects of a called shot are up to the Storyteller, but they ought to be spectacular.

Three-Round Burst

Many automatic weapons can fire off three-round bursts. As with full-auto fire, these bursts add extra dice to your attack roll — three new dice for a three-round burst — at the cost of a higher difficulty (in this case, +1 to the normal difficulty). Obviously, this expends three bullets each time a burst is fired. Check the Ranged Weapons chart to see which weapons can fire three-round bursts.



Thrown Weapons

From tomahawks to shuriken, spears to stones, beer bottles to boomerangs, thrown weapons have an illustrious place in every culture's fights. To hurl something painful at an opponent, roll your character's Dexterity + Athletics. The difficulty is typically 6, although especially close targets might lower that difficulty by one. Distant targets or awkward objects (tables, motorcycles, weapons that have not been designed to be thrown) may raise that difficulty by one or two.

The damage, exact difficulty, concealability and so forth associated with different weapons can be found on the Ranged Weapons chart, under *Thrown Weapons*. The range of a hurled weapon usually depends on the strength of the thrower, and on the bulk and aerodynamic qualities of the object. The Storyteller should feel free to adjust the difficulties and ranges according to circumstances. Not even the strongest werewolf can toss a Buick very far, after all, but a baseball is quite another story!

Close Combat

Garou love them some down-and-dirty hand-to-hand fighting! And because there are so many options beyond the obvious tactic of punch-him-in-the-face-until-he-falls-down, the following section features a variety of combat maneuvers — some that almost anyone can use, and others that demand certain specialties like dirty fighting, Garou lineage, or a pack to help you out.

OPTIONAL RULE: WEAPON LENGTH

When a knife fighter faces off against a katana-wielding backstreet samurai, the guy with the knife suffers a certain disadvantage. To reflect the inherent dangers of battling an opponent with a longer weapon, subtract one die from the attack dice pool of the character with the shorter weapon. Obviously, this rule applies only to hand-to-hand combatants. The dude who brings a knife to the proverbial gun fight has bigger concerns than a one-die penalty.

All four sections feature notes about the necessary elements of each maneuver: damage, rolls, and so forth. If a maneuver requires two actions instead of one, the attacker must either split her dice pool or burn a point of Rage to finish the job. Either way, the attack takes place within one turn unless specified otherwise.

General Combat Maneuvers

Any character with the right physique can perform these maneuvers. Some moves, however, are limited to certain forms — it's hard to claw someone if you don't have claws! For the most part, these attacks inflict bashing damage. Exceptions are noted in each entry.

• **Bite:** The most basic attack utilized by creatures with teeth, biting involves… well, *biting*. Garou and vampires inflict aggravated damage with their bites, while many other creatures deal out lethal damage. At the storyteller's option, Glabro-form Garou may bite a target at difficulty 8, inflicting Strength –1 in lethal damage.

Usable By: Crinos, Hispo, Lupus
Roll: Dexterity + Brawl **Difficulty:** 5
Damage: Strength + 1 **Actions:** 1

• **Claw:** Ripping his target with sharp talons, a werewolf inflicts aggravated damage on his opponent when in Crinos and Hispo form, bashing damage in Glabro or Lupus form.

Usable By: Crinos or Hispo/A, Glabro or Lupus/B
Roll: Dexterity + Brawl **Difficulty:** 6
Damage: Strength + 2 **Actions:** 1

• **Disarm:** The attacker uses her weapon to knock her opponent's weapon from his hand. To succeed, the attacker rolls Dexterity + Melee at +1 to her usual difficulty; if her successes exceed her opponent's Strength score, he drops that weapon. If she doesn't score enough successes to disarm the opponent, she still inflicts her usual damage. If she botches that roll, she loses her own weapon instead.

A brave or desperate attacker can try to disarm an armed opponent with her bare hands. In this case, the roll is Dexterity + Brawl, the difficulty is 8, and she subtracts one die from her usual attack dice pool.

Usable By: Homid, Glabro, Crinos
Roll: Dexterity + Melee **Difficulty:** +1 / 8
Damage: Special **Actions:** 1

• **Flank or Rear Attacks:** By attacking an opponent's flank, the assailant reduces his difficulty by one; by attacking from the rear, he reduces it by two.

Usable By: All forms
Roll: Normal **Difficulty:** –1 / –2
Damage: Normal **Actions:** 1

• **Grapple:** Seizing an opponent, the attacker tries to either crush him (a clinch) or immobilize him (a hold). Either assault begins with a successful Strength + Brawl roll. If the attacker wants to hurt her foe, that player may roll her Strength to inflict damage, beginning on the next turn and continuing until the opponent breaks free. (The foe may try to soak that damage as usual.) If the attacker wishes to hold her opponent still, he's stuck in her grip until his next action.

To escape a grapple, the opponent has two options: He can break free by successfully beating his attacker in a resisted Strength + Brawl roll; or he can reverse the hold by doing the same thing and then scoring two successes more than his attacker has scored. At the Storyteller's option, an agile character can use Dexterity instead of Strength with such feats.

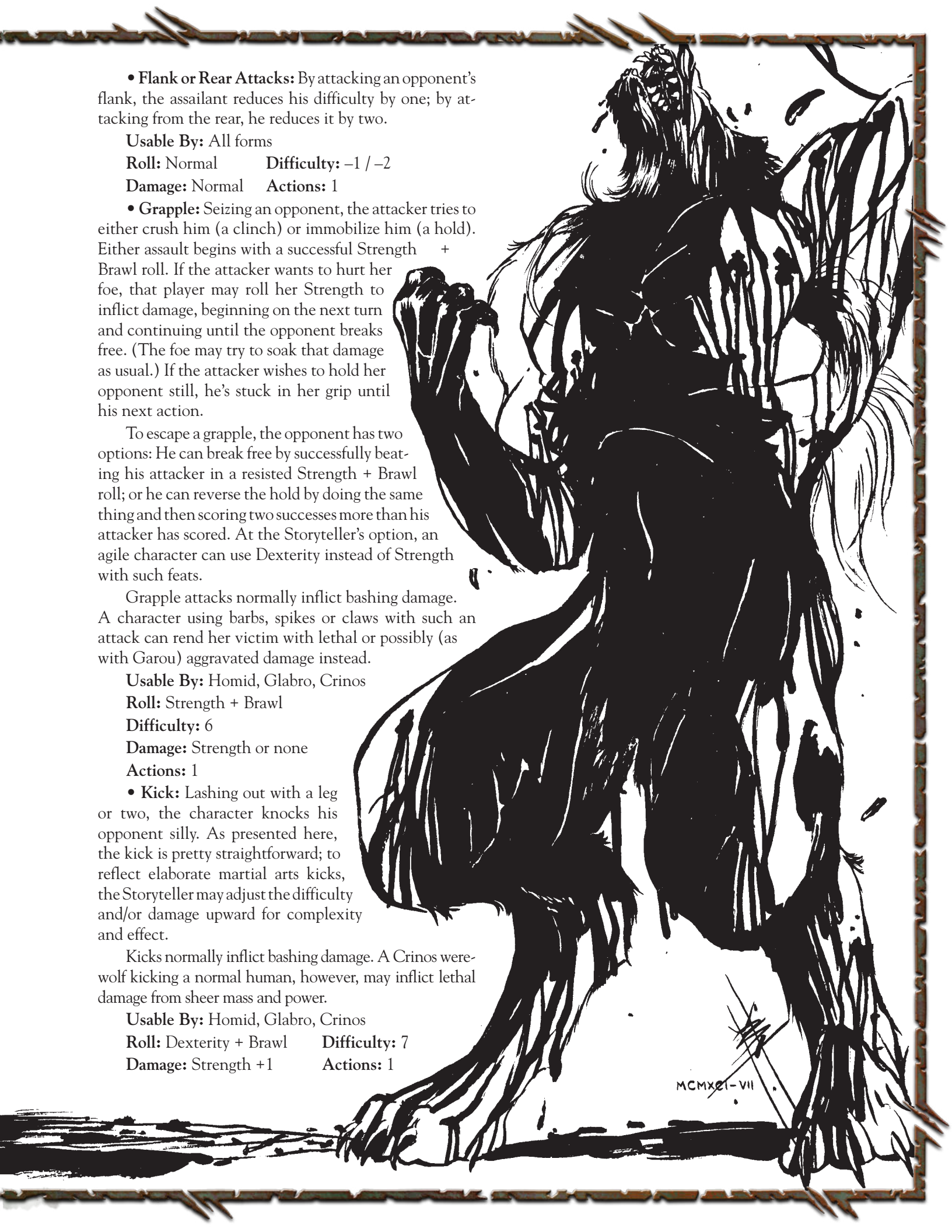
Grapple attacks normally inflict bashing damage. A character using barbs, spikes or claws with such an attack can rend her victim with lethal or possibly (as with Garou) aggravated damage instead.

Usable By: Homid, Glabro, Crinos
Roll: Strength + Brawl
Difficulty: 6
Damage: Strength or none
Actions: 1

• **Kick:** Lashing out with a leg or two, the character knocks his opponent silly. As presented here, the kick is pretty straightforward; to reflect elaborate martial arts kicks, the Storyteller may adjust the difficulty and/or damage upward for complexity and effect.

Kicks normally inflict bashing damage. A Crinos werewolf kicking a normal human, however, may inflict lethal damage from sheer mass and power.

Usable By: Homid, Glabro, Crinos
Roll: Dexterity + Brawl **Difficulty:** 7
Damage: Strength +1 **Actions:** 1



• **Punch:** Punches, like kicks, can be simple or elaborate. Special punches — an uppercut, a haymaker, a knife-hand strike — may deal out extra damage with a higher difficulty rating. Punches generally inflict bashing damage, but nerve-strikes, kidney-blows, and punches by 800-pound werewolves might shatter bones and organs, inflicting lethal damage.

Usable By: Homid, Glabro, Crinos
Roll: Dexterity + Brawl **Difficulty:** 6
Damage: Strength **Actions:** 1

• **Sweep:** Using a leg (Brawl) or weapon (Melee), the attacker knocks her opponent's legs out from under him. A successful sweep dumps the foe on the ground that turn; it won't hurt him, but might set him up for further attacks.

Crinos-form werewolves can use their long arms to sweep an enemy's legs out, too. Likewise, a Hispo or Lupus Garou can trip a bipedal opponent by tangling up his legs. Either attack employs the same difficulty and effects.

Usable By: All forms
Roll: Dexterity + Brawl **Difficulty:** 8
Damage: None **Actions:** 1

• **Tackle:** Dashing toward his opponent, the attacker smashes full-force into her. Tackles are risky, though — using one's self as a battering ram can backfire.

A tackle requires at least two yards of distance to achieve effective momentum. Each combatant must make a successful Dexterity + Athletics roll (difficulty 6 for the attacker, difficulty 6 + the attacker's successes for the target) or else wind up sprawled on the ground afterward.

A would-be tackler who botches trips and falls (inflicting one die of damage upon himself for every yard he ran); slams into something else (inflicting that damage *plus* his Strength damage upon himself); or crashes into his target and bounces off (suffering the opponent's Stamina in damage, but leaving the target unharmed).

In most cases, tackling inflicts bashing damage. Certain situations — crashing into a brick wall, employing a spiky hide or armor, crushing a puny human beneath the weight of a charging werewolf — might make that damage lethal instead.

Usable By: All forms
Roll: Dexterity + Brawl **Difficulty:** 7
Damage: Strength **Actions:** 1

Dirty Fighting

Brutal, dishonorable and usually effective, the following maneuvers come from back-alleys, bar-brawls, rape-prevention classrooms and other venues where anything that puts your opponent down for the count is fair game.

In game terms, a character must either have Brawl 3 or higher, a background (like a self-defense class) in which he might have learned such tricks, or both.

• **Blinding:** Raking the enemy's eyes, throwing dirt in them, spraying his face with chemicals or using some similar method, the attacker tries to render her opponent sightless. If she succeeds, the enemy is blinded for one turn per success, and loses two dice from his dice pools until he recovers.

This attack doesn't normally inflict lasting damage. At the Storyteller's option, however, a truly vicious strike (gouging with claws, throwing acid, etc.) might inflict a health level or two of lethal damage in addition to the blindness. Five successes or more may destroy the eyes completely, and while a werewolf can heal from such injury, most creatures cannot.

Usable By: Homid, Glabro, Crinos
Roll: Dexterity + Subterfuge **Difficulty:** 9
Damage: Special **Actions:** 1

• **Body Slam:** Picking an opponent up over his head, the assailant uses brute strength and momentum to bring some serious pain.

This maneuver first requires a successful grapple attack; if the enemy can't break free that turn, the attacker may use her next action to slam him into the nearest and most painful surface. Generally, this attack inflicts bashing damage; if the surface happens to be sharp, spiked or incredibly hot, however, said pain might be lethal.

Usable By: Homid, Glabro, Crinos
Roll: Dexterity + Brawl **Difficulty:** 6
Damage: Strength +2 **Actions:** 2

• **Curbstomp:** Bracing his opponent's face against a curb or other solid surface, the attacker then slams his foot down on the back of the enemy's head. A favorite tactic of Bone Gnawer and Get of Fenris street-fighters, this move can break teeth, crack jaws, snap spines or crush skulls… especially when done by a werewolf!

Curbstomping requires a stunned or immobilized target, plus a turn to place his face into position. After that, the attacker stomps, and physics does the rest. The attacker rolls his Strength for the attack. This assault inflicts lethal damage, and may leave the opponent unable to bite afterward (Storyteller's call) until the injury heals.

Usable By: Homid, Glabro, Crinos
Roll: Strength + Brawl **Difficulty:** 6
Damage: Strength +2 **Actions:** 2

• **Low Blow:** Just what it says. Wherever the attacker hits (septum, nuts, kidneys, etc.), it's going to hurt. A *lot*.

Assuming the assailant makes a successful attack roll, her target winds up stunned for one turn for each health level inflicted after the soak roll. He can try to shrug it off with a Stamina roll (difficulty 8), but otherwise he's writhing or paralyzed with pain. Normally, this trauma involves bashing damage. A low blow struck with claws, teeth, blades, or crushing force, however, is lethal.

Usable By: All forms
Roll: Dexterity + Brawl **Difficulty:** 7
Damage: Strength + Stun **Actions:** 1

• **Pistol Whip:** Belting her target across the face or skull with a gun or other slender, heavy object, the attacker adds some extra emphasis to her argument… and possibly cracks the target's skull as well. Obviously, this maneuver requires a gun or similar instrument (crowbar, truncheon, candlestick, etc.), and it inflicts lethal damage. A character hit with a successful pistol whip may be stunned for one turn if he fails a Stamina roll (difficulty 8), and for two turns if he botches that roll.

Usable By: Homid, Glabro
Roll: Dexterity + Melee **Difficulty:** 7
Damage: Strength +2/L **Actions:** 1

Special Maneuvers

Werewolves are born fighters. Even so, certain maneuvers must be taught by skilled warriors. Many of the following tactics demand bestial flexibility too — normal people lack the natural grace or weaponry essential to such tactics. In game terms, a Garou character may begin the game knowing one selected maneuver from this list; to learn more, he'll need to spend time with an appropriate mentor (another werewolf who knows the trick) and then practice what he's learned.

• **Evasive Action:** Animals excel at getting out of harm's way. By leaping, spinning, whirling, and otherwise dodging attacks, a werewolf can set her opponent up for a surprise blow.

In game terms, this maneuver works like a dodge, although the evasive character cannot abort her previous declared action to use this tactic. Each success scored by the evader subtracts one success from the attacker's roll. If she scores more successes than her attacker does, she can hit him in the next turn at –1 to her attack difficulty, assuming that she acts before he does.

Usable By: All forms
Roll: Wits + Athletics **Difficulty:** 6
Damage: None **Actions:** 1

• **Hamstring:** Biting into his foe's lower leg, the assailant tears out her tendons. This cripples two-legged enemies and hampers four-legged ones severely. In game terms, a successful hamstring attack knocks a bipedal target over and makes it hard for her to stand again (Dexterity + Athletics, difficulty 8), much less move (1/4 normal movement) until the injury heals. Multi-legged opponents halve their usual movement, and may be pulled down. unless they make a successful Dexterity + Athletics move to remain standing (difficulty 7).

When dealt out by a werewolf's fangs or claws, the damage inflicted by this attack is aggravated. Humanoid characters can try to hamstring an enemy with a blade or axe, using Dexterity + Melee (difficulty 9) and inflicting lethal damage.

Usable By: Crinos, Hispo, Lupus
Roll: Dexterity + Brawl **Difficulty:** 8 / 9
Damage: Strength + Cripple **Actions:** 1

• **Jaw Lock:** This common lupine tactic can force a smart opponent to surrender without injuring her. The attacking werewolf grips his rival's throat with his teeth, but does not bite her… *yet*.

This attack can be performed only if the attacker is in a position to use his mass to his advantage. It's usually done once the rival has been flipped over or knocked to the ground. The attacking wolf then wraps his jaws around the rival's throat — a bite roll with an additional +1 to its difficulty. If the rival chooses to fight back, both players roll a resisted Strength + Athletics roll; if the attacker wins, he forces the other wolf to the ground and pins her; if the attacker loses, he fails to immobilize his target, but inflicts the usual bite damage.

Many animals instinctively surrender at this point. If the defender chooses not to give up, her player can roll her Strength + Brawl on the next turn, in a resisted roll against the attacker' Strength + Brawl. The defender's difficulty is the attacker's Brawl + 4, while the attacker's difficulty is the defender's Brawl +2. If she fails, she remains pinned; if she matches his successes, she pulls free but takes damage equal to the attacker's successes in that turn. (She can try to soak this damage.) Should she score more successes than he did, she wins free — probably to teach her rival the error of his ways.

Usable By: Crinos, Hispo, Lupus
Roll: Dexterity + Brawl **Difficulty:** 6
Damage: None/ Special **Actions:** 1

• **Leaping Rake:** Sailing past her opponent, the attacker lashes out with claws or a weapon, hopefully dishing up some harm in the process. Assuming she succeeds, the assailant winds up out of her enemy's attack range.

In game terms, the player picks where she wants her character to land. The Storyteller figures out how many successes on a Dexterity + Athletics roll she'll need in order to get there safely. (Difficulty is 3; distances can be found under *Jumping* in the Physical Feats section.) If the player scores enough successes to reach her goal, she may try to tag her target with an additional Dexterity + Brawl roll. If she fails the jump roll, she winds up within her enemy's reach.

A Homid- or Glabro-form werewolf could attempt this trick with a weapon, inflicting lethal or perhaps bashing damage with a successful Dexterity + Melee roll. It's most effective, however, in Crinos form, when the werewolf's claws cause aggravated injury with a war-wolf's full strength behind it.

Usable By: Homid, Glabro, Crinos

Roll: Dexterity + Athletics/ Dexterity + Brawl
Difficulty: 8
Damage: Strength + 1 **Actions:** 2

• **Taunt:** A Ragabash favorite! The attacker mocks, threatens, and tempts his opponent, seeking to drive her to distraction or stupidity. For every two successes the assailant scores on a roll of Manipulation + Intimidation (for non-Garou) or Expression (for other werewolves), the target loses one die from her next action.

A Garou may be taunted into frenzy. If the attacker scores one success or more, the defender must make a Rage roll; if an entire pack is taunting her (see below), the frenzy difficulty is reduced by one.

This tactic may be used by entire pack (see *Pack Tactics*), in which case its effects add up as each taunting wolf takes a turn. Prey taunted this way may soon wind up unable to act at all. A target whose dice pool is reduced to nothing can't do anything except dodge, scream, and probably die.

Usable By: All forms
Roll: Manipulation + Expression/ Intimidation
Difficulty: Opponent's Wits + 4
Damage: None **Actions:** 1

• **Wishbone:** Grabbing a foe by an extremity or two, a werewolf can use her incredible strength to rip said enemy limb from limb. Even more effective when employed by a pack of wolves, this attack may be used for intimidation, torture, or grotesque theatricality.

Each character involved in the wishbone attempt must successfully roll Dexterity + Brawl. The difficulty starts at 6, and drops by one for each Garou involved in the attack. Assuming success, the monsters can use their next action to give a nice hard yank.

This damage is lethal if the werewolves are using brute strength, aggravated if they employ their teeth. Obviously, the Garou can choose *not* to pull; this tends to be a rather effective method of coercion. If the werewolves decide to make things last, they might pull slowly, inflicting bashing damage rather than lethal or aggravated injury. And if the werewolf's not in the mood to play around, she might simply decide to tear things off. If any one Garou inflicts more than three health levels (after soaking) with this attack, the extremity in question is broken or… um, removed.

Usable By: Glabro, Crinos, Hispo, Lupus
Roll: Dexterity + Brawl
Difficulty: 6/–1 for each additional werewolf involved
Damage: Strength (for each Garou involved)
Actions: 2

Pack Tactics

Werewolves, like true wolves, are more efficient in packs. Beyond the obvious devastation wrought by a bunch of shapechanging monstrosities, certain combat maneuvers make full use of the bond between packmates. The following tactics require a certain familiarity — typically the spiritual bond provided by a common totem spirit — before they can be performed by the werewolves in question. At the Storyteller's option, a pack of Garou who've trained together might use some of these maneuvers as well, though at an additional +1 difficulty.

As a group, the pack may know one common maneuver for each point of Gnosis possessed by the packmate with the *lowest* Gnosis rating. This preternatural awareness allows them to share an uncanny level of coordination. The following entries merely scratch the surface of what an imaginative pack can do, and each entry features a minimum number of packmates necessary to perform the feat. Coming up with new tactics may be worth a point of Glory or Wisdom Renown, and will certainly make your pack a more formidable entity. For other potential pack-based tactics, see *Flank or Rear Attacks*, *Sweep*, *Taunt*, and *Wishbone*, above, as well as *Long Running*, *Sensing*, and *Shadowing* in the Physical Feats section, and *Hunting*, *Searching*, and *Tracking* under the Mental Feats section.

• **Fur Gnarl:** As one packmate strips away protective layers from the prey, a second packmate darts in to attack the freshly exposed area. The protection in question doesn't have to be fur — it could be armor plating, protective gear, or something else. Either way, the target becomes more vulnerable, thanks to a tag-team assault.

The first attacker rolls Dexterity + Brawl, difficulty 7, to tear away the armor; for each two successes on this roll, the defender loses one die from his soak rolls for that location. The next packmate can then attack that area; although she adds two to her difficulty, that second werewolf hits that weak spot, bypassing the protection that would be there if her packmate hadn't removed it first. Until he can regrow or replace his armor, the prey remains in pretty sad shape… especially since the werewolves can strip away more layers with further attacks.

Usable By: Glabro, Crinos, Hispo, Lupus
Packmates Required: 2 or more

• **Harrying:** Wolves typically run their prey to ground, separating groups and then driving a potential meal to exhaustion. Garou do the same thing, especially when a foe is too dangerous to attack head-on.

To harry a target, at least four werewolves close in — one in front of the prey, one behind it, and two or more on each flank. The rearmost Garou drives the target towards the others, then breaks off as the one in front jumps out of cover, snapping and snarling. The packmates trade off positions, never actually closing in until the prey gets worn down. If and when the prey or werewolves stand and fight, combat proceeds normally.

The game system for harrying prey works like this: The rearmost Garou makes a Dexterity + Athletics roll, difficulty 5; the prey makes the same roll at the same difficulty. If the werewolf scores more successes, she chases the prey toward another packmate, "handing him off" for another round of harrying.

If the prey scores more successes than the werewolf player does, he wins a head start. The Garou player can try to harry him again, but this time each success he rolled beyond her own adds +1 to her difficulty. She must exceed her prey's successes *at the new, higher difficulty* in order to chase him to the next packmate. (A werewolf whose initial attempt was beaten by three successes, for example, must beat her prey at difficulty 8 during the next attempt, while her prey still rolls against difficulty 5.) If she succeeds, the prey escapes and the pack must chase him down again.

For each successful "hand-off," the prey adds +1 to his difficulty; thus, he rolls against difficulty 6 when facing the second werewolf, difficulty 7 when facing the third, and so on until he's worn down and either turns to fight, surrenders, or collapses from exhaustion. For each successful "hand-off" after the first, the prey loses one die from his dice pools. Normal humans also lose one Willpower point each time they're "handed off" between werewolves, while human-like entities (vampires, changelings, mages, etc.) lose one Willpower point for every two successful exchanges.

Garou typically harry their prey in one of their lupine forms; Homid and Glabro aren't usually frightening enough, while Crinos tends to finish the "game" in a hurry. Many tribes, especially the Shadow Lords, Red Talons, and Get of Fenris, use harrying to kidnap and initiate their new cubs before or during the First Change. Welcome to the Garou, kid — better get used to it!

Usable By: Hispo, Lupus

Packmates Required: 4 or more

• **Savage:** Sometimes called the "dogpile" by Bone Gnawers, this assault involves a bunch of werewolves jumping on a fallen opponent and tearing him to shreds. One Garou knocks the enemy over, and the rest charge in, biting and ripping with teeth and claws.

The brave first attacker executes a successful sweep or tackle maneuver; once the prey hits the ground, the packmates surge in to attack. (See *Blinded*, *Knocked Down*, *Immobilized*, or *Stunned*.) If the prey manages to survive the initial onslaught, it might try to stand up again This attempt requires a successful Strength + Athletics roll, with the difficulty being 4 + 1 for each Garou involved in the attack (maximum 10). As many Bone Gnawer enemies have discovered, the dogpile tends to finish most enemies off in no time.

Usable By: Any form

Packmates Required: 3 or more

Melee Weapons

Weapon	Difficulty	Damage/Type	Conceal
Sap	4	Strength/B	P
Whip	6*	Strength +1/L	J
Spiked Gauntlet	6	Strength +1/L	J
Broken Bottle	6	Strength +1/L**	P
Chair	7	Strength +2/B	N
Table***	8	Strength +3/B	N
Chain	5*	Strength/B	J
Staff	5	Strength +1/B	N
Mace	6	Strength +2/L	N
Baseball Bat	5	Strength+2/B	T
Spiked Club	6	Strength +2/L	T
Huge Spiked Club***	7	Strength +4/L	N
Knife	4	Strength +1/L	P
Sword	6	Strength +2/L	T
Klaive****	6	Strength +2/A	J
Grand Klaive****	7	Strength +5/A	T
Great Sword***	7	Strength +6/L	N
Axe	7	Strength +3/L	T
Great Axe***	7	Strength +6/L	N
Polearm***	7	Strength +3/L	N
Chainsaw	8	Strength +7/L*****	N

Difficulty: The normal difficulty at which the weapons is used.
Damage: The number of damage dice rolled when employing this weapon.
Type: B = Bashing L = Lethal A = Aggravated
Conceal: P = Pocket J = Jacket T= Trenchcoat N= N/A
*May be used to entangle an enemy's limb at +1 difficulty.
**Breaks after three uses.
***Two-handed weapons; very heavy – requires minimum of Strength 3 to employ.
****Silver weapons — damage cannot be soaked by werewolves except in breed form.
*****On a botch, user inflicts damage upon self.

Thrown Weapons

Weapon	Difficulty	Damage/Type	Conceal
Knife	6	Strength/L	P
Shuriken	7	3/L	P
Spear	6	Strength +1/L	N
Stone	5	Strength/B	varies
Stone, head-sized	6	Strength +3/B	N
Tomahawk	6	Strength +1/L	J

Ranged Weapons

Type	Damage	Range	Rate	Clip	Conceal
Revolver, Lt. *SW M640 (.38 Special)*	4	12	3	6	P
Revolver, Hvy. *Colt Anaconda (.44 Magnum)*	6	35	2	6	J
Semi-Automatic Pistol, Lt. *Glock 17 (9mm)*	4	20	4	17+1	P
Semi-Automatic Pistol, Hvy. *Springfield XDM (.45 ACP)*	5	25	3	13+1	J
Rifle *Remington M-700 (30.06)*	8	200	1	5+1	N
SMG, Small* *Ingram Mac-10 (9mm)*	4	25	3	30+1	J
SMG, Large *HK MP-5 (9mm)*	4	50	3	30+1	T
Assault Rifle* *FN SCAR (5.56 mm)*	7	150	3	30+1	N
Shotgun, Sawed-Off *Winchester Model 24 double-barrel (12 Gauge)*	8	10	2	2	J
Shotgun *Ithaca M-37 (12 Gauge)*	8	20	1	5+1	T
Shotgun, Semi-Automatic *Benelli M4 (12 Gauge)*	8	25	3	6+1	T
Shotgun, Assault* *MPS AA-12 (12 Gauge)*	8	50	*	32+1	N
Bows**					
Short Bow	4	60	1	1	N
Hunting Bow	5	100	1	1	N
Long Bow	5	120	1	1	N
Crossbow, Commando	3	20	1	1	J***
Crossbow	5	90	1	1	T
Crossbow, Hvy.	6	100	1	1	N
Taser**	5	5	1	1	P
Tear Gas**	3	3	1	5	P
Bear Mace**	4	3	1	3	P

Damage: All damage from firearms and bows is lethal.

Range: Within listed range (in yards), difficulty is 6; at twice listed Range, difficulty is 8; within two yards, difficulty is 4.

Rate: Maximum number of bullets or three-round bursts the gun can fire in a single turn.

Clip: Maximum number of bullets the gun can hold. Some guns, listed as "+1," can hold a full clip with a round ready in the chamber.

Conceal: See the Melee Weapons chart.

*The gun may fire full-auto, three-round bursts, and sprays.

**Long and short bows take an automatic action to nock and draw; crossbows require two automatic actions to reload.

***Collapsible; requires one turn to unfold from storage configuration, plus one action to load once it has been unfolded.

**** Bashing damage, not lethal; adds no extra damage from successes scored. Tear gas and bear mace also reduce target's dice pools by two dice for one turn per success.

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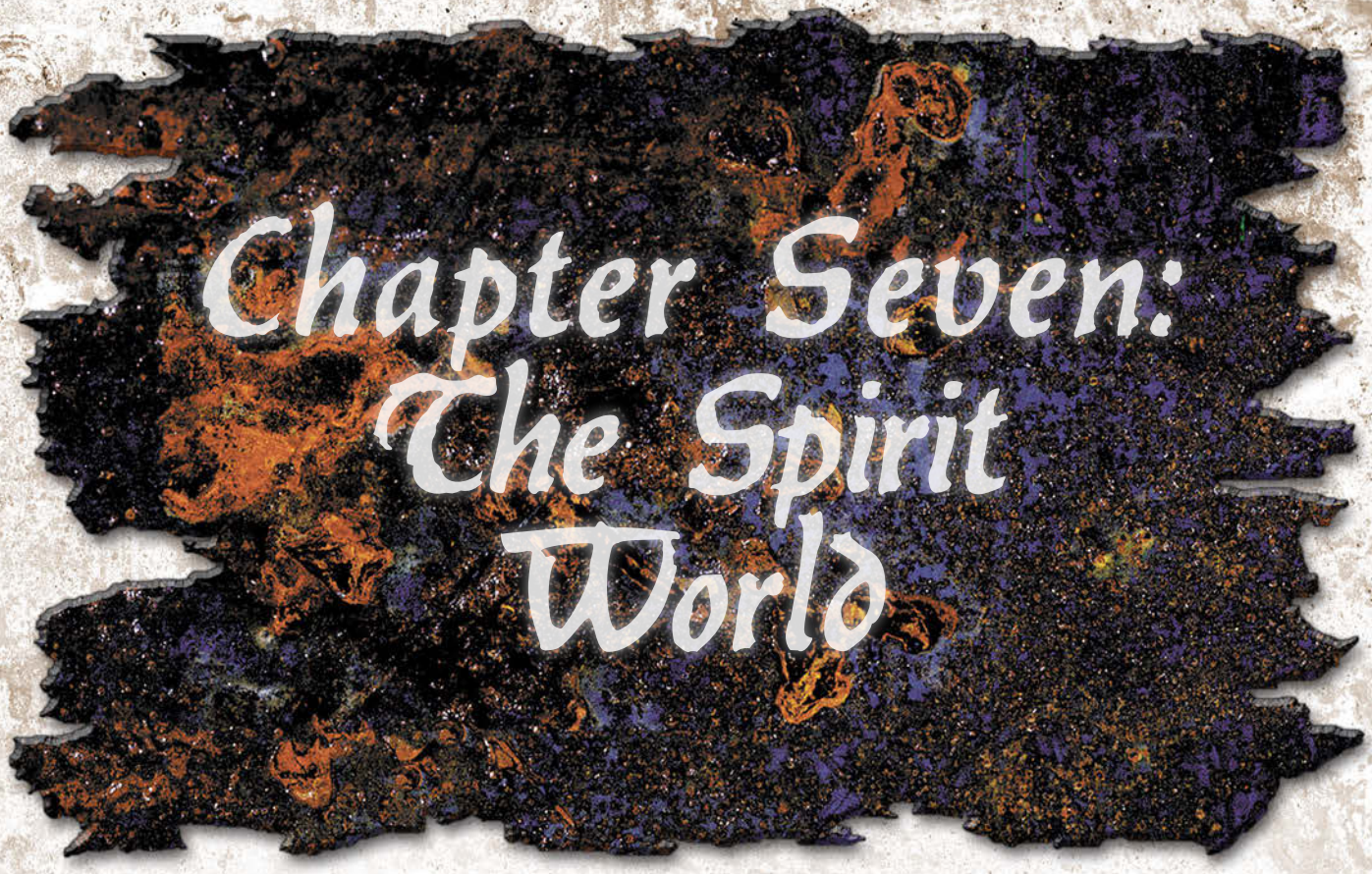


Chapter Seven: The Spirit World

"I speak of realms beyond the one you know:
A tale of worlds above and worlds below."
—"A Cub's Sonnet of the Spirits," Hannah Falls-from-Heaven, Stargazer Galliard

The Umbra

Werewolves are eternally caught between two worlds. Garou hunt in the wilderness, but still defend the cities of mankind; they take the forms of humans, but can run with wolves; they must balance the passion of Rage with the calm enlightenment of Gnosis. This theme of duality permeates every aspect of their lives, and it's just as prevalent in their spirituality. Quite simply, werewolves are creatures of flesh and spirit. They live in both in the physical world mankind inhabits and a spiritual world ordinary humans can never experience. Balance is an easy word to say, but a perilously difficult goal to achieve, especially for Garou. Their lives are incomplete unless they routinely explore, accept, and return to the Spirit World.

The physical world, the realm of flesh, the "real world" — no matter what you call it, the Earth humans inhabit is only one facet of reality. That said, it suffices for nearly the entirety of the human race. Save for the fortunate or damned who awaken to the endless possibilities of magic and the supernatural, humans are quite content to remain limited to a world defined by seemingly immutable laws. When an object falls, gravity pulls it to the center of the Earth, and when a man dies, his physical body returns to the earth. People have endless variations of philosophy and religion to describe their views of the spiritual world, but in the world of the living, the realm of the here and now, life on Earth is all they will ever experience in their lifetimes.

Those who are aware of occulted forces — the supernatural, magical, and mystical — see evidence of alternatives to this physical world defined by science and reason. Animists see evidence of spirits at work all around them; some gnostics believe our world is corrupted by sin, distracting us from a higher realm that promises salvation. Human shamans and Garou Theurges tell similar tales, describing spirits acting unseen among us in the real world, whispering and watching. These entities must obey their own laws, for

otherworldly spirits are not confined to our realm of flesh and matter. They can cross over into other worlds — as the sonnet says, "realms above and realms below."

Garou don't need to deal in theories or speculation about the spirit world — they can travel there. Werewolves can easily prove that the most vital, vibrant, living entities in the physical world cast shadows into the "closest" of those alternate worlds: an ephemeral realm inhabited by spirits. Packs who gently stride into that dimension of the spirit world sometimes call it the Velvet Shadow or Penumbra — it's the closest realm of the Umbra, where limitless alternatives to reality are possible. Exploring it is an endless journey, one that can take a lifetime.

Journeys Beyond Reality

When a Garou is growing up, regardless of her breed, the only world she knows is the real world. It's the reality she shares with over seven billion humans: a collective reality bound by reason, science, and a host of seemingly immutable laws. If she drops an apple, it will fall towards the center of the Earth at a constant acceleration of 32 feet per second per second. If she's born a lupus, she can see that nature may be capricious, but it still follows observable patterns: winter follows autumn, and life ends in death. Even a metis raised in a sept with brothers and sisters who know about the supernatural must accept limits between the possible and impossible. Our world is a physical realm made of matter and limited by the laws of physics. For every action, Newton's laws tell us, there is an equal and opposite and entirely predictable physical reaction.

Granted, some people suspect there's more to reality than these reasonable limitations. For whatever reason, a visionary — whether he's referred to as psychic, sensitive, enlightened, or aware — may suspect or sense that something exists outside the world most human beings experience, lurking just out of sight. Seekers of the unknown may even witness evidence that they live in a world of darkness: an impossible act of magic, perhaps, or a ghost whose passions compel it to act beyond death. Once those shadows cast doubt on the immutable laws of the real world, reality no longer seems so absolute. There appear to be exceptions to consensual reality, but even visionaries must survive in the reality they share with billions of ordinary human beings. For everyone else, civilization must serve as an elaborate façade: it gives the illusion that magic and mysticism are not real. The horrors of the supernatural world lurk behind a veil of lies, remaining unseen by human eyes.

Homid or lupus Garou may have those same suspicions early in life; in fact, they may even have a first encounter with the occult at the early age. Something about their life seems as though it's not quite right. This doubt might manifest as dreams, spiritual curiosity, or for a lupus Garou, the sneaking suspicion that she thinks a bit differently from all the other wolves around her. A metis will hear tales of the supernatural from her brothers and sisters, but all such knowledge is based on second-hand stories. And sure enough, from the first time a werewolf transforms, reality will never seem the same ever again. The supernatural world is then undeniably *real*. With that revelation comes further doubt: there may be alternatives to the world she knows.

Whether this cub tracks down others of her kind or is rescued by another pack (or is finally old enough to be accepted more as a metis), she's in need of a mentor who can guide her. Her chances of escaping the physical realm are slim without that guidance. Through an elder, she'll learn to awaken to the possibilities sleeping inside her. One of the most dramatic is the ability to *step outside the physical world*. Through meditation, she can become spiritually stronger (gaining Gnosis). By harnessing that strength and focusing that insight, she can see further proof that there's more to life than the world humans see and know. After she's formally accepted as a *cub* — a Garou who has not yet survived her Rite of Passage — she is taught to "step sideways" from this world to another. For a metis, this is a rare moment of acceptance in a life all too often plagued by shame and ostracism: Instead of merely hearing tales of others' adventure and heroism, her opportunities for rapture and revelation are the same as for any other initiated Garou.

The werewolf can then experience another world just outside the one we know, a reflection of the physical world we live in: the realm of spirit. The closest realm of the Umbra, the Penumbra, is almost always the first one a Garou explores. It's a shadow cast by all living things; in fact, the most vibrant and living entities in our world have mirror images in that other world. The two don't look exactly the same, but a forest of trees, a public park, and a building that's endured for decades will each cast a reflection — a spiritual form for each of these exists in the spirit world. Because the spirit world is a reflection of our world, it's only fitting that werewolves cross over by focusing on an object that represents that symmetry: the traveler must meditate on a reflective surface, whether that's a mirror or the undisturbed surface of a crystalline lake. The first time a Garou attempts this, it's a dramatic revelation, and the first time she returns, she's forever changed.

When a Garou completes her Rite of Passage, she'll usually join a pack, and from then on, the spirit world holds endless possibilities for journeys into other worlds. There are countless realms beyond the Penumbra just waiting for exploration and revelations. First, that pack needs to find a totem spirit to help guide them, and they'll find it through a journey called an *aisling:* a vision quest that helps define who they are. On their journey, they'll travel beyond the Penumbra, exploring more distant realms.

The farther a Garou travels, the more reality deviates from the one she knew in childhood. Every realm reflects a different aspect of reality, and accordingly, every one of them grants insights into the physical world, the only one humans share with the Garou.

Of course, that knowledge is useless if a pack doesn't return to the material world. Each time they do, they bring tales of glory and accomplishment. There are reasons why packs leap into the Umbra again and again, and they're not solely limited to knowledge. As creatures of flesh and spirit, Garou must live in both worlds. Spending too much time in one realm or the other — the physical realm or the spirit world — is harmful to them. Werewolves know that every time they look up at the stars, worlds beyond their physical sight are waiting for them. Once a Garou has explored the spirit world, she knows that the sky is no longer the limit to her endless journeys into the Umbra. Infinity awaits.

Gaia and the Tellurian

Life for humans is remarkably different than it is for spiritually questing werewolves. Humanity has always been divided, forming conflicting nations, kingdoms, religions, and societies. The Garou have their own conflicts, but they're united by one belief above all others: their reverence for *Gaia*. The word "goddess" doesn't quite describe Her (with a reverent, capital "H"). Her name has endured throughout human myths and legends, but Gaia transcends those tales. In fact, She is not limited to the Earth — all of the living parts of creation collectively form Gaia, whether they're within the physical world or beyond it.

The Garou also speak of something larger than Gaia, a concept so encompassing that it includes not only the physical reality we know, but all alternative and impossible realities contained within the spirit world. The *Tellurian* is all of reality, including the living creation of Gaia and all alternatives to reality in the spirit world. It's more than the universe as we know it, as it includes all shadows, reflections, and variations of reality that are above, below, and surrounding our world. Such simple words hardly do it justice.

The spirit world is a spectrum of realities that werewolves see and experience. Each realm of the Tellurian has its own laws and rules, but the farther one travels in the spirit world, the more the rules vary from those of the physical world. In fact, the very concept of "rules" becomes mutable. The best way to understand the Tellurian is to experience it, piece by piece, whether on a vision quest into the Umbra or listening to those who survived the experience. With a few words of guidance, your pack will be ready to undertake those same journeys.

The Shape of the Spirit World

With this in mind, any description of the shape or form of the spirit world, by its very nature, will sound philosophical, theoretical, or poetic. Some mystics and spirituals use analogies when describing the spirit world, since we can only define what we've never known in terms of what we do know. Lupus Garou are frustrated by these efforts to define reality by what they call "monkey babble." For all the elaborate tales Theurges and Galliards tell, all of these descriptions are irrelevant if they don't match what you smell and see in worlds beyond.

Despite this, the stories all start simply: The Earth is at the center of Gaia. The Heavens reach above it; the Underworld lies below it; the spirit world of the Umbra surrounds it on all sides. The Garou recite a line attributed to a legendary Galliard: *"realms beyond the one you know… worlds above and worlds below."* From this truism, accounts and details vary. The Pure Ones tell stories of a World Tree that rises through the center of creation; for the Stargazers, it's called the Axis Mundi; for the Get of Fenris, it's Yggdrasil; in more elaborate legends, the roots of the tree grow from the back of a World Turtle on an endless sea. All of these stories are different, and all of them are equally true.

When cubs hear these many stories, they may sound like contradictions, but the tales are more than mere stories. Travelers seeking the truth in the spirit world can climb the branches of Yggdrasil, stand on the back of that turtle swimming in an endless sea of stars, or plunge into the icy sea to swim the depths of the Underworld. No two journeys are ever really the same, since what travelers find often depends on what they're seeking. Infinity accommodates myriad realities and their variations.

A Garou Creation Myth

Speaks-to-Flames, an Uktena mystic, elaborates:

"In the time before time, the worlds of flesh and spirit were one. Mysticism and magic were everywhere, and all things were seemingly possible. Monstrous creations stalked their prey, and the Wyld spawned a thousand possible creations. Then the fabric of the world was torn asunder, separating sprit and matter. From one world, two were born: the Earth and the Umbra. Since then, the two worlds have slowly drifted farther apart. The Weaver erected a calcified barrier called the Gauntlet between the two worlds. In the physical world, reality solidified into laws and rules, time and distance. As the barrier solidified, magic slowly faded from the world. Gaia created the Garou as guardians of Her creation, but as the two realms drifted farther apart, we found it more difficult to protect them both. To aid us in our task, Gaia granted us the ability to walk between worlds, and since then, we have learned to survive as creatures of both flesh and spirit."

The Triat

No matter what travelers experience, they know the cosmos surrounding the Axis Mundi was formed from three primal forces: the Wyrm, the Weaver, and the Wyld. They're collectively known as the *Triat*. Galliards have spent centuries competing to see who can elaborate on the most creative explanations they can fathom, but the simplest explanations are the best.

— The *Wyld* is a force of endless creation spawning everything that exists. It's a chaotic force that's continually in flux.

— The *Weaver* is a force of order that reshapes and defines the Wyld's creations. It transforms them into the matter and energy we know, and also into impossible creations that can only exist in the spirit world.

— The *Wyrm* is a destructive force that culls the Weaver's creations. Anything that can survive the predations of the Wyrm's minions is refined into enduring entities and objects.

In the time before time, the primal forces of the Triat created the universe, but since then, they've been forced out of balance. The exact reason *why* has been a subject of extensive debate, an explanation so vital that it's created a great deal of conflict. Regardless, the forces of the Triat are now slowly ravaging the Tellurian. They'll continue to do so until some cosmic event corrects them or, more likely, the Apocalypse brings the end of all existence.

The Earth and the Gauntlet

According to the Garou, the Earth lies at the heart of the Umbra — after all, it's Gaia's realm. Glass Walker Theurges have spent centuries compiling and comparing charts that detail the Near Umbral Realms orbiting the Earth, just as human astronomers once compiled proof that the Earth orbits the sun.

This world of physical matter is separated from ephemeral spiritual realms by a barrier known as the *Gauntlet*. Surrounding Earth's physical reality, it separates the mundane from the spiritual. Any traveler who would leave the physical world for the Umbra must cross the Gauntlet. Garou do this by passing through places where the veil is thin. This barrier between worlds makes it harder for otherworldly spirits to enter the physical world, although the most dangerous spirits are only delayed by it. When something is powerful enough to cross over from the spirit world to the physical world, the Garou must serve as Gaia's protectors.

At times, the two worlds pull towards each other with a palpable force, but the Gauntlet keeps them isolated. It's

not a constant, however. In some places, the Gauntlet is strong enough that the physical world is spiritually dead. To the Garou, a high-tech laboratory were the laws of science are scrutinized might seem sterile and sanitized beneath its humming fluorescent lights. In other places, powerful spiritual energy courses through the physical realm, making it seem as though revelation, transcendence, or enlightenment is close at hand. Werewolves running through the depths of a thriving wilderness may feel as though they might pass through into the Umbra as easily as diving into the crystalline waters of a pure and tranquil lake.

The forces of the Triat — the Weaver, Wyld, and Wyrm — play their respective roles in this separation between the two worlds. As human civilization encroaches more on the wild and pristine places of the world, the webs of the Weaver contain the glory of the Wyld. The barrier between worlds then grows stronger, and the spirit world is pushed farther away.

In places where the Gauntlet is thin, the Garou protect the physical world by creating *caerns:* sacred places on Earth where the physical and spiritual worlds meet. Garou gather in caerns to enact rituals affecting their bodies and spirits. A caern is usually the easiest and most discreet place to enter the Umbra, although the world presents many alternatives to this.

Walking Between Worlds

Some supernatural creatures, including werewolves, have learned methods of crossing the Gauntlet from the physical world into the Umbra. All Garou have this Gaia-given ability — it's their birthright, their legacy, and an intuitive ability they inherit from the time of their First Change. However, most werewolves are unaware of this talent, and they usually don't attempt it until an elder shows them the way. Garou call this practice "stepping sideways."

Traveling through places where the Gauntlet is thick is virtually impossible; crossing over where the Gauntlet is thin comes as naturally as controlling one's breathing. Spiritualists can learn more exotic methods of crossing this barrier, such as circumventing the Gauntlet entirely by traveling to the spirit world in dreams. Mages and other willworkers have their own methods for crossing the Gauntlet; in fact, packs of werewolves may encounter such visionaries on their travels.

System: To step sideways, a werewolf needs to meditate on a highly reflective surface, such as a clear pool of water or a mirror. When a character attempts this, roll that character's Gnosis; the difficulty is the strength of the local Gauntlet. The Gauntlet is strongest near certain types of environments; every place on Earth has a Gauntlet rating between 2 and 9.

Gauntlet Chart

Area	Difficulty Rating
Science lab	9
Inner city, downtown	8
Average city street	7
Rural countryside	6
Deep wilderness	5
Urban caern	5
Active caern	4
Powerful caern	3
Greatest caerns	2

Some shapeshifters cannot attempt this or have different methods for crossing the Gauntlet. The time it takes to enter the Umbra depends on the number of successes on this Gnosis roll.

Successes	Shift Time
Botch	"Caught"
0	Failure (wait another hour before trying again)
One	5 minutes
Two	30 seconds
Three+	Instantly

If the roll is botched, the werewolf is "caught" in the Gauntlet, temporarily suspended between the mundane Realm and the Umbra. He's held in a web the Weaver has woven until assisted by another Garou. Half of him is spiritual, and half is physical. While trapped, he's subjected to soul-shattering visions. Although the werewolf cannot be seen or attacked by physical entities (like human beings), evil spirits wander the Gauntlet looking for trapped and vulnerable travelers. Another werewolf can attempt to free the traveler by making a successful roll to step sideways; otherwise, the Garou must wait in his shameful, dishonorable, and dangerous state for an hour before trying again. If that second roll botches, he cannot leave on his own. Until he's rescued, he's trapped there forever.

Garou who have learned the Theurge Gift: Pulse of the Invisible don't need to use a reflective object when stepping sideways; they can enter at will. Even blind werewolves can enter the Umbra, as long as they know that Gift. (At the Storyteller's discretion, carrying your own reflective object may make stepping sideways slightly more difficult, since the object isn't "anchored" to its surroundings; in these cases, increase the difficulty by 1.)

Werewolves in a pack may choose one among them to lead them into the Umbra; that individual makes the Gnosis roll for all of them. (It's usually the werewolf with the highest Gnosis, who may in this instance act as the temporary alpha of the pack.) If the pack is caught,

however, the shapechangers can make their second attempts as individuals. Usually, the roll succeeds; all the pack's members arrive at the same time. All of the pack members must be capable of stepping sideways, and they must all be willing. Garou (or other shapechangers) who are not part of the pack cannot travel with them; they must travel through on their own. However, Garou with the Theurge Gift: Grasp the Beyond can take non-Garou with them into the Umbra.

Caerns

The Gauntlet is strongest in areas where civilization prospers and science is on the cutting edge, places where the rules of reality are at the most quantifiable and predictable, and locales where the landscape has been reshaped for the benefit of human beings. In places where the Gauntlet is weak, spiritual energy freely enters the mundane world. Magic is capricious and unpredictable, and spirits often defy what would be convenient or comfortable for humanity. Wondrous and mystical phenomena are possible. Garou revere these places where the Wyld is prevalent, seek them out for their greatest rituals, and sanctify them as caerns.

In the modern world, caerns are few and far between. In fact, they're so valuable that other supernatural creatures may covet the spiritual energy contained within them. Mages and marauding spirits sometimes want to feast on (or despoil) these pure and powerful places. Garou vigilantly guard caerns, not only to preserve the undiluted essence of the Wyld, but also to sustain the Garou Nation. Unfortunately, werewolves are losing that fight. Precious few Garou caerns remain. Their cause is so desperate that some packs attempt to create urban caerns. Establishing an urban caern isn't simply a matter of convenience; it's perilously difficulty to do without spiritual might, and it yields only limited results. Close to the watchful eyes of vigilant humans and the urban resources of the Wyrm's minions, urban caerns are perpetually in danger.

Some caerns are established for a specific purpose, such as healing or war. These sacred sites are inhabited by spirits attuned to the caern's purpose, and rituals of that type are slightly easier to enact there. All powers invoked are aligned to the caern's purpose. The most powerful caerns are also used for travel. Garou can open pathways called moon bridges that allow them to pass unseen through the Garou

CAERNS CHART

Type	Power	Spirits Encountered
All	Open Moon Bridge *	
Enigmas	Enigmas Ability.	Illusion, Shadow, Chameleon-spirit
Gnosis	Gnosis points	Engling, Ghost
Healing	Health levels	Peace, Calm, Water elemental
Leadership	Leadership, Intimidation	War, Bird-spirit
Rage	Rage points	War, Pain
Stamina	Soak dice	Protection, Guardian, Turtle-spirit
Strength	Strength attribute	War
Urban	Streetwise	City elemental
Visions	Oracular visions	Bird-spirit
Will	Willpower points	War, Ancestor-spirit
Wisdom	Rituals, Expression	Owl-spirit, Ancestor-spirit
Wyld	Anything	Wyldling

Power: One point/level/die is gained per success on the Rite of the Opened Caern.

Spirits Encountered: These are the spirits most often encountered near this type of caern. However, there's no guarantee they'll be there. Other spirits may appear at the Storyteller's discretion.

* Only if the caern has completed a Rite of the Opened Bridge to a destination for that Moon Bridge.

Nation's network of caerns and sacred places. Though a caern's moon bridge can be opened in the physical world, it's usually far more discreet to open it from the spirit world on the other side of the caern's Gauntlet.

Because the secrecy of the Veil is important to the survival of the Garou Nation, many werewolves working together at a caern can help hide (or at least cover up) spiritual activity in the physical world. Ideally, several Theurges are on hand in each sept to control and manage the spirits around a caern, and cubs and cliath find it easier to learn these same practices when elders are nearby. When important rituals or powerful rites are enacted, all the participating Garou can cross over to the spirit world there. If the local Master of the Rite wishes to conduct these ceremonies in the physical world, their ritual tasks are easier because the Gauntlet is low. This benefit is especially important in the world's few urban caerns. Bone Gnawers and Glass Walkers specialize in variant rites for urban areas, although more traditional or old-fashioned Garou may prefer the purity and power of the wilderness instead.

System: Each caern has a Caern Rating between 1 and 5 that reflects the potency of effects that can be enacted there. For example, a Level One healing caern might refresh and heal minor wounds, while a Level Five one could miraculously heal the most grievous wounds. The higher a caern's rating is, the farther its moon bridges can reach. Thus, the greatest heroes of the Garou Nation have opportunities to travel to sacred places in the most distant corners of the Earth. Caerns with higher ratings tend to attract a greater diversity of tribes, travelers, and heroes.

The higher a caern's rating is, the lower the rating of its Gauntlet will be. Level One and Level Two caerns have a Gauntlet of 4, Level Three and Level Four caerns have a Gauntlet of 3, and at Level Five, the most powerful caerns have a Gauntlet of 2. The presence of many Garou becomes essential in the most powerful caerns, since the veil between worlds is thin, allowing spirits to enter the world more freely. Level One through Three caerns can create a moon bridge reaching for 1000 miles (1600 km) per caern level. A Level Four caern's moon bridge reaches for up to 6000 miles (9,700 km); at Level Five, up to 10,000 miles (16,000 km).

The Periphery

Although the Gauntlet is strong enough to separate the worlds of flesh and spirit, it's not impermeable or impenetrable. In many places, especially where the Gauntlet is weaker (or "lower"), spiritual energy bleeds through into the real world. This residual energy is too weak to really benefit shapechangers, but particularly sensitive humans may notice it, even if they don't realize what it is. Humans have used many methods to commune with the spirit world or attain a state of expanded consciousness: Occult rituals, religious rapture, psychedelic drugs, artistic reverie, the endorphin high of extreme physical activity, tantric sex, and proficient meditation all hold possibilities. Places on this side of the Gauntlet where spirit energy bleeds through are called the *Periphery*.

When a human being (or other sentient creature) becomes aware of her spiritual side, her consciousness drifts into the Periphery. The effects are highly subjective. Colors become brighter, senses sharpen, intuition brings sparks of unexpected insight, life becomes blissful, or the attuned mind opens to feel a connection with all things in the world. It's brilliance; it's madness; it's a state of reverie cynics call delusional.

In this state of ecstasy, seemingly magical events occur. The results depend greatly on the seeker's state of mind. Artists and spiritualists seek it fervently so they can become familiar with this rapture. Kinfolk may be vaguely aware of the Periphery's presence, meditating on it to become more sensitive to the world of spirits. In rare cases, Kinfolk have even been able to project their presence immediately beyond the Gauntlet to carry messages to their werewolf relations. Psychically or spiritually sensitive humans can also detect its presence. (Ordinary humans with the Awareness or Occult skill, or a Merit that increases awareness of the spirit world, can use Perception to sense where the Gauntlet is lower, but only under the sympathetic conditions listed above.)

Benevolent spirits may attempt limited communion with these spiritual seekers, but Banes also look for opportunities to exploit these people. Tales abound of drug-fueled artists, writers, and musicians who sacrificed too much to attain a state of reverie, only to descend into madness and despair. The risk of spiritual and psychic contamination is always present. Most sane minds snap out of this state when it becomes too dangerous. Those dependent on drugs, however, may be unable to leave, even after their minds and souls are incapable of fully processing what they experience. Peripheral imprisonment can cause psychic shock, spiritual emptiness, dissolution, or even psychic scarring and disfigurement visible only to supernatural beings or the spiritually aware. Charismatic cult leaders may lead an entire congregation into what seems like a state of grace, only to plunge them all into communal madness and horror. Only the most disciplined minds practiced in advanced techniques of magic and meditation have a reduced risk of this.

The highs and lows of the Periphery take many forms. They're known by every culture, and as one would expect, Garou who pledge to protect mankind sometimes rescue seekers who have gone astray: visionaries who sought rapture and revelation, only to become victims to forces mankind was not meant to know.

The Penumbra

Just beyond the Gauntlet is the closest realm of the Spirit World, a reflection of what we call the "real world." The Penumbra is the area of the Umbra closest to Earth. It's the most common spiritual destination of all Garou, one where they not only fight evil spirits bent on corrupting the spirit world, but also get a glimpse behind the realm people call reality. Just as the physical world is made of physical matter, the spirit world is made of spiritual matter called *ephemera*.

The landscape of the Penumbra looks vaguely like the physical world on our side of the Gauntlet — a street still looks like a street, and a park looks like a park — but the only objects that appear solid and enduring correspond to those that have large amounts of spiritual energy. If a pack steps sideways in a city park, for example, the living grass and trees in the physical world will look even more vibrant and alive in their spiritual reflection in the Penumbra. Matter that has endured the passage of time also gains a spiritual representation in the Penumbra. Old trees and buildings have solid counterparts there; most newer buildings, unfinished constructions, and recent vegetation do not. If a new building is visible, it must have serious spiritual significance, such as a factory that churns out creations fueled with the Wyrm's energy.

The forces of the Triat are more obvious in the Penumbra. Wyld-spirits thrive in natural areas where living things are healthy and strong. Weaver-spirits scuttle through places where technology is present, sometimes weaving thin webs to show where streets are paved or cables stretch from building to building. Newly-built structures may appear as faint outlines of gossamer webs, waiting for the spirits to solidify them. Cell phones, computers, and traffic lights all have their own distinct signatures. The corruption of the Wyrm is also more obvious, taking many hideous forms. Neglected graveyards fall into decay; pollution stains the spiritual landscape like a blight; places of suffering and misery appear as shadowy mockeries of their physical counterparts. Wyrm-spirits are drawn to these places, feeding and breeding until packs of werewolves cull the population.

Since the Penumbra is closer to the physical world than other realms, time and distance are roughly the same here. A Garou in New York who steps sideways into the Penumbra on the west side of Central Park, crosses its spiritual reflection to the other side, and steps sideways back into the physical world will appear on the east side (hopefully taking care not to be seen when he enters and leaves). If he runs across the park for an hour in the Penumbra and returns, an hour will have passed in the physical world. If he does this as night, he'll see the passage of Luna, the Celestine of the Moon, overhead, and her phase will be the same as the moon's phase in the physical world. Once in the Penumbra, the lights of the city fade away, and the stars burn with a brilliance unmatched in the physical world.

Theurges like to tell cubs that in a way, Penumbral spirits are more real than the physical matter they represent. The spirits representing an object can endure the loss of its physical body in the real world, but a physical body cannot survive the destruction of its spirit essence. If an old oak tree is chopped down in the physical world, its spiritual counterpart may linger for a long time in the Umbra, but if a living tree is destroyed in the Umbra, its physical counterpart will wither and die.

Penumbral streets and forests seem eerily empty, since most sentient creatures don't appear in the Penumbra. Only spiritually advanced people appear here. Mages have highly developed spiritual selves called Awakened Avatars, and their Avatars are visible in the Penumbra (even though each exists in the same realm as its mage). An animal won't appear visible in the Penumbra, but when many animals live and thrive in one place, an animal-spirit might be drawn to that locale's reflection in the Penumbra. Spirits and spiritual places become analogies to the places they represent: as the saying goes, "as above, so below." Garou and other shapechangers interact with this landscape in a far more immediate way: a werewolf can stand in the physical world or its reflection in the Penumbra, but he won't be visible in both worlds. In fact, if he's caught in the Gauntlet or passes on to more distant realms of the Spirit World, he'll be gone from the physical and Penumbral realms entirely.

Peeking

A Garou in the Penumbra can peer back into the physical world, but it's not easy, and it's not without risk. (This requires a Gnosis roll against a difficulty equal to the local Gauntlet.) If the attempt succeeds, the werewolf sees a shadowy, monochromatic version of the physical world. Seeing fine details is difficult (although it's possible to read newsprint, a computer monitor, or facial expressions with five successes). Noises from the other side have distortion or echoes. Scent, however is unaffected; in fact, some Garou claim their sense of smell is heightened enough that they can even track prey.

While a Garou in the Penumbra is peeking into the physical world, however, she is oblivious to her surroundings in the spirit world, unless she starts taking damage (and losing Health Levels). Her pack can't communicate with her, and her enemies can act unopposed. Her intense concentration is obvious, especially since her eyes will be glowing.

Werewolves can also peek from the Earth to the Penumbra, though it's even more difficult. The Gnosis roll is against a difficulty of the local Gauntlet plus three, up to a difficulty of 9. However, the same dangerous distraction is evident. Fortunately, some supernatural abilities make this easier, such as the Gift: Pulse of the Invisible.

Some spirits in the Penumbra may also be able to dimly perceive events in the physical world. This requires the Charm: Peeking, although discerning fine details is as difficult for these spirits as it is for Garou (requiring the same Gnosis roll against a difficulty equal to the strength of the Gauntlet). One of the most useful applications of this is when a werewolf gathers information from a spirit tasked to observe a specific physical person or place. One of the most dangerous situations is when a Bane is tasked to perform this same activity or uses this information to stalk and corrupt an innocent victim.

The Dark Umbra

As creatures who deal with life and death on an almost daily basis, werewolves seem quite accustomed to dealing with the concept of dying. The greatest Garou heroes are said to live on in the spirit world as ancestor-spirits after they die. As surprising as it may seem, a few elders voluntarily disconnect from the physical world to live on through eternity as spirits. Some werewolves believe that they will rejoin Gaia when they pass on, or be reborn as the next generation of cubs. Others have learned to channel the spirits of their ancestors. In either case, it's easier for a Garou to accept the thought of dying. Although a sept's Gathering for the Departed can be a somber affair with epic displays of mourning, Garou do not dread the end of a hero's life.

Humans have trouble achieving such equanimity. In fact, the vast majority of them have some level of dread or fear of death. Although religion can offer hope of salvation, faith in the World of Darkness is dying. Since humans can never experience the spirit world (at least, not without help from mages, werewolves, or other supernatural allies), they endlessly speculate and argue about the outcome and even the existence of the afterlife. According to some spiritualists, this dread gives shape and substance to the *Dark Umbra*, the underworld of creation. Just as the Penumbra is a shadow of the living world on the other side of the Gauntlet, the Dark Umbra is said to be "below" our world, forming a shadowy reflection of the world. Places of entropy, decay, suffering, and death cast enduring reflections there.

In the physical world, humans who die in tragic circumstances with unresolved passions may become trapped in a life beyond death as ghosts. For a rare few, death is actually a time of transformation: they pass over to the Dark Umbra. No heaven or hell awaits them; instead, they endure an endless purgatory until they resolve their unfinished business or are destroyed. Just as the Penumbra is a place where everything is more alive, in the Dark Umbra, shadows form where the forces of entropy and decay predominate.

Silent Striders have a few rites and rituals for entering this realm, which have gradually been shared with other tribes over time. With enough wisdom, these Garou may even lead their packs on journeys into darkness, but the spirits of the Dark Umbra know these outsiders do not belong. Entering this realm is far more difficult than step-

ping sideways into the Penumbra. Nonetheless, when a Garou must face the heartrending truth about a human's untimely demise, this sinister reflection of the real world holds the hope of revelation and resolution.

The Astral Realm

The Penumbra reflects life; the Dark Umbra reflects death; the Astral Realm is separate from both of those realms. It's a realm of the mind, constructed from ideals and pure intellect. If the Dark Umbra is said to be "below" our world, then the Astral Realm is described as being "above" it. (As dimensions that defy conventions of Earthly reality, the words "above and below" don't fully do them justice, but no other word comes close.) Garou tell tales of this realm, but they rarely have the privilege of entering it. Although there have been sightings of Stargazers in the Astral Realm, such events are exceptional. Occultists are more familiar with stories of mages in the Astral Realm; loremasters know the tales are possible because of the willworkers' command of Mind magic. Garou who study the mysteries of the occult know more about this, but the chances of them traveling there are remote in the extreme.

Domains

Scattered across the Penumbra are smaller pocket dimensions called *Domains:* zones that correspond to areas in both the physical Realm and the Near Umbra. They borrow energy and definition from their Near Umbral counterparts. From here, alternatives to reality become stranger. They deviate more from the rules of reality humans know, even as they show aspects of reality in ways imaginative, creative, and enlightened supernatural beings can understand. Garou can enter the limited reality of a Domain from the Penumbra.

Blights are isolated cityscapes — mixed realms where the Weaver and the Wyrm are both powerful. Weaver-spirits build and maintain these metropolises in Blights, even as Wyrm-spirits corrupt and destroy them. Some Blights are mockeries or parodies of existing cities, while others are suspiciously generic. All of them have one thing in common: The natural forces of the Wyld are nearly non-existent here. Blights are sterile, empty landscapes where Wyrm and Weaver spirits race to outbreed and overpower each other. The thicker the webs and walls of ephemeral buildings and city systems get, the more enraged the spirits of the Wyrm become. Of course, when either kind of spirit is destroyed, it's only a matter of time before the spirit reforms to renew the endless struggle. If one side of this conflict "wins" (perhaps with the help of spirit-walking shapechangers), the Blight transforms into a spawning ground for either the Wyrm or Weaver.

Chimares are pocket realities formed by dreams. Some believe that for each dream of every sentient creature on Earth, there's a reflection of it in a chimare; other spiritualists attest that only the most powerful dreams can become ephemeral in the Umbra. Either way, a traveler who manages to enter another person's dream may give insights into that sentient's mind. With enough spiritual might, a visionary may reshape the dream, alter its outcome, or influence the dreamer's mind. A chimare can be a chilling nightmare or an idealistic paradise. Neither is real, but they're dangerous enough to maim or kill the unprepared —or drive them mad. Mind mages are especially adept at manipulating chimares, and as such, they may act as rivals to packs of spiritually-sojourning werewolves.

Epiphs are bizarre realms that embody concepts, such as "the color blue," "the number four," or "the smell of cinnamon." Garou tend to find them baffling, although Stargazers (and other werewolves with the Enigmas skill or a high Gnosis trait) may gain insights by meditating within them. A more complicated epiph may have animate spirits acting out philosophical or intellectual concepts, expanding the definition of the phrase "platonic ideal." A traveler in an epiph could experience every variation of a concept, become a temporary expert in that concept, or even do battle against a particularly pernicious idea. All things are possible in the spirit world; some are just stranger than others. (Some werewolves attempt to regain Gnosis through meditation in an epiph; if they succeed, they not only gain temporary Gnosis, but also unexpected side effects, revelations, or even flashes of intuition.)

Glens are domains inhabited by spirits of the Wyld and suffused with pure manifestations of Gaia. A Glen is an idealized, perfect manifestation of Her natural world, at least for a particular biome. The inhabitants are typically intelligent animal-spirits or talking plant-spirits. Glens can serve as breeding grounds for Wyld-spirits, releasing them into neighboring dimensions or even the so-called "real world." Sometimes an avatar of a Garou totem might retreat to a Glen to heal or meditate. Werewolves have been known to do the same thing — a werewolf who succumbs to the apathy and depression of Harano might retreat into the perfect surroundings of a Glen until he becomes fully spiritual and forgets his Earthly concerns entirely (see "Disconnection," below). Red Talons (and Garou with high Primal-Urge) have an almost instinctive ability to understand and interpret events in Glens.

Hellholes are Wyrm-ridden domains that correspond to toxic waste sites, polluted areas, and places of extreme human suffering. They may be found floating in isolation between the Penumbra and Near Umbra, or they may be directly accessible from some of the most horrific toxic waste dumps, radioactive landscapes, or other spawning grounds of the Wyrm on Earth. A pack of shapechangers may be surprised when they step sideways from a hellish place on Earth and walk straight into a virulent Hellhole. Some of the most terrifying and toxic places on Earth persist

as Hellholes long after they've been sanitized, cleansed, or fallen prey to radioactive decay on Earth.

Trods have significance to the fae, changelings, the Fianna, and their faerie relations. Many are accessible through places on Earth of significance to these capricious creatures, such as faerie rings and monoliths. Trods have a reputation for serving as hidden paths between the sacred places of the Earth, but only for those who hold the favor of the fae. Faeries and their kin may use a trod as a shortcut when traveling across the planet. However, interlopers may find themselves terribly lost, and some have become trapped in unpredictably winding paths or elaborate hedge mazes. The most distant trods border on the Near Umbra, where they reflect places on Earth that were once vital to the fae, even though they have long since passed from the physical world. If they're even fully forgotten, they might even fade into the Deep Umbra and disappear. A particularly glib or clever Fianna may be able to gain the temporary favor of the fae while exploring, exploiting their distant ancestry long enough to travel across a trod.

Webs are areas where Weaver-spirits have thoroughly calcified and clarified an area of the Penumbra. They act as focal points for the machinations of the Mad Weaver. While Garou may risk getting caught in these webs, drained of their will (and Willpower), or enslaved by an army of spirits, spiritual heroes have been known to climb these webs to other realms in the Near Umbra dominated by the Weaver. As one would expect, Glass Walkers may find it easier to gain insights into the spirits here, possibly even controlling them long enough to gain information or insights. A Web can also be a simulacra or synecdoche of a similar place in the real world. A vast and uncaring corporation or organization may have an even more elaborate campus or office within a Web. Travelers tell of employees who are so demoralized in the real world that shadows of their office drones continue to labor within a Web, even as they sleep. More cautionary tales warn of Garou who were drained of their will (or Gnosis), processed, brainwashed, and forced to labor as mindless drones in these same Weaver constructs.

Wyldlings are rarer than Hellholes or Webs, even though the Wyld-spirits within them can be exceedingly powerful. As the world dies and the Apocalypse draws nigh, Wyldlings are drifting farther from the physical world toward the Near Umbra. Nothing is stable or permanent in these chaotic realms, and capricious forces of magic unleash unpredictable effects. As one would expect, Wyldling spirits gather there. Fortunately, the natural surroundings of Glens also offer some refuge for Wyld-spirits.

The Near Umbra

Beyond Earth's atmosphere in the physical world, man-made satellites orbit the Earth, and much farther, the Moon circles the planet as it cycles through its phases. In the spirit world, the Near Umbra lies beyond the Penumbra. The most common method of reaching it is by a Moon Bridge, a gateway that originates in a Garou caern in the physical world. Sometimes a pack may find a path to the Near Umbra by crossing a Domain that's similar to a place in the Near Umbra the Garou are trying to reach. Spirits may also act as guardians and guides, if approached properly. (For more details, see "Umbral Travel" below.)

The Near Umbra is a swirling haze where many realms drift, great and small, beneath Luna's light. Just as the moon orbits the Earth, these realms orbit the Gaian Realm, though their paths are not as limited by mere physical laws. Some werewolves travel here to petition their totems or speak to powerful spiritual entities; however, these ruling powers are as unpredictable and dangerous as they are wise. Gnosis is vital in the Near Umbra, since these realms are full of mysteries, enigmas, and hidden wisdom. Garou heroes leave the physical world they know to find revelations in strange realms, but the knowledge is never truly valuable unless they can bring it back to their septs and caerns. The physical world is a valuable frame of reference in many ways, especially for distinguishing between useful revelations and delusional bouts of madness.

There are thirteen major Near Realms circling the Earth in the Near Umbra. They're pockets of immense spiritual power, each contained by a thin membrane. Each one feels as natural and real to spiritual travelers as the physical world feels to physical travelers. Each realm has its own "internal logic," its own set of rules and laws for its version of "reality." A Garou's senses all function here (with some slight modifications), but her instincts and intellect are just as vital. There may be more major realms, but there's no way to know what has remained undiscovered, of course, until it's found.

According to legend, the Near Realms where formed when powerful forces of the Triat from the distant Deep Umbra collided with the most powerful spirits of the Gaian Realm. This would explain why some Near Realms are dominated by one of the forces of the Triat, while others have been heavily influenced by spiritual forces on Earth.

The Thirteen Near Realms

Cosmologists speak of the thirteen largest Near Realms in the Umbra; they're allegedly strung around the Earth in the spirit world like pearls on a string. Their positions aren't static, however, and despite the best of attempts of shapechangers who visit them repeatedly, no two journeys to them are ever exactly alike. Each realm's internal logic and laws tend to remain the same, but what travelers find in the Umbra often depends on what they seek. (Storytellers who want more detail about the respective realities of the Near Realms should consult "Rules of the Realms" at the end of this chapter.)

The Abyss: A tear in the fabric of creation, the Abyss is a yawning chasm that consumes everything that has been lost or abandoned. Paths snake down its cavernous walls, descending into darkness and madness. In its depths, travelers may find things long gone and things best forgotten. Some believe that at the nadir of this chasm, a ravenous maw of the Wyrm devours and annihilates anything that falls into darkness. No one can prove this, of course, since anything that falls into the pitch-black void is never seen again.

The Aetherial Realm: The Aetherial Realm reaches across the Umbral heavens, forming the farthest expanse of the Near Umbra. Powerful Garou tend to gates called Anchorheads here, guarding gateways that lead into the endless space of the Deep Umbra. Celestines and aetherial totems (described below) manifest their avatars within the Aetherial Realm; in some ways, this dimension is a microcosm of the Deep Umbral cosmos. Helios and Luna are among the most influential Celestines here, manifesting in several different forms with different names. The apex of every Moon Bridge passes through this realm.

The Arcadia Gateway: This realm is a relic of a bygone age. It's a spiritual reflection of the past, an emanation of the fae in the Near Umbra. The landscape is separated into kingdoms of Spring and Summer (preserved by the Seelie Court) and Autumn and Winter (conquered by the Unseelie Court). Unlike the modern world of changelings, reality here reflects a time when the Fae Folk were far more common on the Earth. Emanations imbued with fae energy act out classic tales from changeling myths and faerie tales. According to legend, the trods through this realm once meandered towards a gateway to the fabled realm of Arcadia, but the path has long-since been lost. Some loremasters insist its destination was an alternate manifestation of the moon; others argue that Arcadia was only an ideal too transcendental to have ever existed; a few drunken Fianna insist they've *been there*, fervently denying such claims later. In a way, the spirits here also serve as a portent of the future: A chilling Endless Winter has begun advancing across the land.

The Atrocity Realm: Millennia of suffering have created the Atrocity Realm, a nightmarish landscape where spirits relive the worst cruelties and horrors of human history. No Garou comes here for glory, only to learn from the past. Human atrocities can be more brutal or tragic than the soul-scarring events of the Impergium, a time so horrific it scarred the human psyche with the Delirium for all time. It's said that the only way to escape this realm is to sympathize with its victims. One of the hardest ways to learn from history is to relive it in the spirit world, hopefully so the lessons learned here will never be repeated in the real world.

The Battleground: This battlefield is dedicated to warfare in all its forms. As long as people make war against each other (regardless of the euphemisms they use to describe it), the battleground steadily grows. Spiritual echoes of history's greatest (and worst) battles live on. Travelers relive tribal conflicts in the Impergium, the conquests of the Roman Empire, Shadow Lord raids on vampire fiefdoms, two World Wars, violent subjugation in the Third World, terrorist attacks and reprisals, and operations of the First World's twenty-first century military. Signposts and muddy trails show paths through living history. Spirits, shades, and even werewolf warriors have begun gathering around an empty battlefield in the center of the realm: the Vigard Plain. Its landscape changes, but everyone gathered believes the Apocalypse will begin there.

The CyberRealm: The war against the Weaver is fought within the glass and steel skyscrapers of the CyberRealm. As technology continues to rapidly advance, the realm is growing at a more alarming rate than any other. It's a steadily growing reflection of a twenty-first century city, even as its periphery contains representations of archaic tech. Spirits emulating bleeding-edge technology thrive near the top of these skyscrapers. Spiritual constructs based on technology that's growing rapidly obsolete tend to fall into the dumpsters and alleyways. In the urban squalor of the streets below, anarchists and idealists gather, driven by fears of human obsolescence. Some are brave enough to scale corporate ladders of Webs reaching towards the higher floors. Their weakest and most expendable allies spew rants that are equal parts '90s computer jargon and third-rate cyberpunk dialogue. Weaver-spirits labor ceaselessly in the maze of cubicles and offices ensconced in the middle; some of their computers lead to a sub-realm known as the Computer Web and various ephemeral reflections of the Internet. At the apex of skyscrapers, the Lords of the CyberRealm fight with each other for the fate of the future. Every journey here is either a farce, an anachronism, or a glimpse into a possible future.

Erebus: Gaia's wrath manifests in the hells of Erebus. Garou atone there for their greatest sins, writhing in rivers of liquid metal suffused with molten silver. Their tormentors stalk along the riverside: sinister broods of black or silver werewolves lumbering in their Crinos forms. These psychopomps have centuries of experience in the arts of torture, as they're careful to make sure the wounds inflicted by the river and their pain-inflicting implements never fully heal. Visitors may pass through and learn from the errors of others… or they may choose to challenge the broods for power and temporarily take their place. An ancient Incarna named Charyss rules here, watching over the agony of her charges from a castle in the center of a silver lake.

Flux: Energy and madness surge in this transitory realm. According to one legend, the Weaver has trapped the heart of the Wyld in this realm. Anything is possible here, and chaos is everywhere. When Garou enter the

realm, the Flux Realm can be any conceivable landscape in the cosmos, but periodically, one part of that landscape will change into something vaguely similar. Every frame of reference eventually changes until the pack leaves. Every spirit in the realm is also a variant of an Engling (supplying Gnosis for those with the proper rites), but quite capable of defending itself.

The Legendary Realm: Packs traveling through this realm can experience the lives of their legendary ancestors. Most of the landscape recreates the world of the Impergium, and within it, nearly every homeland of the Garou endures. Events within the realm are not strict historical recreations, however; they may reflect tales altered over time to suit the ideals of the modern world. They may even hold shameful truths that history has never repeated. Galliards give this realm strength when they recite tales of legendary heroes.

Pangaea: Pangaea is a reflection of primal Earth, showing the world as it was before civilization, human history, and even the Impergium. It's a time when the continents of Earth were as one, a re-creation tempered with anachronism and long-forgotten, atavistic horrors. Dinosaur kings and Mokolé shapechangers claim vast territories of Pangaea, and spirits resembling the many stages of human ancestry hunt creatures that humans never knew. Garou staying in this realm for too long disconnect from their former lives and possibly even from their genetic origins. Some begin to degenerate into more primitive species that may or may not have ever existed, gaining freakish abilities that fade when they leave.

Scar: Created during the Industrial Revolution, this realm was once built on ideals, but those dreams have turned to nightmares. In the Victorian Age, the realm was an expression of a perfect world constructed from the indefatigable engines of industry, one where every aspect of life functioned with clockwork precision. Since then, the reckless ambitions of the Mad Weaver and the inevitable corruption of the Wyrm have perverted it. Every employee's nightmares come to life here. Fascist enforcers police the streets, and warehouses hide horrific violations of health and safety standards. In rusting factories surrounded by toxic waste and plumes of balefire, the Wyrm's minions sacrifice spirits to create a never-ending supply of Wyrm-tainted fetishes. Most are armaments for spiritual troops, but a few survive the perilous journey to the real world. In fact, it is said that every corrupt subsidiary of the Pentex corporation that's endured long enough has a spiritual reflection here. Every victory against the Wyrm and Weaver in the Scar increases the chances of a pack succeeding in their crusade to purge similar malefic influences from the physical world.

Summer Country: The Summer Country is now little more than a myth, as it's been fading away for decades. Legends say the realm is a reflection of Gaia's pure and boundless love for Her children. In ancient tales, accomplished heroes and errant aspirants were destined to find it at crucial times in their lives, turning points chosen by Gaia when they could receiving healing, peace, wisdom, and even gifts of spiritual might or insight. When Galliards recite tales of the Near Realms, they always mention the Summer Country in passing, but all their tales of travels there are old enough to have passed into history. Perhaps they should be thankful that such tales have not entirely passed from memory.

Wolfhome: This realm is a vast expanse of pristine wilderness. Answers to primal mysteries are hidden here. All werewolves arriving in Wolfhome immediately shift into Lupus form, but they cannot shift back from their wolf forms for the duration of their stay. One must master the ways of the wolf to survive. Some travelers attest it's a realm where wolves are dominant, where the once-great cities of mankind now lie in ruins, overrun by the wilderness. Others describe it as a harsh and unforgiving realm where wolves can become prey as easily as they assume their roles as predators. Spirits resembling human hunters have been seen here, whether they're laying traps for the unwary or hunting packs from passing helicopters. When lupus elders are angry, they send arrogant homids (or wayward lupus) to Wolfhome, not only to remind them of their lupine nature, but also to prepare them for a world that's increasingly hostile to the Earth's surviving population of wolves.

Malfeas, the Heart of the Wyrm

Malfeas is the rent in the fabric of the universe, where torn remnants of reality have been reshaped in the Wyrm's own image. The more recognizable parts of the realm are twisted parodies of the material world from throughout time, from blasted wastelands to toxic, suppurating industrial labyrinths. The lords of the Banes rule duchies here, and in a blasphemous temple the Black Spiral itself awaits its next dancer. The realm teems with all manner of Wyrm servants, from lowly Banes and luckless mortal slaves to Black Spiral Dancer champions and corrupt Incarnae. As the heart of spiritual power for the Wyrm's legions, it is a place few Gaian Garou have seen and almost none have escaped.

The Dream Zone

The Umbra is full of surprises, and some zones defy or transcend the "normal" limitations of the Spirit World. For example, even the spiritual denizens of the farthest realms of the Near Umbra consider the Dream Zone mysterious. It's a world of unexpected power and potent symbolism, appearing as a multifaceted gem of extraordinary beauty. It lies on the periphery, between the Near Umbra and the Deep Umbra that lies beyond it. Any Garou who seeks it takes a risky journey through dreams. Unlike a chimare,

which is attuned to a single mind, the Dream Zone is built from archetypes and recurring images that recur in the dreams of all humanity. Gnosis and psychological insights can mean the difference between life and death and never-ending torment trapped in an ever-shifting otherworldly dimension. Dreamers and travelers, beware.

The Membrane

The Membrane separates the relatively comprehensible realms of the Near Umbra from the endless enigmas of the Deep Umbra. The barrier is like the Gauntlet, but far more difficult to cross. The easiest way to enter the Deep Umbra is through a spiritual anomaly at an anchorhead (usually found within the Aetherial Realm.) Packs of elders guard these gateways, much as septs of Garou guard caerns; these packs often call on ancestor-spirits and powerful Stargazers for aid.

Some Stargazers theorize that the Deep Umbra may be accessible by means other than Anchorheads, such as the Dream Zone, but the unpredictable nature of the spirit world makes repeating these journeys difficult. Rare travelers have found ways to enter the Deep Umbra directly by powerful, lucid dreams, but this possibility is as dangerous as it is promising. Tales abound of *things* in the endless void, watching and waiting to enter the realm of flesh. Mages have stories of Marauders driven mad in the depths of the Deep Umbra, driven by pure chaos and the need to raid Earth for its spiritual energy. From there, the stories get stranger. Technomancers have documentation of aliens crossing the Membrane to conduct experiments on supernatural creatures, ranging from the intellectual Greys to an impossible gorilloid race called the Zigg'ralur. Suffice it to say that although all things are possible in the Near Umbra, anything that has to be kept out of our reality by the Membrane is sufficiently insane to destroy the minds of the unprepared masses.

Deep Umbra

Beyond the membrane, Gaia's presence is less and less perceptible in the Deep Umbra. Reality breaks down, and navigation becomes progressively more difficult. This is the home of the Weaver, Wyld, and Wyrm, and it's a challenge for even the eldest Garou. The only comforting sanctuary is the domain of Luna as she passes through the heavens. As with the Astral Realm, mages are far more prepared to deal with the horrors of this realm than werewolves are.

Like stories of the World Tree, tales of the Deep Umbra are contradictory, and have changed over time. No two journeys are exactly the same. Elder Glass Walkers have returned with tales of ships sailing through luminiferous ether; elder Shadow Lords intimidate cubs with cautionary tales of a pitch-black, deathly cold abyss where only insight can lead a troubled mind to safety; Stargazers, as

one would expect, have wondrous tales of living constellations, intelligent light, extra-dimensional enigmas, and a panorama of more stars than a cub could ever witness on Earth. What a traveler seeks, she will ultimately find, if that's a hero's fate. If she leads a pack into her vision of the Deep Umbra, she can lead them to rapture and revelation or to the terrors of psychic annihilation. Fates beyond the stars await beyond a werewolf's greatest dreams and nightmares.

Disconnection

Since Garou are creatures of both flesh and spirit, they must balance their time in the physical world and spiritual world. If a werewolf spends too much time in one world, he becomes disconnected from the other. For each lunar cycle spend in the spirit world (as it waxes from new moon to full moon and wanes back to new moon), returning to the physical realm becomes more difficult (increasing the difficulty by 1). Conversely, if a Garou remains in the physical world for the same length of time, stepping sideways becomes harder (also increasing the difficulty by 1).

Staying exclusively in one realm or another for a longer time is even more perilous. After a year and a day in the Penumbra, a shapechanger gradually becomes a creature of spirit. This is complicated by the fact that the farther a werewolf travels from the physical realm, the harder it becomes to keep track of time relative to its normal passage on Earth. Especially when memories of one's former life begins to fade, becoming a permanent part of a distant realm becomes all too easy.

For ordinary people who find themselves in the Umbra (such as those escorted with the Gift: Grasp the Beyond), the risk of disconnection is greater. Removed from reality, they will gradually forget their former lives. Over time, they become progressively more ephemeral, eventually becoming creatures of spirit. Such transmogrifications result in confused and tormented entities that don't possess supernatural abilities; instead, they become witnesses and victims for more powerful spirits.

Umbral Travel

Many Garou believe that if you seek something in the spirit world, and you're destined to find it, you eventually will. Heroes seek challenges, and werewolves find them in the Umbra. While any path a pack follows will lead *somewhere* adventurous, chances of success and survival increase when travelers know their way around the cosmos. The Umbra may be enigmatic, but some methods of Umbral navigation are relatively reliable, at least for the spirit world.

— The forces of the Triat are more obvious when you're in the spirit world. If you're seeking a trail to a Wyrm, Weaver, or Wyld realm, Gifts that detect or manipulate these primal forces (like Sense Wyrm and Sense Weaver) can mean the difference between a safe journey and an unexpected detour into a living nightmare.

— Spirits possess extensive knowledge of the spiritual landscape. Talk to them. Whether you negotiate, communicate or command them, they're powerful allies. Everything ephemeral needs *something* in exchange for their assistance; the Garou use the word *chiminage* to describe gifts and favors that can motivate spirits. This could be something rare you bring into the Umbra (or from a distant realm), or it may take the form of a quest, sacrifice, performance, or act of obeisance.

— When certain spirits travel across the spirit world, they forge trails as they go. These tracks are known as *airts*, and many spirits have an *airt sense* for detecting and interpreting them. Garou have their own arsenal of abilities for interpreting these signs and clues, including insights into their own Primal-Urge and facility with Enigmas. Unfortunately, these paths are temporary; in fact, they can disappear when a Garou is following them. When a pack loses their trail, they may need to bribe another spirit that possesses the Charm: Airt Sense to help them.

— Analogies are powerful in the spirit world. A Garou seeking something distant in the Umbra should follow similar things he can see and experience around him. If you seek a realm of darkness, chase shadows. If you're searching for a realm of the Weaver, wade into webs. If you're reaching for the heavens, start climbing something. These methods don't always lead to a direct path, but sometimes, the journey that involves falling a thousand miles begins with one step off a cliff. — Some realms are connected by spirit gates. Garou who are fortunate enough to find them can walk directly through a portal/gate/sphincter/airlock/valve from one realm to the next. Unfortunate Garou must deal with guardians at a spirit gate. Anchorheads are the most obvious example of spirit gates, since they lead from the Near Umbra to the Deep Umbra (pg. 318); however, in that case, the guardian at the gate may be a Garou elder or ancestor-spirit.

Rumors abound of more exotic forms of Umbral travel:

— Glass Walkers tell tales of epic journeys across the Weaver's webs, reinforcing the idea that they may be the framework for the entire Umbra;

— Shadow Lords and Uktena whisper of tunnels the Wyrm's minions have bored and drilled through creation so spiritual armies can move unseen;

— Red Talons retell the legend about chasing a Wyld spirit, only to find it suddenly disappear or reappear later

… or to realize that it's led them on a merry chase to somewhere perilous;

— a Galliard may brush aside a velvet curtain and find herself backstage in the theater of reality;

— a Ragabash might go drinking with a werecoyote and end up riding a mysterious Ghost Train;

— a Silent Strider may track a ghost to a shortcut through the Underworld; and so on and so on and so on. The sky is no longer the limit, especially in realms that have no sky.

When traveling in the Penumbra, werewolves move as they usually do. Walking and running are the easiest methods of travel, but since the Delirium and the Veil are no longer concerns away from the watchful eyes of humanity, alternatives are possible. Some Gifts (and some fetishes and talens temporarily loaned from spirits) allow the possibility of flight. Particularly heroic travelers may find their ability to run and leap borders on the superheroic, especially if a realm is a little light on gravity. Some spirits may even carry Garou out of the Penumbra. Once that landscape is left behind, distances become less predictable and rigid. There are no maps, milestones, or directions.

Following a sympathetic route becomes easier when a Garou finds a trod, Moon Path, or similar path (such as a river, a thin strand of web stretching to the heavens, a rainbow, or even a beam of sunlight). In the absence of these paths, most werewolves simply meditate on their destination and let instinct be their guide. Travel times pass without seeming rhyme or reason, although they may correspond to quantifiable concepts, such as the phases of the moon, the stanzas of a poem, the length of a ritual, the passing of a season, or even the amount of time it takes to recite dialogue from a movie. (In game terms, travel time is entirely at the discretion of the Storyteller; let the story be your guide.)

Sustenance

Since Garou may be traveling in the spirit world for hours, days, weeks, or even the duration of an epic poem, cubs who have never made these journeys can't help but wonder: What do you eat when you're in the Umbra? Natural places where the Wyld is strong have abundant supplies of spirits that look like Earthly plants and animals, but not all of them are nourishing. Granted, Near Realms that emulate variations of the natural world (such as Wolfhome and Pangaea) offer chance to hunt, farm, and kill, but hostile realms can offer the exact opposite. Don't expect a break for tea-time when you're being tortured in a river of molten silver.

The easiest and most dependable method of sustenance involves expending one's own Gnosis. A Garou who hasn't found a way to eat or drink something that resembles food or drink (or chemical food substitutes) can easily live for the equivalent of a day on one point of Gnosis. If that's not sufficient, the Wyld includes spirits that are reservoirs of Gnosis, such as Englings or other ephemera summoned with the proper rites and Gifts. Desperation sometimes leads Garou to attempt extracting Gnosis from other spirits, but this can have unexpected results. For example, if you attempt to suck the life force out of a jackbooted stormtrooper in the Scar Realm, you might discover the spirit is an empty shell.

When none of these options are available, starvation takes about the same time as it does on Earth (when time is a factor): about four weeks or one lunar cycle. However, starvation in the Umbra doesn't lead to death. Instead, dying of starvation is a lot like dying as a spirit: a shapechanger "discorporates" and "reforms" at a place where creation is possible. It's a terrible way to travel (using what Glass Walker computer geeks call a "dead man's teleport"), but the werewolf awakens with a ravenous hunger, a completely different locale, and the temptation to rage (or frenzy) when it feasts upon the first spirit it sees.

Of course, some packs try to bring food of their own or pack a lunch. That's reliable, but certainly not the only option. A meal of cardboard provided by Bone Gnawers with the Cooking Gift can't compete with the epicurean delights available in limitless variations of reality. Some feasts are unlike anything found on Earth.

Farther Travels: Moonlit Airts

To venture deeper into the Umbra, particularly beyond the Near Realms, a werewolf needs a *moonlit airt:* a Moon Path or a Moon Bridge. Journeys by Moon Bridge usually begin within a caern at an artifact called a Pathstone; the pack's safety is increased by opening it with the proper rites. Travel by Moon Path might avoid Earthly caerns entirely: they can go just about anywhere. Nothing precludes a pack from stumbling (or flying or falling or ethereally swimming) upon a moonlit airt in the midst of their journeys.

Whether a bridge or path, these routes are safest during the time of the full moon, since they're guarded and patrolled by spirits called Lunes. However, Lunes are a lot like many werewolves during the full moon: they can be fickle or wrathful, and they're certainly unpredictable. If a traveler dares to step off the path, he does so at his own risk. Lunes may choose to ignore, attack, or even mischievously prank the traveler, according to whim and the phase of the moon.

Though these airts are formed from moonlight, their appearance can vary widely. During the time of the new moon, the path may be nothing more than a single shaft of light; during the full it moon, it might be a fully formed tube that whisks the pack through time and space at high speed, a slippery slope of pearlescent white, a scattering of moon dust that billows like desert sand in the wind, or none of these, having assumed a much stranger form.

In any shape, a moonlit path is formed from ephemera, which can of course be rent or torn by the claws or supernatural creatures. Just remember to keep your arms and legs inside the Moon Bridge at all times. No one tells stories of Garou who were foolish enough to tear at the substance of a Moon Bridge, for presumably, anyone dealing such a grievous insult to Luna was last seen in the spirit world and has never been seen again.

Gaia

As one would expect, the Garou are a little bit biased when they talk about Gaia. They live and die in a never-ending campaign to heal and protect Her, so She's a bit more than a reference from a mythology textbook to them. Gaia is called a goddess, but that doesn't describe Her adequately. In fact, many claim that She's more than a Celestine, although Her most comprehensible aspect takes the form of one. Some Theurges even claim that Earth itself is a Celestine form: a fragment of creation limited by what humans can see, understand, and experience. Theurges and Galliards take this further, since they're quick to spout poetic and transcendental rhapsodies, claiming that Her true form is so much larger that the Triat that Her form is ultimately unknowable. For most Garou, the point is largely moot. Gaia is all around them, composed from the living essence of creation. Fighting for Gaia in the real world is far more understandable than any cosmological rationalization.

The Triat

Three forces form the whole of creation. They're personified as the mysterious Triat: werewolves know them as the Wyrm, the Weaver, and the Wyld. According to the Garou, this trinity collectively shapes and controls eternity, even as the three cosmic forces act against each other. This view might seem a bit simplistic, but the cosmos works in mysterious ways. Supernatural creatures act of their own free will (restrained by their bestial hungers and sinful desires), but from a spiritual point of view, nearly every monster and paranormal entity in the world can be seen as a minion, agent, or unwitting contributor to one of these three forces.

Spiritualists love to make analogies to the three forces of the Triat; despite this, no one set of referents define them. They are known as the forces of chaos, order, and balance; creation, growth, and destruction, potential, making, and unmaking; stasis, dynamism, and entropy; even the guises of the fertile maiden, wise mother, and decaying crone reflect the Triat. From any of these three words comes a host of philosophies, but for the Garou, these are more than concepts. Supernatural entities of different philosophies, tribes, Traditions, and cults argue particulars about the Triat, but most attempts to define them in terms of moral philosophy or good and evil inevitably go astray. Gaia's greatest champions, the Garou, fight to survive in a hostile cosmos where they're perpetually surrounded by the conflicts of the Triat. Giving them more names to define them is a desperate attempt to cope with that conflict.

Theories hold that the three personifications of the Triat are most likely to assume their "true forms" in the Deep Umbra, but no two accounts of these avatars are ever the same. The prevailing belief is that they're so primal and transcendent no traveler can behold them; instead, the enlightened and the damned can only behold one aspect of the Wyrm, Weaver, or Wyld at a time. Any such sighting is clearly a manifestation of the whole. If a pack claims to see the Wyrm as a titanic dragon in the stars, even if they could conceivably kill it, that manifestation is only one small fragment of the Wyrm. Kill a head of the hydra, and another appears. Clever creatures rationalize that each third of the Triat is really the collective sum of all spirits that represent it. Since it's a cosmic, primal force that cannot be eradicated by anything short of the Apocalypse, that practical definition is as good as any.

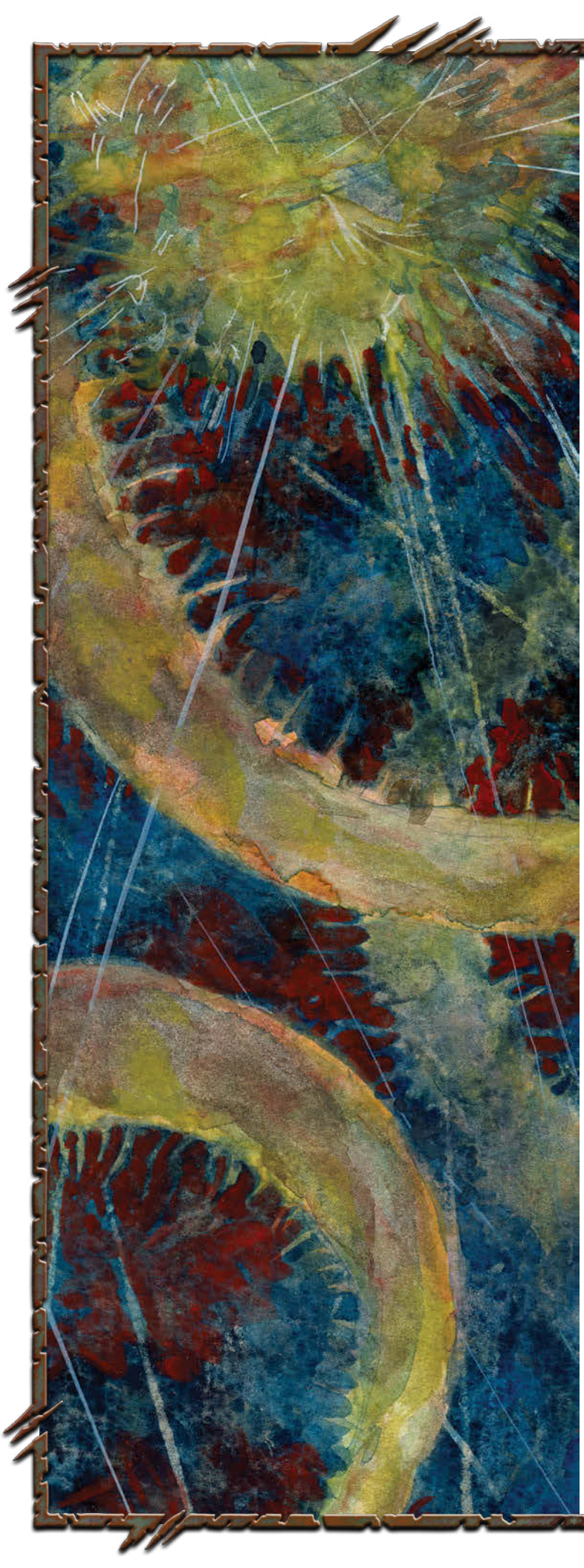
Forms of the Triat

Although the Triat is the personification of three primal, cosmic forces, they never really manifest as fully actualized entities. You'll never shake hands with the Wyrm; you'll only meet one of its insidious local representatives. Because these primal forces are nearly omnipresent, combining to create the entirety of the Tellurian, no natural or supernatural creature can ever see them in their true forms: instead, werewolves and other shapechangers witness different avatars, fragments, or reflections of them in the spirit world.

In the physical world, their presence is even harder to detect. You may notice patterns to suggest their minions are present, but at best, that's an educated guess. Garou can only prove they've sensed a part of the Triat through spiritual abilities (like the Gift: Sense Wyrm.) Within the Penumbra, the Garou interact with them through a legion of lesser spirits that perform the bidding of the Triat. The farther one travels into the depths of the Umbra, the more powerful those manifestations become.

Sensing the Triat

When a Garou senses a portion of the Triat, the impression can be anything from a vague instinct to a specific sensory impression. Psychics and spiritual mediums often experience events on the more cryptic end of that scale: the presence of an active spirit in the real world might manifest



as a shiver down the spine, goosebumps, or a vague feeling of premonition, but shapechangers feel stronger impressions. After all, they're creatures of both flesh and spirit. They not only sense a sympathy (or antipathy) to each portion of the Triat, but can also identify it for what it really is. Here are some typical sensory impressions one might experience using one Gifts like Sense Wyrm.

Wyld: ozone, euphoria, flowers, an unseen breeze, the calm after a thunderstorm, the sound of crashing waves, the smell of a primal ocean, the anticipation of limitless possibility

Weaver: patterns of sound, the smell of cleansers or sanitizers, a brief touch of a web or silken thread, a metallic taste, a sudden draining of energy, flashing lights, alarms and sirens

Wyrm: stench, decay, rot, fear, the taste of an animal who died in fear, a wave of depression, hopelessness, twinges of pain, lengthening shadows

Farther from the physical world, flashes of synesthesia become more common, substituting one sensory impression from another. When sensory Gifts are insufficient (or inactive) this sensory information can be incredibly confusing. "Smelling" the color blue or "tasting" ozone may feel like a psychedelic episode or bout of madness, but it does alert the Garou that something powerful is occurring. Deeper in the Umbra, a sensory impression normally bestowed by part of the Triat may be experienced by an entirely inappropriate or unusual sense. Consider pain and ecstasy, regret and triumph, nostalgia and fulfillment to all be part of that spectrum.

Of course, since the most immediate impression of a spirit is its appearance, and the spirit world excels at showing facets of reality for what they truly are, Garou encountering a spirit for the first time may attempt to identify what it is purely by how it looks. Veteran travelers develop skills and abilities for interpreting these impressions.

Based on skill descriptions and situations, Storytellers can choose to call for Perception + Alertness, Perception + Occult, even straight-up Gnosis rolls. Alertness works best with the obvious or physical; Occult works well with the unseen, hidden, and metaphysical; Gnosis serves as a measure of enlightenment and spiritual sympathy. A sensory Gift tends to cut through all this interpretation and cut straight to a direct answer. If something carries the corruption of the Wyrm, the Gift: Sense Wyrm definitively identifies it, justifying the need to hunt it where it lives and breeds.

The Wyld

Creation begins with the Wyld, the prime agent of change in the cosmos. In fact, the Wyld is more than

chaos: it's a perpetual process of transmutation. The Wyld drives evolution and adaptation, as endless variations of the creative process result in the advancement of living things. The Wyld is possibility and random chance incarnate, responsible for everything from hopes and dreams to the fear that everything we possess will be lost by sudden catastrophe. It's equally liberating and terrifying.

Its spirits' capricious actions can be attributed to deliberate fate, meaningless coincidence, or just plain dumb luck, but no pattern can ever fully contain it, and no ritual can fully predict it. Every living thing, from amoebas to ants to antelopes to arctic whales, contains a fragment of the Wyld. We invoke its essence every time we proclaim "where there's life, there's hope." The Wyld is the origin of revelations. It's the impetus for every spark of creativity, yet it also dwells beyond the limitless horizons of madness. Some Garou blindly insist that Gaia Herself came from the Wyld, for she could never exist without it. Nothing could.

The Wyld is complete unto itself, but without the Weaver, it would lose the vast multitude of manifestations it spawns. Most of its creations return to their primal forge at the moment of inception. The Weaver allows them to persist through time (since time, as Douglas Adams says, "prevents everything from happening all at once"). Wrap your mind around this: Being everything at all times is as indefinable and indefinite as being without any form or substance at all. That way lies madness.

Of the three aspects of the Triat, the Wyld is unquestionably the least personified. Mutability precludes any "true form," for the Wyld is formless madness. Of course, the Wyrm is then essential to the Wyld, since it destroys the weakest and least plausible creations within the Weaver's web, returning their essential ephemera to the forges of creation. Thus, the creative process comes full circle.

In the Deep Umbra, the Wyld should arguably (though unverifiably) be the most powerful aspect of the Trait: unbounded by Gaia's laws, he/she/it/everything is almost as powerful as Gaia herself. Fortunately for creation, the Wyld is never powerful enough to overcome the boundary that separates the Near Umbra from the terrifying, alien possibilities of the Deep Umbra. By contrast, the Wyld in the physical world is actually the weakest aspect of the Triat's trinity.

Fortunately, there are a few scattered sites of pure Wyld energy still left in the physical world. They're contained within caerns the Garou and their offspring endlessly fight to protect. The Wyld is only truly unassailable within the deepest depths of the Deep Umbra. Far beyond the Membrane surrounding the Near Umbra, any enemy is dissolved into its purest primal protoplasm upon contact with the undiluted Wyld.

The Wyld serves as a symbol of the Garou's never-ending struggle to forestall an inevitable Apocalypse. Its realms teem with life, and in a world that grows out of the Wyld, anything can happen. The Wyld is the embodiment of hope: the promise of change in a wicked world of malefic matter and entropic annihilation. Although the Garou can never anticipate direct aid from the forces of the Wyld, it's a powerful ally indeed.

Forms of the Wyld

Wyld-spirits are full of energy and possibility. Since the Wyld is most commonly associated with nature, many of these spirits appear as natural forces, but with a brilliance and vibrancy rarely seen in the natural world. Animate shafts of sunlight, energy that ripples like water, ephemeral essences only detectable as the scent of petrichor after a rainstorm — Wyld-spirits personify life-giving energy. As forces of chaos, they're likely to appear continually in flux, cycling through impossible geometric forms, the faces of a thousand strangers, or multicolored, pulsing wisps of formless energy. Whether as easily identified as the animal spirit of a deer or as impossible as the scent of the color blue, the spirits of the Wyld become more recognizable the farther one travels from the so-called logic and reason of Earth.

The Weaver

The unlimited ambitions of the Wyld must eventually gave way to ordered growth. With a few strands, the Weaver anchored the turbulent vortex of the Wyld's creation, naturally selecting the most promising creations to endure, thereby saving them from falling back into the maelstrom of the Wyld's endless creation. Limitless chaos was structured and given form. From these simple lines and strands, patterns took shape, as the Weaver began constructing the fundamental structure of the universe: the Pattern Web. Wherever there was form, there could be growth and progress. Inconstant infinity yielded to enduring eternity.

Then the Wyrm began pruning the Weaver's forms and structures. The Weaver's perfect patterns gained imperfections; some say this was necessary, so they could not inhibit the Wyld's ceaseless acts of creation. The Weaver has given us time and distance, but when it acts without restraint, it also threatens to bring stasis and conformity. In legendary times, the Wyrm attempted to act as a force of balance between the Wyld and the Weaver. For the Garou, they acted as the true cosmological trinity of chaos, creation, and destruction. This stalemate would have lasted forever, but the Weaver found a way to tip that balance.

Despite the Weaver's own epic ambitious, the Weaver's webs could not contain everything. Parts of creation were patterned within absolutes of time and distance, but the

Weaver's order could not resonate through all of infinity. Quantifiable matter composed the structure of the physical world, but the ephemera of the spirit world would not fully conform to the Pattern Web. In a compromise, the Weaver erected a calcified barrier between the realms of flesh and spirit. The Wyld's presence in all living things allowed some randomness in the physical world, along with the presence of magic, but as the worlds of matter and spirit drifted apart, order became ascendant in the physical world. The evolution of the first sentient beings advanced this process: they perceived an orderly world of consistency and pattern. Over time, these sentients became more intelligent and advanced, and humanity's real world solidified.

Garou endlessly speculate on the Weaver's role in all of this. Not every explanation is the same. One version holds that when the Weaver responded to the Wyld's boundless energy by attempting to calcify all creation, and the attempt drove the Weaver insane. By recklessly attempting to bind the Wyrm within the Pattern Web, she never considered the cosmological consequences of her actions.

Another legend claims that the Weaver was far more calculating: When she attempted to define all of reality to conform to laws of causality, predictability, and order, she saw the Wyrm as the only obstacle to her ambitions. Through her machinations, some loremasters claim, she trapped the Wyrm within her Pattern Web, leaving it no recourse but to lash out to avoid constriction and calcification.

Glass Walkers posit a far more sympathetic view. The Wyrm's destruction and malice was an undeniable threat, they say, and the Weaver had no choice but to confine it as an act of self-defense. She deduced there would be a future in which the Wyrm would try to destroy everything. Preparing for this eventuality was a prudent act of caution.

Most of these Garou can agree that the Weaver held the origins of intelligence. As human civilization and science has advanced, the physical world has become more structured and limited. The power of magic has faded from a raging conflagration to a spark in the darkness. Human technology has advanced more in the last century than in the entirety of human history, and accordingly, the Weaver is now powerful far beyond her station. Whether this drove her mad or is a product of her madness is irrelevant: this is the world the Garou must live and die in. The ancient balance of pattern and chaos has given way to stagnation and decay. Prophecies say the Apocalypse is inevitable, but some believe creation will not ultimately vanish because of the Wyrm's destruction. If the Mad Weaver ever finishes spinning her cosmic web, all of the Tellurian will be bound in rigid, motionless, changeless strands.

Forms of the Weaver

When Garou tell tales of Weaver-spirits, they speak most often of spiders. After all, the Mad Weaver is known for her webs, but even she is not entirely predictable. After all, she can make shape and substance out of the limitless possibility of the Wyld. Travelers tell tales of bizarre creations: mad caterpillars and silkworms endlessly spinning their silken, sticky threads; tentacled monstrosities carefully coordinating the elaborate terpsichorean ministrations of their myriad limbs; cockroaches and sinister insects chittering Morse messages that force the ephemera around them to pulse in time to insectile commands; a single blinking light repeating mathematical patterns hypnotizing its minions into performing idealized plans. Even when the Umbra is orderly and patterned, the Weaver is still insane enough to trap travelers with demented creations they've never encountered or even dared to dream of before.

The Wyrm

In a legendary time before the dawn of human history, the Wyrm was a restorer of balance, bringing harmony where there was none. The Wyrm ensured neither the Wyld nor the Weaver dominated all of reality. Dwelling between Chaos below and the Pattern Web above, the Wyrm only destroyed discriminately, acting as a vital mediator in the creative process. Whatever the reason for its loss of balance, the Wyrm was ensnared within the Pattern Web, and in desperation, it fragmented into three sentient minds and went insane, like a three-headed beast at the entrance to a Malfean underworld.

The Wyrm became a harbinger of the Apocalypse, spawning creatures with a new arsenal of weapons to seek and destroy: decay, entropy, and corruption. Because it cannot destroy with honor or conscience, it must corrupt from within. When it cannot slay the strong with brute force, it must seek weaker victims who succumb to hate, envy, or lust. Where it cannot strike overly, it must act unseen: victims who are strong in mind or body may be spiritually weak. Faith is fading in this world of shadows, and institutions that preserve and nurture the spirit are dying, replaced by gross satiation and material greed. Like the gods of Longfellow's Prometheus, whom the Wyrm would destroy, it first makes mad. A mind that cannot be suborned can be shattered.

The Wyrm has found sentient creatures weak enough to surrender to temptation. It now commands a legion of malefic spirits ready to possess and exploit its army of the damned. This strategy seems to be working, as their numbers are so vast they require three heads of an unholy hydra to command it: the Beast-of-War employs brutal acts of savagery and violence; the Eater-of-Souls gluts and bloats itself while feeding on foulness in the world; and

the Defiler Wyrm rejoices at the suffering of minds and souls. Each third of the trinity commands a legion of spirits within its own hierarchy, including a pantheon of Urges that cater to the sins and destructive desires of mankind.

Garou and other spiritual travelers have found entire realms conquered by the aspects of the Wyrm. Blind destruction has left these places devoid of any trace of Gaia's presence, grace, or influence. Those who dwell there have been enslaved, punished, altered, or victimized by wicked Banes and Incarnae. If the prophecies are true, the Wyrm will inevitably triumph in a final Apocalypse. All of creation will either be remade in the image of one of those realms or be utterly and completely destroyed. Each fight, each battle, each war the Garou wage against the Wyrm forestalls that horrific onslaught. Each respite is bought with the flesh and blood of Gaia's protectors. Garou kill the Wyrm wherever it breeds; the alternatives are corruption, annihilation, and oblivion.

Forms of the Wyrm

Many Wyrm-spirits are masters of deception and deceit in the physical world, taking false forms as they lead their victims into acts of sin and desperation. Of course, humans have enough of a survival instinct to fear or mistrust the people and places acting as hosts to these spirits. ("He was such a quiet man, officer — he kept mostly to himself.") The sight of the Wyrm in its true and hideous guise is enough to overwhelm a human mind with the madness of the Delirium.

In the Umbra, these deceptions are less important. Wyrm spirits appear as corrupt, unhealthy, unwholesome, vile, or insane. As amalgams of all that is antithetical to the life-giving energy of the Wyld, they may appear as toxic, irradiated, primeval, diseased, engorged, tentacular, sinful, grossly monstrous, or pathetic. Like the offspring of desperately breeding horrors, articulated by an elaborate parade of Lovecraftian adjectives, they can transform any object into a personification of madness and savage horror.

Delusions of the Damned

While Garou unquestionably know the Wyrm exploits evil in the world, the enemies of the Garou Nation refuse to see creation in such black-and-white terms. Many are weak-willed enough to justify reprehensible actions with a host of rationalizations. They may know what they're doing is wrong, but their litany of their lies is endless: *"I'm just trying to survive"; "it's not my fault"; "you made me do this"; "I can fix this later"; "they had it coming"; "better them than me"; "I didn't really mean it"; "I just need one more fix"*; and so on. Most never see themselves as villains; instead, they're victims trying to work their way out of a temporarily bad situation. When their baser instincts overcome them, it's easy to disavow responsibility, insisting that they're helpless in the face of greater forces.

If a troubled mind can't reconcile the horrible things it's done, a slow descent into madness is inevitable, leading the victim into greater acts of annihilation, consumption, perversion, and victimization. Some occultists are quick to point out that saying "the Wyrm is evil" is all too easy. It relies on blind faith in one's own ability to always tell good from or evil, or at least to negotiate morally-questionable situations. All too often, one wrong call is all it takes to ensure inevitable victory for the tormented minions of the Wyrm.

Three Heads of the Hydra

When the Wyrm lost all sense of balance in the cosmos, it shattered into its own trinity: the Triatic Wyrm. The name refers to the three most powerful heads of this hydra, the first transformation it endured in the madness that followed its imprisonment. This hydra is a mockery of the Triat, a perversion of the cosmos. Tormented and insane, the Wyrm repeatedly reenacts and relives events in its myriad minds, desperately trying to figure out what went wrong with the cosmos. Fortunately for all of creation, each of the three Triatic Wyrms enacts its own purpose and plots, directing a separate army of Urges and minions. If the three ever reformed as one, it's possible the Wyrm might possess the hideous strength it needs to swallow Gaia whole. Instead, each head of the hydra has its own identity and perverse motivations.

The **Beast-of-War** would be as unrestrained as the Wyld, were it not for the Weaver's webs. Limitless rage fuels it, and destructive instincts guide it. Its minions range from self-destructive shock troops that hurl themselves pell-mell into battle to hulking brutes who delight in overpowering and annihilating their victims. Acting through humans, the Beast-of-War can degenerate healthy competition into brutal conflict, culminating in bloodlust that makes no distinction between friend and foe. To the vampire, it's the Beast that shreds the last fragments of humanity. For the Garou, it's liberating Rage without the mitigating wisdom of Gnosis. The Get of Fenris call this entity the Midgard Serpent, but to many occultists, it's known as the Calamity Wyrm or the Wyrm of Destruction.

The **Eater-of-Souls** is a mockery of the Mad Weaver's need to contain everything within its influence: It's mindlessly driven to devour all creation in a desperate attempt to destroy an inherently broken cosmos. Once the Wyrm lost all sense of balance, its pain was like a limitless void nothing could ever fill, no matter how much it consumed. The Eater-of-Souls is more than the emptiness of an addict or a vampire's thirst for blood. Its minions are fluent in the sins of greed and lust. These flaws can manifest as obsessive preoccupation or the kind of insecurity that demands meaningless status. Some of its minions have surrendered all willpower; others are as single-minded as serial killers when they stalk what they foolishly think will complete

them. The Eater-of-Souls' hatred festers as virulently as a disease that inexorably ravages infected flesh and erodes troubled sanity. Learned masters of lore can identify its many spiritual servants, sometimes referring to them as minions of the Consuming Wyrm.

The **Defiler Wyrm** is a manifestation of every corrupting impulse and instinct in existence. In a way, it serves as a mockery of the Wyrm itself. The Defiler's insight is focused by the most terrifying aspect of Gnosis: the ability to see a victim's greatest weakness, so that it can be exploited. The Defiler conquers by tempting its prey to succumb to its own base instincts, leading the defiled to take reckless risks. Its victims walk a shadowy path from personal choice to annihilation of the self. Some Uktena and Shadow Lords assert that the Defiler's first victim was itself. They say it's now driven by its own self-loathing, foolishly believing that if it defiles everything, it will regain control and restore balance.

Insidiously, the Defiler Wyrm seduces its victims silently from within, whispering temptations that lead its prey willingly into its maw. It's the serpent in the Garden of Eden, the foolish ambition of a fallen angel, the hubris of a mage who summons up more power than he can control, or the arrogance of a werewolf who thinks he can master the very spiritual forces that will inevitably condemn him to damnation. When the now-extinct White Howler tribe thought they could delve deeper into the Spiral Labyrinth in their quest for forbidden knowledge, they were led on by the whispering of the unconquerable Defiler, the Wyrm of Violation.

The Hierarchy of Spirits

In the world we know, there's a food chain, a pecking order, a hierarchy of living things that allows the strong to prey upon the weak. The spirit world works the same way, but on a much larger, cosmic scale. The word "spirit" can describe anything from the most pitiful, mindless, ephemeral entity rooting in filth to the awesome grandeur of a twenty-first century god embodying the power of a star, planet, or epoch.

Theurges and Galliards alike struggle to find the words to describe these spirits, but over the millennia, they've found a few terms that allow them to rank the spirits from the powerless to the mighty. At the apex of the multiverse, the trinity of the Triat watches over all creation. Four categories of spirits act as lesser performers in this cosmic ballet.

Celestines

Although Celestines are cosmologically less than the forces of the Triat, they possess vast and unfathomable spiritual power. They are known by many names, but the Garou are most commonly familiar with Luna (the spirit

of the Moon) and Helios (the spirit of the Sun.) Other Celestines are powerful servitors of the Triat, but they're largely unknown to the Garou. Celestines are both sentient and highly intelligent. Most dwell in realms of their own creation, in which they possess unlimited, localized omniscience and omnipresence.

Celestines can send avatars to communicate with shapeshifters. These avatars are aspects of themselves in guises lesser beings can understand. Each avatar contains a mere shard of the Celestine's true power, although it still makes them among the most powerful beings in the spirit world. A Celestine's true form is unimaginable. Communication and communion between Celestines and lesser beings are only possible through avatars. To create one, the Celestine merely wills itself to appear in a limited form; each Celestine is capable of maintaining multiple avatars at once.

As the name implies, Celestines dwell in the heavens. For every planet in our solar system, for every massive astronomical phenomenon, there is a spiritual presence that dwells in the spirit world, both as a manifestation in the Aetherial Realm and in the cold, inimical, and uncaring madness of the Deep Umbra. Theurges tell stories of Celestines influencing the outcome of events here on Earth, telling some of their tales in a language not too different than that of astrologers and dreamers. Avatars of the Celestines appearing on Earth are rare, but their messages can be heard by those who are willing to listen. Some merely watch or listen the stars for guidance; others prefer to reject such revelations, preferring to think that there is no fate save for the ones they make.

Incarnae

Incarnae sit one step below Celestines in this hierarchy, servings as servants, warriors, and advisors to those cosmic forces. Nearly all of them derive their power from their patrons, though they often believe they have the potential to eventually become Celestines. Most dwell in the realms of the Celestines, but a few have independent domains of their own. Incarnae have a defined purpose and sphere of influence.

Garou are most familiar with the Incarnae who serve as their totems. From the moment a pack of werewolves proves their spiritual allegiance, their totem provides them with guidance and their spiritual blessing. In fact, it may bestow its patronage to an entire sept or tribe of Garou. As servants of Gaia, they create avatars to interact and communicate with werewolves. Pack totems are the most commonly encountered form of "incarnate" avatar; however, as spiritual servants, pack totems demonstrate power on a par with Jagglings.

Though significantly less powerful than Celestines, Incarnae are powerful enough to exist on multiple levels of reality. Garou typically interact with one incarnate avatar, although elder Theurges tell tales of spiritual travelers who have communed with an Incarna in the remote realms of the Deep Umbra, marveling at its awesome and overwhelming spiritual might.

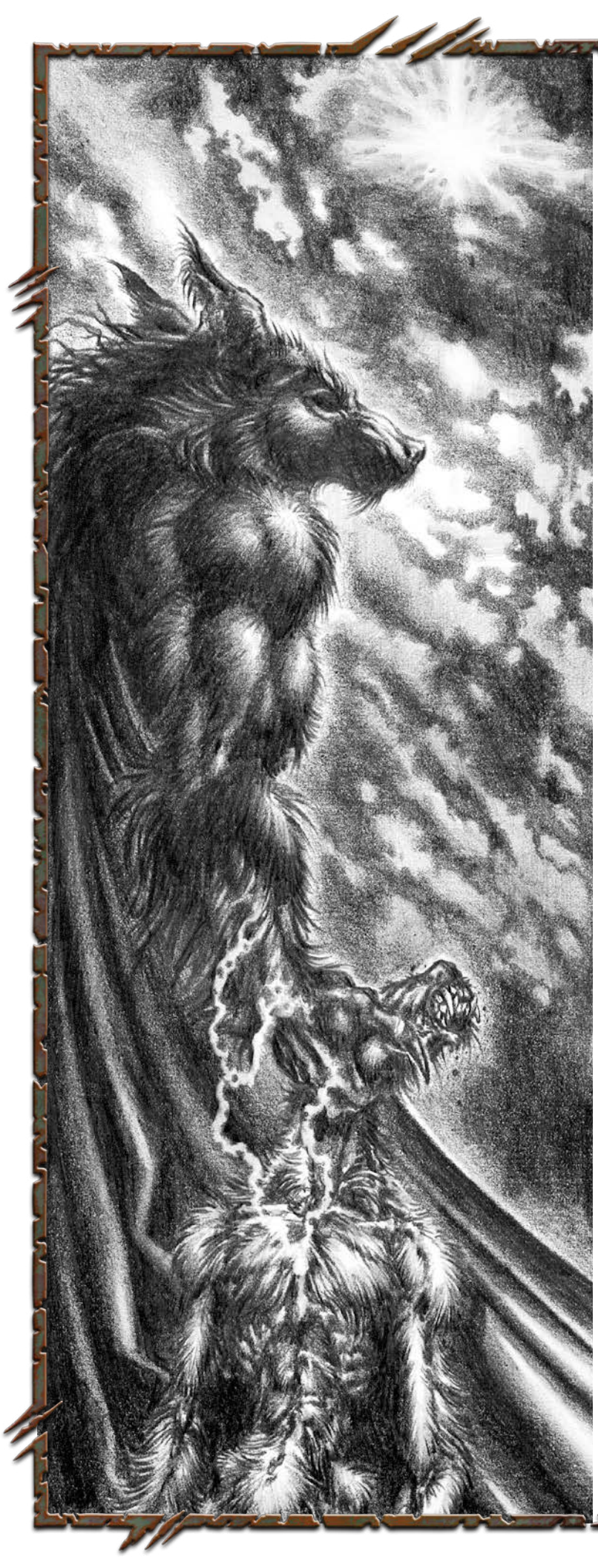
Jagglings

Most of the dangerous spirits the Garou fight in the Umbra are Jagglings. Nearly all of them can be considered part of the Weaver, Wyrm, or Wyld — in fact, some are fanatically devoted because they're formed from a portion of their patron or master. Pattern Spiders, Nexus Crawlers, Banes, and Englings are all common examples. Most loyally serve an Incarna, though a few serve Celestines directly. Some develop (or earn) free will and independence from the patron, although this is more common on the remote fringes and smaller realms of the spirit world. Werewolves are intimately familiar with the Jagglings who teach them Gifts, including a wide variety of animal spirits who demonstrate the instincts and intellects of creatures in the physical world, albeit in very idealized ways. A Jaggling may also serve as a reservoir of spiritual power, as is shown by Englings capable of providing Gnosis to an entire pack (or even a sept) of Garou.

Gafflings

Gafflings are at the bottom of the spiritual hierarchy. They're the barely-sentient servants of Jagglings, as well as the Changing Breeds and shamans who can command them. Their instincts and guile are barely sufficient to survive in the wilds of their spirit realms, and many spiritualists consider them to be little more than tools. Shamans have little difficulty sacrificing them for the greater good, for sacrifice is nature's way.

Like other spirits, Gafflings use supernatural powers called Charms to remain in constant contract with their patrons, largely because their patrons have no reservations about keeping them under complete control. Although some possess full intelligence, those are more the exception than the rule. Mysterious cosmic forces bestow their intellect and abilities. They're known for complete loyalty, and many actually prefer being dominated by their controllers, liberating them from such troublesome concepts as freedom and independence.



Storyteller Notes: Rules of the Realms

If you've never traveled to any of the Near Realms in a **Werewolf: the Apocalypse** game, you may want to skip this section. If you're a Storyteller planning Umbral adventures, on the other hand, you'll need to decide which rules to use for your Near Realms. These ideas are no means absolutes, since the spirit world is a capricious and unpredictable place, but each Near Realm needs a few guidelines to define the local reality in your campaign. Other Storytellers (and other sourcebooks) may have other variations of these guidelines. The rules here are a simplified version of more extensive spiritual sourcebooks.

The Abyss

- Anything that can't fly that falls into the Abyss is lost forever.
- Any Garou performing a Rite of Summoning in the Abyss has her dice pool doubled.
- A werewolf staring into the Abyss must make a Willpower roll (difficulty of 12 minus the character's Gnosis). If she fails, she must make a Frenzy check. With three or more successes, she enters a fox frenzy and flees. If she's lost all her Willpower, she tries to leap into the Abyss.
- Exploration may result in earning extra experience points that can be used to buy Enigmas, appropriate Gifts, or Gnosis.
- No actions involving the expenditure of Gnosis points work here.
- Anything lost in the Umbra eventually arrives in the Abyss. Werewolves may even search for lost items here; the difficulty to find anything depends on the size of the item. The number of successes required decreases the farther a Garou descends into the Abyss.
- Every 300 feet a traveler descends into the Abyss, difficulties for Perception rolls increase by 1.
- All sight Perception rolls here depend on the phase of the moon; the Abyss conforms to earthly time.

Moon Phase	Difficulty
Daylight	"10" (see below)
New/Crescent	9
Half	8
Gibbous	6
Full	4

When the difficulty raises above 9, don't bother rolling. It's pitch dark, and the character is in a sensory deprivation zone. The character rolls Perception +

Primal-Urge (difficulty 8). Failure has no effect; successes induce hallucinations. If the number of successes are greater than the traveler's Willpower, she believes they are real. These visions usually involve people, places, and events from the traveler's past.

- All Intimidation rolls, as well as Gifts requiring Intimidation, gain two automatic successes here.
- No Moon Bridges or Moon Paths can ever penetrate the realm.
- The Sense Wyrm Gift reveals all of the Abyss to be "of the Wyrm." That makes locating individual creatures or spirits corrupted by the Wyrm nearly impossible.

The Aetherial Realm

- Due to the proximity of the Moon, all shapeshifters gain a point of Rage when entering the realm.
- The Aetherial Realm may seem like space, but living creatures can breathe here.
- Falling does no damage here, no matter how far the distance.
- The lower boundary of this Near Realm (closer to Earth) is a cloud layer. All visitors —spirits, shapeshifters, or even abducted mortals — can walk on the cloud layer as though it were solid ground.
- Summoning Lunes, star-spirits, fire elementals, and other creatures of celestial origin is easier here. The difficulty for this summoning is reduced by 2.
- All Moon Bridges travel through the Aetherial Realm. Any rolls involving Moon Bridges here are reduced by 2. Any astrology-related Ability or Gift involving celestial objects or astrological phenomena has this same reduction in difficulty.

Arcadian Gateway

- Long-distance travel in Arcadia is measured in "leagues." An *Arcadian league* is the distance a traveler can walk in a day. Whether a traveler attempts to move faster or slower, he'll still seem to travel about a league in one day. Garou using the rules for "Long Running" can cover two leagues in a day.
- Arcadia has two courts: the Seelie and Unseelie. Instead of simply playing the roles of good or evil, the fae of both courts here have classic mythic virtues and flaws. Both courts have codes of honor and malevolent streaks.
- Faeries have a strong kinship with the Fianna and packs following Stag. Any werewolf in either of these groups gets a -2 difficulty on any dice pool based on a Social attribute. Silver Fangs get a -1 difficulty to these rolls when dealing with Seelie; Shadow Lords get a -1 difficulty when dealing with Unseelie.
- Werewolves find getting lost in the woods exceedingly frustrating. Each day lost in the woods reduces the difficulty of all frenzy rolls by 1 (until the pack finds its way again.)
- Faeries here behave similarly to spirits: they have a Rage, Gnosis, and Willpower Trait. However, Gifts that affect spirits don't affect fae. (Optionally, if you have a copy of Changeling: The Dreaming, feel free to adapt statistics from that book.)
- What silver is to the Garou, cold iron is to the fae. It inflicts aggravated damage, and it's the only way to permanently kill an Arcadian faerie. If the last wound a fae suffers is from cold iron, he disappears from the realm forever.
- If an Arcadian faerie suffers her final wound (if she has spirit stats) or Incapacitated Health Level (if you're adapting Changeling) from an attack that doesn't use cold iron, he goes into "slumber," just as a spirit would. The length of the slumber is entirely dependent on the story involving that faerie. For instance, an innocent faerie who "dies" during an abduction or capture might remain in slumber until rescued.
- Time passes randomly in this realm in relation to Earth. One day in the Arcadian Gateway may equal an hour in the "real world," or it could remove someone from events on Earth for a year. If a visitor partakes of food or drink here, at least a year will have passed on Earth by the time he returns.
- Faeries can communicate freely with shapeshifters in all their forms.
- A shapeshifter traveling an Arcadian League in one day may notice the terrain change from week to week. In an Unseelie realm, this depends on the mood and disposition of its ruler, Queen Mariana (who's as close to an Incarna one can find in this realm.) The Seelie lands reflect the Seelie fae who's currently held in the highest regard; this changes every few weeks.
- Distance is wholly influenced by drama. No one has ever objectively measured the size of the realm, since such metrics are meaningless here.
- Word to the wise: don't stray from the path. Attempts to find that path again always fail, until a local faerie brings the traveler back. The Rite of the Questing Stone results in a frost-covered stone spinning around and around and around.
- Sense Wyrm does not detect the presence of Unseelie fae.

Atrocity Realm

- Any spirits in this realm that haven't been corrupted by the Wyrm cannot inflict or receive true physical

harm. If a Garou "kills" a spirit here, he's ejected from the realm. However, a Garou can harm (and be harmed by) material visitors, Banes, and similar creatures.

- After each atrocity witnessed, each shapeshifter witness loses a point of temporary Gnosis. After all Gnosis is gone, they each lose one point of temporary Rage. Once Rage and Gnosis are gone, the witness loses Willpower. When all temporary Rage, Gnosis, and Willpower is gone from a shapeshifter witness, that traveler appears to be slain and is ejected from the realm.
- Shapeshifters encounter scenes relative to their own sins. A Garou who frenzied and killed innocent victims would witness that scene again, along with similar scenes from the darker aspects of his past. He might even witness others committing similar atrocities.
- If a shapeshifter consciously wants to find a particular scene, she can roll Charisma + Enigmas (difficulty 6).
- Garou can only leave the realm by "dying" or being ejected for shameful behavior. If the pack doesn't disclose that shameful behavior at the next moot (and receive punishment for it), the spirits may relate it eventually anyway. Moon Bridges, fetishes, and Gifts are ineffectual means of escape.
- Difficulties for all Perception rolls in the Atrocity Realm are reduced by 2.
- Garou can use the Sense Wyrm Gift to locate particular types of Banes in the Atrocity Realm. This requires a Perception + Occult roll (difficulty 8.)

Battleground

- Difficulties for all frenzy rolls here are reduced by 2.
- Shapeshifters who participate in the realm's battles automatically gain one point of Rage each turn.
- The battles a Garou faces in the realm often reflect the shapeshifter's battles in the material world.
- Spirit arms and armor are collectable in various battlefields, but they're ephemeral and can only be used in the Umbra. They may be usable in Near Realms, but they disappear in the material world.
- Changes in the course of a battle here might change the memories of people who participated in the material world. However, the result of the battle cannot change.
- If a shapeshifter participated in a conflict in the physical world that's reflected in the Umbra, that conflict won't begin (again) in the spirit world until the shapeshifter arrives.
- Characters in the Battleground can't really be slain. If a Garou is "killed," he's transported into the Near Umbra and loses two temporary Gnosis points. Nothing can kill a werewolf in the Battleground.
- A shapeshifter searching for a particular battle can make a Gnosis roll (difficulty 8; consult the chart below.)

Successes	The shapeshifter…
Botch	loses a Willpower point and cannot find relevant battles.
1	may witness a battle in which she personally participated.
2	may witness a battle or enemy with which she's familiar.
3	may witness a battle with which she's only vaguely familiar.
4	may uncover a battle of which she knows nothing.
5	may uncover a potential enemy or hints of a future battle.

CyberRealm

- Weaver-spirits are at 150% of their usual Essence here.
- Wyld-spirits have only half normal Essence while they remain here.
- Cybernetic fetishes are available; they're attached to a Garou, but do not regenerate. If damaged, they remain damaged. Each of these technofetishes increases the difficulty of shapeshifting by 1.
- The Computer Web is accessible through the CyberRealm. Time passes faster there than in the CyberRealm. Navigating through the Computer Web requires Perception + Computer rolls, but the number of dice in the Computer skill can't exceed a shapeshifter's dots in Enigmas. Difficulties are at the Storyteller's discretion.
- The MicroLevel is a computer network within the CyberRealm. Moving between the MicroLevel and the MacroLevel requires a werewolf to touch a juncture terminal and roll Willpower.
- A Garou on the MicroLevel can change his appearance by spending a Gnosis point and rolling Manipulation + Computer (difficulty 6). The Garou can change shape, but his mass cannot change by more than 50%. A Garou shifting into one of his five forms loses any false shape.

Erebus

- Garou in Erebus regenerate aggravated damage as though it's merely lethal damage. No Garou can drown in liquid silver here.
- Garou in the rivers of silver suffer one aggravated Health Level of damage each turn — the same rate at which they heal.
- The guardian of Erebus forbids exit through the front gates.

- The only light here comes from the glow of silver liquid, but it's bright enough to reduce Perception difficulties by 2.
- The Rite of the Silver Forge is a brutal ritual for which few are chosen. Garou who survive it frenzy with six successes on a Rage roll rather than four, and gain 1 permanent Honor Renown.

Flux

- The landscape of the Flux Realm constantly changes composition, color, and geography. These changes generally cannot kill, but anything is possible: mountains can become deserts, the sky can turn purple, strange objects form and wobble by, etc. Each scene, the Storyteller rolls a die; if the result is odd, the landscape changes.
- Shapeshifting to one of the standard five forms never requires a roll but still takes time if no Rage point is spent.
- Shapeshifters can manipulate the local environment by spending a Gnosis point and rolling Manipulation + Enigmas. The Storyteller sets the difficulty, depending on the size and composition of the area reshaped; the effects last for a number of turns equal to the successes rolled. If two shapeshifters compete, it's a resisted roll. Increasing stability (that volcano is now a grassy knoll) is easier than disrupting it (the grassy field is a raging conflagration).
- No entity can be bound or controlled in the Flux Realm, and all entities are freed by such control. That includes Gifts that induce those states and a mage's Mind magic. Spirits bound to fetishes are freed. Mundane fetters such as alcoholism and drug addiction are temporarily shattered.
- Shapeshifters must make a frenzy roll each scene. The difficulty of the roll is determined by the phase of the moon. A botched roll inflicts a derangement or delusion that can't be cured while in the Flux Realm; after leaving the realm, the Gift: Mother's Touch or great expenditures of Willpower can cure this.
- Shapeshifters here can spend three Gnosis points and roll Charisma + Primal-Urge (difficulty 9) once each scene to consciously change their physical appearance or body composition. Cosmetic changes require one success; more radical changes ("my body is now living silver") may require five or more. However, these changes will revert upon leaving, possibly with dire results. A metis trying to remove a deformity may find it twice as horrific upon leaving the realm.

Legendary Realm

- There is a pronounced time difference between the material world and the Legendary Realm. During one day on Earth, days, months, decades or even centuries can pass here.
- Time spent here does not cause shapeshifters to disconnect from the physical world.
- The spirits of this realm are eternal. Each one has a role to play, much like an object lesson or an "extra" from a movie. If destroyed, a spirit will reform in the same or a different role after a scene or two.
- Spirits bound to shapeshifters can enter this realm at will; for other spirits, it's almost impossible, requiring a Gnosis roll (difficulty 10.)
- This realm embodies many earthly myths, from classical tales of Greek mythology to modern pop-culture myths. However, these stories are often significantly different, and there's no guarantee of a heroic outcome.
- Most Garou gain three more dots in the Ancestors Background, even if the werewolf has no such points in the backgrounds or if it's raised above 5. Even Glass Walkers and Bone Gnawers gain this, although Silent Striders do not.
- Unlike realms such as the Atrocity Realm and the Battleground, death is real here.
- To leave the realm, a shapeshifter must complete a Hero's Journey. The tale must have a beginning, middle, and an end. It must have a guardian to overcome and a spiritual concept to master.

Malfeas

- Everything here reeks of the Wyrm; even innocents begin to stink of it after a few minutes. Anyone attempting to use the Gift: Sense Wyrm must gain three successes on a Willpower roll (difficulty 9) or be driven mad.
- Gaian rites do not function here; any spirit that would respond will probably be caught by swarming Banes and carried away to be transformed into one.
- The difficulty to any rolls made to heal or regenerate wounds or cure an ailment is increased by 2.

Pangaea

- All Primal-Urge rolls receive one automatic success.
- Shapeshifters gain one temporary point of Gnosis each dawn.
- All Garou here are considered to belong to the same tribe. They lose signs of tribal identity and forget about tribal differences. Characters can temporarily purchase and use tribe-specific Gifts at no penalty; the Gifts disappear and the experience points are "refunded" when they leave. Even Black Spiral Dancers benefit from this, although no Garou can gain Black Spiral Gifts.
- Werewolves cannot shift into Lupus form, but they can assume Hispo form.
- Shapeshifters double their healing rates for aggravated and non-aggravated damage. Two health levels of aggravated damage can be healed per night of sleep. In combat, shapeshifters automatically heal one Health Level per turn.
- All difficulties to change form are reduced by 2.
- Silver is extremely rare. When it's used against Garou, they can soak it with Stamina (difficulty 8).
- Metis are cured of their metis deformities while in this realm.

Scar

- All difficulties for sight-based Perception rolls are increased by 1 due to bad lighting and acrid smoke. All olfactory Perception rolls are increased by 3.
- The Gauntlet around the Scar has a difficulty of 9. A shapechanger who botches this roll alerts the local Weaver-spirits, who then attempt to calcify him.
- Apathy and despair increase the difficulty of all Rage rolls by 3. All Primal-Urge difficulties are raised by 3, including the difficulty to change forms.
- Spirits trapped within the Scar have almost no Gnosis or Essence. They are barely "alive," regaining just enough to be at a "starvation" level. Predatory Banes feast on these helpless spirits.
- A shapeshifter who shatters a source of Gnosis (such as an Engling or other Gnosis battery) gains an influx of temporary Gnosis up to her current maximum, as do all other shapeshifters in the area.
- Shapeshifters captured and put to work have their Gnosis drained daily. One temporary point is siphoned each day of labor.
- Finding one's way around the place requires a Perception + Streetwise roll (difficulty 7; difficulty 5 for Ratkin.)

Summer Country

- If the Summer Country exists, one can only enter it during a state of epiphany. The traveler must enter a state of true love and respect for all living creatures. If he leaves this idealized state, he loses the hospitality and grace of Summer Country and is ejected immediately, retaining only vague memories of his stay.
- According to legend, violence and death are not impossible here, but all creatures injured or killed should be returned to perfect health with the coming

of the next dawn. Pain exists, but it is fleeting and never agonizing. All wound penalties are halved (rounding down).

- Upon leaving, it is said, travelers return to either the place they left in the material world or a place that is filled with Gaia's love. Presumably, either memories from those travels are hazy or no such sanctuary exists on Earth to facilitate such a return.

Wolfhome

- A shapeshifter in Wolfhome is trapped in its normal animal form and cannot assume any other.
- Each shapeshifter's "animal mind" limits their ability to understand humans. They can't read written languages, and although they can understand human speech, they may need Intelligence rolls to decipher the meaning or understand abstract concepts.
- Humans in Wolfhome dislike most animals. Corax aren't in as much danger as wolves, but they're not safe, either.
- A shapeshifter using a Gift here must expend a Gnosis point and make a Willpower roll against a difficulty of 5 + the level of the Gift. This is in addition to the other prerequisites. Gifts last a maximum of three turns, even if their effects are normally permanent. No rites work here.
- Characters may need to "think like humans" (succeeding at Intelligence rolls to understand abstract concepts) to survive in Wolfhome. However, doing this too often distances a werewolf from his wolf nature, making it harder to leave.
- None of the local denizens of Wolfhome know they are spirits. Shapeshifters cannot breed with the local spirits.
- All spirits not native to Wolfhome must be bound to a Garou or a dedicated talisman before entering the realm; otherwise, they become dormant during their stay.
- The only way to leave this realm is by reaching a true understanding of one's animal side, as defined by the Storyteller.

CRUNCH!
BV

Our losses are grave,
yet the towers still burn.
Let the ashes of leeches
be left to the sun!
Let the salt be cast down
where towers once stood,
Let the Rites of Purgation
drive the Wyrm from this land!
Book Three: The Wyrm

FISH SPENLEE '12

Chapter Eight: Storytelling

…for the great day of their wrath has come, and who can stand?
— The Apocalypse of John, 6:17

Werewolves are monsters. Sacred monsters, but monsters nonetheless. And since the root of the word *monster* means "warning," then a monster is a warning that shows what we might become. *Apocalypse*, in Greek, means "revelation." So **Werewolf: The Apocalypse** might be translated into *Warning: The Revelation*.

Now, **Werewolf** is a game. It's supposed to be *fun*. Just keep in mind, though, as you set your inner monsters free, that the richest Garou tales reflect real-life terrors… and then give us teeth to rip out their fucking throats.

Garou have the power to do what we cannot. Pissed at the government? Angry at your boss? Sick of douchebags who take everything they can grab? **Werewolf** lets you turn 'em into fertilizer. It's brutal and it's mean, and it's really bloody *FUN!* Despite the tragic air behind the World of Darkness, never let your players — or yourself — forget that **Werewolf** is also about tearing shit up and having a great time doing so.

When you're in the Storyteller's seat for **Werewolf: The Apocalypse**, let fury be your guide. There may be peace in **Werewolf**. There might be romance, calm, even comedy. There should certainly be a sense of sacred power. Beneath it all, though, there must be *rage*. That's the power that transforms people into monsters… and regardless of their talents or skills, monsters are what the Garou truly *are*.

The Basics

For the most part, we'll assume you're an experienced roleplayer. If not, or even if you've played but have not yet run games yourself, let's hit a few basics before plunging into this chapter's raw meat:

Who's the Storyteller?

What do we mean when we refer to that big capital "S" *Storyteller*? We're referring to the player who manages the setting, events and characters behind a chronicle. She establishes a backdrop, creates supporting characters, and provides goals, obstacles, rewards and even punishments for the other players. The Storyteller sets the tone and

purpose of the game itself, guides it, and maintains both the fictional universe and the real-life gaming environment. Although the cliché "The Game Master is God" remains an overstatement, there's truth behind it.

So, assuming you're the Storyteller, your role is to adjudicate the rules while presenting a vivid backdrop for your players' entertainment. You should challenge, pressure, and perhaps even occasionally kill their characters; the *players*, however, must enjoy the process… and so should you.

Telling Tales

Common misperception holds that the person running the game faces off against the players in a battle to the death. She wants to kill their characters, and the players want to destroy her world. While there are certainly groups that play that way (and even have fun doing so), we generally prefer *interactive storytelling* over adversarial warfare. In this mode, *everyone* is a player, creating the story through their combined imaginations. The story unfolds through cooperation between the Storyteller's world and the other players' activities. This cooperation is supposed to be challenging — **Werewolf** *is* "a game of savage horror," after all. Still, at the end of the night, everyone involved is out to have a good time. If you and your group keep that in mind, the chronicle as a whole will be far more fun to play and far easier to manage.

Interactive tales are also *improvisational* — you make them up as you go along. Unlike linear film or TV plots, these open-ended stories grow and change through the input of the "audience." A common mistake among Storytellers involves plotting out elaborate scenarios point-by-point and then either forcing players to go along with that plan, getting frustrated when they refuse, or (most often) both. Don't be that guy. Instead, focus on establishing a *theme*, setting up a *mood*, crafting settings and characters that emphasize both, and then guiding the story's direction while adjusting your expectations, rather than forcing things down predetermined paths.

We'll cover improvisational storytelling shortly. For now, just remember that you and your fellow players will have a lot more fun if you let your werewolves run free than if you keep tugging on your Storyteller leash. Ideally, your chronicle will be controlled chaos — not a free-for-all, but an adventure whose conclusions remain unknown even to you.

The World, Your Character

For you the Storyteller, the entire *world* is your character. You're the drunk at the bar, the creepy dude spiking that girl's drink, perhaps the girl herself, maybe even the bar itself. **Werewolf** assumes that the world is alive, and the more you can get into the idea that Gaia's entire creation is your character, the further you can run with the Storyteller's role.

To head off an understandable *oh-god-what-did-I-just-agree-to?* panic, do what any roleplayer does: Create a concept for your chronicle, hash it out in note form, decide on the chronicle's areas of specialization, and then plan out its essential traits — major locations, primary themes, important characters, etc. — so that you'll know where you're headed once the chronicle begins. These steps provide focus, clarity and personality for your game, and help determine the stats and systems you may need when that game begins.

Intimate or Epic?

Werewolf has epic potential; that doesn't mean you have to run an epic chronicle. Your game can be as intimate as one or two Garou facing a suburban nightmare with no one to trust but each other. The *Ginger Snaps* film series provides an excellent template for intimate **Werewolf** chronicles. You don't need Banes, fomori, Pentex, or totem spirits in order to host an effective story — just imaginative players, vivid settings, and a keen sense of consequences. You *could* feature a few spirits in such a tale, of course, but they'd provide brief dramatic moments in an otherwise ordinary setting.

Intimate stories focus on small groups, maybe even a single "lone wolf" and her friends, whose lives revolve around family, work, romance, maturity, spiritual crisis or individual survival. The stakes may appear inconsequential against the vast backdrop of Weaver, Wyrm, and Wyld, but they're painfully important to the werewolf in question. Such tales make ideal character preludes, and may be spun off into entire sagas that never leave the neighborhood. By limiting or even eliminating the epic elements behind the Apocalypse, and instead emphasizing family politics, personal goals, individual needs and emotional hazards, you can run a gripping chronicle to which Nexus Crawlers need not apply.

Epic chronicles use the biggest brushes and the richest colors to craft the widest pictures possible. Your players become heroes in a cosmic drama, and the fallout from their actions may tip the balance of reality itself. Such chronicles use every set-piece at a Storyteller's command, and although they're far harder to manage from a Storyteller's perspective, they might become the things myths are made of.

You don't need, of course, to stick to either extreme of that spectrum; you can start small and then introduce complex plots that span the realms of flesh and spirit, man and wolf, and everything in between. Ultimately, your place on the intimate-epic spectrum depends upon group and personal preferences. Which one would you

prefer to run? Which one would your group prefer to play? Where in the mid-range would you like to start, and where might you take the game from there? Address such questions before you start your game, and then plan your game accordingly.

USE WHAT YOU KNOW

Where should you start when setting up and running and **Werewolf** chronicle? As writers often say, *Use what you know*. Every person has a unique area of experience and expertise. Employ that as the starting point and primary focus for your game, and you'll have a constant source of ideas and inspiration.

Let's say, for example, that Bryan wants to run a **Werewolf** chronicle; being a Lovecraft fan, he fills his tale with grotesque cosmic enigmas. If Kelly, an experienced outdoorswoman, ran that game, she might focus instead on the majesty and terror of the wilderness. Sandra, who worked at Microsoft, satirizes corporate politics and excess in a chronicle based around Pentex, while Inky, a band-tech and former stripper, focuses on the nightclub scene. Each potential Storyteller concentrates on the things he or she knows; thus, each chronicle has a different focus and tons of cool details the others might never have conceived.

Collaboration

Several Storytellers can share the same chronicle and combine their expertise for richer adventures. If, say, Bryan and Inky decided to share one chronicle's Storyteller duties, they could alternate story arcs — Bryan running one story, Inky running the next, and so on. Both of them maintain player characters too, so that when one of them takes over as Storyteller, the other one gets to play.

At its best, collaborative storytelling creates a richer chronicle and allows each Storyteller to share the load while enjoying the player experience as well. That said, both parties need to keep a firm divide between "player knowledge" and "character knowledge" while maintaining a sense of fairness about the fate of their own characters. Trustworthy gamers might keep running their player characters as Storyteller characters during their Storyteller shifts, allowing each character to stay in the chronicle consistently. But in that case, neither Bryan nor Inky should use their Storyteller positions to give their werewolves an unfair advantage. Their priority should still be the other players. Assuming they can do that much, their group will benefit from a wider pool of life experiences and the Storytellers can avoid the burnout that sometimes results when a single person holds the Storyteller role.

Working With Your Players

Ideally, your group will be a well-oiled machine. In real life, things are rarely that simple. Even best friends and experienced roleplayers sometimes stumble… and when they do, it's your job to help them run again. Fortunately, a handful of people skills can help you do that job easily.

On Your End

The best traits a Storyteller can offer include flexible preparation; an awareness of her player's moods and her own boundaries; consistent treatment of her setting, players and rules; and fairness when arbitrating systems or results. So listen to your players, watch their reactions, ask for feedback and be prepared to accept it. Have your shit together before you begin each night's session. Check in with yourself, too; if you're stressed, hungry or annoyed, either delay the session or be sure not to take your issues out on your players. Don't play favorites or hold in-game grudges. Set whatever boundaries you feel you need to establish in order to keep the game running smoothly; a player should feel able to dispute your ruling respectfully, but shouting matches over the wording on Page 263 shouldn't fly. Be open to negotiation, especially when a suggestion adds dramatic power to a scene, but don't allow players to nag you into decisions you don't want to make. Be ready to admit when you're wrong, but stand firm when you know you're right. In short, be *prepared*, *aware*, *consistent*, and *fair*. Those factors alone will make you a memorable Storyteller.

New Players

Ah — fresh blood! New folks to introduce to the joys of **Werewolf**, perhaps even to roleplaying in general. Such players present golden opportunities. You can make new friends, expand their horizons, and possibly even inspire them to look at the world from a more creative perspective. You could also bore the crap out of them, reinforce bad gamer stereotypes, or alienate them completely from both your own company and from gaming as a whole. Being aware of the latter possibility, and then avoiding it, makes it far more likely that you'll achieve the best results.

With new players above all, *be patient*. Explain things when necessary, but never condescend their lack of knowledge. Don't assume that everyone knows what you know or thinks like you think; instead, respect their needs, desires and value as people. Don't trash the noob — that's obnoxious. Encourage him to stick around, not run away screaming.

We shouldn't need to say this, but *NEVER* denigrate a player — new or otherwise — for that person's gender, orientation, disability, ethnicity, or religion. If another player acts that way, deal with it at once. If *you* choose to act that way, you shouldn't be running games at all.

Assuming that everyone's being an adult, the new player might still need additional attention. He may require in-character incentives, or reassurance that his creativity is appreciated. Encourage the other players to help him out with confusing rules or puzzling situations. Reward his cleverness both in and out of game. The more fun you make things, the more likely you are to add an eager new gamer to the fold. Whether you had been strangers or friends beforehand, treat your new packmate with respect.

Experienced Players

Maybe you're gaming with a long-established group, or perhaps you're wrangling a fresh crew of otherwise seasoned World of Darkness players. Either way, you're working with a double-edged sword. The good parts include familiarity with gaming itself, creative collaboration, and established relationships with the setting and possibly each other. The more problematic side may include old expectations, conflicting styles of play, personality clashes, or differing plans for the game. ("I don't care if you don't want any Corax in this chronicle — *I wanna play one!*")

To defuse problems before they start, establish guidelines for the chronicle in advance. If you want an urban saga, tell your players to create werewolves who can function in that setting. If you don't want vampires/mages/werecats/whatever in your story, say so — and stand by that decision. You may want to discuss your plans with the other players and collaborate on the foundations before things start. Be open to possibilities you had not planned to consider, and prepared to change your mind. Once you've made a call, however, stick to it. *No Corax* means *No goddamn Corax, period.*

As for interpersonal conflicts, try to address them before things heat up. If that means taking those parties aside before the chronicle starts, do so. If it means checking your own motivations in such conflicts, *definitely* sort things out before running a game. (Killing your ex's character because you had a bad breakup is really poor form.) Hopefully, everyone will choose to let things slide for the sake of the game. If not, you might need to ask someone to leave… and if the problem is *you*, a good Storyteller is willing to step down if need be.

Problem Players

Some people ruin things just because they *can*. Don't game with these people. There's a difference between someone who's just enthusiastic or confused and a dude who likes to spoil everybody's fun. Help the former with firm but friendly guidance, and help the other out the door before he wrecks your game.

A three-strikes rule generally works well. Give the problem player a warning when he first steps out of line, a firm *Once more and you're out* reminder the second, and the boot if he crosses that line again. Again, be fair about how and when you issue warnings. If the player's ruining your chronicle, though, better that you cut him loose than lose other, more cooperative players over his attitude.

Ideally, you won't need to worry about such things. Still, gamers are people, and people can be dumb. Once

GOING TOO FAR

Horror-based roleplaying games involve consensual exploration of personal and social taboos; pushing limits is part of their appeal. Even in a horror-based game, though, there still *are* limits. Those boundaries depend upon the player's tastes, the relationships between those players, the life-experiences they've had, the degree to which they trust each other, and the point at which their feelings tilt from enjoyment to alarm. We can't tell you where those limits are in your particular group, but we *can* tell you this: Push too far, and you can hurt feelings, wreck friendships, and destroy the gaming group itself.

Generally, it's a good idea to be careful with hot-button topics. Politics and religion may or may not be fair game, depending on your group. Be very wary of using rape, torture, molestation, domestic violence, or child abuse unless you already have a good sense of your friends' emotional triggers and the signs they display when someone's approaching those limits. Even then, we recommend an out-of-game discussion or two about story elements that might trip a player's trigger… conducted *before* that story element comes into play. If a player indicates that such-and-such is a hot topic, *don't go there;* even if he doesn't say as much, avoid topics or descriptions that you know, from experience, might seem too sensitive to touch.

Taking a page from the BDSM playbook, you might want to offer a *safeword* for use within your group. If a player starts to feel uncomfortable, he or she can simply use a prearranged phrase or gesture to say, *That's enough. Stop.* In that case, all parties are responsible for maintaining limits; the players must assert them, and the Storyteller(s) must respect them.

People don't always recognize their own emotional triggers until after someone's hit one. For that reason (among others), keep a watchful eye on your players when you start to move into potentially explosive territory. If one friend tenses at your elaborate description of crucified babies, back off and perhaps "fade to black." A fade-out beats an argument or tears.

If or when you *do* hit emotional land mines, don't fight for your right to hurt people. Back off, apologize, and maybe call a break while things get sorted out. Yeah, **Werewolf** is a horror game, but the "game" part comes before the "horror" part. If someone feels traumatized for *real*, the game's no longer fun.

again, the core rule of **Werewolf** is *Have fun*. Anyone who's interfering with that rule must either get his act together or leave.

Playing by the Rules

Sometimes described as a cross between improvisational theatre and chess, roleplaying games require at least some rules. This is especially true in **Werewolf**, where the titanic powers of spirits and Garou need guidelines in order to keep the drama intact. If there's no risk of failure, then victory loses its sweetness. As the Storyteller, it's up to you to provide a route to both victory and failure… and the rules exist to help you to that.

Even so, remember this: The rules are there to enhance the *story*, not your prearranged plan of events; they're there to help produce an enjoyably dramatic tale for everyone. If those rules get in the way, if you trip over their complexities, if some seem arbitrary or cumbersome or just plain stupid, *ditch them*. Decide on "house rules" to fix things that don't work for you, and be ready to fudge die rolls if and when a different result would make for a better story.

That's not to say there should be no rules at all. Game systems provide consistency, fairness, and at least an attempt at balance within the game. "Playing by the rules" limits the potential arguments and abuses that can stall or even kill a chronicle. Throwing them out entirely, or changing them to suit your whims (or a player's argument), will knock your chronicle off-kilter sooner than you can say "Wyrm taint." Certain players function better with firm rules, too, and they feel confused or upset when the guidelines shift too often. Whenever possible, then, stick to the rules as written; adjust them with an eye toward fairness, balance, and dramatic possibility; let the dice fall as they may, and then honor their results… but still be ready to bend or revise all those factors if they get in the way of a good time.

As the Storyteller, you're the ultimate authority with regards to the rules. What you say, goes. If you need to bare your teeth to make that point, do so… just don't do it very often. Like a good Alpha wolf, emphasize your authority and then move on to more important things. Be a Story-*teller*, not a Story-*tyrant*, and remember that our so-called *Golden Rule* is this:

There's only one true rule in **Werewolf***: There are no rules — just guidelines to make the game more fun for everyone.*

Story Elements

Epic or intimate, stories demand certain elements: *characters* at their center, *settings* as their architecture, *conflicts* to drive them, *concepts* to define them, *themes* to give them meaning, and *moods* to make them sing. In **Werewolf**, these elements are bigger than life and yet drawn from the world around us. The Garou may be spirit-fueled engines of paranormal rage, but it is *our* world they rage against, *our* faces they wear, *our* conflicts they fight with fang and claw and mystic power. When you're setting up your chronicle and sending it in motion, therefore, keep it personal. The more passion you feel for your story elements, the more potent your chronicle will be.

Concept

This is where it all begins: the story you feel drawn to tell. If you view your chronicle as a character, then the concept is the nature of that character — its "class," if you will. From that essential core, you'll craft the other elements. Settings, characters, conflict, even themes depend in most regards upon the concept you select.

Start with an idea that fires you up inside. Maybe you hate the fast-food industry; you can't tear Ronald McDonald's face off, but Garou can do it for you! Let's explore, then, the concept of a fast-food chain that truly *is* intrinsically evil — perhaps O'Tolley's or some similar fictional franchise. That concept can inspire characters: maybe one or two player characters work at the chain and discover how deep the evil runs; or maybe the toxic sludge generated by that chain finds its way into the local river, killing or corrupting the wildlife, breeding Banes, and making people ill. There may be loved ones whose livelihoods depend upon that chain's good graces, or whose health has been fouled by Bane-tainted burgers. An ideal spur for Bone Gnawers or Glass Walkers, the core concept of an evil fast-food chain provides inspiration for every other element to come.

Once you've established that concept, you can run further in that direction — say, waging a war up the corporate ladder, probably to Pentex but perhaps somewhere else entirely. (Remember this: *Surprises are your friend.*) You might use that initial idea to introduce an anti-corporate chronicle that ranges from the kitchens of O'Tolley's off to Occupy enclaves, the boardrooms of Wall Street and the slaughter-pits of backwoods Tennessee. If it suits your inspiration, you might shift the focus from fast food to society's cast-offs, as in movies like *Street Trash* and *Hobo With a Shotgun*. Or that concept might simply reveal the shadow of the true enemy — Pentex, an Urge-Wyrm cult, perhaps simply a group of mortals whose greed outweighs their decency. Either way, your concept breeds your chronicle. Choose one that hits you and your players where you live.

Theme

Where the concept provides the *idea*, the theme provides the *ideal*. One reflects the tale you wish to tell, the other reflects the things you want to say. Since the

richest stories tend to have poetic and significant themes, you'll want to choose something that resonates with you and your group — a message worth fighting for, if only in the context of your game.

Working again with the O'Tolley's "family restaurant" concept, you could fold any number of potent themes into your chronicle. The grotesque treatment of employees and food stock might come across as the theme *Big business is cruel*; the waste and pollution involved with that industry could inspire the theme *Corporations rape the natural world*. The haze of grease and revolting trash may congeal into the theme *Fast food generates decay and disease*. All of these themes, and more besides, can flow from that familiar concept… and you might do similar things with any other idea that inspires your creativity.

As a brutal reflection of the modern world, **Werewolf: The Apocalypse** features several intrinsic themes: The conflict between primal nature and mankind's creations, the tension between humanity and the beasts (and the ambiguity about which is which), the corrupting potential of human achievement, the devastation of unchecked power, and the oppression of purity by civilization are all essential parts of the **Werewolf** experience. Such themes lend mythic yet ageless significance to the game. Sure, you can simply run a chronicle about turning nine feet tall and ripping shit apart, but really, isn't it more memorable to rip shit apart for a reason? Strong themes provide strong purposes, and you, as the Storyteller, have the opportunity to give your players a purpose worth vicariously killing and dying for.

Mood

Horror depends upon atmosphere, and while **Werewolf** doesn't limit itself to horror, its atmosphere can make or break your game. While it's certainly possible to enjoy a game where Nexus Crawlers wave party favors and Banes speak in Monty Python accents, such fancies run counter to the grim and often tragic grandeur of the Apocalypse. That said, you're not *limited* to dour tragedies, either. Ideally, your **Werewolf** chronicle will feature a wide emotional spectrum, and the key to that spectrum is *mood*.

If the chronicle's your character, mood is her personality. She might be maudlin, furious, playful, or downright menacing. A rich chronicle, of course, is all these things and more. A single mood will seem as dull as a person who speaks in a monotone. In the beginning, then, establish a dominant mood, and then figure out ways to vary it while keeping your chronicle consistent.

When setting up an atmosphere, your primary tools are *description*, *symbolism*, *environment*, and *emotion*. We'll deal with those tools shortly, but for now just keep this in mind: *The more you use description, symbolism, environment, and emotion to evoke a mood, the deeper your atmosphere will be*. You don't want to overdo these elements, of course, but — especially in the case of **Werewolf** — "too much" is better than "not enough." Werewolves are fury writ large. A clinical chronicle runs counter to the spirit of the beast.

Let's revisit O'Tolley's. As anyone who's worked the fast-food beat can attest, such places are — behind their slick public exteriors — toxic, stressful, and disgusting. Now imagine all those factors intensified by the strong senses and feral passions of Garou. Bright colors feel brighter, canned music seems cornier, the stench of grease, cooked animal, and polyester sweat permeates every corner and coats every surface of the room. Play up such sensations, and you'll start to build a mood; enhance them with poetic exaggeration — the rictus grins of the door-greeter staff, the massive zits on the kid at the fryer, the pop song *you really fucking hate* blaring through the scratchy speakers — and you'll evoke a hell on earth. Confronted with such sensations, it's easy to imagine a werewolf losing his shit and tearing the place to shreds… or to picture evil spirits in the shadows, gloating over such everyday miseries. That revolting mood, in turn, colors the adventure; even when your players leave the confines of O'Tolley's, the stench of its effects lingers throughout your tale.

Setting

Every story takes place *somewhere*, perhaps throughout a range of "somewheres." Moon-swept ruins, dense woods, dingy tenements, and bustling nightclubs are all obvious **Werewolf** settings, but your adventure could span everything from Louisiana bayous to Tokyo skyscrapers to Umbral mistscapes and back again. "Setting" provides clothing for your chronicle's "character"; it's a suit, it's bare skin, it's tattoos, and it might even be armor. Beyond simple background dressing, a setting can, in fact, become a character in itself.

Settings don't have to be physical locations; especially in **Werewolf**'s living world; a setting could also be an emotional flux, a spiritual crisis, a family dynamic, or a state of mind. A Garou wrestling with Harano may be walking down a New York street, yet remain trapped inside a depressed funk far more real to him than his physical surroundings. A teenage werewolf probably feels the dynamics of her high school cliques more keenly than she notes that school's physical location… and so, for her, "high school" becomes a setting in itself.

Whatever form it takes, a story's setting shapes its activities. The characters there will act and react within the bounds and circumstances of their setting. The New York werewolf is constrained not only by the city streets (and the potential of being videoed or shot if he changes shape) but by the crushing depression he feels inside; our high-schooler spends her days surrounded by the building walls, her peers, teachers, class schedules, and social currents. Both werewolves move within their respective settings. It's no wonder, then, that so many Garou simply want to run wild.

When designing your chronicle, come up with an array of cool settings — love triangles, squatter crashspaces, vibrant nightclubs, dizzying penthouses, dark alleys, abandoned railroads, and whatever locations or states of mind appeal to you. Collaborate with your players before the chronicle begins so you can craft settings appropriate to their characters. Choose a few settings as the cornerstones of your tale — the Alpha's apartment, the deep-woods caern, and the blood-gallery where vampires come to play. From there, hash out important details and make notes for future reference. The more vital a setting is to the story, the more information you'll want to have on hand.

A Storytelling tip: When you're in a particular place, dynamic, or state of mind, make mental or written notes about the details. Spot little things — the rumble of subway cars, the sheen of light through a stained glass window, the throb in your guts, or the stink of sour milk in Aisle 4 — and then save them for future use. Print out images from the internet, or read blog posts to get a feel for experiences you've never had yourself. When you need descriptions for your game, draw inspiration from these sources and others besides; this way, you'll have a vivid imaginary world at your command.

You can't map the entire world, though some Storytellers certainly *try*. Rather than drive yourself crazy with elaborate blueprints and dizzying details you may never have the chance to use, just pick a handful of key settings and then determine a few details to focus upon within them. Maybe the high school has shitty air-conditioning, faded white paint on the walls, ruthless cheerleaders, and an inept football team called the Cruisers that breeds more date-rapists than Hall-of-Famers. If our teen wolf holds an after-school gig at O'Tolley's, then that "family friendly" cesspit becomes a setting too. By weaving evocative moods around these key settings, you make them come alive… and make your chronicle come alive too. Your players will feel more connected to that high school and burger dive than they would to faceless settings their characters just happened to pass through.

Characters

Who *are* these characters, anyhow — not just the player werewolves, but the people in their world? Who are their lovers, cousins, rivals, and victims? If the world is your character, then the characters within that world are

yours as well. When you've got bums singing in the alley, their voices belong to you. When that wise-ass teacher or O'Tolley's manager makes one final snide remark, you'll help him find the words to drive your players' characters crazy. As the Storyteller, naturally, you'll want to have some idea who these characters *are*. And by giving them names, descriptions, quirks and, desires, you'll fill your tale with *people*, not statistics.

You don't need full character sheets for every walk-on extra, of course. Just make mental or written notes that offer one or two memorable features for those characters. A funny name, an odd accent, the way they roll bad-smelling cigarettes — such quirks capture attention. Give each character at least one memorable trait (awful breath, a passion for Uno, a wardrobe out of an '80s sitcom) and you'll make impressions when such characters appear.

Motivations

To those traits, add *motivations* when you can — things that drive those characters to do what they do. That teacher may want to put his students in their place; the manager subscribes to the "drive 'em ragged" school of personnel control. Among actors, the question "What's my motivation?" becomes shorthand for *What the hell am I doing here?* The more compelling the answer, the more dynamic the performance. After all, people don't just stand around waiting to be killed by werewolves — they strive, they dream, they work, and yes, they fight for the things they hope to achieve. When you give strong motivations to the characters you portray, your world becomes stronger and more memorable.

Motivations should be short, sweet, and active. A simple "I want to make fifty bucks in tips tonight" beats a convoluted "I plan to earn enough money to get an apartment that I won't be embarrassed to bring guys home to someday." Complicated personas may have complex motivations; if they're not human in the first place, those drives might seem downright incomprehensible. Even so, there ought to be at least one goal that you, the Storyteller, understand. Characters you can relate to feel more alive than ones with alien goals or with no goals at all.

Give even your minor characters goals. That way, they'll be easier to play and more fun to interact with. If the girl at the bar wants to drown her heartbreak, and the creepy dude with roofies wants to avoid speaking so that no one will notice his stutter, those characters become more than just window-dressing. They become active participants in the tale, and may surprise even you with the things they'll do when pushed.

Inhuman Entities

The same holds true for non-human characters. Werewolves, after all, are spirit-beasts with human minds, so anything could be a "person" in their eyes. Cars, houses, plants, and winds can have personalities; stones may have names, and spirits, ambitions. Simple entities will have simple desires, but complicated ones — possessed swords, ancestor-spirits, totem Incarna, potent caerns — may have personalities as vivid as any human being.

When roleplaying such entities, pick an uncanny quirk to mark its nature. You might whisper halting sentences, tilt your head at an odd angle, move with jerky motions, or assume some other unearthly mannerism. As with any other character, choose a trait or two that makes that entity memorable to you; employ that trait, and then ask yourself *What does this entity want from the players?* You get nothing for nothing in the World of Darkness, and so each creature should crave some form of respect, recognition, or recompense when your werewolves come to call.

Regardless of their nature, major characters should have descriptions, notes, and perhaps even full-length character sheets. Lovers, mentors, frequent allies, and major antagonists are all worth noting in detail. These personas have quirks, needs, fears, and skills all their own; again, the more interesting such people are to *you*, the more intriguing they'll be to your players. In a sense, these are *your* player-characters. Whether or not you have a Garou on the side (see the "Collaboration" sidebar), these personas are your key pieces in the game.

Relationships

Once you have a handle on who the supporting characters are, decide who they are *to* the player characters. Are they beloved parents? Abusive siblings? The boss you loathe? The guy who gave you your first big break? Interpersonal dynamics are interesting and complex enough when you're dealing with human beings; turn one or more of the folks in those relationships into lycanthropic monsters and you're really got great story material. (Again, see *Ginger Snaps* for an excellent example of hairy sibling relationships.)

Spirits, too, have complex relationships with the Garou. A totem, for example, isn't just a dial-a-favor machine for your pack's convenience. Consider how it relates to each member of the pack, and play things out accordingly. Has Coyote seduced a member of the pack? Does Pegasus shun an obnoxious devotee who might not even realize he's offended the totem? Show those relationships, and others, through the spirit's behavior. When you regard spirits as "people," you open up a fresh world of potential relationships and potential conflicts.

Conflict

When people pursue opposing goals, conflict erupts. Such conflicts can range from sullen silences to limb-shredding warfare, depending on who wants what and

how badly they want it. Conflict is the engine that drives every form of drama; sometimes it's a wind-up monkey, and sometimes a fighter jet. And while werewolves are living war machines, some forms of conflict can challenge even the Garou.

Conflict isn't just the bloody scrap with a Pentex First Team or the brawl for leadership within a pack. It's the argument with your lover, the dispute with your boss, the sass from the kid when you've had a bad day, the car that won't start even though you just dropped two grand on repairs. Conflict rears its ugly head through noisy neighbors at 3:00 a.m., obnoxious cops who enjoy giving speeding tickets, and parents who just don't understand. Werewolf or not, no one is immune to such everyday battles, and in most cases, unfortunately, those conflicts can't be resolved by turning the offender into steak tarare. Even for werewolves, subtler solutions are often necessary.

Given the innate Rage within each Garou's soul, these everyday headaches can be more challenging than overt battle. After all, the argument you can't resolve with Crinos devastation pits a Garou against not only her antagonist but against her predatory urges, too. When Sophia-Guts-the-Bear has to put up with her smug O'Tolley's boss, the impulse to add *his* guts to the salad bar fixings becomes a greater antagonist than the boss himself. As the Storyteller, then, it's not only your job to bring such conflicts into play, it can be your pleasure, too!

Consequences

Conflicts, you see, have *consequences*, not all of which can be remedied in a minute or two. Tearing that boss's head off and dunking it in the deep-fat fryer may satisfy Sophia for a moment, but *then* what? Beyond the potential trauma and remorse of killing a human being, there are legal and logistical factors to consider. O'Tolley's probably has video monitors — these days, most places do. What about witnesses? There's a whole shift full of Sophia's co-workers, plus customers. If a wild animal/psychotic employee/supply your delusion here suddenly tears a manager to bits in the middle of the lunch rush, riot cops will be there in moments — at which point Sophia *really* has problems. Garou may be able to rage when we cannot, but that ability also makes everyday conflicts much harder to bear. It's the Storyteller's prerogative to set up both conflicts and consequences, then let your players squirm between them.

Describing Conflicts

As with any other story element, you can raise the tension of a conflict by playing up little details: the garlic on the boss' breath, the little bits of spit hitting Sophia's face as he yells, the stink of the fryer and its inviting little bubbles of grease… you get the picture. Such details can turn a typical argument into high-stakes drama, especially if the antagonist is someone the werewolf wouldn't want to kill until that moment. To a person filled with a predator's primal fury, a screaming child can suddenly seem like a meal and a jealous spouse can feel like an abrasive piece of meat. It's both the curse and the challenge of Garou to face such conflicts and rise above their warlike nature… or perish in disgrace.

When conflict *does* become open warfare, you can have a field day with the heady sensations of violence: exploding cars, stinging gunsmoke, and arterial spray. As the Storyteller, run wild with combat ecstasy. Describe the slow-motion response of foes caught flat-footed by fleet Garou, the hot shell-casings as they clatter to the floor, or the desperate sweat of hunters faced with the ultimate predator. In real life, our senses hyper-focus in the blur of battle; how much *more* intense, then, must it be when a werewolf embraces her full fury and dives head-first into carnage? By playing up sensations, you can turn a tedious series of die-rolls into bloody choreography that would dazzle Tarantino himself.

After the haze of battle fades, there are, once again, consequences. Dead bodies need disposal; howling sirens signal the approach of cops; grieving friends and relatives swear revenge as state-wide manhunts drive werewolves to ground. Except for warzones and vast wilderness, and quite often even *in* them, fights leave evidence and spark investigations. Video cameras, cell-phone cameras, satellite cameras — not even the Delirium can fully erase their effects. Careless Garou can wind up on YouTube, and while most people will dismiss those videos, there's a dedicated underground of people (and other entities) who will *not*. Even if a werewolf manages to elude photography, even if no one died, even if the conflict was no bigger than an argument, there'll probably be repercussions: his girlfriend no longer takes his calls, his packmates doubt his ability to lead, or that nest of vampires he torched had friends who are now out for werewolf blood. Whatever form a conflict takes, it's bound to effect the chronicle… possibly for a long time to come.

Battle, Loss, and the Magnificent Good Fight

Ideally, stories feature an escalating series of conflicts that culminate in a climax. All the crows (were- and otherwise) come home to roost, and the various plot threads intertwine. Significant characters take their bows, either in person or by virtue of their effect on the story up till then. In **Werewolf** adventures, this climax usually means a big fight in a dramatic location, with the resolution of the plot as the stakes of victory.

Will the werewolves win? Not always… in fact, it can be more dramatic when they *lose*. The tragic theme of the

onrushing Apocalypse dictates that each victory still holds the shadow of defeat. Even if O'Tolley's winds up torched to its foundations, Sophia-Guts-the-Bear finds herself on the run, leaving behind everything she once considered her life. Sure, she's got a new pack and cool powers but her plans for college, career, maybe even love are bloody ruins now. Awesome as they are — and they are *literally* awe-inspiring — the Garou are haunted heroes, doomed to fight a grotesque war no one else can know about. That secrecy alone becomes a conflict that's resolved only with death.

So is **Werewolf** one long gloomy slog? Not even close! For all their tragic nature, werewolves are the biggest, baddest, coolest killing machines on Gaia's green earth… and probably everywhere else as well. Even when they perish — which they often do — the Garou live magnificently and die gloriously. Each conflict, then, is a victory regardless of its resolution. Emphasize this point by playing up the honor of a good death, the spectacle of a great fight, and the balls-out fun of bringing bloody hell for the greater good. Give your group big wins with dramatic losses along the way, but tilt the balance toward fun. Show them all that even if their werewolves lose, the players still win every time.

THE GREAT DEATH

Garou die. Frequently and often horribly. What do you do when the Garou in question belongs to a player? Make that death either glorious (as a reward) or ignominious (as an object lesson). Never make it worthless. Certainly there's nothing wrong with taking a bleak, nihilistic approach to a World of Darkness game — but **Werewolf,** more than any other, profits greatly from its characters going out in a blaze of glory.

A glorious death should be celebrated. For Garou, the grandest aspiration is to go down fighting. If you've got a player willing to sacrifice her character for drama's sake, make sure that werewolf's death *matters*. Have Galliards sing her praises. Let her demise end some implacable threat. Perhaps allow that player to bring in a new character with bonus freebie points that reward her dedication. Do whatever you can to make your player proud of her sacrifice.

The Big "What If?"

Ultimately, these elements all come down to two simple words: *What if?* What if werewolves were real? What if a global supercorporation really *was* an agent of cosmic evil? What if you could become a nine-foot-tall sacred predator, sworn to defend the living world? As a Storyteller, you get to toss that two-word question down every dark alley you can imagine… and then supply a few answers as well.

Whenever you feel stuck (and you will), ask yourself *What if?* and then run wild with the potential answers. What if there are giant spirit-catfish in the local lake? What if that black truck makes toxic waste disposal runs in the middle of the night? What if some network created a show called *Who Wants to Hunt a Werewolf?*… and then assembled a season's worth of contestants to find out? You can devise dozens of themes, moods, settings, characters and conflicts from a simple brainstorming session governed by the Big *What If?* Keep the ones that appeal most to you, and you'll have the foundations of a chronicle in hand.

Once you've got that foundation, of course, it's time to set free the wolves.

Pacing

Werewolves are aggressive. Even the calmest ones remain constantly in motion. A **Werewolf** story should be like that, too: dynamic, tense, ominous and predatory. You can keep the pace moving by dropping hints, prodding activity, seeding suspicion, and throwing in the occasional full-barreled threat. Is your pack meandering? Toss a bone in the air and watch 'em scramble.

If you know that a group of hunters is watching the wolves from afar, have one of the Garou catch an unfamiliar scent. Does a vampire hold a grudge against the pack? Let one of her servitors try to seduce a wolf into a trap. Is there a conflict between a werewolf and his Kin? Maybe a jealous cousin picks *this moment* to get revenge. You need some downtime in between adventures, of course; but always keep your game sessions moving.

Tension and Suspense

As Hitchcock observed, violence is not suspense. Tension comes through the *threat* of violence, not with its expression. He offered the example of a bomb ticking underneath a table while two men sit at that table unaware. The explosion is just violence — it's the *moments leading up to that explosion*, during which *anything* can happen, that keep an audience enthralled.

As a **Werewolf** Storyteller, you've got plenty of ticking bombs: Pentex, the Wyrm, the Garou themselves, and more. The trick is to set up situations where raw violence is intensified by uncertainty. Wave after wave of gun-slinging fomori get boring fast; unexpected strikes (poisoned food, sniper attacks, cops on the doorstep with arrest warrants) and, better still, unfulfilled threats (eerie omens, strange smells, whispered conversations they can't

quite understand) intensify the tension. They never know where the next blow's coming from, and expect one even when there's nothing there at all.

(That said, periodically drop the tension too. In a constant state of tension overstimulates players, and ultimately dulls their sensitivity to emotional highs. See "breaks," below.)

Vary the nature of your conflicts to keep the tension high. Mix physical fights with social altercations, romantic clashes, spiritual crisis, and intellectual quandaries. A pack beset by swarming Banes just needs to keep swinging claws and rolling dice. If your players also wrestle with tribal politics, personal disputes, police attention, and the moral fallout of their actions, the tale's complexities keep them guessing.

Story Arcs

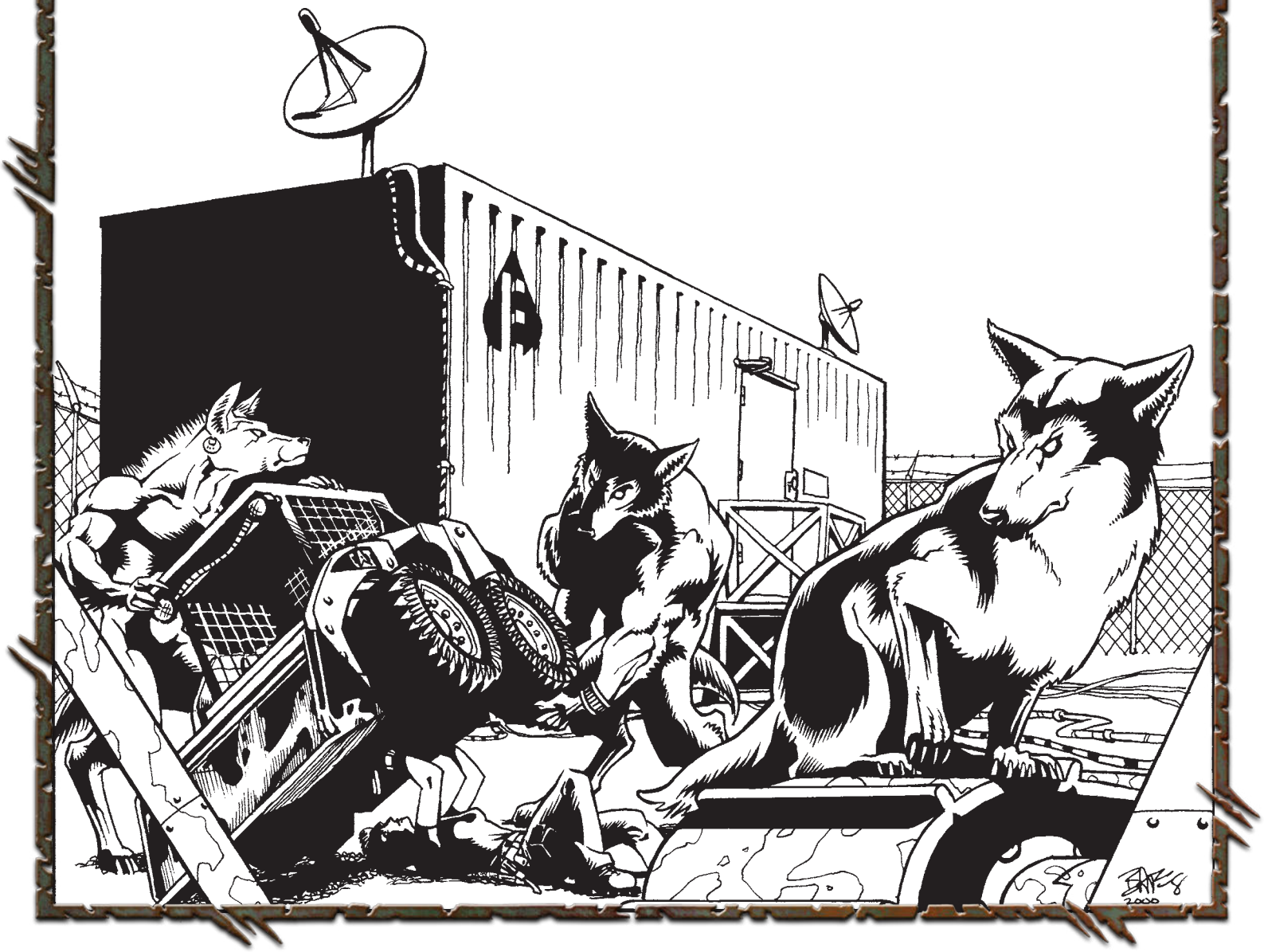
Traditionally, a story follows a series of *arcs*: rising and descending actions building upward to a final climax and resolution. With a little planning and a lot of improvisation, you can guide your chronicle along similar rhythms without dragging it along by the throat.

Introduction

The *introduction* sets up the characters and their situation. Perhaps Eater-of-Kin killed his beloved yet jealous cousin in the previous tale. Now he's haunted by guilt, shunned by his family, marked by that deed-name, and pursued by the cousin's furious spectre. He doesn't know about that last part yet, but he will.

Initiating Action

The story's central conflict begins: Eater-of-Kin's cousin finds herself "alive" in the spirit world; she always had a gift for communing with the dead, and now she's one of them. Exploring her new powers, she begins making life hell for her murderer: knocking over objects, whispering in the night, assembling spirit allies, and planting evidence to implicate Eater-of-Kin for real or imaginary crimes. The werewolf doesn't realize this, of course — he knows only that his life suddenly resembles a ghost story. He does, though, have suspicions.



Escalation

Various conflicts soon dog the main characters: packmates quarrel, spirits attack, and authorities start asking pointed questions. The main antagonists engage in a series of thrusts and counter-thrusts, each of which intensifies the conflict. The cousin's ghost makes infernal pacts; vicious entities spar with Eater-of-Kin's pack. Portents and omens point toward a great sin that must be absolved. Each side scores victories, and the action rises toward a showdown.

Breaks

Occasional breaks relieve the tension; without these "descending actions" — which, in game terms, might mark the end of a session — action becomes monotony. Each break resolves a small conflict while raising the overall stakes. Perhaps Eater-of-Kin manages to stave off spirit attacks, but realizes that the real foe is his not-quite-departed cousin, whose Kinfolk nature gives her unfortunate advantages.

Climax

Things finally reach a peak as characters and conflicts build to a spectacular finish. Here, you employ your flashiest set pieces and most intense roleplaying: The dead cousin manifests as a howling Umbral storm packed with evil entities. Chaos explodes on both sides of the Gauntlet. Eater-of-Kin must lead his pack in that final confrontation, absolving his own guilt while dispelling — and hopefully redeeming — his cousin's tortured spirit.

Resolution

Resolution brings the tale to a satisfying conclusion, and can set the stage for the next adventure. A tearful throwdown in the spirit world sends Eater-of-Kin's cousin to some infernal realm. In the process, he's branded with a ghostly, glowing scar. Beyond the emotional turmoil of that battle, that mark sours his relationships with spirits and other Garou. Will he try to save his cousin's soul? Can he redeem his own? The answers to these questions are the resolution. His success brings closure — though so too might his failure.

Storytelling Tools

As a **Werewolf** Storyteller, you've got a huge toolkit at your disposal. People have been telling stories for as long as we've had language, and while there's not enough space in this chapter for an in-depth examination of every storytelling device (check out a good book about writing, or the TV Tropes wiki), a few effective tools can make all the difference between an evening of dice-rolling and a memorable tale of savage horror.

Notes

Make notes. Keep notes. Have a few different sets of notes handy: quick-reference combat sheets with essential antagonist fighting info; vital data on your laptop or tablet regarding key settings or events; scribbled lists of names and quirks for characters you come up with off the top of your head; who's-doing-what-to-whom plot notes so you stay in touch with the webs you weave; or quick sketches of places that might come in handy again. You don't need an encyclopedic listing of every character who's wandered through the game, but a few sets of notes will make your job infinitely easier.

Improvisation

As mentioned earlier, books and movies are linear —stories following a predetermined course. Roleplaying tales are interactive — collaborative stories where almost anything can happen. Every player is a Storyteller too, and if the "official" Storyteller tries to force the outcome, everyone is likely to be disappointed. The key, then, is improvisation — running with a few established guidelines toward an undetermined end. How do you improvise? Glad you asked….

The secrets to strong improvisation are as follows:

- Always say Yes; never say No.
- Run with possibilities.
- Remember who you are, what you want, and how you plan to accomplish it.
- Work with what you have.
- Keep your collaborators guessing, but don't force them to say No.

Essentially, this means you establish a firm foundation with cool settings, then populate it with characters who know what they want and what they'll do to get it. When circumstances change, use that foundation to change with them.

First, start with a few constants: your players, their characters, your setting, and the characters you run within it. Who's doing what to whom, where are they doing it, why are they doing it, and how are they planning to do it before the player characters show up? Once those players do show up, how will the initial characters change their plans to account for that interference? Here's where notes, settings, characters, motivations and even set pieces come into play. Working with that material, lay out the foundation of your adventure, then be ready to change it on a whim.

Think of the story as a ball tossed between you and the other players; you can toss it underhand, throw it to someone who's not looking, make a big show of lobbing it toward the person who's waiting for it, maybe even roll it

CHEAT SHEETS AND GIFT CARDS

Another handy Storyteller aid, the *cheat sheet*, offers you a quick reference for on-the-fly decisions. In combat, for example, you don't want to wind up flipping through a notebook packed with character sheets. Instead, make up a cheat sheet featuring only the vital details of each antagonist — their weapons, armor, Dexterity + Brawl and Melee Dice Pools, soak rolls, initiative rating, primary combat magics, and so forth.

Consider also filling out index cards with the various Gifts or Charms employed by your Storyteller characters. List the level, roll, cost, and essential effect (in one or two sentences) of that magical power, and then paper-clip the cards to the appropriate character sheet. You might also use an app to quick-reference them on a mobile device or tablet. That way, you've got easy reference right at your fingertips, and don't need to root through rulebooks at awkward times.

along the ground… but you can't hang onto the ball, take it away from everyone else, toss it off a cliff, or turn it into a bird. Everyone should enjoy the game. *Always say Yes* means that you keep that ball in play, remain consistent, and are ready for surprises when they come.

Description

As we've seen above, vivid descriptions mark the difference between gripping adventures and dice-rolling contests. This is especially true in **Werewolf**, where characters view their world through extraordinary senses. As the Storyteller, use each opportunity to play up the sensuous world of the Garou. Reveal your world through impressions, glimpses, shadows and hints. Which option, really, is more engaging: "The sharp reek of toxic waste burns your nostrils — something's in the underbrush, shining faintly with luminescent slime," or "There's a Black Spiral Dancer behind you — roll for initiative"?

It's easy to fall into the habit of calling everything by its name in the rulebook. That habit, though, runs counter to a mood of enigmatic threat. Whenever possible, avoid using Big Official Trademarked Terms™. Consider each situation or encounter on a need-to-know basis; *you* might need to know that your players face two Enticers, a Meat Puppet and four BSDs, but *they* only need to know they're in very big trouble!

Play to the Senses

As David Abram points out in his excellent book *Becoming Animal*, the natural world speaks constantly: "they do not speak in words. They may speak in song, like birds, or in rhythm, like the crickets and the ocean waves. They may speak a language of movements and gestures, or articulate themselves in shifting shadows." Adopt this language whenever possible, and you'll capture both the attention of your players and the mysterious nature of Nature Herself.

Werewolves, don't forget, are *animal*-folk. Like animals, they perceive surroundings with a clarity that humans can only hope for. While their color-vision might be poor, their capacity to hear, feel, taste, and most especially *smell* the landscape beats any human's own. As a **Werewolf** Storyteller, play to all the senses. Describe scents and movements too subtle for normal human perceptions to catch. Exaggerate the drum of a guilty heart or the gut-churning blast of raw diesel fumes. Demand Perception rolls at unpredictable intervals, and then take a moment to describe some fleeting detail that might or might not be important but which a werewolf would notice in any form. Your chronicle will feel richer when you do.

Symbolism

Humans see omens everywhere. Our faculty for language turns even the simplest acts of nature into symbols. Colors become temperaments, matter assumes spiritual qualities, and weather reflects events transpiring below. Symbolism deepens mood, sharpens description, and reveals aspects of character that might otherwise remain unknown. It's fitting to weave symbolism throughout your chronicle to reinforce the epic qualities of **Werewolf: The Apocalypse**. Your players are living myths, after all, and spirits are symbols personified.

Werewolves themselves are intrinsically symbolic, mirroring raw bestial nature beneath fragile human civility. Moving as they do through a multitude of meanings, the Garou are inclined to see symbols even where none exist.

From a roleplaying standpoint, symbolism can suggest quirks, motivations, and descriptions for Storyteller characters. This is especially true for spirits. Herald the appearance of a North Wind-spirit by freezing nearby puddles; have a glass-spirit speak in sharp, jagged sentences. The ominous query of an owl-spirit can inspire paranoia; maybe she's demanding to know *whooooo's* been eating man-flesh or secretly romancing a fellow Garou.

Any book of symbols will contain tons of good ideas. Numbers, colors, shapes, and phenomena all hold dramatic potential. You might use "conventional" symbolism — 13 means misfortune, storms mean upheaval, cats are sneaky, black is evil — or occasionally invert it so that 13 becomes lucky, storms nurture the earth, cats are observant allies, and black reflects the comfort of Mother Night. You might employ a Dickensian approach to characters (symbolic names, significant physicality, professions that reflect their personalities), or turn those expectations on their

heads with merry undertakers named Felicity and Grace. And then, of course, you can drop in elements that *seem* terribly symbolic and yet mean nothing unusual at all. Have fun with it, and don't be afraid to go overboard with potential meanings. Just because your players think they hear ill omens in that owl's cry doesn't mean they happen to be right *this* time.

Environment

Physical and spiritual environments are vital to **Werewolf**. Vast forests, stark mountain ranges, crumbling cities, and misty moors bring an elemental appeal to Garou adventures. Add in the wild potential of the Umbra and its realms, and you've got nearly endless possibilities. More than most other supernatural creatures, werebeasts embody the natural world. Vampires often seem aloof from their surroundings, but their lupine rivals often merge with the landscape… until, of course, it's too late.

As the Storyteller, emphasize the pack's surroundings. Employ vivid descriptions to capture each location's tone. Establish details to distinguish one forest from another and, whenever possible, imbue the environment with a sense of life. Give your landscapes personality by personifying the elements — brooding peaks, angry machinery, sleeping meadows, quarreling brooks. Give your players a sense that the environment is watching them, hindering them, softening their passage, or blocking their way. Underscore the spiritual qualities of an environment by giving it a sense of character and life.

Garou sense not only the physical and spiritual dimensions of an environment, but often its *emotional* resonance, too. You know that tense feeling you get when walking into a room in which people have been arguing? Now imagine that feeling intensified for a werewolf. Garou can note scents of anger, depression or arousal; their hackles rise when there's fury in the air. Theurges and Galliards might even be able — with a Perception roll or two — to "read" the emotional tenor of an apparently empty space. Even without overt game references, you can deepen a scene simply by describing its setting in emotional terms: pensive ruins, a weeping valley, a joyous bonfire, and so forth.

Every environment is different, too. The woods along the Appalachian Trail are not the woods along the Rocky Mountains or the Pacific Coast. By revealing impressions of each location's unique atmosphere, you make each place memorable. When you describe a place, add little details — shattered Jack Daniels' bottles in an alley, faded Jimi Hendrix poster on a wall, stone lion with a graffiti moustache outside a city library — that bring a place to life. Meanwhile, in real life, catch the sensations attached to various environments, and then share those memories with your players through imaginary places in your chronicle.

Set Pieces

Dramatic settings heighten drama. A gunfight in a blizzard, a nightclub, or a burning forest is much more impressive than a shoot-out in the middle of an empty street (unless, of course, that street's empty because of a mass disappearance or plague). In movies, such dramatic scenes are called *set pieces*: dramatic mixtures of setting and circumstance. The lobby shootout in *The Matrix*, the "blood bath" opening of *Blade*, and the truck chase climax of *The Road Warrior* are all legendary set pieces.

A strong set piece combines urgent tension, wild action, elemental passions, and memorable locations. Burning warehouses, collapsing bridges, storm-wracked forests, and speeding trains appear in so many action flicks because they're inherently dramatic. Add a chase, battle, or romantic reconciliation to those locations, and then you've got the audience on a string.

You don't have to drag your players screaming down a railroad track in order to bring great set pieces about — just establish an environment that begs for a showdown, fill it with things that shatter and explode, point your characters in the right direction, and then guide your plot and characters toward them until things go up in flames. Play things right and your players may be talking about that scene for years to come.

Preparing the Space

If you have the luxury of setting the stage beforehand, have fun with the possibilities:

Lights: Mystery loves dim light. Although you should leave enough illumination to read by, you can add immeasurably to your atmosphere by simply dimming lamps, shutting off overhead fixtures, or playing by candle- or lamplight. Don't burn your house down trying to set a cool mood, though; a few colored bulbs or a lamp off to the side will work just fine.

Music: The right background music can deepen the mood; the wrong music can destroy it. Fortunately, you can arrange mp3 playlists in advance, switch between them, and arrange different playlists for certain effects. Just use crossfades or musical transitions when changing lists — don't jump between them in the middle of songs! During games, play the music at a low but noticeable volume, and be prepared to turn it up or down depending on its potential to emphasize or distract from the experience. You may want to keep a "general ambiance" playlist to cast a neutral mood, and then set aside special playlists for certain moments — one for Umbral expeditions, one for combat, some for shocking horror, high drama or creeping unease, plus others for specific scenes or settings. Whenever possible, keep the music's source close at hand; an iPod within easy reach works great. And really — don't take

requests unless someone's got a really good idea for one. Music should enhance your story, not intrude upon it.

Props: You don't need to be a special effects artist to add a few props to your game, though it'd be pretty cool if you were. Storytellers without FX workshops can still print out documents, whip up photos on the computer, score bones at a butcher shop, grab fur or leather at a craft store, and find arcane statues, weird books, or primal jewelry at New Age shops, consignment stores, and second-hand outlets almost anywhere.

Miniatures: Traditional gaming minis and mats can help everyone keep track of who's-killing-whom-and-where. Any gaming store should have tons of potential **Werewolf** miniatures, from old official World of Darkness figures to the various critters, adventurers and structures found in any modern fantasy wargame. Such figures won't be much use during serious roleplaying sessions; when the claws come out, however, they can save a lot of confusion.

Food: While you're not likely to drop a fresh deer carcass on your gaming table, a little home-cooked venison makes a great variation on the traditional gaming pizza. Smoked pork or chicken on the bone can evoke the wilder fare favored by Garou, especially if you prepare them right before the game.

Scent: With a few sticks of incense, some essential oil, a roaring fireplace, or other olfactory props, you can turn the underrated power of scent to your advantage. Pine branches can evoke a forest; dirty laundry can recall a flophouse; simmering wine or stew conjures festive feelings, while wet dog fur suggests soggy werewolves. Conversely, try to avoid scent-sources — old pizza boxes, chemical air fresheners, etc. — that undermine your atmosphere.

Emotion

Werewolves embody passion. Even the calmest Child of Gaia is still a raging monster. The easiest way to emphasize the emotional currents of your Apocalypse is to make your players give a damn. Offer them characters to care about — friends and lovers and allies and enemies vivid enough to transcend an imaginary state. Send them into situations that matter — lost children and rotting wilderness and corporations hell-bent devoted to greed. Create settings filled with details, impressions loaded with significance, and conflicts that cry out for resolution. Make your players rage about slaughtered lions, laugh at pompous tycoons, stutter when some hawt young thing wants to hop into bed with them. Use every tool in this chapter to make your players care about the game… and make sure that you care about it too. If you're really into it, they'll probably get into it as well.

Catharsis

According to Aristotle's *Poetics*, catharsis — the purgation of pain and terror through art — is the grand purpose of tragedy. And while **Werewolf** should be fun, a mature and dedicated group can occasionally generate genuine catharsis through the game. Because roleplaying characters are extensions of our own fantastic desires (and usually our personalities as well), we vicariously experience their trials and victories. If and when you go for the emotional throat, you can achieve a degree of Aristotle's ideal.

That said, remember this: **Werewolf** is fiction, and it *is* supposed to be fun. Ideally, you'll want to inspire real emotions for your imaginary creations. If you find those emotions getting out of hand, though, take a break. The World of Darkness is imaginary. Period.

Even the most barbed satire or tragedy demands relief as well; in fact, the more barbed it is, the more relief it demands. Alternate the occasional gut-punch with more conventional adventure-story elements. Comedy, mystery, excitement, and even the occasional romance all deserve attention in your game. **Werewolf** ought to be a giddy thrill-ride of gore, satire, spiritual terrors, and raging victories.

Horrors!

Linguistically, *horror* means "to bristle with fear." By definition, the word refers to sensations of unease and disgust. As a genre, however, the term gets grossly overused. Vampires and werewolves aren't intrinsically horrific on their own anymore — they're often familiar, romantic, even (*ugh!*) cute. True horror taps into primal fears: fears of the body, death, sex, nature, alienation, solitude and, most of all, helplessness. Let's call the core of such feelings *dread*: extreme apprehension mixed with fearful awe. To qualify as true *horror*, then, something should evoke deep feelings of revulsion, helplessness, and dread. A wisecracking vampire who knows kung-fu isn't horrific. One who quotes Revelations while fucking you on a bed draped with squirming, liquefied flesh probably is.

Revulsion

Revulsion's easy — sometimes *too* easy. As Stephen King said, there's no great art to chewing up your food and then opening your mouth. Of course, King *also* said, "When all else fails, I'll go for the gross-out. I'm not proud." Inspiring disgust is a valid tool in a Storyteller's toolkit. Between the vile minions of the Wyrm and the carnage inflicted by bullets, claws, and high explosives, you're never short of revolting goodies.

A trickier, more "elevated" form of revulsion can be wrung from intellectual or spiritual disgust — the type folks experience when confronted with something that feels innately *wrong*. The beautiful woman whose eyes grow out of her belly evokes this latter revulsion, a surreal approach favored by artists like Dali or authors like Lovecraft. It's not gory, but it works.

Helplessness

This element of horror reminds us how fragile we truly are, and it's the most potent emotional trigger around. Though it's a difficult state to conjure in roleplaying games, helplessness revokes the powers, health, or other constants a character depends upon. When Buffy comes home from super-powered monster-killing and finds her mother dead, true helpless horror kicks in. Anything from a dead cellphone to an empty bank account can evoke helplessness in the right circumstances.

Bringing this element to the gaming table is easy to do but hard to get away with. People game for *fun*, and it's no fun to have your werewolf's regeneration fail him for no good reason. More importantly, this element can hit psychological landmines if you're not careful. The "Going Too Far" sidebar is especially appropriate here; a player who's been sexually assaulted in real life may go justifiably postal if his gaming character gets raped too. If your fiction seems to be tripping real-life triggers, back off and fade to black.

In most cases, it's safest to remove a resource that the *character* can work around without triggering the *player's* deepest fears: The Glass Walker's Resource Background suddenly won't work; the Red Talon finds herself trapped in crowds at Grand Central Station with a First Team on her tail; the Ahroun gets his claws yanked, teeth pulled, tendons cut, and both arms broken by a sadistic vampire with silver torture implements. Threatening, harming or even killing significant supporting characters works marvelously, too—as Buffy the Vampire Slayer learned, the greatest horror may come from being unable to save the ones we love.

Dread

The hardest yet most satisfying emotion to evoke in a game, dread comes from a profound anticipation of something literally awe-full. Your audience has no idea what's actually happening, but it seems *really fucking bad*… and they cannot escape.

Hitchcock's ticking bomb example employs another form of dread — the one where you know *exactly* what's coming, remain helpless to stop it, and realize you're about to suffer its effects. The supreme torture instrument of angry parents everywhere, this sort of dread withholds the payoff but assures us that the consequences *will* be dire when that payoff finally arrives. The Ahroun facing that vampire dreads her touching him. If you can make the player dread her too, you've done your job well.

Here's where description, symbolism, and sensory description come in handy: describe things that seem terrible but are never clearly revealed. Suggest forces that could demolish everything your pack holds dear, but let your players fill in the details. This technique works

especially well for spirits and cosmic entities whose true natures are too vast for even Garou shamans to comprehend. Offer flashes of power, glimpses of results, but never a flat-out view of the unspeakable entity. The moment "the writhing torrent of limbs, eyes, and tuneless music" becomes "a Nexus Crawler," immersive dread has left the table. (Mechanical dread may still hang around, but it's a weaker cousin in most respects.)

The toughest part, when dread is involved, comes in providing a satisfactory payoff. *The Blair Witch Project* did a marvelous job of evoking dread, but dropped the ball at the very end. If and when you invoke this element, either have something *truly* badass up your sleeve (the Barker approach), or else leave the ultimate nature of your horror unresolved (the Lovecraft approach). Even then, be prepared to switch gears to a different horror aspect. Even Pinhead and Cthulhu became plush toys eventually.

Werewolf is loaded with fearsome material — the depredations of Pentex, the Thrall of the Wyrm, and the potential each werewolf has to lose her shit and turn loved ones into confetti. Still, there's a tricky dance involved when crossing the line between supernatural action thriller and outright horror. You don't have to cross that line, of course. There's lots of fun to be had with a good thriller. As Krishna said, though, "If you must kill, then kill with a will." If you want to do horror, then go for *Horror*.

Other Genres

Werewolves, though monsters, are also human too. Life's not just fangs and claws in the dark. And so, to expand the horizons of your **Werewolf** saga, consider mixing in a few of the following genres too:

Crime

Based in seedy bars, back alleys, and smoke-filled rooms, crime stories focus on the underworld antics of thieves, cops, detectives, prostitutes, crime bosses, triggermen, scared witnesses, hopeless drug addicts, street people, and other denizens of urban hell. For Bone Gnawers, Glass Walkers, Black Furies, Shadow Lords, and even some Get of Fenris, this is a natural environment. Robbery, swindling, murder-for-hire — for some werewolves, it's all in a night's work.

Given the ruthless nature of Garou, your werewolves might work either end of the dirty streets. A Shadow Lord, for example, would make a fitting kingpin for a Russian Mafiya gang. Crime stories could revolve around inner-city septs, street-level protectorates, glamorous Tarantino-style thugs, or slick Ocean's-style capers. Samuel L. Jackson as a Garou might be an idea no player could refuse.

Mystery

A more subtle form of crime saga, the mystery story involves a terrible crime with puzzling clues and conspiracies attached. Atmosphere takes precedence over gunplay, but claws and lead may indeed fly before things get resolved. Pentex provides an obvious source of mystery-fodder — the pack might need to trace unsolved disappearances or hidden corruptions before they can let loose with Gaia's fury. Any apparent crime, however, can provide material. Missing cub? Bankrupted packmate? Strange marks on the side of a Kinfolk van? Time to start sniffing out clues.

Mystery tales often include compelling reasons to lay low. Perhaps there are tribal politics that could blow up in their faces if the pack got caught nosing around, or reporters who ask too many questions and are ready to accept really weird answers. The stakes of discovery must be high, with parties who might well kill to protect their secrets. Mystery protagonists tend to be detectives, cops, reporters, or even spiritual agents of Truth, Law, or Revenge. That said, anyone can star in a mystery, so long as that character needs to uncover something other folks prefer to hide.

Romance

The term *romance* has its roots in ruins. The Romantics of 19th century Europe were artists and hedonists who rejected industrial "progress" in favor of elemental passions and unbridled sensuality. They got their name by hanging around Greek and Roman ruins, poetically bemoaning the past. When you realize *that*, romance becomes a natural fit for the Garou. Stormy passion? Raw elements? The battle between primal nature and rigid civilization? Werewolves make wonderful romantic figures.

As a genre, romance involves passionate attractions constantly foiled by events. The lovers can't resist that attraction (though they often try), but the world keeps forcing them both together and apart… which just fuels that bond's intensity. Their love might be forbidden by culture (a Muslim and a Jew), status (an heiress and a runaway), personal inclinations (a loner and a celebrity) or — as in most paranormal romances — antagonistic species (a Red Talon and a vampire). Worst of all, of course, it could involve two Garou who can't resist one another. Now *there's* a romance of Byronic proportions!

Romances, of course, don't have to end happily. *Romeo and Juliet*, anyone? Other romantic conventions include jealous rivals, secret intrigues, social machinations and irresistible sex. Misunderstandings abound, and the wild world reflects the fierce passions of the protagonists. However the romance gets resolved, the course of true love or lust seldom runs smooth. Even if the lovers wind up together, cruel fate keeps punishing their bond.

Tragedy

When Fate inflicts its cruelest wounds, high tragedy results. Named for the "goat songs" sung to honor Dionysus, tragedy elevates its hero and then makes noble wreckage

of him. Another often-misused term, tragedy revolves around soured grace, not mere misfortune. When Eater-of-Kin sends his cousin's ghost to hell, *that's* tragedy. If he gets hit by a bus, that's just life.

Classic tragedy takes people you respect, allows them to achieve greatness, and them hands them an opportunity to destroy themselves… which they inevitably do. A key element — vain pride, or *hubris* — is essential to that self-destruction. The tragic hero must aspire to some great deed that eventually undoes her… and remember that poetic irony is an essential element of tragedy, too.

Because most roleplayers want their characters to succeed, genuine tragedy can be difficult to run successfully. A player must cooperate in her character's self-inflicted doom. If, however, you can convince her that a magnificent death would be really cool to play, you might have a grand tale on your hands. Like romance, tragedy evokes powerful emotions, and can mark a memorable event in your chronicle's history.

Comedy

When you look at it sideways, **Werewolf** is pretty funny. The jokes are sick but unmistakable, and black comedy is a time-honored tradition. At its best, comedy reflects the human condition, and you don't have to go all Three Stooges in order to evoke it in your game.

Comedy isn't *silliness*. Groucho Marx werewolves are right out. The essence of comedy is pain — and in the comedic genre, you see cruelty exaggerated to humorous effect: misunderstandings that could be solved easily are not; character defects lead to disasters; people lose all shreds of dignity even as they struggle to be proud. Comedy mocks our limitations and lets us laugh at them from a safe distance.

The keys to comedy are *timing* and *scale*: things should move fast enough to outrun the horror of the situation, and big enough to render it absurd. Inversion is a common element too: the powerless become giants, while giants become powerless. Social orders and expectations hit the proverbial banana peel. This is the Ragabash realm, where tricks replace expectations and chaos shoves order down the stairs.

Except in the case of dark satires, comedic stories hurt but rarely kill. An old saying insists that all tragedies end with a funeral and all comedies end in a wedding. That's not true, of course, but it captures the essence of comedy. Like tragedies, comedic tales involve poetic justice: the proud Shadow Lord winds up tangled (perhaps literally) in the tatters of his plans while the Bone Gnawer he despised feasts at his table. Typical devices include mistaken identities, unwanted attractions, tangled alliances, and huge plans gone wildly awry. As the flipside of tragedy, comedy also revolves around overwhelming pride but usually leaves its subjects alive to learn from their fall.

SATIRE: LAUGHING THROUGH THE PAIN

Werewolf is in parts a grotesque satire. As a Storyteller, then, you have perfect opportunities to shove your pet peeves into a lycanthropic blender. Politicians, pundits, shopping malls — they're all grist for your satirical mill. Even so, resist the temptation to get cartoonish. Satire is sharpest when it's true enough to cut yet exaggerated enough to laugh at. It's been said that comedy is tragedy sped to the pace of farce. A moment or two of goofy fun is fine, but a wise comedian knows not to overdo it.

When deploying satire in your game, remember this: The finest satire takes horrific situations, amps them to ridiculous scale, removes a few slices of empathy, and exaggerates certain elements while still pointing at that horrific core. The Onion, *South Park*, and Stephen Colbert are effective satirists because their targets, though distorted, are identifiably real. Employ a similar level of straight-faced absurdism, and your chronicle should retain a keen satiric edge even as tentacled executives fall beneath the claws of eco-spiritual threshing machines.

Historical

The historical chronicle takes place in a different period of history than our own. It might be a western with showdowns, open skies and swinging saloon doors; or a Victoriana piece where gaslights illuminate the heights and depths of society. You could take your saga to Impergium times, where humans are little more than cavemen; or rage across the '60s, purging the Wyrm from the shadows of Haight Street. You've got millennia to choose from, and while historical games demand research (lots of it), the payoff might be worth it.

Certain ages have become touchstones for historical adventures: Classical Egypt, China, Greece and Rome; the Dark Ages, medieval times, and the European Renaissance; the bloody years of colonies and revolutions; the Wild West; Victorian globe-trotting; and the upheavals surrounding both World Wars and Vietnam. That said, you can set adventures anywhere. A familiar setting would be easiest for your players to accept, but if you want to run a chronicle in medieval India, go for it.

Historical adventures tend to exaggerate the most dramatic elements of that setting over its mundane realities. The actual Tombstone, Arizona, suffered about seven murders in its bloodiest year. In the World of Darkness, though, you can play as large and gory as you want. Jack the Ripper was an amateur compared to a Victorian London claimed by werewolves!

Even so, do your research. Nothing takes the fun out of such adventures like an armchair historian pointing out your historical inaccuracies. The classic World of Darkness line features an array of historical sourcebooks, and other game companies provide them too. Watch "period dramas" set in your chosen era. (Action movies usually take too many liberties to be relied on.) Put mileage on your library card — little authenticities make a big difference. And don't forget to give your players enough resources of their own! Unless you're dropping the pack in an unfamiliar period, the werewolves should understand their era too.

War

A subset of the historical genre, war stories focus on men and women caught in and around the combat zone. Most war tales focus on soldiers, but refugees, politicians, spies, partisans, medics, clerics, profiteers and orphans make great subjects, too. The largest character, though, is the war itself — and in the spiritual landscape of the World of Darkness, War can be an entity of implacable might and hunger.

When running games based in war, make sure you've got rules and material to cover military hardware: tanks for World War II, cavalry charges for Napoleonic conflicts, armored knights for medieval battles, or gas for World War I. Tactics are important too — commandos might machine-gun a Garou to bits before she reaches their platoon. In many cases, you'll have to cobble up some house rules, though certain historical games and World of Darkness sourcebooks will have material you can lift. As with historical games, have backup plans in case the players rewrite history. A pack of werewolves would alter the Charge of the Light Brigade, and the changes wouldn't end when that battle did.

Crossover

Vampires vs. werewolves! Wizards and werecats! Animated corpses fighting alongside Black Spiral Dancers! In the World of Darkness, the crossover is a genre of its own. As common as it is, though, the crossover game has certain perils. Be wary of them before you decide to run one yourself.

The biggest pitfall for a crossover game is familiarity. When every cub knows a Tremere from a Giovanni, the aura of mystery disappears. If your Simba pals around with her Nosferatu buddy as the Hermetic mage takes notes on the Rokea's skin condition, it's going to take something radical to surprise your players. Whenever possible, keep things hidden. Feed your players false information. Change the "official" data to suit your preferences, and cut folks off if they start spouting details only a rulebook hound would know. Remind your players of the consequences of revealing the arcane secrets of their kind. If and when they do, other characters are certain to want to punish them. Who knows? You might spin an entire chronicle off the repercussions of a bigmouth Kindred and the hunt to silence him.

Terminal incompatibility provides another trap. Garou do not play well with others, especially not when those "others" are Baali bloodsuckers or other Wyrmkin. Remember that Garou feel instinctive, bone-deep *loathing* for vampires, and that feeling never really goes away. Weaver-bound tech-mages inspire similar disgust. And though he might strike temporary alliances with non-Garou who haven't offended him, no werewolf worth his fur will bear the presence of fomori, Nephandi mages, or similar agents of corruption. Few werewolves, if any, bow to arrogant werecats or know-it-all crows. Garou are prickly, temperamental, and goddamned *proud*. Any critter who refuses to accept even a lowly werewolf as her superior won't last long in lupine company.

Crossover games demand familiarity with a dazzling abundance of rules. Mages do not use the same magics as Garou, and neither can learn each other's arts. If you *do* plan to run various World of Darkness creature types, be *very* familiar with the unique systems involved. Set up house rules before you get started, keep the creatures true to form, and when that player comes to you with her Verbena True Brujah Antitribu Glass Walker Spectre Troll, say N-O and mean it.

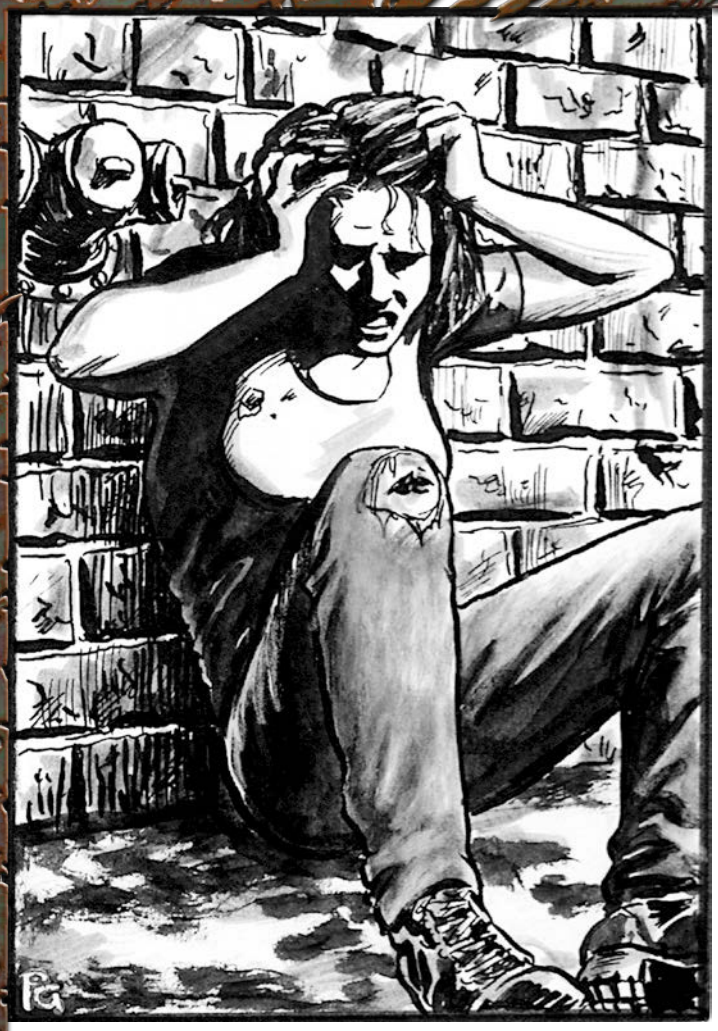
Classic Werewolf Tales

A genre unto itself, **Werewolf: The Apocalypse** features a combination of traditional lycanthropic tales and unique spiritual twists. While the tales you run will be your own, a few archetypal Garou adventures suggest themselves as possibilities. Maybe you'll run them, maybe you won't. Either way, these tales are worth considering, if only as inspiration for more personal creations.

Prelude and First Change

Whether your players begin as a pack or meet up in the course of their first adventure, each character's First Change marks a devastating way to begin your chronicle. Take every player aside (or perhaps run the Change with the other players present but not involved) and portray the night when that character discovered her or her true nature.

First Changes tend to be traumatic, bloody affairs that mark the Garou-to-be for life. Even if that Change occurs in safe company, as it often does for metis Garou, that transforming moment sets the tone for a werewolf's future and inspires a connection between player and



character. After all, you'll care more about your imaginary beast when you've already been through hell with her.

Bringing Forth the Beast

Whether or not you run First Change sessions, remind your players that they're playing *beasts*. Let them feel the fur beneath a werewolf's human skin. When you describe places, characters or situations, describe sensory impressions that an animal would note: the scent of unease, the twitch of reflexes held in check, the nervousness of people faced with the predators among them. You could even award occasional bonus experience points to players who emphasize their werewolves' animal natures.

"Bringing forth the beast" stories revolve around this animal nature — the sensory fascination, wild runs and playful escapades that animals enjoy. Such adventures could feature survival, too: storms without shelter, angry megafauna, or human hunters who kill wolves for fun and profit. A mixed lupus-homid pack could teach one another about their different worlds, while a homid-only pack learns what it means to be animals. When preparing such stories, watch nature shows, research wolves and, whenever possible, observe real animal behavior. Ideally, you won't simply open your player's eyes to wider horizons — you'll open your own as well.

The Wild Hunt

Werewolves are predators, and nothing makes that clearer than a hunt. Whether the target is an animal chased for food, a corrupt human or other creature, or an innocent bystander in the wrong place at the wrong time, the hunt should focus on the primal joys of hounding and killing live prey. This might be run as a pack-bonding adventure, a solo tale, or a subplot of some larger story. Either way, give your prey some advantage — cleverness, speed, or familiar terrain — to make the hunt a challenge. At the near-inevitable end, emphasize the carnage: screams of pain, spattering blood, and ropes of entrails between werewolf teeth. Garou are fucking *monsters*, and few things bring that home like the payoff of a kill.

War Against the Wyrm

Turning those monstrosities against prey who richly deserve to die might be the most satisfying element of the Apocalypse. Wyrmspawn are kinda like video game Nazis — you can kill them by the hundreds with very little guilt. Of course, you might flip things around, adding sympathetic touches — pictures of a fomor's kids, an overheard conversation between a Pentex employee and his mom — to humanize the opposition. Truly tragic stories can be woven around Wyrmspawn who started out as decent folks and retain a bit of decency underneath the slime. All the same, Garou are killers, not confessors. It's not their job to offer absolution.

Evil Corporations Must Die!

In an age of corporate excess, it's time to set free the wolves. Whether the target is Pentex, DNA, or a company of your own invention, give your players something to sink their teeth into. Toxic waste, animal vivisections, political payoffs, and other foulness are real practices in our world. Put your rage to good use by tearing corporate bastards limb from limb, and then, perhaps, take your fury to the streets as well.

Teasing the Prey

Let your wolves have fun at mortal expense. Garou tend to freak people out even when they're being nice, and it can be a treat to run comedic interludes where rude people get lupine comeuppance. Snotty waiters, obnoxious jocks, and entitled bitches with yappy little dogs all make wonderful foils for a werewolf grin. Such moments let your players enjoy feral superiority without turning someone into mulch. These shouldn't be death matches, simply opportunities for a bit of "animal attraction" or shows of lycanthropic strength. Provide good reasons not to change, but emphasize the pants-crapping terror a human feels when facing the beast in someone else's eyes.

All in the Family

Werewolves, by nature, are social beasts. Garou have packs, Kinfolk, spirit allies, pack totems, mortal companions, and sometimes supernatural allies too. Social, though, does not always mean "friendly," and complex family dynamics grow rougher when your "family" can grow nine feet tall and eat you. Imagine the fun you can have running a domestic spat among Garou "siblings," an elder "Mama," meddlesome spirits, and the fond but clueless Kinfolk cousins. Such tales can tilt from comedy to tragedy in second, with the tension or even horror of such situations underscored by the bonds these characters share — whether they want to or not.

Dirty Jobs Done Dirt Cheap

When Gaia's sick, Garou are the cure, and sometimes, treatment gets messy. Treachery, conspiracy, assassination, and other underhanded acts are valid tactics for sacred predators, especially amongst Bone Gnawers, Glass Walkers and Shadow Lords. Even so, certain things go too far. Should you blow up a building full of kids if it means you destroy the Pentex office inside? Is it possible to infiltrate that Black Spiral hive without losing your soul in the process? By presenting tasks that strain your players' moral fiber, you can provide excellent roleplaying opportunities, too. When does the end stop justifying the means, and how far can you crawl into darkness before it becomes part of you?

Purging the Darkness

Werewolves are creatures of the moon, more suited to darkness than light. That darkness can be literal, psychological, or spiritual, and our richest dramatic tales originate in it. Drenched in blood and destined to die howling, Garou carry darkness within them, always. Sometimes it surges up as Harano, the inescapable gloom; other times it manifests as insanity bursting up in the cracks between human, wolf, and spirit. Werewolves often kill the things they love or betray their deepest principles. Such stories give your players a chance to run through the dark night of the soul, searching for redemption or forgiveness. Perhaps an Umbral quest provides the key; maybe there's a rite to quell the suffering. Sitting squarely in the realm of intense roleplay, a tale of purgation makes an ideal solo run. And though they present challenges for player and Storyteller alike, such stories may be the most rewarding and memorable adventures you'll share.

Spirit Matters

Spiritual monsters that they are, Garou move through a world far deeper than most creatures will ever know. To them, each stone and tree holds a living spirit. The animistic element of **Werewolf** should never be forgotten — it's an innate part of each Garou. Have spirits taunt, advise, befriend, bedevil, or otherwise interact with your pack. Fill the Umbra with surreal reflections of the world of men. Challenge your players with riddles and enigmas to which no obvious solutions exist. Whether they undertake a Deep Umbral quest, pay chiminage to patron entities, forge fetishes with tricky spirit-pacts, or journey to realms unknowable to men, work to reveal the sublime realm of spirits. Use symbolism, description, mystery, and the knowledge that what they *see* is just a small portion of what is *there*… and then emphasize that werewolves are part of that realm too.

Face the Unspeakable

As Lovecraft wrote, humans cannot comprehend the full scope of their experiences. Garou don't have that luxury. They move through a world where corruptions of body and soul are parts of everyday life. They face entities whose mere existence shatters every mortal preconception. They fight battles no one can ever understand in the shadows of a prophecy they themselves fulfill. Unspeakable things are part of every werewolf's life. She might duck her head, but can't avoid facing it eventually.

The Unspeakable might be cosmic entities with unpronounceable names. It could be the shards of human souls that werewolves tread on with bloody paws. It could be the reflection in the mirror of a sacred predator who's just killed everyone she knows. Ultimately, it has no set single form. It's the heart of this World of Darkness. You may expose glimpses of it, but not even *we* can tell you what it is.

If this sounds wildly abstract, that's because it *is*. **Werewolf: The Apocalypse** is whatever you want to make it be. Political carnage, extreme horror, supernatural action thriller, tragic romance, or sick comedy — the final form is yours. We can give you things to work with, but can't tell you what to do with them. As we said, *apocalypse* means *revelation*. Like any roleplaying game, it will reflect, for better and worse, the monsters you and your players bring to your table.

Have fun with that, then, and see where they can take you.

That journey might not be what you expect, but it's certain to be memorable.

GOT HERE AS SOON AS I COULD, RIÑA. WHAT ARE WE LOOKING AT?
HE'S HOLDING UP IN THERE. DIRTY ROTTEN FOMOR. BEEN CHASING HIM ALL OVER THE CITY, SINCE I CAUGHT HIM INFILTRATING THE OCCUPY ENCAMPMENT. GOT A FEW LICKS IN ON HIM FIRST; HE'S WOUNDED. MY RATS ARE SNIFFING HIM OUT.
THEN LET'S GET DOWN THERE AND FINISH HIM OFF!
New York City's Penumbra
Squee!
THEY GOT HIM, MUIREDACH!
DARK AS THE PIT IN HERE! LET'S GET SOME LIGHT...
THERE'S THE BASTARD!
HIT HIM BEFORE HE GETS AWAY!
Screech!
SCHWOCK!
AAAAAGH!

Example of play

Rob gathers his players, Rene and Sam, for a session of **Werewolf**. Rene is playing Riña, a Rank 3 Bone Gnawer Theurge. Sam's character is Muiredach of the Hill, a Rank 4 Fianna Ahroun. Rob's game is set in New York City, centered in the Sept of Green's Central Park Caern. In the previous session, Riña encountered a fomor in an Occupy Wall Street protest encampment. She tussled with it, managing to inflict a wound using her lug wrench fetish, but it escaped into the Umbra. Riña stepped sideways and chased it over a number of city blocks, using a cell phone fetish to call her packmate, Muiredach, for help. They've both convened outside of the run-down warehouse the fomor is using for refuge.

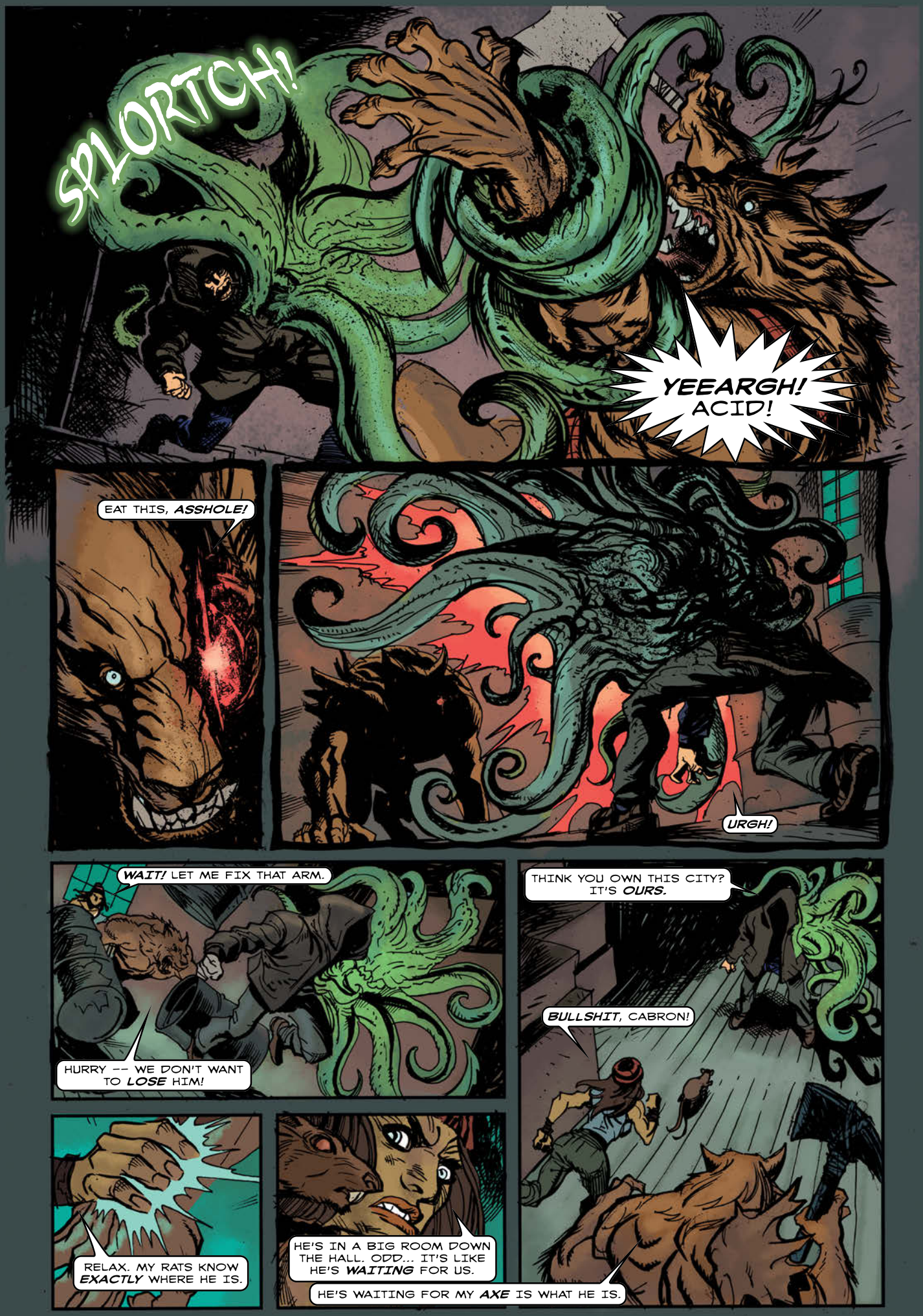
Riña previously used her Theurge Gifts of Spirit Speech and Command Spirit to gather a swarm of rat spirits to help her hunt the fomor. She has asked them to enter the building to identify exactly where the Wyrm-tainted creature is hiding.

Rob declares that the darkness will add +1 to all action difficulties. Sam doesn't want any disadvantage in combat, so he declares that Muiredach will use one of his tribe's Gifts, Faerie Sight (Level One). He rolls Wits (3) + Enigmas (3; a total of six dice) against a 6 difficulty, getting 3, 2, 5, 7, 9, 6 — three successes. The floating orb of light will last for three turns (one per success), but Sam decides to spend one of Muiredach's Gnosis points to make it last for the rest of the scene. Rob informs Sam that, thanks to the fey light, there will be no penalties for darkness.

The fomor is revealed, so Rob calls for initiative rolls. Rene and Sam could choose to act as a pack and use the same initiative, but Sam wants the full advantage of his Ahroun Level Two Spirit of the Fray Gift, so they decide to roll separately. Rene rolls a die and gets a result of 2, to which she adds Riña's Dexterity (4) and Wits (4) for a total of 10. Sam rolls a die and gets a 6. Muiredach's Dexterity (4) and Wits (3) are added to his +10 Spirit of the Fray bonus, for a total of 23. Rob rolls for the fomor: 7; adding Dexterity (4) + Wits (2) gives him 13 — he acts second.

Muiredach instantly shifts into Crinos from *(spending a Rage point)* and strikes at the fomor with his axe (the Ahroun Spirit of the Fray Gift gives him initiative). He hacks off the fomor's left arm.

Sam spends one of Muiredach's Rage points to instantly shift into Crinos form, and declares that Muiredach is attacking with his axe klaive fetish. His attack difficulty is 6. He rolls Dexterity (4) plus Melee (4): 3, 7, 10, 4, 6, 7, 9, 2 = five successes. He re-rolls his 10 and gets a 7 — another success, for a total of six successes. For his damage roll, Sam rolls Muiredach's Strength (7) plus two (the klaive's bonus), plus five (for each attack success over the first), for a total of 14 dice. He gets 8, 5, 6, 3, 4, 10, 6, 5, 6, 8, 1, 2, 3, 5. The 1 cancels out the 10, leaving 6 points of damage. Rob rolls the fomor's Stamina (5) against a difficulty of 6 to soak some of the damage: 7, 3, 6, 4, 2 — he "soaks" 2 points of damage, which means he still suffers 4 points of aggravated damage (Muiredach's klaive delivers aggravated damage to non-Garou). This is severe, but not enough to kill the fomor (he still has 3 points of Health left — he has already healed from the wound Riña inflicted earlier). Rob declares that Muiredach's mighty blow has chopped off an arm.


SPLORTCH!
YEEARGH! ACID!
EAT THIS, ASSHOLE!
URGH!
WAIT! LET ME FIX THAT ARM.
HURRY -- WE DON'T WANT TO LOSE HIM!
THINK YOU OWN THIS CITY? IT'S OURS.
BULLSHIT, CABRON!
RELAX. MY RATS KNOW EXACTLY WHERE HE IS.
HE'S IN A BIG ROOM DOWN THE HALL. ODD... IT'S LIKE HE'S WAITING FOR US.
HE'S WAITING FOR MY AXE IS WHAT HE IS.

It's the fomor's turn. Rob reveals the fomor's bizarre power: acid-dripping tentacles. He decides to make two attacks. The fomor's dice pool for a tentacle attack is Dexterity (4) plus Brawl (5) minus two dice for being Wounded. This totals seven dice to divide between the attacks. He assigns four dice to the first attack, against a difficulty of 6. The results are 6, 8, 7, 9 = four successes. Rob rolls damage: the fomor's Strength (4) plus one (the tentacle's tiny barbs), plus the four successes — nine dice. The results are 9, 2, 4, 6, 7, 6, 10, 3, 5 = five successes. He re-rolls the 10 but gets a 3; no additional success. Sam rolls Muiredach's Stamina (3) to soak: 3, 6, 5 = he soaks 1 point and suffers 4 points of aggravated damage — the acid is nasty.

The dice pool for the second attack are the three dice left from the initial pool of seven. Rob rolls 7, 8, 3 = two successes. Rolling damage (Strength 4 +1 tentacle barbs + two attack successes), Rob gets 1, 3, 5, 7, 8, 1, 4 = no successes. The 1s have canceled out the fomor's two successes. Sam breathes a sigh of relief; Muiredach has "only" 4 points of damage to deal with, leaving him Wounded (–2 dice penalty).

Sam decides that Muiredach will use another tribal Gift: the Level Four Balor's Gaze. He spends one of Muiredach's Rage points and a Gnosis point and rolls Perception (3) plus Occult (4) against a difficulty of 8 and gets 9, 4, 7, 10, 2, 9, 8 = four successes. He re-rolls the 10 and gets a 7; not enough for another success. The fomor must now resist the Gift's power. Rob rolls his Willpower (4) against difficulty 8 and gets 2, 5, 6, 7 = no successes. The fomor is now treated as Crippled (–5 dice penalty).

Rene has Riña use her Level One Theurge Gift of Mother's Touch to heal Muiredach's aggravated wound. She spends 1 point of Riña's Gnosis and rolls Intelligence (3) plus Medicine (3) against difficulty 6 (Muiredach's Rage) and gets: 4, 6, 7, 2, 7, 3 = three successes. Muiredach is reduced from Wounded to merely Bruised (no dice penalties for wounds).

Riña's Command Spirit Gift is still in effect, although Rob has ruled that the rat-spirits have chosen to cooperate anyway against their common enemy. Riña's Spirit Speech Gift gives her the permanent ability to speak to spirits and understand their speech. The rat-spirit here informs her that the fomor has fled into the adjacent room, but is now standing in the open.

Sam declares that Muiredach spends the turn searching the room for hidden dangers — he's convinced that the fomor's behavior means he's up to something tricky. He rolls Muiredach's Perception (3) plus Alertness (2) against a difficulty 6 and gets 4, 5, 5, 7, 2 = one success. Rob says that Muiredach doesn't see anything unusual — just a dilapidated warehouse. Rene reminds Sam that if there were anything else here, surely her rats would have told her.

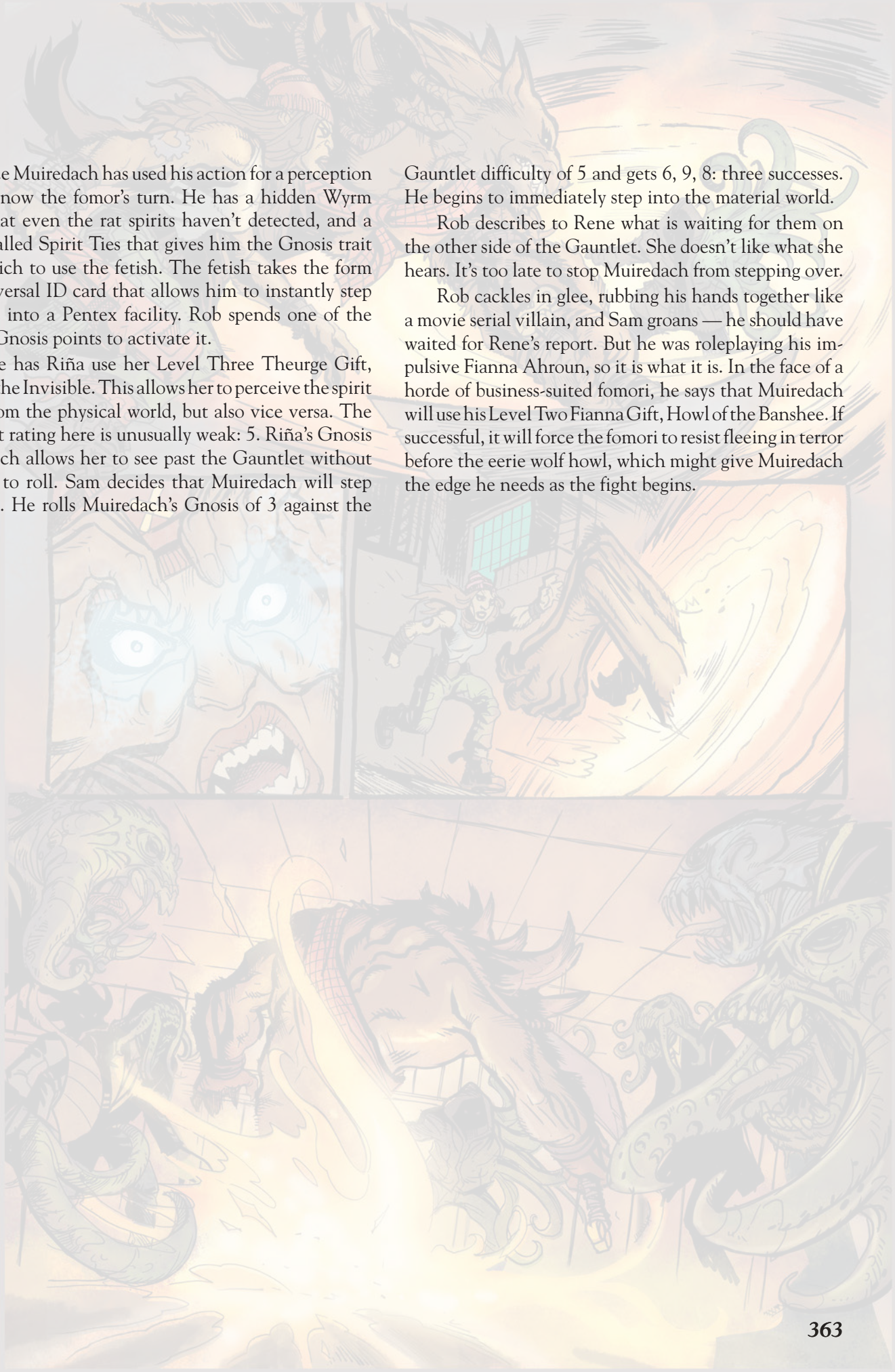
HE'S STEPPING SIDEWAYS!
GODDAMN IT! COME BACK HERE!
HE'S IN THE MATERIAL WORLD. THE BUILDING'S DIFFERENT. IT'S...
WAIT! IT'S A TRAP!
I'M ALMOST THERE...
AH, SHIT. OUTNUMBERED, EH? HAVE YOU BOYS EVER HEARD THE HOWL OF THE BANSHEE?

Since Muiredach has used his action for a perception roll, it's now the fomor's turn. He has a hidden Wyrm fetish that even the rat spirits haven't detected, and a power called Spirit Ties that gives him the Gnosis trait with which to use the fetish. The fetish takes the form of a universal ID card that allows him to instantly step sideways into a Pentex facility. Rob spends one of the fomor's Gnosis points to activate it.

Rene has Riña use her Level Three Theurge Gift, Pulse of the Invisible. This allows her to perceive the spirit world from the physical world, but also vice versa. The Gauntlet rating here is unusually weak: 5. Riña's Gnosis is 5, which allows her to see past the Gauntlet without needing to roll. Sam decides that Muiredach will step sideways. He rolls Muiredach's Gnosis of 3 against the Gauntlet difficulty of 5 and gets 6, 9, 8: three successes. He begins to immediately step into the material world.

Rob describes to Rene what is waiting for them on the other side of the Gauntlet. She doesn't like what she hears. It's too late to stop Muiredach from stepping over.

Rob cackles in glee, rubbing his hands together like a movie serial villain, and Sam groans — he should have waited for Rene's report. But he was roleplaying his impulsive Fianna Ahroun, so it is what it is. In the face of a horde of business-suited fomori, he says that Muiredach will use his Level Two Fianna Gift, Howl of the Banshee. If successful, it will force the fomori to resist fleeing in terror before the eerie wolf howl, which might give Muiredach the edge he needs as the fight begins.



RON SPENCER 12

Chapter Nine: Allies

The Garou are not alone. There are many others that are caught up in the war against the Wyrm, who also stand to lose everything if the Apocalypse ends in its favor. The spirits of the Umbra, the Garou's own kin, even the other shapeshifters — all are potential tenuous allies in the great struggle. Of course, they may wind up enemies as well, as has often been the result when Rage turns a perceived slight into a furious vendetta.

Spirits

Garou may encounter an infinite variety of spirits (minor or mighty, hostile or friendly) and the Storyteller is encouraged to create a wide range of spirits to suit her chronicle.

Spirit Traits

Spirits have different characteristics than creatures native to the physical world. Each spirit has four Traits: Willpower, Rage, Gnosis, and Essence. Spirits also have abilities defined by their nature, called Charms. A spirit's Rage, Gnosis, and Willpower ranges from 1 to 10, as for werewolves, but spirits have only dots in these Traits, not points that can be spent for extra actions or successes.

• **Willpower:** Willpower covers many "physical" actions — striking an enemy, flying through the Umbra, or clambering through the webs that hold the Umbra of cities in bondage. Spirits use Willpower for any action that would normally use the Dexterity or Stamina Attributes.

• **Rage:** A spirit's Rage covers actions that need power rather than finesse — holding an opponent in a clinch, breaking through doors and weak walls, and harming opponents. Spirits use Rage for actions that would otherwise involve the Strength Attribute.

• **Gnosis:** Gnosis allows a spirit to perceive the world around it, communicate with other spirits, and think quickly in strange situations. Spirits use Gnosis for actions that would otherwise involve the Social or Mental Attributes, and for many Charms.

• **Essence:** A spirit's Essence usually equals the sum of its Rage, Gnosis, and Willpower, though the Storyteller should adjust it up or down for particularly hearty or frail spirits. Essence represents the spirit's Health, and its energy reserves for powering Charms.

SPIRITS IN COMBAT

While the Garou can deal with many spirits through bargains and appropriate chiminage (pg. 319), some spirits won't listen to anything short of a werewolf's teeth and claws.

Fighting spirits is much the same as fighting anything else for the Garou, and they use the same Traits as in the physical world. Spirits, on the other hand, use their Willpower to attack and Rage to damage on a successful hit. When damaged, spirits soak with Willpower (possibly enhanced by the Armor charm). Spirits with high Willpower can also use it to dodge, but they must split their dice pool if they want to dodge more than once, or to attack and dodge.

All unsoaked damage is subtracted from the spirit's Essence, whether it's bashing, lethal, or aggravated. A spirit that runs out of Essence slowly fades into the Umbra. Garou can harvest Gnosis from such spirits, bringing them to a permanent end, or bind them into fetishes. Without a werewolf's interference, the spirit must rebuild its Essence before rematerializing in the Umbra.

Incarnae

Some spirits have power beyond understanding. These include tribal totems, Incarnae, Celestines, and members of the Triat; even the weakened Wyld remains one of the fundamental forces of the universe. Traits as used in **Werewolf** aren't sufficient to describe such spirits. While Garou may encounter an avatar of one of these spirits that uses the spirit Traits above, the avatar is merely a shadow of the greater spirit.

Charms

Spirits have a number of powers called Charms at their command. Some are spiritual reflections of werewolf Gifts, while others are powers that a spirit could teach a Garou — with sufficient cause.

The following Charms are a starting point for Storytellers. Many Charms can reflect a whole host of different phenomena that happen to have the same effects. The Blast Charm, for example, could represent thorns shooting from a nature spirit, shards of glass thrown by a glass elemental, or electrical discharge from a lightning spirit. Be creative when assigning Charms to spirits.

Common Charms

All spirits have the following Charms. They're notable only in their absence — a spirit that's weakened, bound to a pack or being punished may not be able to use one or more of these Charms.

• **Airt Sense:** The spirit has a natural sense of the "airts" (directions) of the spirit world, and can travel about without much difficulty. The spirit can create or find spirit tracks at will. The Storyteller rolls the spirit's Gnosis if it has to locate a particular place or individual in the Umbra. Even spirits aren't infallible, and a botch can lead them to an unforgiving Realm.

• **Materialize:** The spirit takes physical form on Earth. The spirit's Gnosis must be equal to or greater than the area's Gauntlet rating. The spirit appears the same in the material world as it does in the Umbra. The spirit uses its Traits in the same way as it would in the Umbra, rather than having Attributes and Abilities. Materialized spirits do possess health levels like other corporeal beings. If a spirit dies in the material world, it returns to the Umbra and enters Slumber, just as if the spirit had lost all of its Essence in the Umbra. Most spirits won't use this Charm except in extraordinary circumstances; the modern world is far from welcoming to their kind.

• **Realm Sense:** The spirit can sense what transpires in its Domain both in the Umbra and on Earth. Sensing a specific area requires a successful Gnosis roll. Though this Charm is usually associated with Naturae (woodland spirits of Gaia), most spirits bound to an area possess this ability. Spirits without direct ties to a location on Earth may have this Charm, but are only able to sense their dens in Near-Umbral Realms or home Domains.

• **Re-form:** The spirit can dissolve its body in order to travel through the Umbra to their home Domains. It takes a spirit a full turn to try to re-form. The Storyteller must roll the spirit's Gnosis successfully for this Charm to succeed. Spirits use this Charm to flee their enemies.

Specialty Charms

These Charms are commonly possessed by a wide variety of spirits.

• **Armor:** By spending two points of Essence, the spirit gains a soak pool equal to its Gnosis for the remainder of the scene.

• **Blast:** The spirit can attack from a distance — breathing fire, unleashing ear-splitting sound, hurling shards of glass, or spitting razor-blades. The Storyteller spends a point of Essence and rolls the spirit's Rage as a damage dice pool, dealing aggravated damage. The spirit does not need to roll to hit, and the attack cannot be dodged.

• **Cleanse the Blight:** The spirit can purge spiritual corruption in its vicinity. The Storyteller rolls the spirit's Gnosis; the difficulty depends on the strength of the Blight. Most spirits can only use this Charm in an area that reflects their nature.

• **Control Electrical Systems:** The spirit exerts control over an electronic device. The Storyteller rolls the spirit's Gnosis (difficulty 3–9 depending on the system's

complexity). The spirit can shut the system down, control it as though it were standing at the controls, and even overload the system.

• **Create Fires:** The spirit can create fires. The Storyteller rolls the spirit's Gnosis (difficulty 3 for a torch-sized flame, 6 for a bonfire, or 9 for an inferno). Without a source of fuel, the fire only burns for one turn.

• **Create Wind:** The spirit can create or quell winds. The Storyteller rolls the spirit's Gnosis (difficulty 3 for a strong breeze, 6 for a storm, or 9 for a tornado).

• **Illuminate:** The spirit can light an area reaching to 20 yards (20 meters) from its body, or change the color of lights in the area. Doing so doesn't normally require a roll.

• **Flood:** The spirit can raise the natural water level in an area. The spirit spends a point of Essence to flood an area. The size depends on the power of the spirit — a Jaggling using this Charm could flood several blocks or a small town, while a Gaffling could flood a building or a city block. Flooding a larger area could require the spirit to expend more Essence.

• **Freeze:** The spirit drastically lowers the temperature of its immediate area. Reduce the spirit's Rage by one for the remainder of the scene. Everyone in the area suffers the spirit's new Rage in dice of aggravated damage. Using this Charm may have additional effects, at the Storyteller's discretion.

• **Healing:** The spirit can heal physical beings. The Storyteller rolls the spirit's Gnosis (6 to heal lethal damage, 8 for aggravated). The target heals a number of health levels equal to the spirit's Gnosis. A spirit can only use this Charm once per scene per target.

• **Open Moon Bridge:** The spirit can open a moon bridge to a desired location. This charm can operate anywhere, and does not need a caern present. The moon bridge has a total potential distance of 1000 miles (1600 km).

• **Peek:** The spirit can look into the physical world from the Penumbra.

• **Shapeshift:** The spirit can look like anything it desires. This Charm only changes the spirit's form, not its abilities or powers. The Storyteller must roll the spirit's Willpower if it tries to appear as a specific being.

• **Shatter Glass:** The spirit can break all of the glass in the area. The Storyteller rolls the spirit's Gnosis (difficulty 6).

• **Short Out:** The spirit can short out electrical systems, damaging the circuits. The Storyteller rolls the spirit's Gnosis (difficulty 6).

• **Swift Flight:** The spirit can fly at three times the normal speed, up to 60 + (Willpower x3) yards or meters per turn.

• **Tracking:** The spirit can follow its prey unerringly, though it must spend a point of Essence to do so.

• **Umbraquake:** The Umbra shakes with such force that everyone standing is thrown to the ground. Everyone in the area suffers half the spirit's Rage in dice of bashing damage.

• **Updraft:** The spirit can lift a man-sized creature into the air with a gust of wind. The Storyteller rolls the spirit's Willpower (difficulty 6).

Bane Charms

The Wyrm grants these Charms to its minions. Creatures allied to Gaia cannot (and would not) learn Gifts related to these Charms.

• **Blighted Touch:** If the spirit deals damage on an attack (including using the Blast Charm), the target must make a reflexive Willpower roll. If she fails, her negative characteristics dominate her personality for the next few hours. If she botches, the change is permanent.

• **Corruption:** The spirit whispers a suggestion to the target, and the target acts upon it. The Storyteller rolls Gnosis (difficulty of the target's Willpower). This Charm can be used across the Gauntlet.

• **Incite Frenzy:** The spirit can cause a werewolf to enter a frenzy. The Storyteller rolls Rage (difficulty of the target's Willpower). Any success causes a frenzy; six or more successes causes the werewolf to fall into the Thrall of the Wyrm. All normal frenzy rules apply.

• **Possession:** The spirit may inhabit a living being or inanimate object. The Storyteller rolls Gnosis (difficulty equal to the victim's Willpower, or 4 for an object). The possession takes the time indicated:

Successes	Time Taken
1	six hours
2	three hours
3	one hour
4	15 minutes
5	five minutes
6+	instantaneous

The spirit can take no other actions. If it does, or is engaged in spirit combat, the link is broken. A spirit that possesses a human can warp and change the victim's body, making a fomor (see p. 428 for more on fomori). Possession is permanent.

Weaver Charms

These Charms are granted by the Weaver. A spirit with one of these Charms can use Airt Sense to travel via the Pattern Web.

• **Calcify:** The spirit binds a character into the Pattern Web. The Storyteller rolls Willpower, contested by the target's Rage. Each success subtracts one dot from a Physical Attribute of the spirit's choice (or Essence in the case of spirits). When the target's Essence or Attributes drop to zero, the target is held in the Pattern Web. Werewolves

must be freed by their packmates, while Wyld energy can disrupt the Pattern Web to free spirits.

• **Solidify Reality:** The spirit extends and strengthens the Pattern Web. The Storyteller rolls the spirit's Gnosis. Each success increases the target's Essence (or effective health levels) by one per success. The effects last for a day. A target can only benefit from one use of this Charm at a time; all further uses before the effects wear off automatically fail.

• **Spirit Static:** The spirit increases the Gauntlet in an area by one. Up to three spirits may work in concert (increasing the Gauntlet by three). The spirit must remain in the same area and is distracted, reducing all of its dice pools by 2.

Wyld Charms

• **Break Reality:** The spirit can change something's Umbral form: turning water into acid, turning part of a wall into a door, or even changing a couch into a steak dinner. The Storyteller rolls the spirit's Gnosis (difficulty depends on degree of change), with one element of the target changing with each success. On a failure, the spirit loses a point of Essence. On a botch, it loses a point of Gnosis as well.

• **Disorient:** The spirit can alter landmarks and directions. The Storyteller rolls the spirit's Gnosis (difficulty 6 or the Gauntlet rating, whichever is higher).

Spirit States

The Umbra is unlike the physical world in a number of ways, and spirits are unlike physical beings. As such, different rules apply.

• **Communication:** Spirits "speak" via shared thoughts and feelings, rather than what humans consider a language. Some spirits, such as the servants of tribal totems, can speak the Garou tongue or other human languages. The Gift: Spirit Speech is required to speak with and understand spirits in their own language. Gifts that deal with spirits do not need the user to understand spirit speech — the power of the Gift transmits the Garou's intent without needing to translate his words.

• **Movement:** Spirits can fly or float up to (20 + Willpower) yards or meters per turn, and can float in place if they wish. In the Penumbra, the distance between any two points is the same as it is in the physical world; further into the Umbra the concept of "distance" and "time" can both warp in unpredictable ways.

• **Slumber:** Spirits regain Essence by entering an inactive state called Slumber, during which it floats in a secluded part of the Umbra. A spirit slain in the Penumbra fades away into the Umbra after several minutes. A Slumbering spirit can be bound through a rite without regard for the spirit's willingness. The spirit in a fetish is always in Slumber — the user activates the fetish's powers, not those of the spirit.

Gaian Spirits

Naturae

The spirits a Garou is mostly likely to encounter are nature spirits. Long ago, the Umbra was filled with active spirits, and every stream, every tree, every stone, every *thing* had a living spirit connected to it. Now, the Umbra is largely barren and featureless. Only a few nature spirits still exist, and most of them are in Slumber.

All spirits listed here possess the Charms of Airt Sense and Re-form in addition to those listed.

Animal Spirits

Animal spirits look like an ideal of the species they represent. There are far too many varieties of animal spirits to list here; many others have disappeared as species have become extinct.

In addition to teaching Gifts to select Garou, many werewolves find it wise to appease animal spirits after hunting their kind for food. Most Garou, particularly Wendigo and lupus, believe that animal spirits have totem Incarnae, called Animal Fathers. The Animal Fathers watch their children from lodges in the Near Umbra. Werewolves who don't show proper respect to animal spirits may draw the ire of an Animal Father, who can prevent births of that animal in the physical world.

The following are some sample animal Gafflings:

• **Deer**
  Willpower 4, Rage 4, Gnosis 6, Essence 14
  Charms: No special Charms

• **Falcon**
  Willpower 8, Rage 6, Gnosis 5, Essence 19
  Charms: Swift Flight

• **Snake**
  Willpower 5, Rage 6, Gnosis 8, Essence 19
  Charms: Paralyzing Stare (as the Level Three Shadow Lord Gift)

• **Wolf**
  Willpower 6, Rage 7, Gnosis 5, Essence 18
  Charms: Tracking

Glade Child

The spirits of trees, Glade Children appear as robed luminescent figures. A Glade Child's appearance depends on its tree's location in the physical realm. In a forest, the spirit appears majestic and powerful; near a busy intersection, the spirit will seem grimy and waiflike. This extends to the information it can impart to the Garou — the more a tree has become tainted, or the more tightly it is woven into the Pattern Web, the less reliable its information be-

comes. The spirits of deciduous trees are bright-eyed and watchful during the summer months, becoming sluggish and harder to rouse in late fall and winter.

Willpower 7, Rage 3, Gnosis 8, Essence variable (20 for a sapling, 35 for a mature oak, 50+ for an ancient redwood)

Charms: Cleanse the Blight, Realm Sense

Lune

The most common of Luna's Jagglings appear as shimmering ribbons of light outlined in gold or blue. They communicate empathically, spiraling or undulating more rapidly as they become excited. Most Lunes are positively disposed toward Garou, as long as the werewolves don't get too bossy. Lunes can open moon bridges at will, and they may create moon bridges for Garou who petition them. During the full moon, however, there's no guarantee where the moon-mad spirit's pathways will send them.

Willpower 8, Rage 4 (8 during the full moon), Gnosis 7, Essence 19–23

Charms: Open Moon Bridge

Stormcrows

The most common of Grandfather Thunder's spirit servants, Stormcrows are the totem's eyes and ears. They are connected to him at all times, and they often serve as pack totem avatars for Thunder.

Willpower 9, Rage 7, Gnosis 6, Essence 22

Charms: Create Wind, Tracking

The Wendigo

A blue humanoid with great claws and fangs, the Wendigo has fiery eyes and black stumps for feet. The Wendigo runs through the sky on missions of vengeance, tracking its prey. If it succeeds, it eats its victim's heart; if thwarted, the Wendigo eats the heart of the one who summoned it. This is the spirit summoned with the Wendigo Gift: Call the Cannibal Spirit.

Willpower 7, Rage 10, Gnosis 5, Essence 32

Charms: Blast (Ice), Create Wind, Freeze, Materialize, Tracking

The Wild Hunt

The Wild Hunt is the personification of fury and an instrument of Stag's vengeance. The Fianna can call upon it when in dire straits from a Wyrm menace. It is not called lightly, for the Garou can get caught up in the Hunt and consumed by it. The Huntsman and his pack are a morass of wild spiritual energy rather than specific entities.

• **The Huntsman:** The Huntsman appears as a tall, stag-antlered man following his hounds.

Willpower 10, Rage 10, Gnosis 5, Essence 40

Charms: Armor, Materialize, Tracking

• **The Hounds:** These Gaffling servants of the Huntsman, who usually travel in packs of nine (although there may be as many as three times that number), sport black coats and eyes of cold green fire. They can easily pace a Garou in Lupus form, and are tireless.

Willpower 6, Rage 7, Gnosis 2, Essence 18

Charms: Materialize (use Huntsman's Gnosis), Tracking

Ancestor-Spirits

Garou serve their tribe and Gaia, and not even death can end their service. The spirits of the long-dead wait in the Umbra, watching over their descendants. Some can aid the living, lending their knowledge, wisdom, or even their expertise in combat.

Most ancestor-spirits reside in their tribe's Umbral homeland. A few might exist near their sept's caern, while some are bound to powerful fetishes. Garou can bargain with an ancestor-spirit for aid or Gifts, much as with other spirits — though an ancestor is likely to be favorably disposed to her descendants, assuming they've not brought the bloodline into disrepute. The Ancestors Background allows a Garou to call upon his ancestors, allowing an ancestor-spirit to possess his body temporarily, granting him that ancestor's skill and knowledge.

It's fair to question whether ancestor-spirits are really the spirits of dead Garou. Some believe them to be the spirits of the departed, while others believe that they are a combination of the memories and personalities of the departed werewolves wrapped around an ephemeral spiritual core — the spirit of the Garou has returned to Gaia to be reborn, but her personality lives on. While a werewolf's opinion on her ancestor-spirits says a lot about his views on the spirit world, the answer doesn't alter the very real impact of ancestor-spirits in Garou society.

Some rare humans can leave ancestor-spirits, especially Kinfolk. These ancestor-spirits aren't as powerful as the ancestors of Garou, because humans don't share the werewolves' spiritual might when alive. Even so, it is a mark of honor for any being to become an ancestor-spirit on passing.

Ancestor-spirits vary greatly in ability, depending both on their power before death and their strength of will. The following is a sample Garou spirit:

Willpower 6, Rage 8, Gnosis 7, Essence 21

Charms: An ancestor's Charms relate to their tribal, auspice or breed Gifts. For example, an Ahroun may possess the Armor Charm, a lupus might have the Tracking Charm, and a Glass Walker may have powers similar to an electricity elemental or a Net-Spider.

Elementals

Elementals are spiritual manifestations of the "classical" elements: the core substances that make up all things.

For centuries, the only elementals known were of the four classical elements: earth, fire, air, and water. In recent times, Garou have discovered spirits that look like elementals but that embody other substances — Glass Walkers frequently traffic with glass and plastic elementals, while the spread of industrial society spawned electricity and metal elementals. No werewolf has yet discovered a spirit related to an element from the periodic table; fluorine elementals remain the stuff of horror stories for chemically-minded Garou.

Elementals vary wildly in power, from the minor Gafflings in a candle-flame to the Incarna-like power of the water in an ocean. The following Traits apply to minor elementals:

Earth Elemental

These spirits often appear as collections of rocks connected in a vaguely humanoid form, or simply as a moving bulge in the ground.

Willpower 9, Rage 4, Gnosis 5, Essence 20

Charms: Armor, Materialize, Umbraquake

Air Elemental

Air elementals are invisible unless passing through a field of dust or fog, but can be easily heard or felt.

Willpower 3, Rage 8, Gnosis 7, Essence 18

Charms: Create Wind, Updraft

Fire Elemental

These mercurial spirits typically manifest as a swirling column of flame.

Willpower 5, Rage 10, Gnosis 5, Essence 20

Charms: Blast (Flame), Create Fires

Water Elemental

These elementals can appear as individual pools of water, a "thickening" in a larger body of water, or even a transparent humanlike form.

Willpower 6, Rage 4, Gnosis 10, Essence 20

Charms: Cleanse the Blight, Flood, Healing

Glass Elemental

Glass elementals appear as a humanoid form made up of numerous shards of glass.

Willpower 4, Rage 7, Gnosis 7, Essence 18

Charms: Blast (Glass shards), Materialize, Shatter Glass

Electricity Elemental

These spirits can appear as arcs of electricity, St. Elmo's Fire, or ball lightning.

Willpower 6, Rage 7, Gnosis 5, Essence 18

Charms: Blast (Lightning), Control Electrical Systems, Short Out

Enigmatic Spirits

Garou typically deal with spirits tied to concrete entities in the physical world. As such, they're inherently understandable — though a mountain can't speak, it's fairly easy to envision the spirit of a mountain and hear its voice. A few spirits instead relate to abstracts; lacking a frame of reference, many werewolves find them difficult to comprehend. Some Garou have overcome these obstacles, and all were richer for their efforts.

Chimerlings

Chimerlings are Jagglings of the totem Chimera. They are Enigma given form, changing shape as they choose. They haunt dreams, passing on messages that often don't make sense until after the prophecy has come to pass. Some Garou seek out Chimerlings and find them at the end of dream-quests, where the spirit is willing to teach Gifts to those who understand its lessons.

Willpower 3, Rage 5, Gnosis 10, Essence 18

Charms: Shapeshift

Englings

Englings are Jaggling spirit-servants of Gaia herself, spirits of Gnosis that Garou hunt during moots. Once caught, werewolves thank the Engling for giving itself to strengthen the Garou. If the ceremony is performed properly, the participants regain all their Gnosis, and the Engling re-forms elsewhere in the Umbra (see *Sacred Hunt*, p. 146).

Willpower 5, Rage 1, Gnosis 10, Essence 16

Charms: No special Charms

Curiosi

Spirits of curiosity, Curiosi are small Gafflings that flit about the Umbra seemingly at random, though they seem attracted to werewolves and other Umbral travelers. Each Curiosus appears as a nested set of brightly-colored filigreed spheres, each spinning inside the next. Each spirit is a puzzle that a suitably-minded Garou may be able to solve, if he can keep the spirit around for long enough — which usually requires spending a point of Gnosis. Solving the puzzle is a Perception + Enigmas roll (difficulty 9); if successful, the werewolf gains both a point of Gnosis and a point of Willpower per success.

Careful observation and meditation can reveal that the Curiosus is fascinated by physical beings, and that it will watch them for as long as they watch it.

Willpower 5, Rage 3, Gnosis 9, Essence 17

Charms: Illuminate

Epiphlings

Each Epiphling embodies an idea or concept. Common Epiphlings include those of peace, envy, lust, death, and speed. Although Epiphlings are easier for Garou to understand than Chimerlings, most Garou aren't sure where these spirits reside in the spiritual hierarchy. The Stargazers, who have studied this kind of spirit more than other tribes, suggest that Epiphlings are the spirits of pure thought and platonic ideals made manifest. Some clearly spawn from strong emotions and powerful thoughts in the physical world, while other Epiphlings seem to spring into being deep in the Umbra. Besides learning Gifts from them, Garou often bind Epiphlings into fetishes — especially those that deal with thoughts or emotions. Each Epiphling is a unique spirit, and the Storyteller should create appropriate Traits. Most of these spirits that Garou encounter are Gafflings, but some werewolves have encountered particularly powerful concept-spirits that ranked as Jagglings and, rarely, even Incarna.

Pack Totems

The binding force that holds a pack of werewolves together is their association with a totem spirit. Although a pack of werewolves chooses the totem that they feel best represents them, a quest to find a totem also gives the spirit a chance to decide whether it really wants to adopt the Garou. It's for this reason that totems often refer to their packs as their "children."

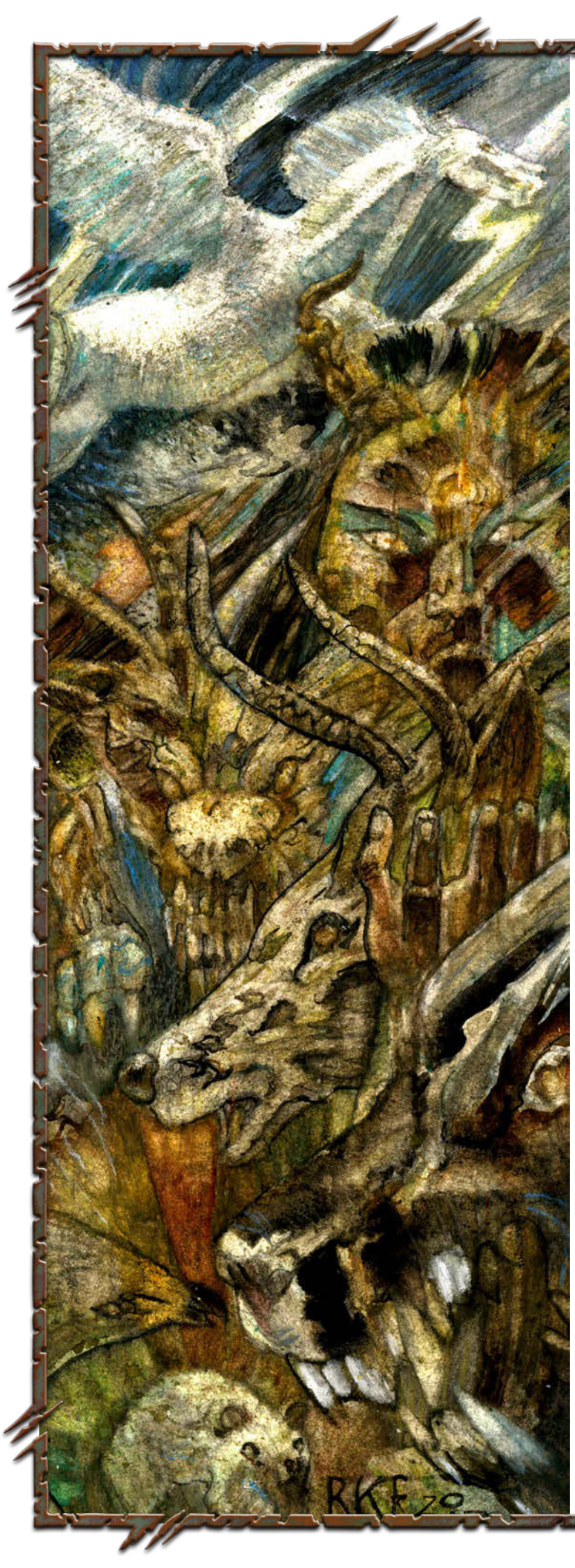
Totem spirits are almost universally Incarnae. While many are animal spirits, a number of packs hold to mythological beings, elemental forces, and even stranger spirits as totems. When a spirit chooses the pack, it sends a totem avatar — a Jaggling—to attend to the pack. The devotion of the Garou gives the totem and its representative power, and their actions further the totems' goals. In return, the totem empowers them to carry out its goals in a direct fashion.

Background Costs and Traits

Players use their pooled points in the Totem Background to "buy" the totem spirit that has chosen their pack. Each pack can only be affiliated with one totem. Each totem in this section lists the benefits that the pack gain when accepted by it; unless the totem's description says otherwise, all bonuses and penalties apply as soon as the totem accepts the pack.

Example: *Moonshine's pack has just been accepted by Falcon. Each member of the pack immediately gains two points of Honor Renown. Every scene, one member of the pack adds three additional dots to her Leadership until she passes it on to another packmate. Any member of the pack can draw on the totem's pool of four Willpower points — at least until they're all expended.*

Players can enhance their pack's totem by spending experience points to increase their characters' Totem



rating, per the Background's description (p. 140). Totem spirits can also teach Gifts relating to their affiliation and powers. Some totems allow their children to use a particular Gift without teaching it to them, channeling the spirit's power directly.

A totem does not just grant power to a pack; it also has restrictions that the werewolves must follow. These constraints on the pack's behavior form part of the totem's Ban. If the pack members don't follow the Ban, their totem will cut off assistance. In this case, the werewolves lose *all* of the benefits of their totem, including access to extra Willpower, Gifts, and Traits, until they undertake a Rite of Contrition to appease their totem. A pack who repeatedly offends their totem may find that the spirit abandons them entirely.

The totems that follow are among the most common patrons to Garou packs. Several of these totems act as tribal totems, but members of that tribe don't gain the benefits of that totem. Only individual packs who ally with an avatar of those totems gain the benefits. Most cubs learn their tribal Gifts through the spirits that they meet during their Rite of Passage.

Totem Traits

Totems can give members of a pack a wide range of Traits. These Traits come in two forms: Individual Traits and Pack Traits.

• **Individual Traits:** Every member of the pack gains all of a totem's Individual Traits as soon as they gain the totem's favor, and retain these Traits while they remain allied with the totem. The most common Individual Traits include temporary Renown, but some totems offer Attribute dots and even Gifts as Individual Traits.

• **Pack Traits:** Any member of a pack can draw upon a Pack Trait, but only one at a time. If a totem grants dots in a Skill, or a Gift, the first werewolf to draw upon the bonus in a given scene holds on to that specific Trait until the end of the scene, or until they relinquish it. In combat, relinquishing or claiming a Pack Trait is a reflexive action. A pack member can't "pass on" a Pack Trait to another member of the pack, it instead goes back to the totem spirit, who gives it to the next packmate who requests it. A pack can't divide a Trait between members — one of Falcon's children who claims his totem's Leadership dots gets all three. He can't take one or two and leave the others for another packmate.

Pack Traits that include pools of points, such as the Willpower pool granted by Falcon, are available to any member of a pack to draw on. If the totem's pool has any points remaining, any member can choose to spend a point from the pool rather than his own pool. Such pools of points refresh at the end of each story.

Totems of Respect

As spirits representative of virtue and honor, werewolves look to these grand spirits for advice on leadership and diplomacy. Some of the greatest Garou leaders have followed totems of respect.

Falcon

Background Cost: 5

Falcon is one of the noblest spirits, befitting of the Silver Fangs' tribal totem. His piercing eyes see deep into the hearts of his children, inspiring the valorous and rewarding the honorable. Falcon is known as a bringer of unity to the Silver Fangs and to the Garou as a whole, and he remains above rumors of in-breeding among his chosen tribe.

Individual Traits: Followers of Falcon gain two points of Honor Renown.

Pack Traits: Packs that follow Falcon gain three dots of Leadership, as well as four Willpower points per story.

Ban: Dishonor is worse than death to Falcon: none of Falcon's children can ever lose permanent Honor Renown. If they do, they must either put right the wrong immediately, or perform a Rite of Contrition *and* further atone for their dishonor by hurling themselves at a powerful minion of the Wyrm. On the one hand, it's likely to be a suicide run. On the other, their blood will wash away the stain on their names — as would their victory.

Grandfather Thunder

Background Cost: 7

Grandfather Thunder is feared rather than respected by many Garou, and that suits his Shadow Lords just fine. Thunder is a patient and subtle patron, whose influence builds over time to an almighty crescendo. Most of his totem avatars are Stormcrows, who act as go-betweens for the Incarna and his chosen.

Individual Traits: Followers of Grandfather Thunder gain one point of Honor Renown, and gain two extra dice to any Intimidation rolls when they invoke Thunder's name.

Pack Traits: Packs that follow Grandfather Thunder gain three dots of Etiquette, as well as five points of Willpower per story. Shadow Lords follow their activities with interest.

Ban: Thunder's children must not accord their peers and their rivals more respect than those werewolves have earned through their actions. Sycophancy goes against Thunder's nature.

Pegasus

Background Cost: 4

Pegasus is a protector of sacred places, much like the Black Furies it supports. Appearing as a winged horse with fire in its eyes, Pegasus can teach Gifts of travel and air to those it chooses. The Get of Fenris have long troubled Pegasus, possibly due to their rivalry with the Black Furies. As such, Pegasus has not yet accepted any pack that counts one of the Get as a member.

Individual Traits: Pegasus' children gain two points of Honor Renown.

Pack Traits: Pegasus' packs can call on three dots of Animal Ken and three points of Willpower per story. Black Furies are well disposed towards the pack.

Ban: Children of Pegasus cannot refuse to help females of any species, especially young females.

Stag

Background Cost: 6

Stag is an ancient spirit of respect, far older than the Fianna who claim him as their totem. An embodiment of masculinity and the unrestrained power of nature, Stag has both light and dark sides. He gives the Garou their affinity with nature, and he teaches responsibility towards humans. He is also the master of the Wild Hunt, running wild until much blood is spilled in his name.

Individual Traits: Stag's chosen gain three points of Honor Renown, and an additional point of Stamina usable only for long-distance running.

Pack Traits: Stag's packs can access three dots of Survival and three points of Willpower per story. Fianna are well-disposed towards the pack, and faeries, spirits, and changelings may also honor them.

Ban: Children of Stag can't refuse to aid fae creatures and spirits when asked. They must also respect their prey at all times, including performing a Prayer for the Prey after every successful hunt.

TOTEM SPIRIT BROODS

It's rare for an Incarna to be truly independent. The vast majority have a range of lesser spirits allied to them, known as that Incarna's *brood*. Members of a brood are respectful of and subservient to the brood master. Each member is related in some way to the themes and nature of the totem. Thunder-spirits and Stormcrows are both members of Grandfather Thunder's brood, while Cockroach's brood includes spirits related to modern urban life, such as technology-spirits, money-spirits, and spirits of modern warfare.

If a pack is in good standing with its totem, they may expect easier dealings with spirits of their totem's brood. A Garou who insults a spirit can raise the ire of the Incarna to whose brood the spirit belongs.

Totems of War

These totems spur Garou to greater heights of violence and Rage. Predatory animals and ancestral warriors are the most common totems of war. While packs focused on fighting the Wyrm are the chief followers of these spirits, scouts, healers, and other packs who expect to see a lot of combat will ally themselves with these spirits.

Bear

Background Cost: 5

Bear is wise in peace and fierce in war. He is a master of healing and mysticism, but the Garou mistrust him, for Bear's true children are the Gurahl — werebears with no fondness for the Garou.

Individual Traits: Bear's children gain a dot of Strength, can use the Gift: Mother's Touch once per day, and can hibernate for up to three months at a time without need for food or water. Garou *lose* five points of temporary Honor renown (if they have it to lose), and reduce all Honor Renown awards by one point.

Pack Traits: Bear's packs can use three dots of Medicine, and are well-regarded by werebears.

Ban: Bear asks no specific behavior of his Garou. Petitioning for his favor has already cost them a great deal of standing among their own people.

Boar

Background Cost: 5

Hunters fear the boar, and for good reason: he is too angry to pass up a challenge, to fierce to ever give ground, and to ornery to die before doing massive damage. Combative young packs see theses as virtues — especially Garou among the Fianna and Get of Fenris — and choose Boar as their totem.

Individual Traits: Boar's children gain a dot of Stamina.

Pack Traits: Boar's packs can use two dots of Brawl.

Ban: Children of Boar must never hunt or eat wild boars.

Fenris

Background Cost: 5

Norse legends speak of the ravening God-Wolf Fenris, the beast that will eat the sun at the end of days. Fenris is powerful, bloodthirsty, and never gives nor expects quarter. The patron spirit of the Get of Fenris is a warrior's totem, interested only in packs of Garou that spill their foes' blood frequently.

Individual Traits: Each werewolf gains two points of Glory Renown, and increases one of their Physical Attributes by 1 (choose which when accepted by the totem).

Pack Traits: The Get of Fenris respect any pack who follows Great Fenris, and will test their worthiness to the totem by inviting them to Wild Hunts and battles against powerful enemies.

Ban: Fenris' children must never pass up an opportunity for a worthy fight.

Griffin

Background Cost: 4

Griffin remembers those species lost to extinction, and he mourns each and every one of them. This has kindled a terrible rage against humans — the slayers of entire species—that he shares with his chosen Red Talons. Always hunting, always hungry, Griffin embodies the swift hunter.

Individual Traits: Griffin's children can communicate with birds of prey without the use of a Gift, and gain two dots of Glory.

Pack Traits: Griffin's packs gain three dots of Alertness, and Red Talons show their respect for the pack.

Ban: Followers of Griffin cannot associate with humans. Griffin has not yet accepted a pack containing a homid Garou.

Rat

Background Cost: 5

Rat is the swift, silent master of hit-and-run warfare — the original totem of guerrilla fighters. While Rat fights to weaken, cripple, then overwhelm, he can be as vicious as any other totem when cornered.

Individual Traits: Rat's children subtract one from the difficulty of all bite rolls, and from the difficulties of rolls involving stealth or quiet.

Pack Traits: Rat's packs can call on a pool of five Willpower points per story. Bone Gnawers will aid the pack, and even Ratkin will be somewhat tolerant of the pack's existence.

Ban: Rat's children must not kill vermin of any kind.

Wendigo

Background Cost: 7

Appearing as a cannibal-spirit cloaked in ice, the Wendigo stalks the frozen wastes, eating the hearts of his foes. He teaches the Garou to be as relentless as the storm, leashing the cold bitterness that lurks within and turning it into a lethal rage.

Individual Traits: Wendigo's children start each story with five extra Rage points, regardless of their rating. Each werewolf also gains two points of Glory Renown.

Pack Traits: Members of the Wendigo tribe respect those packs who take their patron as a totem, though they do not fully trust them.

Ban: Wendigo's children must offer aid to animistic peoples in need.

Totems of Wisdom

Keepers of mystical secrets, these totems ally with Garou to discover hidden truths, and in return can teach rare Gifts. While many Garou are reluctant to trust those werewolves who hunt secrets and answers rather than more tangible prey, a few recognize the crucial part that they play in Gaia's defense.

Chimera

Background Cost: 7

The patron of the Stargazers, Chimera is the personification of Enigma. She of Many Faces invites her packs to find the wisdom that each werewolf holds inside himself, beneath layers of puzzles and self-delusion.

Individual Traits: Chimera's Garou subtract two from the difficulty of all rolls involving riddles, dream interpretation, or enigmas, and gain two points of Wisdom Renown. They can also disguise themselves as something else when in the Umbra with a Gnosis roll (difficulty 7).

Pack Traits: Chimera's packs gain three dots of Enigmas and one of Perception.

Ban: While Chimera requires the pack to seek enlightenment, she does not place any restrictions on how they do so.

Cockroach

Background Cost: 6

Cockroach is quick, hardy, and persistent. He's also everywhere in the modern world, watching and waiting. If one listens to his chosen tribe, he's one of the totem spirits of the modern age.

Individual Traits: Chosen of Cockroach subtract two from all difficulties involving computers, electricity, and applied science. They can also perceive the contents of data streams in the Umbra, watching along with a YouTube video or listening in on a cellphone call with a successful Gnosis roll (difficulty 6).

Pack Traits: Cockroach's packs gain three dice that apply to any roll to activate a Gift that affects technology.

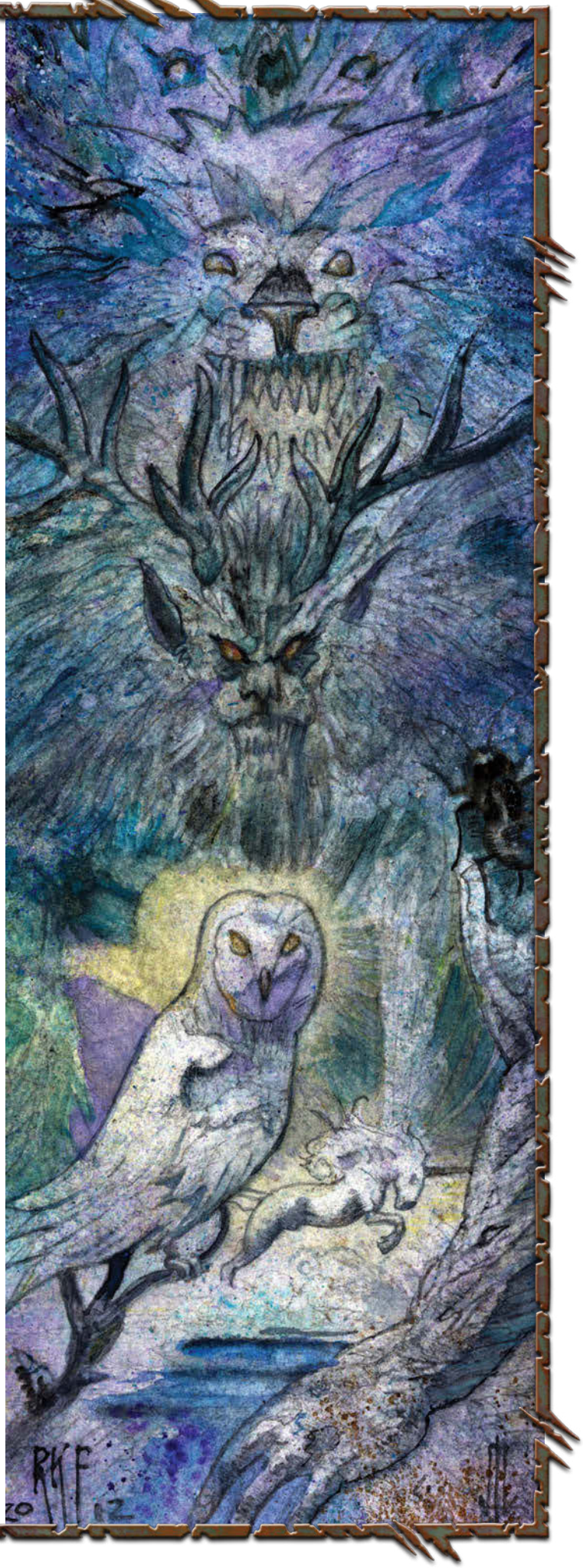
Ban: The pack members must never kill a cockroach.

Owl

Background Cost: 5

Owl watches silently in the darkness, learning all that he can. Like the Silent Striders who claim him as their totem, Owl holds hidden wisdom, especially about death and the mysteries of the Dark Umbra.

Individual Traits: Owl's children gain wings when in the Umbra, allowing them to fly from place to place. They also subtract two from difficulties involving stealth or silence, and gain two points of Wisdom Renown.



Pack Traits: Owl's packs often receive premonitions and prophetic dreams that draw them to mystic places long forgotten. The pack gains three dice that apply to any Gift that involves air, travel, movement, or darkness. Silent Striders may appear to aid the pack when it is in danger, but packs that follow Rat (and Ratkin) are not well disposed towards Owl's Garou.

Ban: Owl's children must leave small rodents tied and helpless in the woods for him and his kind.

Raven

Background Cost: 5

Raven is the cleverest bird, though not clever enough to keep that fact to himself. He feeds without hunting, following wolves or bringing them to dead animals so they can feed. He teaches wisdom by taunting cubs into trying to catch the uncatchable bird. Raven watches the world, ever hungry for new secrets. His knowledge makes him a totem of wealth — if werewolves trust in him, Raven will provide.

Individual Traits: Pack members gain a point of Wisdom.

Pack Traits: Raven's packs have three dots of Survival, one of Subterfuge, and one of Enigmas. Wereravens are well-disposed towards the totem's followers.

Ban: Raven's children can't carry wealth, trusting their totem to provide for them.

Uktena

Background Cost: 7

The Uktena is an ancient water spirit that blends the features of cougar, serpent, and deer. He is the spirit of riverbeds and dark places, and he knows secrets that even other totems of wisdom have not discovered.

Individual Traits: Followers of Uktena add three dice to all soak rolls when in the Umbra, and gains two extra experience points per story that can only be applied to improving Enigmas, Occult, Rituals, Gifts, or other mystical knowledge. Garou also gain two points of Wisdom Renown. Uktena's children add one to the difficulties of social rolls when interacting with werewolves of tribes other than Uktena or Wendigo.

Pack Traits: Garou of the Uktena tribe treat the pack like brothers.

Ban: Uktena asks that its Children recover mystical lore, objects, places and animals from the minions of the Wyrm.

Unicorn

Background Cost: 7

Unicorn is a totem of peace, purity, healing, and harmony. As such, she is the tribal totem of the Children of Gaia. She embodies the blissful and encompassing love of Gaia.

Individual Traits: Unicorn's children move at twice their normal speed in the Umbra, and subtract two from all difficulties involving healing and empathy, though they add two to all difficulties to harm other Garou (except Black Spiral Dancers and others tainted by the Wyrm). Unicorn's Garou gain three points of Wisdom Renown.

Pack Traits: Unicorn's packs gain three dice when using Gifts of healing, strength, and protection. Children of Gaia will aid the pack, and will usually side with them in disputes.

Ban: Unicorn's children must protect and aid the weak and exploited, as long as they do not aid the Wyrm in doing so.

Totems of Cunning

While most Garou don't look kindly on trickery and stealth, some understand the benefits and seek out totems of cunning. As more and more young Garou try new ideas and new ways of thinking to fight the Wyrm, these totems are becoming more common, though more traditional Garou find little to trust about them.

Coyote

Background Cost: 7

The ultimate trickster, more Ragabash than Ragabash, Coyote is an avatar of chaos. Utterly unpredictable, often foolish, but undoubtedly brilliant, Coyote is both a master of deception and a very clever warrior.

Individual Traits: Each pack member subtracts one from any awards of temporary Wisdom Renown.

Pack Traits: Coyote's packs gain three dots of Stealth, three dots of Streetwise, one dot of Subterfuge, and one dot of Survival. Coyote's avatars can always find their packs — the pack does not need to spend Totem points on that ability.

Ban: The very idea that he would limit his packs runs against Coyote's nature.

Cuckoo

Background Cost: 6

The cuckoo is nature's master infiltrator, laying her eggs in the nests of other birds, then having those birds raise her young. Likewise, Garou who dedicate themselves to Cuckoo are master spies and manipulators, able to bluff their way into any situation without being challenged — from the best quarters in the sept to the center of a Black Spiral Dancer Hive.

Individual Traits: Cuckoo's children subtract two from any awards of temporary Honor Renown.

Pack Traits: Cuckoo's packs gain a dot of Manipulation and two dots of Subterfuge. One pack member at a time can use the ability to be overlooked: roll Manipulation + Subterfuge (difficulty 6, or higher if the Garou doesn't

look like he should be there). Anyone who notices her must make a Perception + Alertness roll and score more successes than the Garou to realize that the werewolf isn't supposed to be there. Guards assume that the werewolf has clearance, and ranking officers don't think twice about the tech in the corner. If the character does anything to draw attention to himself, the player rolls again with a +2 difficulty penalty or loses the benefits of this effect.

Ban: Cuckoo's children must never pass up an opportunity to improve their pack's situation at the expense of others.

Fox

Background Cost: 7

Fox is used to being both predator and prey and outthinking everything that he faces. Whether he creeps up on a rabbit without his prey being aware, or leads a pack of hounds into a hornet's nest, he loves to trick and trap his opponents. He loves it even more if that trap also teaches a lesson.

Individual Traits: Each pack member gains a dot of Manipulation, but subtracts one from any awards of temporary Honor Renown.

Pack Traits: Fox's packs can call on two dots of Stealth, two dots of Streetwise, and three dots of Subterfuge.

Ban: Children of Fox can never participate in a fox hunt, and must sabotage any hunts they encounter.

Kinfolk

Children, spouses, parents, cousins, aunts and uncles. Nannies and wetnurses, shieldmen and support systems. Bagmen, bankers, and micro-biologists. Kinfolk are not only the Garou Nation's families; they are the go-betweens for the Garou and the rest of the world.

Many Kinfolk know something of their heritage, but few know everything. The Impergium, for instance, isn't usually a topic to share casually over dinner. And, since each tribe believes its views on Kinfolk is correct, they rarely discuss other tribes' protocol with their Kin. A Garou who treats their family as near-equals doesn't want to frighten them with horror stories of breeding stock and bullet-fodder, and one who sees their Kin as little more than slaves doesn't want them to get any ideas about freedoms offered by other tribes. As most are denied the "big picture," many Kinfolk have a very selective (and often slanted) view of their place in the world.

To make things even more interesting, some Kin have no idea of their heritage. As with lost werewolf cubs, more and more Kinfolk are being born to families who have no idea of their Garou connections. Unlike werewolves, Kinfolk go through no Rite of Passage; many grow old and die without ever knowing about their mystical inheritance. These lost Kinfolk are also a lost opportunity for the Garou to set down more roots. Without Kinfolk, werewolves lose a vital link to the worlds of humans and wolves.

WHY KINFOLK?

It has been noted that most successful long-term relationships among the Garou are with Kinfolk, rather than mundane humans or wolves. This isn't solely because of the Garou's dedication to a higher chance of whelping a Garou child with a Kinfolk mate.

Because they are immune to the effects of the Delirium, Kinfolk have a better chance of surviving their inevitable contact with a Crinos Garou with their mind and spirit intact. The psychological impact of being driven temporarily insane by the sight of your spouse's true form cannot be discounted; few Delirium-struck humans ever go on to build or maintain a long-term relationship with a Garou.

This immunity also means that Kin are more likely to be able to truly understand the unique nature of their Garou mate. If someone tells you they're a shape-shifting warrior destined to protect the world on the behalf of an unseen spirit-god, you're likely to believe they're insane. If they show you, it's much more difficult to discount their claims.

While this doesn't mean that being the mate of a Garou is easy for Kinfolk, it does give them several strong advantages over non-Kin partners for being able to weather the storms that Garou relationships inevitably encounter.

What are the Kinfolk?

Kinfolk (sometimes called Gallain or just Kin) are family to werewolves. They may be the direct offspring of a Garou and a non-Garou, or their Garou heritage may be several generations back, possibly even unknown to them. Regardless, their children have a higher chance of being Kinfolk or Garou than those who are not Kin.

Kinfolk, by definition, are not shapeshifters, though they are not affected by the Delirium. Moreover, most do not possess Gnosis, the supernatural power that Garou use to fuel their Gifts and many of their Rituals. Those rare few who do (see the Gnosis Merit, p. 383) don't develop the power as strong as even the newest Garou cub. Legends speak of Kinfolk who have been blessed with other supernatural powers as well: hedge magics, numina, and sorceries of the sorts that Garou are incapable of, but these stories are unsubstantiated.

THE KINFOLK FACTOR

Garou heredity, being an amalgam of physical and spiritual factors, is not an exact science. With a few exceptions — Garou-Garou parents always produce sterile metis, and the offspring of a Garou is always either Garou or Kinfolk — we speak of Garou genetics more in overarching trends than in specifics.

When a Garou has a child (or cub) with a Kinfolk, their offspring has about a 10% chance of becoming Garou; the other 90% are Kinfolk. Garou matings with non-Kinfolk almost always produce Kinfolk rather than Garou, although such pairings are most often short-term, making data difficult to collect.

About half the time, children born of two Kinfolk will be Kinfolk themselves; one in one hundred such births will produce a Garou. The rest will be non-Kinfolk humans or wolves: susceptible to the Delirium, and no more likely to produce Garou children than a human without any blood-relation to the Garou at all. Kinfolk who have children with non-Kinfolk — normal humans or wolves — have an even smaller chance of producing Kinfolk and almost no chance of producing Garou, although these numbers vary depending on multiple factors, and no conclusive studies have been done to summarize exactly how small the possibilities are.

Human-human matings never produce Garou. Those rare occasions when such a birth seems to have happened, one of several factors may be at play, and it is likely that one of the parents is unknowingly Kin. Sadly, more and more Kinfolk have been lost to the Nation, and it is very possible for a person to grow up as a Kinfolk child to grow up with no knowledge of or experience with the Garou.

The other possibility is a bit touchier: that the purported father has been cuckolded by a Garou or Kinfolk, giving the child an unspoken-of supernatural inheritance. Some human mothers have gone to their graves insisting this is not the case, but the blood doesn't lie.

Roles

It should never be thought that Kinfolk are useless because they do not possess the supernatural powers of their werewolf brethren. Quite the opposite; Kinfolk play a broad variety of roles in support of the Garou Nation, from beloved mates and siblings to breeding stock or grunt soldiers in the war against the Wyrm. Many of those roles are only possible *because* they are not Garou.

Loves and Lovers

One of the primary responsibilities that Kinfolk perform for the Garou Nation is ensuring future generations of Garou. Whether this is bound by the ties of courtship, love, and romance or seen as simple perfunctory procreation, the best likelihood of breeding a werewolf child is between a Garou and a Kinfolk. While some tribes offer their Kin some freedom in selecting their partners or choosing when and how many children to bear, there is always an underlying pressure in Garou-Kin relationships — without Kin to help birth or sire new werewolves, the Garou race will die out, duty unfulfilled.

Behind the Scenes

Producing more Garou is far from the only way that Kinfolk serve the Garou Nation, however. Those same fires of Rage that fuel a Garou's warrior nature make it difficult for him to hold down a job, wait in line for a driver's license, or shop for groceries. Responsibilities to the sept may keep a Garou parent away from her children for days at a time, and someone must tend the young, feed and clothe the families, pay the rent, and maintain whatever level of interaction with the human world is necessary. Kinfolk are integral factors in homid Garou being able to maintain some semblance of a "normal" life, as well as acting as vital sources for information, supplies, resources, funding, and other necessities.

Wolf-Kin may have simpler roles to play, but often step in to hunt for the pack in the absence of their Garou alpha, and to feed and train the young so that the Garou parent's absence does not weaken the pack. Additionally, they may act as scouts and spies, covering territory that would be difficult or even impossible for humans to patrol.

On The Field

Many Kinfolk live for the Garou ideals; many will also die for them. In battle, every asset counts, and while Garou are rare, Kinfolk are numerous. One-on-one, a Garou may vastly overreach a Kinfolk's martial capabilities, but a dozen Kinfolk with modern weapons and tactical training may well be any Wyrm-creature's equal. Whether as tacticians, spies, field medics, gunners, or simply as battle fodder, Kinfolk serve — and die — on the battlefields of the Garou Nation every day.

Garou-Kin Relations

How Garou treat Kinfolk varies widely according to tribe and even sept. Just as family dynamics in the human world range from dictatorial to democratic and from adoring to abusive, so are the Garou with their Kin.

Some see their Kin as slightly weaker family members who, while loved, are not truly capable of understanding

the big picture. Just as human parents are unlikely to explain all of the details of crime rates, property values, employment opportunities, and educational quality when making the decision to move their children to a new neighborhood, the Garou rarely fill in all the details when they make decisions for their Kin. While this may not breed resentment while the Kin is a child, few adults appreciate being kept in the dark or treated like children, even if they're told it's "for their own good."

Other Garou don't afford their Kin even this much respect. Some see their Kinfolk as a rancher sees his cattle: useful, valuable resources to be protected from poachers and outside dangers, but hardly sapient and inherently expendable.

Others see their Kin as duty-bound peers; with a different, but still vital, role to play in the war against the Wyrm. While Garou may have accepted their duty to fight (and likely die) for Gaia, they are taught that long-term success is as dependent on their Kinfolk accepting and fulfilling their roles as it is upon the Garou's doing the same. To see their Kin shirk their duty to Gaia, no matter how mundane, can be infuriating for Garou who have seen their fellow shapeshifters sacrifice everything in Gaia's name.

Save for rare exceptions, though, even the most loving and fair-minded werewolf won't quite see his Kin as his equal. He may be willing to sacrifice himself for the lives of his Kinfolk family, but it's the reverse that is more often true. Kinfolk are precious assets, but the life of one of Gaia's warriors tends to take precedence over that of a mere wolf or human. The attitude of many werewolves toward their Kin is one of condescension, which leads to both overprotection and belittlement.

Some Kin accept such treatment. They may be in awe of the Garou and welcome a role to support them in their duties. If they were raised into their place as Kin, they may believe it is their fate to serve Gaia's chosen and to do their part in the war against the Wyrm and its minions. They may be treated well and even enjoy the protection of their more powerful family, appreciating the special (if lesser) place that Kin hold in Garou Society.

But not all Kinfolk are so content. Some rebel against their treatment, constantly striving to use what influences they have with their family to move the Garou Nation into the 21st century. Local Kinfolk Rights groups sometimes spring up, although they're tolerated only by the most liberal of the Nation's Tribes — and even then are often seen as a sign of weakness by the Garou who allow them to exist.

Others actively work against the Garou becoming a thorn in the Nation's side — or worse, going over to their enemies.

Even if they are treated well, it is not surprising that some Kin envy their Garou family members their physical prowess, spiritual connection to the world around them, and full citizenship in the Garou Nation. In fact, perhaps the most heinous betrayal by Kin is born not out of resentment for poor treatment, but out of jealousy. By using the profane Rite of Sacred Rebirth, some Kinfolk have discovered the ability to steal the Garou's birthright — the First Change — and become werewolves themselves. Understandably, the Garou tend to hide the knowledge of this Rite's existence from their Kin, but whispers of the Skin Dancers' existence still sometimes reach envious ears hungry to "earn" the birthright that was denied them. (See Appendix, p. 512 for more about Skin Dancers.)

Whether because of the advent of the Skin Dancers, the fear that their support will be needed in the upcoming end-times, or the influence of modern political civil rights, many Garou are less dictatorial and tyrannical in how they interact with their Kinfolk than in previous ages. However, centuries of tradition do not change overnight, and Garou are still far from seeing Kin as anything near to their equals.

Character Creation

Since building a Kinfolk character works in much the same way that building a Garou does, this section will focus on the mechanical and philosophical differences. It is recommended that Kinfolk players familiarize themselves with the character generation process for Garou (Chapter Three: Characters and Traits) before reading this section, so the definitions, terms, and processes make more sense.

Kinfolk are mortal, so players get fewer beginning points to construct their Kinfolk characters than when building a Garou. However, because Kinfolk are as diverse as the human (or wolf) world they come from, they also receive more freebie points to customize the character (and the chance to purchase some Traits that set them slightly apart). Some options available to Garou are not available to Kin characters, and Kinfolk characters may spend their creation points in some ways which their Garou counterparts do not.

Character Creation

Step One: Personality

Choose Concept, Nature and Demeanor, Tribe, Breed, Relation

Step Two: Attributes

Prioritize the three categories: Physical, Social, Mental (6/4/3)

Step Three: Abilities

Prioritize the three categories: Talents, Skills, Knowledges (11/7/4)

Step Four: Advantages

Choose Backgrounds (5) from Allies, Contacts, Equipment, Mentor, Pure Breed, and Resources. See below for details and restrictions.

Optional: Merits and Flaws are optional Advantages/Disadvantages. Purchase Merits with freebie points; Flaws selected add to the Freebie Points up to a maximum of seven points.

Step Five: Finishing Touches

Record Willpower (3)

Spend freebie points (21). You cannot purchase Gifts with freebie points; you must acquire them through play and by spending experience points.

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
Willpower	1 per dot
Merits	1 per point

Step One: Personality

While mechanics are an important part of a character, it is often easier to begin thinking of the character in terms of who she is rather than what can she do (and how well she can do it). Basic details about the Kinfolk character's personality and role in the world will act as the skeleton around which the rest of the character can be built.

Concept and Breed

A basic character concept can be as simple as an adjective and a noun: helpful doctor, resentful twin, curious omega, independent forest ranger, or overprotective parent. Maybe you want to play the outcast wolf, the optimistic ecologist, or the cold-hearted "corporate wolf." Alternatively, your concept could be much more complex: werewolf-wannabe with a quick-temper and a need to prove herself; pampered zoo wolf who has never seen the wild; or no-nonsense scientist out to "cure" lycanthropy. Remember, Kinfolk outnumber Garou, and for the most part, they lead relatively normal lives for a human or wolf (at least until they get involved with the Garou), so the gamut of appropriate character concepts is endless.

Building your initial concept will likely complete the character's breed — whether the character is human or wolf — and may answer other basic questions such as how old she is, and how she spends her days.

Nature and Demeanor

Kinfolk characters have a Nature (which represents their true inner outlook) and a Demeanor (what they show the outside world). These personality traits may be complementary or contradictory, depending on the character's history. When considering Nature and Demeanor, it may help to think about why they have developed each. Are they using a gruff exterior (Demeanor of Fatalist) to mask a vulnerable core (Cub Nature)? Have they learned to play nice (Conformist Demeanor) to get what they want (Nature of Conniver)? By combining different Natures and Demeanors, you can create a plethora of personality types and background stories to go with them. Choose one Nature and one Demeanor from the offerings in the Appendix p. 486.

Tribe, Relation

Conceptually, it is important to remember that Kinfolk are not "Garou who don't shift." Walking the borderlands between the human world (or the natural wilds in the case of wolf Kin) and the Garou Nation has an effect on characters. Keep that in mind when answering questions like: What tribe is her Garou family? How exactly is she related to the Garou? Is she the direct offspring of a werewolf? The child of two Kinfolk? Did her parents or other family members prepare her for the burdens (and joys) of being Kinfolk? How long has she known that she is Kin, and what role is expected of her by her tribe? How does she feel about her expected duty as a Kin? Is she a supportive member of the community or resentful and bitter? What have the Garou done, for good or ill, to make her feel this way? Is she jealous of her shape-shifting relations?

More than any other facet of the character's personality, a Kinfolk's ties to the Garou shape the scenarios surrounding her and help determine the flavor of the chronicle. Take time to consider your character's past in relations to the Garou Nation to make your roleplay of her future easier and more dynamic.

Step Two: Attributes (6/4/3)

Like Garou, Kinfolk begin with one dot in each of their Attributes. Players then spend an additional six, four, and three additional dots, divided among the Attributes in your primary, secondary, and tertiary Attribute categories, respectively. You cannot raise any single Attribute above five dots.

Step Three: Abilities (11/7/4)

Kinfolk receive 11, 7, and 4 dots of Abilities to spend in their primary, secondary, and tertiary Ability categories, respectively. As with Garou, no Ability may be purchased above three dots in this stage of character creation, but you can raise Abilities higher with freebie points later. All Abilities available to Garou are available to Kinfolk, although certain Abilities (Computers, Technology, or Science for a wolf; or high Primal Urge for a human) may not make sense for particular characters. Choose Abilities that are logical for your character concept. As always, the Storyteller has final say on what is appropriate.

Step Four: Advantages

Like Garou, Kinfolk begin with five dots they can spend in Backgrounds. However, not all Garou Backgrounds are available to Kinfolk. Choose from Allies, Contacts, Mentor, Pure Breed, and Resources. Additionally, Kinfolk of certain tribes are restricted from or required to take Backgrounds reflecting those tribal connections.

Note: Kinfolk cannot officially be a part of a Garou pack. They cannot buy the Totem Background, or be recognized by a Totem as a permanent part of the pack. However, Kinfolk do often work closely with Garou. If Kinfolk and Garou choose to Pool their Backgrounds (p. 140) it may give Kinfolk the ability to share Fate, a Background they would not normally have access to. Through Pooling, Kinfolk may also share Allies, Contacts, and Resources.

Step Five: Freebie Points

Kinfolk are created with 21 freebie points to spend. Additionally, if the Storyteller is allowing Merits and Flaws, players can earn 7 more freebie points by taking 7 points worth of Flaws. Freebie points can be spent

TRIBAL RESTRICTIONS

Bone Gnawers: May not purchase Pure Breed or more than three dots of Resources

Glass Walkers: May not Purchase Pure Breed or Mentor

Red Talons: May not purchase Resources or human Allies or Contacts

Shadow Lords: May not purchase Mentor

Silent Striders: May not purchase more than three dots of Resources

Silver Fangs: Must purchase at least one point of Pure Breed. (Kinfolk Silver Fang bloodlines may be born without Pure Breed, but the tribe does not recognize them as true Silver Fang Kin.)

Stargazers: May not purchase more than three dots of Resources

Wendigo: May not purchase more than three dots of Resources.

on Attributes, Abilities, Advantages, or Merits at the costs listed below.

Freebie Points

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
Willpower	1 per dot
Merits	Variable

New Merits and Flaws

Merits for Kinfolk characters are purchased during character creation with freebie points. Just like Garou characters, Flaws earn them freebie points, up to a maximum of seven points. Many of the Merits and Flaws listed for Garou (pp. 471-485) make sense for Kinfolk as well; consult with your Storyteller to determine which he feels are appropriate for Kinfolk. In addition, here are some additional Merits and Flaws which are specifically targeted towards the complex role Kinfolk play in the world.

Physical

Feral Appearance (1 pt. Merit)

Whether you're more rugged than average or have a lean, hungry look to your features, werewolves like what they see. It isn't a matter of physical beauty as human society judges it; there's just something about you that stirs werewolves' animal natures. You get an extra die on all rolls involving Appearance when dealing with Garou.

Barren/Sterile (4 pt. Flaw)

For Kinfolk who serve werewolves as perpetuators of the species, inability to reproduce is a serious Flaw indeed. Not only does it carry a social stigma, it may also incur abuse, neglect, or even exile. Kinfolk who can't reproduce lose a great deal of their value in Garou eyes. For obvious reasons, vampires and wraiths who were Kin can't take this Flaw.

Mental

Wolf-sense (1 pt. Merit)

This Merit is a blend of folk wisdom, practical sense, and animal instinct. If you have Wolf-sense and make a successful Wits roll, the Storyteller can opt to give you advice on whether you're about to do something foolish in the eyes of wolf or Garou culture. It doesn't mean she'll tell you what you should or shouldn't do, but at least you'll have some warning.

Gall (2 pt. Merit)

Audacity, guts, pluck — whatever it's called, you've got it. You aren't afraid to stand up to anyone, from hoodlums to tribal leaders. This isn't brash, foolhardy behavior, and you're not necessarily rude or impolite. You simply don't get the shakes when the Silver Fang Ahroun comes over to speak to you. Many werewolves and Kin respect you for your honesty and forthrightness. Add an extra die to any Social roll involving a display of backbone.

Recognize Garou (3 pt. Merit)

Over the years, you've become adept at picking out the werewolves in a crowd. It's not mystical awareness; you've simply learned what physical and personality traits tend to mark Gaia's warriors once they've undergone the Change. All Perception attempts to figure out if someone is a werewolf are made at –2 difficulty.

Inferiority Complex (1 pt. Flaw)

Nope, you're not worthy. Never have been, never will be. In situations requiring you to take charge or be personally responsible, all your difficulties are raised by one.

Ulterior Motive (2 pt. Flaw)

Something other than love and respect for your Garou relatives and Kinfolk guides your actions. This "something" may be as simple as greed or a lust for vengeance; you could also be a traitor working for an outside agency. Whatever the case, this ulterior motive holds your ultimate loyalty. Should someone suspect things aren't as they seem, you could be in big trouble. This Flaw makes a good complement for the Flaw: Dark Secret (p. 480).

Social

Good Old Boy (or Girl) (2 pt. Merit)

You're an intrinsically nice person, and you genuinely care about your fellows. Werewolves and other Kin (both human and wolf) tend to like you and confide in you. Even lupus Garou may approach you in a friendly manner; something about you just seems trustworthy and inviting. Take an extra die on all Social rolls involving interaction with Garou or Kinfolk.

Outsider (2 pt. Flaw)

Because of rumors (true or not), an ill-done deed, poor decision, or some other character flaw, you have a poor reputation among Kinfolk and Garou. They don't necessarily hurt you, but they let you know you aren't welcome in their camps or homes. Make all Social rolls involving interaction with werewolves and Kin at +2 difficulty.

Supernatural

Fetish (5-7 pt. Merit)

You own a fetish. You may have inherited this item, received it as a gift, or found it on your own. You and your Storyteller should work together on constructing the item and establishing how it came into your possession. Five points equals a Level One fetish, six points a Level Two fetish, and seven points a Level Three fetish. If you do not have the Gnosis Merit, you may not be able to attune the Fetish to yourself or use it.

Gnosis (5-7 pt. Merit)

More than any other blessing, the possession of Gnosis among Kin is a special mark of Gaia's favor. It's extremely rare for mortals to be so gifted. Having Gnosis grants many privileges, such as the ability to learn a broader range of Gifts, use fetishes, and — if Embraced by a vampire — the chance to die with dignity and honor, rather than suffer unlife. Kinfolk lucky enough to possess Gnosis recover it in the same manner as Garou. Five points spent on the Merit grants one point of Gnosis; six points, two points of Gnosis; and seven points, three points of Gnosis.

Veiled (5 pt. Flaw)

For some reason, you're *not* immune to the Delirium. Gifts such as Part the Veil and the Rending of the Veil rite have no effect on you. You do receive a +1 bonus on the Delirium chart (p. 263) and retain all memories of what you see, but the sight of a Garou in Crinos form still invokes some sort of instinctive, uncontrollable reaction in you. This may convince Garou you're not really Kinfolk, reduce your likelihood of finding a Garou mate, or throw your heritage into question.

Kinfolk Gifts

It is possible for Kinfolk to possess and use Garou Gifts, but a number of restrictions apply. Players of Kinfolk characters cannot purchase Gifts during character creation.

In order to learn a Gift, a Kinfolk must be taught by either a spirit or a Garou. Learning from spirits often requires petitioning a Theurge to summon a spirit, as well as to act as translator and intermediary.

In rare instances — perhaps the Kin has performed a task that pleased a spirit or served it in some manner — that spirit may contact Kinfolk without being summoned, and offer to teach her a Gift as a reward. Learning a Gift from a spirit takes Kinfolk several hours.

It is also possible for a Garou to teach a Kin a Gift. This process is much less efficient than learning from spirits, and it often takes Kin months to learn a Gift in this fashion.

A Kinfolk who has earned Renown may have an easier time finding a teacher for Gifts. He may recite his deeds as part of the price for teaching or in making a case to a Theurge. Any negative Renown will certainly be held against a Kin hoping to earn a Gift.

Regardless of Renown, Kinfolk are unlikely to find a teacher for Gifts outside of their breed or tribe. Both spirits and Garou tend to stand firm on this practice.

Most Kinfolk don't have Gnosis, meaning they can only learn Gifts which do not require spending it. The rare Kin who does possess Gnosis has the potential to learn any Level One Gifts, except for those that require Rage. That said, because Kinfolk may not have rank (regardless of how much Renown they possess), they may not learn any Gift higher than Level One.

After long sessions of bargaining with Garou and spirits, hours or months of practice, and suitable bribes and pleas, if the character still wants to acquire a Gift, she may spend experience points to do so. Learning a Gift costs 15 points if it is a breed or tribe Gift for the Kin, and 20 points if it is not. Additionally, any Gift taught by a Garou rather than a spirit costs an additional 5 experience points when purchased by a Kinfolk (for a total of 20 or 25 points).

New Kinfolk Gifts

Having useful and powerful Kinfolk reflects well on a tribe. Many encourage their Kin who are capable of learning Gifts, and even have helped create unique Kinfolk Gifts. These Gifts automatically count as being within any Kinfolk's breed or tribe for purposes of spending experience. Garou can learn these gifts, as well, but they are generally seen as inferior to typical Garou Gifts.

• **Eve's Touch (Level One)** — This Gift allows the Kinfolk to soothe the wounds of others through his touch.

System: The Kin must roll Intelligence + Medicine, difficulty 6, and touch the wound with his hands. The wound can't be from any source that would normally be considered aggravated; the only aggravated wounds it can heal are those that have been converted from an excess of lethal wounds. The target's injuries heal one Health Level per two successes. The Kinfolk may attempt this healing only once per person per day; the Gift is taught by a Pelican-spirit.

• **Dona Nobis Pacem (Level One)** — The Kinfolk is able to maintain an aura of peace over herself and anyone she touches.

System: The Kinfolk can use this Gift only once per scene, and must expend one Willpower point for the effect to manifest. Humans in her immediate vicinity must make a Willpower roll, difficulty 8, to begin or continue any sort of argument or violence for the remainder of the scene. Garou so touched are at +2 difficulty to frenzy for the remainder of the scene. A unicorn-spirit or dove-spirit teaches this Gift.

• **Echoes (Level One)** — A Kinfolk uses this Gift to hear the "echoes" of earlier conversation in an empty room.

System: At least five minutes must have passed since the end of the conversation before the Kin can invoke the Gift. He rolls Perception + Empathy (difficulty 7) to "hear" what words have been spoken. With one success, he can hear conversations that occurred within the past hour; with two successes, he can hear the past day's chatter. With three or more successes, he can tune in to a conversation up to a week old. Conversations take place in real time, however, so listening to an hour long conversation takes a full hour, and eavesdropping on an afternoon of chatter takes several hours. A dog-spirit or wolf-spirit teaches this Gift.

Kinfolk Fetishes

While most Garou fetishes are not usable by most Kinfolk (as they require attunement through a Gnosis roll before being used) a few unusual fetishes are made just for Kinfolk. This arrangement usually takes more negotiation on the Theurge's part, but, if successful, the spirits within accept a battle of will (a Willpower roll or spending a Willpower point) instead of Gnosis, for both attunement and use. The difficulty is still equal to the Gnosis rating. Any Kinfolk may use these items; they are specially prized and are often family heirlooms.

Horn of Distress

Level 1, Gnosis 3

Only in times of dire need do Kinfolk sound these instruments. Such horns vary in appearance according to culture; most bear tribal markings. This fetish uses Willpower instead of Gnosis. When blown, a horn alerts all werewolves within a 10-mile radius. Whether they choose to come or not is their affair, but they know the sound of the horn means trouble. Most often, these horns contain peacock-spirits, though a few hold spirits of Air.

Amulet of Kinship

Level 2, Gnosis 5

Garou bestow this fetish upon honored Kinfolk as a symbol of protection and service. All Garou, mages, and spirits that the wearer meets instantly know her to be Kinfolk of note and know the identity (deed name, tribe, breed, auspice, and rank) of the Garou who gave it to her.

The Amulet of Kinship must be activated by the werewolf (Gnosis roll) when it is given to the Kinfolk; after that, no roll is necessary. The amulet doesn't function if worn by anyone other than the intended recipient. To create the fetish, an ancestor-spirit must be bound into the device.

Klaive Hammer

Level 3, Gnosis 5

Werewolves often do not have time to devote to mundane crafts such as blacksmithing, and yet klaives are a vital resource for the Nation. Often times, while a Theurge binds the spirit to the weapon, a skilled Kinfolk with Gnosis forges the klaive itself. A Klaive Hammer allows the Kinfolk to craft a klaive so perfect of form that the summoned spirit may be pleased to accept permanent binding within the fetish. Using a weapon forged with a Klaive Hammer gives the ritesmaster creating a Klaive –4 to the difficulty of performing the Rite of the Fetish on that weapon.

To create a Klaive Hammer, one of the following spirits must be bound into a hammer touched by the crafter: Balance, Light, or Fire. Each Klaive Hammer is uniquely attuned to its owner, but if freely given by the old owner and accepted by the new one, the attunement can be transferred. In this case, either the old owner or the new one must spend Gnosis to fuel the attunement. Because of this, these fetishes are often created by Garou, handed off to Kinfolk, and then returned to the Nation when a Kin is no longer able to fulfill the taxing duties of smithing service.

Talens

If Storytellers wish to allow Kinfolk to use standard talens in their game, they may allow the talen to be activated by making a Willpower roll or spending a Willpower point, rather than Gnosis. Additionally, these talens have been created over time to aid Kinfolk in assisting the Garou Nation, and are activated using Willpower roll or expenditure rather than Gnosis.

Test Vial

Gnosis 3

This talen allows a character to determine whether a person is Garou or Kinfolk, assuming the character can obtain a cell sample: blood, saliva, skin, hair, or the like. It looks like a simple test tube with a stopper. The tester drops her sample into the vial, seals it, shakes it, spends a Willpower point, and within five seconds, she has a thick crimson glop (Garou), a small amount of brownish powder (Kinfolk), or nothing. (No matter what other supernatural associations the person might have, non-Garou or Kinfolk samples simply evaporate.) Ancestor, Divination, or Crow spirits may be bound into a normal test tube to create the fetish.

Hero's Mead

Gnosis 5

This talen is a dry, herbal mixture. The user mixes the herbs with liquid, then drinks the mixture while making a

Willpower roll or spending a Willpower point. If the roll is successful, she finds her Strength doubled (to a maximum of five dots). The additional Strength lasts for one scene. To make the talen, the creator must mix a recipe of rare herbs in a container, then bind a thunder-spirit to the herbs.

Long Whispers

Gnosis 7

No matter where a recipient might be — in the Gaian Realm or the Umbra — he can receive a brief written message (a paragraph, or about five full sentences) via this talen. The talen itself looks like a sheet of smooth, blank vellum. The user writes down the message, addresses the note (by name only), then activates the talen with Willpower (roll or expenditure). The notepaper blows out of her hand as if moved by an unseen wind. After one scene, it comes into the recipient's possession in much the same way. To create this talen, a dove-spirit or pigeon-spirit must be bound into high quality vellum.

Dire Call

Gnosis 9

This talen looks like a slender white stick about the size of a drinking straw. When the user snaps the stick in two and spends a point of Willpower, a call goes out which summons the nearest single Garou to the user's location. If a group of Garou is nearby, this power targets the one that is physically closest to the user's locale.

This talen differs from the Fetish: Horn of Distress, in that the werewolf *must* come (spending at least 10 turns or an hour, whichever is greater, doing everything in their power to reach the user's location) once the Dire Call is activated. Using the Dire Call is risky because the talen's power doesn't distinguish between friends or enemies, nor does it demand that the Garou aid the Kin once he arrives. A Kinfolk could summon an enraged Red Talon, a Black Spiral Dancer, or just an indifferent werewolf with no vested interest in offering help. A Lune must be bound into a birch stick to make this talen.

Optional Rule: Renown

Most tribes recognize (if sometimes grudgingly) that dutiful Kinfolk deserve praise. In cases of great valor and honor, Kinfolk do earn Renown. It's the same system as Garou Renown, with a few limitations.

As with werewolves, when Galliards sing their tales at a moot, Kinfolk earn temporary Renown, which gets converted to permanent Renown through a Rite of Accomplishment. However, Kinfolk can't have more than five points of permanent Renown in each category: Honor, Glory, and Wisdom. Thus, the most permanent Renown a Kin can ever possess is 15 points.

Furthermore, werewolves are far stingier in bestowing Renown to Kin; similar actions net Kin far less Renown than a Garou. Kinfolk also don't get any extra Renown for fighting against silver; to them, it's no more dangerous than any other weapon. They also don't receive Renown for protecting their own tribe's Garou and Kin; that's their expected role. In general, a Kin must do more than a Garou to receive even a fraction of their accolades. If in doubt, err on the miserly side and withhold Renown for Kin.

Remember as well, regardless of how much Renown they may accumulate, Kinfolk have no Rank whatsoever. A respectful Garou relative might introduce a Kin with Renown as "my sister who slew twelve Banes" or "my cousin, known for his sage words to the tribe," but that's the extent of it.

And finally, it's also far easier for Kinfolk to lose Renown once they've earned it. Disrespect to their "betters" (ie: any Garou), momentary lack of attention to duty, and irresponsible choices can all lead to Kinfolk's losing what precious little Renown they've managed to earn. In addition, should a Kin get too big for their britches about the Renown they've garnered, that can in and of itself be a scandal worthy of Renown loss. Most tribes keep careful tabs on Kinfolk with Renown and swiftly lower the boom on whoever gets a big head.

Provided is a list of suggestions for Renown awards for Kinfolk; use it to extrapolate additional awards to suit your chronicle. When using the Renown chart in the main section of this book (p. 246-250), don't forget that Kinfolk awards are not worth as many points. In general, award one point of Kin Renown per every three or four points of Renown earned by werewolves for a similar action. If you think giving Kinfolk Renown will upset the balance of your chronicle, don't use it at all.

SUGGESTED KINFOLK RENOWN AWARDS

Combat and Encounters

Extreme valor in the face of death (1 Glory, 1 Honor)

Surviving an Incapacitating Wound (1 Glory)

Mystical Events

Exposing Wyrm-tainted Kinfolk (1 Honor)

Exposing a Garou as Wyrm-tainted (4 Wisdom)

Having and following a prophetic vision (2 Wisdom)

Discovering fetishes, talens, long-lost lore (1 to 3 Wisdom)

Being asked to participate in a moot or rite (1 Honor, 2 Wisdom)

Caern Events

Being asked to help guard a caern (1 Honor)

Dying in defense of a caern (3 Glory, 3 Honor)

Refusing to fight in a caern's defense (–3 Honor)

Relations with Garou and Kinfolk

Serving your tribe faithfully (for a half-decade) (1 Honor, 1 Wisdom)

Maintaining good relations with other Kin (1 Wisdom)

Bearing Garou offspring (1 Glory, 1 Honor)

Refusing to mate (–4 Honor)

Manners and Behavior

Answering a requests for sage advice (1 Wisdom)

Protecting Garou not of your tribe (1 Honor)

Rudeness (–1 Glory, –1 Honor)

Speaking badly of Garou (–3 Honor)

Supernatural Kin

While learning of her relationship to werewolves may be a Kinfolk's first interaction with the supernatural world, it will likely not be her last. Interacting with Garou may expose a Kin to other supernatural predators, or they may find that while their destiny did not include a First Change, there was another supernatural fate awaiting them.

Kinfolk who are preyed upon by vampires, either in part or wholly, rarely find solace in the Nation again. While being fed upon by a Leech may be survivable, vampires can also use their blood-magic to turn their victims into willing slaves — or convert them to undead themselves. Vampires are inherently "of the Wyrm" and outside of the natural cycle of life; few Garou are willing to look beyond that, even for one of their own Kin. It's far less risky (and simpler) to just kill the victim along with the Leech, and howl the tale as a lesson to others. Even if the Leech's influence on the Kinfolk is minimal — enslavement rather than full transformation — it may take months or years for the touch of taint to completely fade. Some have survived the ordeal by evading both Garou and Leech until the vampire's supernatural influence fades, but such tactics are challenging at best and often result in the Kinfolk's death — or worse.

It should be noted that Kinfolk who possess Gnosis like their shapeshifting kin have a certain level of immu-

nity to being turned into vampires. Kin with Gnosis die rather than becoming vampires when a Leech attempts to turn them into one of the undead. While it may not seem so to the Kinfolk, Garou consider this an honorable alternative to the possibility of eternity as a Wyrm-thing.

Of course, some Kinfolk — underappreciated, overlooked, or even abused by their Garou families — may welcome the opportunity to trade a life of being second-best for an eternal unlife of seemingly limitless potential. Few, however, find any more freedom or appreciation in their new undead existence than they did as Kin; permanently estranged (if not actively hunted) their former families, they often find their new "kin" to be even more manipulative, cold-hearted, and cruel than they felt the Garou to be.

Not all supernatural Kin are victims, however. Claiming blood-ties to the fairies is not uncommon among Fianna and their Kin. However, while many may claim such a lineage, few Kin actually manifest a fully developed Fae soul. Those who do may find an additional measure of respect from the Fianna (counterbalanced by distrust from other tribes who are unlikely to understand this new development), but they are also likely to find more stringent expectations from their Garou relatives. They may be pressed more stridently to breed in hopes their line will breed true, or to serve as a liaison between the wolf and fae worlds, which can be a dangerous role. If their fae-blood gives them supernatural abilities, they will be expected to turn them to Gaia's service, even more so than a "normal" Kin — with great power comes even greater responsibility.

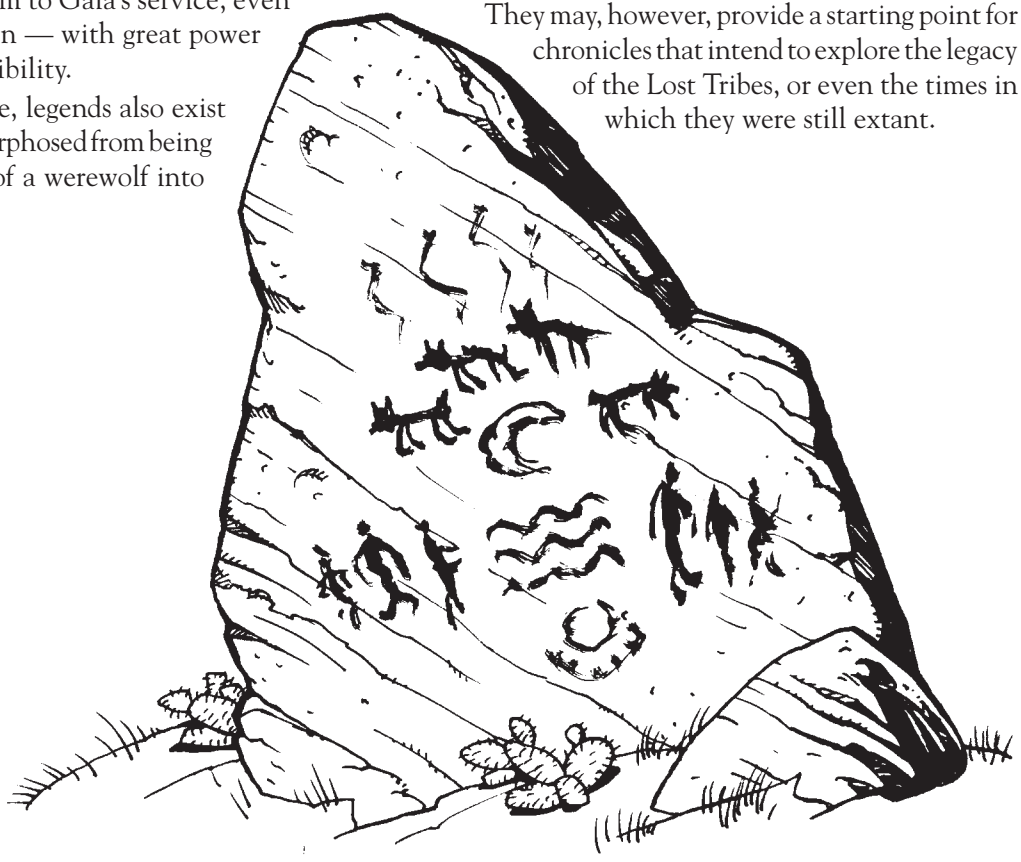
Although extremely rare, legends also exist of Kinfolk who have metamorphosed from being the underpowered-relative of a werewolf into a magick-wielding mage in their own right. While the exact manifestation of these abilities may vary, Kinfolk with their own form of magick may be seen as a strong asset to their Garou family — assuming of course that the Kin has not been alienated by oppression or abuse before their supernatural powers manifested.

Fae or mage Kin, while looked at with suspicion by the Nation, are unlikely to trigger an immediate kill-response in the Kinfolk's bestial relatives. However, like the Garou, the willworkers and Fair Folk have their own laws, traditions, customs, and prejudices, and it is possible that the Kin may have to make some difficult choices about where their true loyalties lie.

The Lost Tribes

The Thirteen Tribes were once sixteen. Through treachery, hubris and sacrifice three tribes were lost forever, their Tribal Totems reduced in power and sometimes cast into slumber. With the Enemy as strong as it is, it's almost a wonder that the casualties have been limited to three tribes so far — and yet, for a tribe to vanish in its entirety is a tremendous loss.

The following section provides overviews of each of the Lost Tribes as they were. These are not fully comprehensive — there's unfortunately not quite enough room to provide Gift lists of comparable depth, or information on running historical chronicles with altered Skill lists. They may, however, provide a starting point for chronicles that intend to explore the legacy of the Lost Tribes, or even the times in which they were still extant.



Bunyip

The Bunyip of Australia were a strange tribe by the reckoning of the other Garou — the protectors of a peculiar land without any wolves to its name. Some weren't sure that they were werewolves at all. This belief led to the tragedy known as the War of Shame, when other Garou made war on the Bunyip, believing them to be no longer cousins. They have the sad distinction of being the only Lost Tribe to fall to the claws and fangs of the Garou Nation.

The Bunyip's beginnings as a distinct tribe came when they arrived in Australia along with the first human settlers. They chose to bond as deeply as they could with the land, the better to understand and protect it. Using a strange ritual that some say they learned from the Mokolé, the Bunyip altered themselves so that they would be able to breed with the marsupial thylacines native to the land. When dingoes arrived with later waves of human settlers, the Bunyip did not embrace them as potential breeding stock; they favored the thylacine form because it was true to the land as they had found it.

For millennia they had no contact with the rest of the Garou Nation. They bartered and struggled with the spirits of the Australian Umbra, and walked alongside the aboriginal tribes. They weren't perfect stewards, of course — like all Garou, they were subject to their Rage, and had occasional struggles with each other. But they took their role as spiritual stewards very seriously, and achieved a certain form of peace for a time.

The Bunyip established many powerful caerns in Australia. The Weaver was very weak there for a long time, allowing them to focus primarily on fighting the forces of the Wyrm. Their septs were not as permanently entrenched as was the tradition with other tribes, however. Like their human Kin, the Bunyip wandered the land to follow game — and hunt the enemy — usually roaming a far wider radius from their caerns than other Garou would find practical.

With no other Garou tribes at hand, the Bunyip established spotty truces, or at least ceasefires, with the other Changing Breeds of their land. The Mokolé and Ananasi made for dangerous neighbors, but also were willing to ignore the Bunyip as long as everyone respected each other's territory. The Rokea off the coast largely ignored the Bunyip, and the Nagah never revealed themselves. Sometimes the ceasefire would break after an isolated incident of bloodshed here and there, but neither side focused too strongly on old grudges.

Everything changed with the arrival of the other Garou. When European settlers came to Australia, bringing werewolves in their ranks, war quickly broke out. Some see the hand of the Black Spiral Dancers in the War of Shame, cleverly manipulating each side against each other so that Gaia's most experienced local defenders would be overrun. Sadly, simple prejudice accounts for much of the tragedy: many of the newcom-

ers couldn't believe that the Bunyip were Garou any longer, without their wolf blood. Their internecine struggles hadn't prepared them for the relentless fury of their newcomer cousins — and with their Kin falling prey to European migrants, it was soon evident that the war was lost.

The last surviving Bunyip wandered off into the Umbra rather than continue the fight and were never seen in fleshly form again. To this day, the angry spirits of the Bunyip still haunt the Australian Penumbra, striking out at luckless Garou who wander too deeply. Their totems refuse to aid the Garou Nation, but some say that Great Bunyip and the Rainbow Serpent will become patrons once more, if their forgiveness could be earned.

Appearance: The Bunyip resembled the thylacine in their "wolf" forms; they were small and lean, with smooth coats, long and thin tails, and some striping on their back and flanks. Their Pure Breed manifested itself in more distinct striping, and frequently as a larger frame — a throwback to their original size before they began breeding with the "marsupial wolves."

Kinfolk & Territory: The Bunyip had spread across Australia and Tasmania, where they were close to their Aboriginal Kin. They bred with thylacines rather than the dingo, and were careful to protect small breeding populations of their animal-Kinfolk from the more aggressive and stronger wild dogs that gradually supplanted them.

Tribal Totem: Bunyip, a strange water-monster with elements of mammal and reptile. The tribe also revered Ngalyod the Rainbow Serpent, the creator-spirit of the Dreamtime, and were on good terms with many other spirits of the Australian Umbra. Other of their patrons included Boobook the Owl, Bougoodoogahdah the Lyrebird, I'wai the Crocodile and Tulu the Kookaburra.

Character Creation: The Bunyip were a well-rounded tribe, as they had no other tribes nearby to share duties with. They were particularly well-versed in survival skills and in dealing amicably with spirits.

Initial Willpower: 4

Background Restrictions: No restrictions.

Beginning Gifts: Bunyip's Spell, Mother's Touch, Resist Toxin, Sense Prey

"Sometimes I dream of joy, sometimes of doom.
Sometimes I wake with tears of laughter, sometimes I wake in fear.
You take the one with the other, for to dream is to still be alive."

Croatan

When the continents split apart and the Garou divided themselves into tribes, three made the long walk across the ice to the Americas. These three, the self-described Pure Lands Garou, were the Uktena, Croatan, and Wendigo. Today only two remain. Middle Brother, the steadfast Croatan tribe, is gone. Yet tragic as their loss was, it was also noble. Where the Bunyip were slain by their own kin and the White Howlers fell to the Wyrm, the Croatan sacrificed themselves to banish a great evil. To this day, many Garou wish it hadn't been necessary. If only they had lived, perhaps the Uktena and Wendigo would not be so close to the brink. If only they had had more help, perhaps the Garou Nation would still have their strength. If only they had been able to slay the Eater-of-Souls outright, the Wyrm's strength would have been cut by a third. If only.

The Croatan earned the name "Middle Brother" not out of any sort of age-based seniority, but out of their role among the three Pure Lands tribes. The Wendigo were always angry and rash, full of the fires of youth. The cunning Uktena sought wisdom, sometimes at the expense of the here and now. The Croatan took the balanced path between the two. They were passionate but not mercurial, thoughtful but not navel-gazing.

Another aspect of the Croatan's tribal mentality came from their elemental connection. The Croatan drew strength from the earth itself, channeled through their totem Turtle. They were solid and steadfast, not as slippery as the water-influenced Uktena and their river serpent totem, or as cold and furious as the Wendigo and their bitter wind-spirit allies. This influence had its drawbacks, of course. The Croatan were a stubborn tribe, often to the point of inflexibility. When blood spilled between the Three Brothers — and it did from time to time — the Croatan had their share of the fault.

Croatan were strong believers in the sept and the caern. They took the concept of sacred lands more seriously than most Garou. They were also a fairly practical tribe, not much given to poetry or fancy. They called the five auspices Trickster, Shaman, Law

Giver, Songkeeper, and Warrior — some say because they found the old Garou tongue names a little too nuanced.

The Croatan's fall came in the late 16th century, when it seemed the Apocalypse was about to come early. Eater-of-Souls (also known to the Croatan as Jipijka'm), one of the three heads of the Triatic Wyrm, had drawn so near to the physical world that it would soon physically manifest. The entire tribe gathered to fight, even as they knew that battle would not be enough. When the Eater-of-Souls broke through into the material world, the Croatan enacted a great rite to make the ultimate sacrifice. They gave themselves to the last, dealing Eater-of-Souls a vicious wound and banishing it back to the Umbra for many centuries of healing.

Yet the cost was an entire tribe. The Croatan were gone forever, for even their ancestor-spirits participated in the rite. Their Kinfolk bloodlines would merge with those of other tribes or be lost entirely. In the modern day, there are legends that perhaps a single ancestor-spirit survived, or that there is one cub of pure blood that might awaken Turtle as a tribal patron again. There's always hope. But the Uktena elders shake their heads, and say quietly that it's a vain hope — comforting, perhaps, but unfounded.

Appearance: In their hybrid or wolf forms, Croatan with strong Pure Breed tended to have rich dark brown coats that shone like mahogany, with a slight dark brindling or mottling along the back and hindquarters. They were otherwise a very diverse tribe, deriving as they did from an entire third of the various nations of the Pure Lands.

Kinfolk & Territory: The Croatan preferred to leave the most northern portions of the Pure Lands to the Wendigo, and never ranged as far south as the Uktena did. They favored the lands around the Mississippi and much of the North American East Coast. Stories place them alternately as staunch allies of Mound Builder societies such as Cahokia, or as the force that turned on them to destroy them — or sometimes both. They took their human Kin from a wide variety of nations, most of whom were adopted by the Uktena and Wendigo shortly after the Croatan's disappearance.

Tribal Totem: Turtle, a mighty spirit of earth and water said to hold up the world. He taught the Croatan much about fortitude and enduring hardship, and with their loss, he fell into a slumber from which he has yet to wake. Other totems revered by the Croatan include Thunderbird, Corn Maiden, the Earth-burrowers, and the trickster Trout.

Character Creation: The Croatan were the most social of the Three Brothers, and many expressed this tendency with their Attributes and Abilities. They were a stolid, enduring tribe, and favored Traits that enhanced their resilience in one way or another, such as Survival.

Initial Willpower: 4

Background Restrictions: No restrictions.

Beginning Gifts: Master of Fire, Mindspeak, Turtle Body, Wyld Resurgence

"Older Brother is wise, and teaches us wisdom;
but he is also a little too wise for his own good, and so he teaches us humility.
Younger brother is brave, and teaches us bravery; but
he is also a little too brave for his own good, and so he teaches us patience."

White Howlers

If the Bunyip's fall was the most senseless and the Croatan's the most noble, the fall of the White Howlers has been the most damaging to the Garou Nation as a whole. Their corruption and rebirth as the Black Spiral Dancers has given the Wyrm a clear advantage in the war. But in their heyday, the White Howlers were a ferocious and implacable tribe of warriors, rightly feared by the forces of the Wyrm.

The White Howlers were closely tied to the Pictish people of what is now Scotland. They would sometimes venture across the Channel to the mainland for a glorious Rage, but they didn't linger there for long. Their tight bonds to their land limited their numbers, but their hold over their territory was absolute. To claim even a single hill of Howler territory was as difficult as driving them into the sea.

Many Theurges have attempted to reconstruct the rituals and spiritual practices of the White Howlers. They were reputed to be excellent trackers, and had ties to strange and secretive spirits of dark holes and mist-choked nights. A certain morbidity crept into their spiritual traditions as well. They hunted ghosts for sport, challenged death-spirits,

and some White Howlers even spent time lying in cold barrows, meditating on their own mortality.

The Children of Lion were wild and passionate, even by the standards of their nearest Fianna and Fenrir neighbors. They exulted as wildly as any Fianna, but their dearest loves were battle and the hunt. When they couldn't find any forces of the Wyrm to stalk, chase, and rend limb from limb, they staged extensive ritual brawls with one another to hone their skills and release their Rage. These battles could get quite bloody, but the Howlers' tribal bonds were too strong to let any resultant grudges tear them apart. They also ventured frequently into the Umbra on extensive hunts, searching for worthy prey that could not be found in the physical realm.

But their exuberant bravery and their tight-knit bonds were also their downfall. When some of their finest trackers brought back news of a path into Malfeas, the tribe ignited with dreams of surpassing glory. To fight the Wyrm in its lair — to defeat it there! They rallied one and all, for the entire tribe would be necessary for such a task. Then they set out into the Pit. There they danced the Black Spiral. There they fell. Only one, Cororuc, escaped his brethren and made it to a nearby Fianna sept. He warned the others of what had happened before he died as the last of the White Howlers.

Today the White Howlers are a warning and object lesson taught to young Garou, a caution against too much pride. The Bunyip died tragically but through no fault of their own, and the Croatan died in noble sacrifice, but the White Howlers gained nothing from their fall while the Wyrm gained a great deal. Still, some Garou can't help but wonder if this is truly the end. The Black Spiral Dancers' line is still extant, and Lion is still active. The elders growl that hoping for a "last White Howler" is a fool's game, but a few cubs in every generation wonder.

Appearance: Strong White Howler Pure Breed manifested itself as a flawless white pelt. They were a sturdy but agile tribe, with almost panther-like grace in their animal forms. They were also fond of woad and spiral tattoos to distinguish themselves. They were all but exclusively Pictish by birth, save for a few "accidents" with neighboring peoples.

Kinfolk & Territory: The White Howlers were strongest in the British Isles, particularly the northern reaches of Caledonia. They were closely tied with the fortunes of their Pictish Kinfolk. They tended toward a stronger homid than lupus bent, though they guarded several packs of wolves. The stern eye they kept on their Kinfolk doomed their unfortunate Kin when the Fall came; they were swiftly able to capture their wolf-blooded relatives for breeding once they'd become Black Spiral Dancers. The only ones that might have escaped would have done so by Fianna protection, and their bloodlines would have been absorbed into the Fianna Kin lineages over the centuries.

Tribal Totem: Lion, specifically the European lion of times past. Lion taught his children great fellowship and greater pride. In modern times, Lion has joined the brood of Gryphon, and the Red Talons drawn on his wounded anger. The White Howlers also followed a variety of other totems, from natural beasts such as Carrion Bird to strange mythic beasts such as Kelpie and the Cairn-Rattler.

Character Creation: The White Howlers were a boisterous, warlike tribe. They favored strong Physical Attributes and similarly physical Abilities. Many were excellent trackers; Perception and Survival were especially favored Traits.

Initial Willpower: 3

Background Restrictions: No restrictions.

Beginning Gifts: Desperate Strength, Haunting Howl, Primal Anger, Sense Wyrm

"Never relent! Never surrender!
The Wyrm has nothing to fear in this world but us — but it does fear us,
and it will fear us until we tear out its heart!"

Bunyip Gifts

• **Bunyip's Spell (Level One)** — Great Bunyip taught his children the trick of paralyzing a person with a glance, so that they might defend themselves against humans with mercy.

System: The Garou makes eye contact with the target; the player rolls Willpower, opposed by the target's Willpower. For each success that the player gains over the target, the target is frozen in place for one turn and cannot defend himself. If the target is an ordinary mortal, the player may choose to spend a Willpower point to make the paralysis last for the rest of the scene. The paralyzed victim remembers not being able to move, but does not know why; it is rationalized away as per Delirium rules. This Gift cannot be used on shapeshifters or the undead, only mortals or those who are mostly mortal (such as fomori).

• **Mother's Touch (Level One)** — As the Theurge Gift.

• **Resist Toxin (Level One)** — As the Bone Gnawer Gift.

• **Sense Prey (Level One)** — As the lupus Gift.

• **Coils of the Serpent (Level Two)** — As the Uktena Gift.

• **Crocodile's Cunning (Level Two) —** The Bunyip passed into the lore of humans as an aquatic monster. This Gift, learned from crocodile-spirits, allowed the Bunyip to defend their waterholes, swamps and rivers with clever ambushes, or simply to evade pursuers. Crocodile-spirits taught this Gift.

System: The player spends one Gnosis. The character may hold her breath for up to one hour, and gains two dice to any Stealth rolls made while submerged in water or mud.

• **Lonesome Voice of the Bunyip (Level Three)** — This Gift was one of the last Bunyip Gifts to be developed, as it directly arose from the pain and loss of the War of Shame. It is taught by Bunyip ancestor-spirits. The Garou using this Gift emits the booming cry of Great Bunyip himself, a frightening and saddening roar-howl of fear and loneliness.

System: The player spends one Gnosis and rolls Charisma + Performance (difficulty 7). The Gift affects

all non-Bunyip within earshot. Those affected lose one temporary point of Willpower per success, and cannot regain Willpower until they have retreated from the Gift user's immediate area (roughly earshot) or until the scene ends. No victim can be affected by this Gift more than once in any sunset-to-sunrise or sunrise-to-sunset period.

• **Pulse of the Invisible (Level Three)** — As the Theurge Gift.

• **Dance of the Lightning Snakes (Level Four)** — The Penumbra of Australia is inhabited by, among other things, the lightning snakes — spirits that leap to the earth and rebound to the heavens during Umbral storms, bringing lightning and rain. This Gift allows a Garou to call on the lightning snakes to evoke a powerful storm in the Umbra, washing away spirits and lashing foes with bolts of spirit-lightning.

System: This Gift works only in the Umbra. The player spends one Gnosis point and rolls Willpower, with the difficulty based on the spirit world's existing weather (if any) — 5 if an Umbral storm is already brewing, to 9 if the spirit world's skies are clear. The difficulty is reduced by 1 if the character is in Australia or New Zealand's Penumbra, where lightning snakes are more plentiful. The storm gathers in three turns; it covers the equivalent of 5 miles per success, and increases the difficulty or Essence cost of any fire, perception or travel-related Charms by 1. The Garou may direct the lightning snakes to strike opponents (Charisma + Occult, difficulty 7 to hit; 10 dice of aggravated damage). The storm cannot bleed over into the physical world, although a sympathetic, uncontrolled rainstorm may gather in the material world.

• **Quicksand (Level Four)** — As the Red Talon Gift.

• **Billabong Bridge (Level Five)** — Great Bunyip's children used this Gift to successfully cross large expanses of Australian terrain by using water as a shortcut. The Garou enters one body of fresh water and emerges from another such body any distance away; salt water "fouls" the Gift, and cannot transport the Gift user. Both bodies of water must be personally well-known to the Garou using the Gift.

System: The player spends two Gnosis points and announces her destination. At the Storyteller's discretion, using this Gift to leave or arrive in an area of high Gauntlet may require a roll to step sideways to make the transition safely. The Gift user cannot take anyone with her while using this Gift; only those items dedicated to her complete the journey.

• **Invoke the Spirits of the Storm (Level Five)** — As the Wendigo Gift. This Gift invoked the Rainbow Serpent in its aspect as rainmaker.

Croatan Gifts

• **Master of Fire (Level One)** — As the homid Gift.

• **Mindspeak (Level One)** — As the Galliard Gift.

• **Turtle Body (Level One)** — Many of the Croatan's Gifts emulated the power of their patron, Turtle. This Gift allows the Garou to emulate Turtle's stoicism by slowing his metabolism into a torpor-like state. The werewolf becomes inactive, but can go without breathing for hours at a time and ignore extremes of heat or cold. Uncontrolled bleeding stops, and any poison working its way through the werewolf's system is greatly slowed, not taking effect for hours.

System: The player spends one Gnosis and rolls Gnosis, difficulty 6; success indicates that the werewolf enters the trance. The trance lasts for up to one hour per success, although the Garou may choose to awaken after a specific amount of time has passed.

• **Wyld Resurgence (Level One)** — As the Black Fury Gift.

• **Strength of Purpose (Level Two)** — As the Philodox Gift.

• **Turtle Shell (Level Two)** — The Garou can seal herself in a mystic protective shield that resembles a turtle's shell. The shell is opaque from the outside, but those on the inside can see through it. The werewolf can opt to bring others into the shell with her, if her power is sufficient.

System: The player spends one Gnosis and rolls Stamina + Survival. Each success gives the shell two soak dice and two effective health levels; the radius enclosed is two yards per success. A Crinos-form werewolf requires about a two-yard radius, so with two successes, two werewolves in Crinos could be protected (or three humans or Homid-form Garou, or so on, at the Storyteller's discretion).

The shell lasts for one scene, or until broken either by the Gift user's will or by sustaining too much damage — whichever comes first. When broken, it shatters into pieces that dissolve into mist and dissipate.

• **Call Earth Spirit (Level Three)** — This Gift is another of those that draws on the ancient alliance with Turtle, summoning an earth-spirit to rampage forth and crush things or people at the werewolf's bidding. The Garou must have some earth at hand to invoke the earth-spirit, although a handful of dirt or a smallish rock will suffice.

System: The player spends one Gnosis and rolls Manipulation + Occult, difficulty 8. The spirit cuts a path of destruction in a straight line for up to 30 yards, inflicting 10 dice of lethal damage to anything in its path. Botching the summoning roll calls forth an earth-spirit that is hostile to its summoner.

• **Shell (Level Three)** — As the metis Gift.

• **Hand of the Earth Lords (Level Four)** — As the Uktena Gift.

• **Stronger on Stone (Level Four)** — Just as the Uktena were mighty in the waters and the Wendigo drew power from the winds, the Croatan were at their strongest when standing on the earth itself. This Gift allows a werewolf to mimic that strength — the closer the Garou's tie to earth, the stronger he gets.

System: The player spends one Gnosis and one Rage. The character receives a number of bonus dice that he can add to Strength or Stamina (or divide between them) for the remainder of the scene, depending on where he stands. On dead wood, concrete or other artificial flooring, the bonus is one die. On living plant matter (such as thick grass or a tree root), the bonus is two dice. On bare earth, the bonus is three dice; on naked stone, four dice. If the character is separated from the ground (such in an airplane or on a bridge over water), the Gift has no effect.

• **Katanka-Sonnak's Spear (Level Five)** — Some cultures that the Croatan took as Kin were sun-worshippers. The Croatan in turn established strong ties with Helios and the Planetary Incarna of the sun, Katanka-Sonnak. This Gift springs from this alliance: by invoking the power of the sun, the Garou can call a shaft of fire from the sky to impale an enemy and immolate him with continuously-burning flame.

System: The player spends a point of Gnosis and rolls Dexterity + Occult to strike the target; no range penalties apply, although the werewolf must be able to see her target. If the strike is accurate, the victim takes 10 dice of damage from fire damage *each turn*; this damage is aggravated, although shapeshifters are able to soak it. The fire cannot be doused with ordinary water; it will burn until 10 turns have elapsed unless quenched by a water-spirit, dispelled, or until the victim takes no damage on a particular turn.

• **Survivor (Level Five)** — As the Bone Gnawer Gift.

White Howler Gifts

• **Desperate Strength (Level One)** — As the Bone Gnawer Gift.

• **Haunting Howl (Level One) —** One of the howl-Gifts peculiar to the tribe, this eerie cry often echoed across the desolate moors prior to a White Howler raid.

System: Roll Charisma + Intimidation, difficulty 7; all enemies within earshot of the werewolf's howl suffer a +1 difficulty to Willpower rolls for three turns per success. Willpower expenditures are unaffected. No foe can be affected by more than one use of this Gift per scene.

• **Primal Anger (Level One)** — As the metis Gift.

• **Sense Wyrm (Level One)** — As the metis Gift.

• **Howls in the Night (Level Two)** — As the Galliard Gift.

• **Pain-Strength (Level Two)** — The White Howlers were hardy enough to shrug off the effects of pain, but some learned the trick of letting their pain fuel them. The wounds of a White Howler actually gave him strength, allowing him to achieve great feats of might at the cost of his own blood.

System: When the character is first wounded, the player may choose to spend a Rage point to activate this Gift. For the remainder of the scene, the character gains one dot of Strength for every die of wound penalties he suffers from. In addition, wound penalties do not affect his Strength score or damage pools (although they affect any Strength + Ability pools). Thus, a character at Wounded would lose two dice from most dice pools, but actually gain two dice to his Strength score. If the character ignores wound penalties (due to frenzy or Resist Pain), he does not gain the bonus Strength.

• **Sense of the Deep (Level Three)** — Up until the Fall, Lion's tribe was convinced it was their duty to Gaia to hunt down Her enemies even beneath the surface of the earth. This Gift aided them in their endeavors to fight Wyrm-things in their own burrows.

System: This Gift's effects are permanent once learned. While underground, the werewolf automatically knows which direction is north, and can instinctively retrace his path to the exit. (Note that this direction sense *can* be tampered with by other supernatural powers, as happened in the Hive where the Fall took palace.) The character can also see in darkness underground without suffering any dice pool penalties or added difficulty; this works much as the metis Gift: Eyes of the Cat, but only while the Garou is underground.

• **Ley Lines (Level Three)** — As the Fianna Gift.

• **Hero's Stand (Level Four)** — As the Get of Fenris Gift.

• **Maddening Howl (Level Four)** —This howl-Gift represents one of the White Howlers' worst weapons, a terrible ululating wail that bends the minds of those who hear it to the breaking point. Only White Howlers are immune to the howl — even in modern-day settings.

System: The player spends one point of Rage and one point of Gnosis and rolls Charisma + Performance, difficulty 7; all non-White Howlers within earshot may roll Willpower, difficulty 7, to resist. If the player gains more successes than the victim, the victim is driven mad for the duration of the scene. Victims are treated as if they were affected by the "Catatonic Fear," "Panic," "Disbelief," "Berserk," or "Terror" effects on the Delirium chart (pg. 263). The Storyteller chooses the specific effect, although the Gift's effects tend to be random rather than governed by the victim's personality.

• **Mad Strength (Level Five)** — The greatest White Howlers were even more terrifying when they succumbed to their Rage. When he is driven to the breaking point, the werewolf's strength is massively increased. Werewolves affected by this Gift undergo a bodily change when berserk; their thews bulge and twist disproportionately, giving them an almost monstrous appearance.

System: The character gains two extra dice of Strength and one extra die of Stamina whenever she enters a berserk frenzy (or Thrall of the Wyrm). Once learned, the Gift's effects are permanent.

• **Gaia's Vengeance (Level Five)** — As the Red Talons Gift.

Changing Breeds

Long ago, many shapeshifters roamed the land. According to Garou history, each had a job to fulfill. Just as the Garou were the Fangs of Gaia — the warriors who defend their Mother — the others took on different roles: the Eyes of Gaia, the Messengers of Gaia, the Memory of Gaia, and so on. Before the War of Rage, these other Changing Breeds, also known as the Fera, were allies in a truer sense.

Sadly, that is no longer the case. Few of the Fera consider the Garou allies. Their memories of the War of Rage are long in a way that only a shapeshifter's memories can be, aided by the accounts of ancient ancestor-spirits. Only a few are willing to reveal their presence to the Garou, much less work openly with them. But for all that, the Fera largely still work for the betterment, defense, and healing of Gaia. Even if they are not open allies, they are still on the same side.

Ajaba

Legend among the Ajaba — the werehyenas — is that Gaia created them to perform much the same function in Africa that the Garou performed in the rest of the world. The wolves didn't want to live on the continent, and so hyenas — also fierce fighters that ran in packs — took up the role of policing the humans and making sure they didn't grow too numerous. Over time, though, the werehyenas fell to bickering and ended up in a protracted war with the Simba, a war that nearly annihilated their species.

They have rebuilt their numbers in recent years, though, and reestablished a highly matriarchal society that rewards ingenuity and cunning as well as ferocity. They still bear a grudge against the werelions, though they coexist more or less peacefully with the other Fera of Africa.

Breeds: Ajaba have three breeds: homid, metis, and hyaena. Metis Ajaba are usually hermaphrodites, and occupy an odd role between warrior and mystic in the werehyenas' society. Otherwise, females of either breed are the warriors and leaders and men are the mystics and advisors.

Breed determines Gnosis. Homid females have Gnosis 1, while hyaena females have Gnosis 3. Homid males have Gnosis 3 while hyaena males have Gnosis 5. All metis have Gnosis 3.

Aspects: Ajaba recognize two aspects, again colored by the Ajaba's sex. Females of the Dawn aspect are warriors through and through, filled with Rage and prepared to lay their enemies low. Male Dawns resemble Galliards; they are taletellers and teachers.

Dusk Ajaba are more introspective and circumspect. For females, this means they are assassins and stalkers, while males are mystics and poets.

Aspect determines Rage. Dawns have Rage 5 (female), 3 (male), or 4 (metis). Dusk Ajaba have Rage 3 (female) 1, (male), or 2 (metis).

Traits:

- Ajaba all begin with Willpower 3.
- Ajaba use Rage and Gnosis in the same ways Garou do.
- Ajaba step sideways in the same manner as werewolves.
- Ajaba regenerate using the same rules as werewolves.

Forms: Ajaba assume the same five forms that Garou do, although they use different names for them and are slightly smaller across the board. The forms are:

Homid: A normal human being, generally stocky and with thick, stiff hair.

Anthros: More muscle, bristling body hair, thick muscular limbs. **Modifiers:** Str +2, Dex +1, Sta +1, Man –1, App –3

Crinos: Much like the Garou Crinos form, the Ajaba's war form boasts crushing jaws and vicious talons. This form incites full Delirium. **Modifiers:** Str +3, Dex +2, Sta +4, Man –2, App 0

Crocas: The primordial war-form of the Ajaba, the Crocas is an immense hyena the size of a small bear. **Modifiers:** Str +3, Dex +2, Sta +3, Man –2, App 0

Hyaenid: The form of a normal hyena, best suited for hunting in a pack. **Modifiers:** Str +1, Dex +2, Sta +2, Man –2

Sample Gifts: Ajaba Gifts focus on hunting down and culling the weak. Female Dawn Gifts can be drawn from Ahroun or Get of Fenris Gifts, while male Dawn Gifts might come from Galliard or Fianna lists. Female Dusk Gifts can come from Ragabash or Shadow Lord lists, while male Dusk Gifts can come from Silent Strider or Theurge lists. All Ajaba can draw from Bone Gnawer or Red Talon lists.

STEREOTYPES

Silent Striders: Oh, *now* you fuckers show up.

Red Talons: The local ones are OK, but their extended family…well, let's just say I've seen this kind of bloody-mindedness before.

Simba: Don't believe what you see in the movies. We're the real heroes.

Mokolé: You brought your pride? Well, I brought my *dinosaur*.

Ananasi

The Ananasi are, perhaps, not the most powerful shapeshifters in the world, but they are probably the most disturbing. They are the werespiders, capable of changing into creatures of pure nightmare or a horde of tiny arachnids. The Garou feel that they serve the Wyrm, and the werewolves are not entirely wrong. Some Ananasi do obey the Wyrm, but some take their marching orders from the Weaver and others the Wyld. All of the werespiders, though, serve only one mistress at heart: Their imprisoned Queen, Ananasa.

The Ananasi are solitary, for the most part, and work to free their Queen-Mother from the opal prison in which the Wyrm has trapped her. At times that involves working at cross-purposes to the Garou, while in other instances they aid the werewolves in their fight against the Wyrm. Anasasi fight and kill each other when necessary (spiders are cannibals, after all), but never when doing so would be at odds with their larger fight.

Breeds: Ananasi are born to one of two breeds: homid and arachnid. Homid Ananasi are born to one human and one werespider parent, and undergo the First Change in puberty as werewolves do. Arachnid Ananasi hatch from egg sacs and must consume other spiders until they grow large enough to change forms.

Breed determines starting Gnosis and Willpower. Homids have Gnosis 1 and Willpower 3; arachnids have Gnosis 5 and Willpower 4.

Aspects: Werespiders do not have auspices in the same sense that other shapeshifters do. Their aspects serve much the same role, but they are not determined by any astronomical event or position. Instead, a werespiders's aspect is chosen by the Queen. The aspect denotes which of the Triat the Ananasi follow. *Tenere* (Weaver-Dedicated) work to restore the Weaver to its original senses and cure the madness that infects it. Such Ananasi are rigidly controlled and calculating. *Hatar* (Wyrm-Servants) wish to help the Wyrm become the Destroyer once again, rather than the Corrupter, and they are quite willing to kill or wreck anything they must in order to achieve this goal. *Kumoti* (Wyld-Born) Ananasi fight against entropy, and believe that change is good regardless of the form it takes.

Within each aspect are three factions. The Warrior, or Myrmidon, fights for her faction under the direction of Queen Ananasa. The Balancer, or Viskr, serves as judge, wizard and seeker of truth for her faction. The Questioner, or Wyrsta, acts as a counter to the other two aspects and dedicates his to understanding the structure of the Great Web and his faction's place in it.

Traits:

• Unlike other Fera, Ananasi lack Rage. They have a blood pool that they can use for healing and extra actions. Ananasi can hold 10 points of blood. An Ananasi can do the following by spending a point of blood: shift into a given form automatically, take one extra action in a turn, heal a point of bashing or lethal damage, create webs (see below), or power certain Gifts (anything that would normally require a Rage point). An Ananasi can only spend one blood point per turn.

• Ananasi do not regenerate. They must heal naturally or by spending blood points. It takes five blood points, spent over an entire scene, to heal one point of aggravated damage.

• Ananasi do not frenzy, since they lack Rage.

• Ananasi can only enter the Umbra in Crawlerling form (see below), and only where the Weaver's webs are abundant. As such, crawling sideways in a science lab would be difficulty 3, while doing so in virgin wilderness would be difficulty 10 (essentially, reverse the Gauntlet chart on p. 309).

• All werespiders are venomous in their non-human forms. The exact effects of the venom are up to the Storyteller and vary based on the species of spider. In order to affect a supernatural being with venom, the Ananasi must use a Gift.

• In Pithus form, Ananasi can spin webs stronger than steel. These webs have Strength 9 and four health levels, and so are very difficult to break. It costs the Ananasi one blood point per web (the Storyteller determines how much blood the Ananasi must spend for a given web, but one point is enough to trap a human-sized target).

Forms: Ananasi can assume four forms. Their Homid form is a normal human being, except that they retain fangs to allow for feeding. The other forms are as follows:

Lilian: Every Ananasi's Lilian form varies slightly, but they are all hideous combinations of human and spider.

Some are human heads on the upright body of a spider, others are more centaur-like (but with an arachnoid body instead of equine). Height and weight increases by about a third from Homid form, and bite and claw attacks are both possible. This form incites full Delirium. **Modifiers:** Str +2, Dex +3, Sta +2, Man –1, App 0

Pithus: If the Lilian form is horrific, the Pithus is a true nightmare. The Pithus form is a giant spider, with a half-again weight increase from Homid form (meaning a 180 pound man becomes a 270 pound spider. Sleep tight!). This form is capable of spinning webs and invokes full Delirium. **Modifiers:** Str +4, Dex +1, Sta +3, Man –3, App 0

Crawlerling: Ananasi are nearly impossible to kill, mostly because of this form. The werespider can disintegrate into thousands — maybe millions — of normal-sized spiders. The Ananasi designates one or more to be "leader" spiders, which hold the character's memories and personality. Even if many of the spiders are killed, if the leaders survive they can eat normal spiders and build up enough mass to change into Homid form (though if more than 30% of the spiders are lost, the character's appearance will change).

Modifiers: Str 0, Dex +5, Sta 0, Man 0, App 0

Sample Gifts: General Ananasi Gifts allow them to use blood and their spider-forms more efficiently. Tenere Gifts center around order, stillness, and webs. Hatar Gifts allow them to use their blood as weapons and to manipulate Banes. Kumoti Gifts allow the Ananasi to alter their forms more easily and to inspire creativity and madness. Black Spiral Dancer, Glass Walker, and Homid Gifts are good inspiration for Ananasi Gifts.

STEREOTYPES

Glass Walkers: They want to be free to serve the Weaver, but their fellow dogs will never allow it. They will aid us if we dangle the right bait.

Black Spiral Dancers: That the Corrupter should choose servants as damaged and stupid as these! It's too good to be true.

Corax: Birds eat spiders, but some spiders eat birds.

Ratkin: Like us, they slip in through the smallest cracks. Unlike us, they have no greater purpose — they are, after all, only food for greater creatures.

Bastet

Subtle and mysterious, the "Eyes of Gaia" keep watch over the mortal world. Very little escapes the curiosity of these werecats, who range in size and power from the skeletal Bubasti to the near-unstoppable Khan. As a rule, the Bastet display a common love of knowledge, adventure, secrets, and carnality. While there must be some few werecats who avoid touch or mischief, typical Bastet are notoriously vain and painfully inquisitive.

Although few werecats spend much time with their own kind, the Bastet have complex myths and social rituals. Their common love and purpose, though, is secrets: every werecat cherishes them, and all Bastet seek to learn and trade new ones whenever possible.

The Nine Tribes

The most common and diverse Changing Breed beyond the Garou themselves, Bastet favor large cats in scope and temperament. Tigers, lynxes, leopards, jaguars, cougars, lions, and other, less obvious species have corresponding shifter kin. In general, a werecat's physical shape and emotional timbre echo her feline ancestry; a tiger's monumental grace carries over into her human aspect, while a skittish Bubasti shares dark coloration and delicate build in every form.

The Nine Tribes of Catkind are:

• The **Bagheera** – werepanthers and wereleopards who may be the wisest of their kind. Though ruthless in war, these Fera display innate nobility, intellect, and calm. Once drawn mostly from Indian and South Asian ethnicities, this tribe has spread across the world. Of all Bastet, they may now be the most numerous and are certainly the most diverse.

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +3	Str: +2	Str: +1
Dex: +1	Dex: +3	Dex: +3	Dex:+3
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: –1	Man: –3	Man: –3	Man:–3
App: –1	App: 0	App: –2	

Initial Rage: 2
Initial Willpower: 4

• The **Balam**, a bloody breed of jaguar-folk who once enjoyed the reverence of South American civilizations but have since been hardened (and nearly exterminated) by the Amazon wars. Until recently, no European, Asian, or African person was good enough to share the Balam inheritance; even now, the tribe is near-universally of South American blood. Necessity and camaraderie, though, have brought a handful of outlanders into the fold, and in recent years this tribe has begun to recover. Old wounds run deep, though, and few creatures hold more bitterness than a grizzled old Balam.

Sokto	Crinos	Chatro	Feline
Str: +2	Str: +3	Str: +3	Str: +2
Dex: +1	Dex: +3	Dex: +2	Dex: + 3
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: –1	Man: –4	Man: –4	Man: –3
App: –1	App: 0	App: 0	

Initial Rage: 4
Initial Willpower: 3

• The **Bubasti** are an eerie and often despised tribe of sorcerer-cats. Descended from the theoretically extinct cats of Kyphur (an Egyptian species revered as god-avatars), the shadowcats are always hungry: Food, sensation, knowledge — a Bubasti can never get enough of anything. Universally thin and uncannily attractive, these folk have prospered in the information age, and while their typically Middle Eastern heritage marks them for suspicion in a post-9/11 world, their voracious intellect and tastes continue to serve them well. Built for stealth, not fighting, these are the most delicate cat-folk. In human form, Bubasti have dark skin and hair regardless of their ethnicity; their feline forms resemble large Egyptian cat-statues: midnight black and with no markings of any kind.

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +2	Str: –1
Dex: +1	Dex: +3	Dex: +4	Dex: +4
Sta: +0	Sta: +1	Sta: +1	Sta: +1
Man: +0	Man: –2	Man: –2	Man: +0
App: +1	App: –3	App: 0	

Initial Rage: 1
Initial Willpower: 5

• The **Ceilican** were once thought extinct but are now fairly common. A European breed linked to wildcats, domestic species, and a vanished type of lion, these cats were almost eradicated during the Middle Ages and Renaissance. Justly or otherwise known as "witch-cats," the Ceilican then hid themselves in plain sight throughout human cities, concealing their existence even from other Bastet. With the New Millennium, however, the tribe's cosmopolitan affinities have helped them prosper. Their survival is now an open secret, and when other Bastet need information, they often look for a Ceilican.

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +0	Str: –1
Dex: +2	Dex: +3	Dex: +4	Dex: +4
Sta: +1	Sta: +1	Sta: +1	Sta: +0
Man: +0	Man: +0	Man: –2	Man: –2
App: +1	App: –2	App: –2	

Initial Rage: 3
Initial Willpower: 3

• **Khan** are weretigers, the most formidable of their kind. These "Bright Kings" reach deep into the lore of ancient Asia and India. For millennia, the Khan dominated the courts, temples and jungles of their world; as Muslims and white men carved their empires from those regions, though, they brought true tigers to near-extinction. Born warriors, often too trusting and passionate for their own good, the Khan soon found themselves embroiled in the region's many wars. Though Modern India and China provide fertile ground for the tribe's resurgence, Khan tend to take on the world single-handedly… and all too often lose.

Sokto	Crinos	Chatro	Feline
Str: +2	Str: +5	Str: +4	Str: +3
Dex: +1	Dex: +2	Dex: +2	Dex: +2
Sta: +2	Sta: +3	Sta: +3	Sta: +3
Man: –1	Man: –3	Man: –3	Man: –3
App: –1	App: 0	App: 0	

Initial Rage: 5
Initial Willpower: 2

• The **Pumonca** cougar-folk are native to North America and reflect that region's laconic curiosity. Once known as Storm Walkers, these brawny predators pick off people who've grown too evil or careless to survive. When Garou invaders poured into their territories during the conquest of North America, most solitary Pumonca died as well. Recent years have revitalized the tribe; even so, few other Bastet despise werewolves on general principle as the Pumonca do.

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +3	Str: +3	Str: +2
Dex: +2	Dex: +3	Dex: +3	Dex: +3
Sta: +2	Sta: +4	Sta: +3	Sta: +3
Man: –1	Man: –3	Man: –3	Man: +0
App: +0	App: 0	App: 0	

Initial Rage: 3
Initial Willpower: 4

• The riddling **Qualmi**'s lynx ancestry appears in their solid builds and peak-tufted ears. Also native to North America, these Bastet rarely speak in straightforward terms. Everything is a riddle, a joke, a tall tale, or a surreal narrative that says everything even if it sounds like nothing. Unlike their puma cousins, the Riddle Dancers enjoy the company of wolves, most especially the Uktena, with whom they share ancient bonds. More magical than warlike, these cat-folk enjoy technology, too… especially once they've altered it a bit. Supposedly, they shapeshift across other species too, adopting many different forms in order to understand the world more deeply.

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +1	Str: +0
Dex: +2	Dex: +3	Dex: +4	Dex: +4
Sta: +0	Sta: +1	Sta: +1	Sta: +0
Man: +0	Man: –2	Man: –2	Man: –2
App: +1	App: 0	App: 0	

Initial Rage: 2
Initial Willpower: 5

• The **Simba**, "Lords of Sunlight," have leonine ancestry that manifests as power, sociability and arrogance. Supposedly, they once ruled the Nine Tribes by divine right… and even now, most consider themselves to be the brightest stars in the room. Bred from among the bravest and most powerful people, these Bastet have decimated themselves with endless wars. Men, hyena-kin, fomori, and almost anyone else foolish enough to stand face to face with a lion — all have been prey for the Simba, and have often killed the Simba in return. These days, the tribe's in steep decline… not that any Sun Lord would ever admit as much.

Sokto	Crinos	Chatro	Feline
Str: +2	Str: +4	Str: +4	Str: +3
Dex: +1	Dex: +2	Dex: +2	Dex: +3
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: –1	Man: –2	Man: –2	Man: –1
App: +1	App: 0	App: 0	

Initial Rage: 5
Initial Willpower: 2

• The fleet **Swara** are cheetah-folk with a deep secret: like Garou (but unlike most Bastet), they step sideways easily. While catkind generally sticks to the mortal plane, these wanderers pass among spirits, puzzling out the enigmas of the outer worlds. Descended almost entirely from the peoples of sub-Saharan Africa, the Swara avoid people on general principle. These "Silver Folk" favor the Paths of the Moon over mundane concerns, and care little for luxury or home.

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +2	Str: +2	Str: +1
Dex: +2	Dex: +4	Dex: +4	Dex: +4
Sta: +1	Sta: +3	Sta: +3	Sta: +2
Man: –1	Man: –3	Man: –3	Man: –3
App: +0	App: 0	App: 0	

Initial Rage: 2
Initial Willpower: 4

Distinguishing Traits

Breeds: Like Garou, the Bastet have three breeds: homid, metis, and feline. The human-bred folk are by far the most common, and metis — who are favored, not shunned, by the cats — may be the second. Given the global decline of large cats, the feline breed is rare these days, born more often in captivity than in the wild. Like werewolves, Bastet manifest their First Change around puberty, and are often mentored (though eventually sent away) by elders of their kind.

As with Garou, a werecat's breed determines his Gnosis, while the character's tribe determines her Rage and Willpower (see above). Homid-breed Bastet begin with Gnosis 2, metis with Gnosis 4, and felines with Gnosis 6.

Pryio: Instead of auspices, each werecat has three different "faces": a public face (his Demeanor), the personality he shares with his close friends (his Nature), and his *pryio* (the hidden "true face" that each cat keeps to himself). Often, but not always, inspired by the time of day in which a Bastet achieved his First Change, the pryio reflects the capricious nature of cats themselves. The three pryios are *Daylight* — a friendly, sociable and nurturing personality; *Twilight* — a tricky personality that's even more inquisitive than usual; and *Night* — a deceptive, solitary, and often *very* dangerous pesonality.

• Like Garou, Bastet heal quickly, resist disease, transform and get extra actions througrh Rage, are vulnerable to silver, inflict aggravated damage with their claws and teeth, and use their Gnosis to manifest spirit-Gifts and rituals. They also share a common Bastet language that transcends forms or human cultures.

• In all forms, werecats are unusually perceptive. Except when in her human form, a werecat reduces all Perception-based difficulties by two.

• Aside from the Swara, Bastet cannot normally step sideways into the Umbra.

• As do their lupine cousins, the cat-folk have a Litany and five ranks of Renown: Tekhmet, Aka, Tilau, Hani, and Bon Bhat. Their favored qualities — cleverness, ferocity, and honor — reflect the graceful nature of catkind and the breed's love of secrets.

• Rather than Weaver, Wyrm, and Wyld, werecats speak of Rahjah the Maker, whose ambitions brought form to the Earth; Cahlash the Unmaker, who grants mysteries but also destroys; and Nala the First Mother, the ever-dancing lover of them both. Rahjah and Cahlash are both also referred to as "the King of Cats," a fact that does not please the few Garou who know of it.

Forms: Like their lupine cousins, each werecat has five forms. The specific modifiers vary by tribe, and can be found above. The non-Homid forms are:

Sokto: An uncanny cat-like person, the Sokto form features tiny whiskers, elongated limbs, slitted eyes, pointed ears, sharp fangs, and small yet vicious claws. These fangs and claws inflict the character's Strength

rating in lethal damage. Eerie as it is, this form can be quite compelling and frighteningly beautiful.

Crinos: This fearsome war-form looks like a cross between a muscular human and a big cat of the appropriate species. Usually more lithe than a Garou war-form (though Khan and Simba get more *massive* than werewolves), a Crinos werecat seems to ripple with mystic energy. Such creatures evoke the Delirium, though all but the Balam, Khan, and Simba trigger it to a lesser degree than wolves do; in game terms, a character confronting a Crinos Bastet from a tribe other than those "big three" is considered to be one step higher on the Willpower scale than he would be if he'd seen a Garou.

Chatro: A titanic cross between the appropriate big cat and a saber-toothed tiger, the Chatro form evokes the full effect of the Delirium and adds an extra die to the Crinos-form bite damage.

Feline: Like the Garou Lupus shape, this form resembles a large but otherwise normal member of the appropriate species. Given the might of normal tigers, cougars and so forth, this shape is still impressive… and far harder to conceal.

Sample Gifts: Werecats enjoy a vast range of magical Gifts — most of which revolve around grace, luck, charisma, and speed, and may be duplicated by certain Garou Gifts like Hare's Leap or Razor Claws. The most powerful Bastet Gifts channel the power of the elements, or turn a werecat into godlike manifestations of feline fury. Bubasti, Ceilican, and Qualmi are renowned for sorcery and have a wide array of tribe-specific Gifts.

STEREOTYPES

Bone Gnawers: Sloppy little bastards, but they see *everything*.

Silver Fangs: Mad, bad, and dangerous to know… which of course makes them more fun than most dirty dogs tend to be.

Corax: Hey, little birdie — got any goodies to trade for your life?

Mokolé: Certain secrets are best left alone.

Corax

The wereravens pay attention. They watch, they listen, and they report what they know to those who need it. They ferret out secrets, listen carefully to conversations that shouldn't be taking place, and learn the weaknesses and strengths of their enemies, friends, casual acquaintances, and whoever happens to be nearby. *What* they're learning isn't as important as *that* they're learning.

If not for the War of Rage, they would probably be messengers among Fera, the information network in the war against the Wyrm. They don't hold nearly as big a grudge for the War of Rage as some of the other Fera, but then, they didn't suffer nearly as much at the hands of Garou. To be fair, they don't hold grudges well in general. Corax are too curious, too gregarious, and too interested in everything around them to stay angry. They fly from place to place, through every country and continent, searching out every nugget of information they can learn. Corax *can* keep secrets, but it isn't their forte. They're better at learning them, and then spilling them.

Breeds: Unlike most Fera, Corax aren't born as a matter of spirit genetics and chance. When a Corax wishes to have a child, he or she finds a likely mate and then performs a ritual called the Rite of the Spirit Egg. This creates a spirit egg in the Umbra, tied to the child's soul, which hatches during the First Change.

Corax can be born either raven or human (corvid or homid breed, respectively). Corvids undergo the First Change at around 8–10 months of age, but then live a normal human lifespan. They suffer the same limitations on Abilities as lupus Garou.

Homid Corax are normal humans, though they tend to be skinny and birdlike in feature. They cannot take the Flight Ability (see below) at character creation, except by spending freebie points.

Auspices: Corax do not have auspices.

Traits:

- All Corax begin with Rage 1, Gnosis 6 and Willpower 3.

• All Corax begin with a free dot in Subterfuge, Enigmas and Athletics.

• Corax use Rage in the same manner as Garou and are capable of frenzy.

• Corax bones are hollow, which makes them nimble, but fragile. They enjoy a –1 to Athletics difficulties, but a +2 to soak difficulties.

• Corax are immune to silver, but suffer the same effects from gold that werewolves do from silver (they are tied to the sun, rather than the moon).

• A Corax can drink the eye of a dead being and see either the good (right eye) or the evil (left eye) associated with their death. This requires a Perception + Empathy (difficulty 7) roll.

Forms: Corax can assume three different forms. Homid form is a normal human being. The other two are as follows:

Crinos: The Crinos form of a wereraven is a strange bird, indeed. It is bipedal, but has wings, feathers, a beak, and wicked claws. It can fly, but walks awkwardly, and it is used primarily for combat. In this form, the Corax can make a claw attack that inflicts aggravated damage.

Modifiers: Str +1, Dex +1, Sta +1, App 0, Man –2, Per +3

Corvid: The animal form of a Corax is a large raven whose wingspan is generally around four feet. Corax use this form to spy and to escape, but are capable of some limited attacks (usually going for the eyes). **Modifiers:** Str –1, Dex +1, Man –3, Per +3

Sample Gifts: Corax Gifts are focused on flight, information secrecy, and mobility. Ragabash and Silent Strider Gifts are good sources to emulate.

STEREOTYPES

Silent Striders: Misery makes for strange bedfellows. No, I'm not saying I banged one! Just that the road gets lonely, and it's nice to have company.

Get of Fenris: These guys are kind of like our big, stupid brothers. Yes, we're embarrassed by the whole "racial purity" thing, but the fact is they've always done right by us, so we watch their backs.

Bastet: We're in the habit of learning secrets. They're in the business of keeping them. You can guess how this usually works out.

Gurahl: Haven't they suffered enough? Well, no, actually they haven't. We all are about to suffer something *really* awful unless we all get off our asses and start doing our jobs. And that means you, too, Fuzzy-Wuzzy.

Gurahl

When one of the Garou starts talking about the War of Rage, someone inevitably brings up the Gurahl. The werebears were, according to most histories on the subject, the first targets of the werewolves. Why they were targeted is a matter of contention, and of course it probably wasn't one event that started it. The question is moot now in any case; the werebears still live, but only just. Their skills as the healers of Gaia are sorely needed, and there just aren't enough of them to do the job.

The Gurahl survived the War of Rage by retreating and falling into slumber in the Umbra. They awoke when Europeans came to the New World, bringing death to the natives (deliberately or otherwise), but with their Kinfolk diminished from centuries of absence, they were unable to do much to stem the tide.

At least they were awake again, and were able to begin rebuilding their numbers. Today, they are still trying to make up this shortfall, to breed and train enough Gurahl to make a difference in the Final Battle. This would be easier, of course, if they didn't have to worry that the Garou will slaughter them again, but they just can't be certain of that.

Breeds: Gurahl have two breeds, homid and ursine. They choose their mates carefully using rituals and advice from spirits (and each other), and so metis Gurahl do not occur. Homid Gurahl are rarer than ursine, as Gurahl Kinfolk all but died out after the War of Rage. Ursine werebears are often born in national parks, zoos, and, of course, the wilds. Homid Gurahl begin with Rage 3 and Gnosis 4; ursine begin with Rage 4 and Gnosis 5.

Auspices: Gurahl have five auspices that roughly correspond with those of the Garou, but each werebear passes through each auspice over the course of his life. During each phase, the Gurahl can learn Gifts particular to that auspice, meaning that elder Gurahl have a wide range of mystic skill, indeed. From the First Change until the character experiences her first real battle without assistance, she is an *Arcas* (new moon). From that point until she settles down a bit (usually after taking a mate or claiming territory), she is an *Uzmati* (full moon). The next phase is

one of remembering and learning lore and history, the *Kojubat* phase (gibbous moon), followed by a period of reflection and turning inward. During this *Kieh* (crescent moon) phase, the Gurahl learns rites and expands her knowledge of Gifts. Finally, the Gurahl becomes an elder, a *Rishi* (half moon). At this stage, other werebears seek her out for guidance and wisdom.

Traits:

• Gurahl use Gnosis in the same fashion as Garou.

• Werebears use Rage differently, however. A Gurahl uses Rage to boost Strength or Stamina or to add extra health levels. One Rage point increases the character's base Strength to double its normal (Homid form) value. The character can also boost Stamina up to double its value in the character's current form by spending Rage on a one-for-one basis. Finally, the character can add health levels on a one-for-one basis, but these do not heal existing wounds.

• Gurahl only frenzy if the player scores five successes on a Rage roll (difficulty 8).

• **Adamant Will:** Gurahl gain one automatic success in any opposed Willpower roll involving their need to protect and defend. Attempts by supernatural creatures to affect the mind or will or to possess the body of a Gurahl are made at +2 difficulty.

• **Keen Smell:** In all but the Homid form, a Gurahl's sense of smell is highly developed. Perception rolls involving odors are made at a –2 difficulty (except when the Gurahl is in Homid form). This sensory acuteness enables the Gurahl to identify individuals by their perfume or natural body scent and to sniff out taint or toxins in food or water, as well as other tasks involving smell.

• **Poor Eyesight:** In Homid form, Gurahl have normal eyesight (subject to individual variations); in every other form, werebears have relatively poor vision. They are not blind, but they do not rely primarily on their sight and tend not to notice visual cues as rapidly as other Breeds. Perception rolls based on sight alone are made at a +2 difficulty unless the Gurahl is in Homid form.

• **Seasonal Lethargy:** Though Gurahl do not have to hibernate every winter, they do become more lethargic during the winter months. This manifests in small ways, such as habitual lateness. Gurahl subtract two from their initiative score during the winter.

• Gurahl begin play with Willpower 6.

Forms: Werebears can assume five forms, much like those of the Garou. Homid form is a normal human; werebears tend to be slow, thoughtful and large. The other forms are as follows:

Arthren: The "near-man" form of the Gurahl resembles the stereotypical wild man of the mountains. Arthren Gurahl gain both height and weight, approaching the human extreme for both. Their voices are often guttural and harsh, but they speak normally. **Modifiers:** Str +3, Sta +3, Man –2, App –2

Crinos: The Gurahl's "fighting" form inspires nightmares in humans (invoking the Delirium). Reaching somewhere between 10 and 16 feet in height, the Crinos Gurahl may weigh up to a ton. Its face becomes bearlike, and non-retractable claws extend to nine inches on both fore and hind paws. The Gurahl's fur takes on a denser texture, providing natural armor to absorb damage. These Gurahl can speak only in harsh monosyllables. This form incites full Delirium. **Modifiers:** Str +5, Dex –1, Sta +5, Man –3, App 0

Bjornen: The "near-bear" form calls to mind images of prehistoric cave bears. Taller and longer than contemporary bears, they have elongated claws and sharp fangs. In this form, a Gurahl reverts to instinctual "thinking" and lose the ability to converse in human language altogether. This form incites full Delirium. **Modifiers:** Str +4, Dex –2, Sta +4, Man –3

Ursus: Gurahl in Ursus form are no different in appearance than normal bears. Homid Gurahl tend to take the Ursus form of their tribe. When in this form, Gurahl tend to think like the bears they resemble. **Modifiers:** Str +3, Sta +3, Man –3

Sample Gifts: Werebear Gifts focus on healing, easing suffering, and mitigating pain. Their auspice Gifts are similar to the Garou Gifts of the appropriate auspice.

STEREOTYPES

Children of Gaia: It's too late for forgiveness. We can put aside our past until the War is won, but I will never trust you or any werewolf. I'm sorry.

Get of Fenris: You *dare* to call yourself "berserkers"? We taught your people to wear the bear-shirt. You should be ashamed.

Nuwisha: Leave me be. It's not funny anymore.

Mokolé: If you had been there to help us, we both might have fared better. But I understand why you weren't.

Kitsune

The werefoxes are the youngest of the Fera, created by Gaia with no purpose in mind, or so the story goes. Through a meeting with Gaia and Luna that nearly ended in her destruction, Bai Mianxi, the first Kitsune, gained a purpose for her people — to assassinate and raise up leaders, and thus to guide the fate of nations. In return for their service, Gaia promised that the werefoxes would survive the Apocalypse.

The Kitsune are not warriors or berserkers like many of the other Fera. They are cunning, mystical and clever, surviving by their wits rather than by sheer strength and regeneration. They are much more fragile than the other breeds, but they occupy a special place in their native Asian cultures —known as tricksters, they are revered as much as feared.

Breeds: Kitsune, like Garou, have three breeds: Kojin (homid), Roko (fox), and Shinju (metis). Their metis are not born disfigured and are not stigmatized, though not every Kitsune/Kistune pairing results in one — only about one in ten such pairings leads to a werefox kit. Werefoxes must beware, though; any time a Kitsune is born, one or both of the parents may perish.

Kojin Kitsune have Gnosis 3, roko have Gnosis 5, and shinju have Gnosis 4.

Paths: Kitsune follow one of four paths corresponding to a blending of two elements. Those paths are Kataribe (clay, combining earth and water); Gukutsushi (fog, combining air and water); Doshi (lightning, combining fire and air); and Eji (lava, combining earth and fire).

Kataribe are builders and crafters, as well as lore-collectors and poets. They begin with Rage 2. Gukutsushi are called dreamweavers, and they are illusionists and healers. They begin with Rage 2. Doshi are sorcerers and shamans who enslave Banes to use for their own ends; they begin with Rage 3. Eji are the warriors of the Kitsune, but they must act carefully and surgically if they are to survive. They begin with Rage 4.

Traits:

• Kitsune use Rage and Gnosis the same way Garou do, save that they cannot enter berserk frenzy. Appropriately, they are only susceptible to fox frenzy.

• All Kitsune begin with Willpower 5.

• Kitsune do not regenerate. They can soak aggravated damage in all forms, however.

• Kitsune can soak silver and suffer lethal damage from silver weapons.

• Every time a Kitsune gains a rank, she gains another tail and her lifespan doubles.

• Kitsune can learn the Gifts of any of the Fera. They are highly magically diverse.

• Kitsune gain a free dot of Dexterity during character creation, and they cannot botch dodge rolls (though they can fail them).

Forms: Kitsune assume five forms, similar in aspect to the Garou but very different in function. In all forms but human, the difficulty of hearing-related Perception rolls is reduced by two.

Hitogata: A normal human being, always of Asian extraction and usually lithe and mischievous.

Sambuhenge: Very similar to human form, this Glabro-analogue is no taller than the Hitogata form and only slightly heavier. It boasts whiskers, a tail and fox-like features. **Modifiers:** Dex +1, Sta +1, Man –1

Koto: Only inches taller than Hitogata form, the Kitsune's "Crinos" form is comparatively ill-suited to combat. The teeth of a Koto inflict aggravated damage, but the Kitsune tend to use this form for courtly affairs. The Koto does not inflict Delirium. **Modifiers:** Str +1, Dex +2, Sta +2, Man –1, Per +1

Juko: This form is that of a wolf-sized fox. It is capable of walking on hind legs and its mouth is dexterous enough to wield weapons. **Modifiers:** Dex +3, Sta +3, Man –2, Per +1

Kyubi: An ordinary red (or, very rarely, gray) fox. Dex +4, Sta +2, Man –1, Per +2

Sample Gifts: Kitsune, as mentioned, can learn the Gifts of any of the Changing Breeds. In addition, they have their own magical tricks, which run the gamut from speaking with ghosts to jumping prodigious distances to calling down lightning.

STEREOTYPES

Stargazers: Come home, brothers.

Glass Walkers: They come here and walk among our people, in our cities. We don't mind this. They make for good stalking horses.

Nezumi (Ratkin): They perform a necessary function, and they bear the stench it brings them with grace. Theirs is a good example.

Tengu (Corax): Not even the Garou had to be told to treat the ravens well. They are, perhaps, the most valuable of any of the *shen* (Fera).

Mokolé

The Mokolé are Gaia's memory, the monsters of the primordial past. Their animal forms are alligators, crocodiles, Komodo dragons, and gila monsters, but their war forms are saurian monsters — amalgams of creatures that died out millions of years ago. The Mokolé remember the dinosaurs, and carry the stories and lore of the Lizard Kings into the Final Days.

Once human civilization falls — and it will, for it is merely a brief aberration as the Mokolé reckon time — then the great kings will arise from the wastelands and rule once more. The werelizards don't *want* the Apocalypse to happen, necessarily, but they are more than prepared for what will follow the Final Battle.

The Mokolé band together in clutches, and gather in wallows, usually in areas where humans and reptiles can co-exist. They don't seek out the company of other Fera (which they call Bête), but some of the younger weresaurids are willing to speak with them on peaceful terms. Not the older Mokolé, though — they remember the War of Rage, and to them, it might as well have been yesterday.

Breeds: Mokolé have only two breeds, homid and suchid. Homid Mololé might come from Africa, Asia, Australia, or any other land that boasts large reptiles. They begin with Gnosis 2. Suchid Mokolé are born as one of a number of different species of reptile. A Mokolé's reptile form is called its *varna*, and this varna determines Rage (see Traits, below). A suchid Mokolé begins with Gnosis 4.

Auspices: Mokolé are tied to the sun rather than the moon, and recognize seven solar auspices. *Rising Sun* (Striking) are soldiers, hunters and explorers (beginning Willpower 3). *Noonday Sun* (Unshading) are enforcers of the law, judges or sentinels (beginning Willpower 5). *Setting Sun* (Warding) are guards, nurses, healers and caretakers (beginning Willpower 3). *Shrouded Sun* (Concealing) Mokolé are mystics, seekers and shamans

ARCHID CHARACTERISTICS

The following characteristics are appropriate for a Mokolé's Archid form:

- **Armor:** +2 Soak.
- **Bladed Tail:** Gains a tail lash maneuver (Str +2 aggravated damage, difficulty 7).
- **Color Change:** +1 difficulty to spot a Mokolé in hiding.
- **Constricting Coils:** +3 dice to attempts to immobilize target.
- **Fins:** Double swimming speed.
- **Gills:** Fully amphibious.
- **Grasping Hands:** Normal manual dexterity in Archid form.
- **Horn:** Gains a gore maneuver (Str +2 aggravated damage, difficulty 7).
- **Huge Size:** Stamina +1, +2 damage to Body Slam or Overbear attempts.
- **Long Teeth:** Bite damage is increased to Strength +3.
- **Poison Sacs:** May inject poison once per day on a successful bite attack; the victim must soak four additional dice of poison damage.
- **Royal Crest:** +2 to Social rolls involving Nagah or Mokolé.
- **Terrible Claws:** Claw damage increases to Strength +3.
- **Upright Walking:** Frees up forelimbs when walking.
- **Webbed Feet:** May swim at 150% speed and walk without trouble on soft mud. Other Dexterity rolls on dry land are at +1 difficulty due to webbing.

(beginning Willpower 4). *Midnight Sun* (Shining) are poets, artists, jokers and masters of puzzles (beginning Willpower 4). *Decorated Sun* (Gathering) are matchmakers, coordinators and organizers (beginning Willpower 5). *Eclipsed Sun* (Crowning) are the rarest of all Mokolé and are the ruler-priests of the breed (beginning Willpower 5).

Traits:

• Mokolé regenerate in the same way as Garou.

• Mokolé suffer the same effects from gold *and* silver than werewolves suffer from silver.

• Mokolé cannot step sideways without special Gifts.

• Mokolé use Rage and Gnosis in the same ways that Garou do.

Forms: Mokolé assume three forms. Homid form is that of a normal human. The other two forms are a bit more complex than many of the other Fera.

Archid: The Mokolé "war form" is unique to each character. In the nightmares leading to the First Change, the Mokolé dreams his Archid form from the memories of the ancient past. The player chooses a number of Archid form traits equal to the character's Gnosis (after spending any desired freebie points on Gnosis). These traits are listed in the sidebar. The modifiers for this form are the "base" modifiers, before any of these traits are applied. This form incites full Delirium and can make bite and claw attacks for aggravated damage. **Modifiers:** Str +4, Dex –1, Sta +4, Man –3, App 0

Suchid: A Mokolé character's suchid form varies based on the varna (the reptile species).

American alligator/American crocodile: Str +2, Dex –1, Sta +3, Man –2, Rage 4

Note: Running speed is halved; swimming speed equals Homid form's land speed.

Monitor lizard: Str +0, Dex +0, Sta +2, Man –4, Rage 5

Note: Running speed same as Homid form; sprints are possible; limited swimming.

Gila Monster: Str –1, Dex +0, Sta +1, Man –3, Rage 5

Note: Half human running speed, cannot swim. Bite inflicts Strength –1 damage.

Saltwater/Nile Crocodile: Str +3, Dex –2, Sta +3, Man –4, Rage 2

Gavial/Caiman: Str +1, Dex –1, Sta +3, Man –4, Rage 4

Mugger Crocodile: Str +1, Dex +0, Sta +2, Man –3, Rage 3

Sample Gifts: Mokolé Gifts deal with sunlight, sight, memory, and making best use of their reptilian forms. Auspice Gifts can be drawn from the following lists: Rising Sun — Ahroun, Get of Fenris; Noonday Sun — Children of Gaia, Philodox; Setting Sun — Ahroun, Shadow Lords; Midnight Sun — Ragabash, Galliard; Shrouded Sun — Theurge, metis; Decorated Sun — homid, Silent Strider; Eclipsed Sun — Silver Fang, Galliard.

STEREOTYPES

Silver Fangs: King, your reign has been brief indeed, and you have wrought so much damage.

Children of Gaia: Your talk of peace seems…late.

Ratkin: We remember when you crawled out from under the corpses of the Lizard Kings. We try, every day, to forgive you.

Ananasi: You tricked us. The others have forgotten, but we do not. Remember this: We would have helped you if you had *asked*.

Nagah

The wereserpents, as far as most of the Fera are aware, are dancers. The very few legends that speak of them talk of the Nagah swaying to and fro, performing some sinister ritual with their sinuous bodies. The other Fera wiped them out in the War of Rage, and now the Garou wonder what the world might be missing for the Nagah's absence.

Of course, the Nagah aren't dead, they simply slithered into the Umbra and waited for the War to end. They perform the same function they always have — they kill those that need to die, acting as judge and executioner in the name of Gaia.

The Nagah travel in groups of two or three, choosing their targets and executing them carefully. Sometimes their work brings them into conflict with Garou or other Fera, but they have centuries of practice in remaining out of sight. Who knows what the Garou might do if they discover that the Nagah still live and that, occasionally, the wereserpents feel a werewolf has to die?

Breeds: Nagah have three breeds: balaram (homid), ahi (metis), and vasuki (serpent). Unlike many Fera, a female Nagah knows at the moment of conception whether the pregnancy will result in a new wereserpent. She can also choose to give birth to a human child or a clutch of snakes, regardless of the species of the father.

Ahi Nagah are not deformed, and indeed are cherished among the Nagah. They must be taken into the physical world once every three months during their early lives, or else they become spirits. They begin with Gnosis 3.

Balaram Nagah begin with Gnosis 1, vasuki with Gnosis 5.

Auspices: Nagah auspices are based upon the season in which they are born. Kamakshi (spring) Nagah are healers, motivators and leaders (Rage 3). Kartikeya (summer) are warriors — these Nagah are zealous and bloodthirsty (Rage 5). Kamsa (autumn) Nagah are logical and introspective, relishing the mental challenge of plotting an assassination or solving a problem (Rage 3). Kali (winter) Nagah are ruthless and driven in all they do. They are direct and coldly efficient, eschewing complex schemes for a quick bite in the dark (Rage 4).

Traits:

• A Nagah's Rage depends on his auspice, while his Gnosis depends on his breed. A Nagah regains one Rage for each hour spent underwater or partially submerged. However, their cold-blooded natures prevent them from developing the Garou's extremes of anger. When increasing a Nagah's Rage Trait, the freebie point cost (2 per point) and experience point cost (current rating x 2) is double what it is for Garou.

• Nagah are partly amphibious, able to hold their breath twice as long as werewolves normally can. In

their Kali Dahaka form (see below), they can breathe water as easily as they can breathe air.

• Nagah do not have easy access to the Umbra. A Nagah can only step sideways in the immediate presence of the Ananta (Umbral Den) to which it is dedicated. If a Nagah carries the Ananta "within himself," however, he can attempt to step sideways anywhere, leading his other nestmates across the Gauntlet with him.

• Nagah do not have pack totems, as Garou do, but wereserpents that dedicate themselves to the same nest share a spiritual bond. (At the Storyteller's discretion, this may allow them to purchase variants of pack maneuvers.) A Nagah can lead another of his kind into the Umbra if they belong to the same nest.

• In all forms, a Nagah has decent eyesight and color vision. As it shifts from Balaram to Vasuki form, the creature's sense of taste and smell become more acute. For each form removed from Balaram, it gains a cumulative –1 difficulty to Perception rolls involving taste and smell (to a minimum difficulty of 3). In Kali Dahaka form, the shapeshifter gains the benefits of the lupus Gift: Scent of Sight.

Unfortunately, the species also has poor hearing in certain forms. In Kali Dahaka form, the creature gains a +3 difficulty to all hearing-based Perception rolls. In Vasuki form, the Nagah is deaf to all airborne sounds, since it is dependent on vibrations passing through solid objects it's touching to actually "hear" anything.

• In any form other than Balaram, a Nagah can inject a chosen victim with a supernaturally potent venom. She has enough "doses" for three venomous attacks; after the last one is used, she must wait 24 hours before regaining all three doses.

The Nagah can only transfer this poison after she has inflicted at least one health level of damage with her bite (after the victim's soak roll). Poisoned victims suffer seven health levels of lethal damage; this damage is soaked separately. This venom cannot affect spirits (even materialized spirits) or other Nagah.

In Azhi Dahaka form, the Nagah can attempt to spit this venom into a target's face, blinding him. (A Nagah with the 2-point Merit: Spitting Cobra can also do this in Vasuki or Kali Dahaka form.) This special attack uses up the equivalent of two doses of venom. Roll Dexterity + Athletics, difficulty 7 (difficulty 9 when targeting the eyes). If the attack hits, the venom still inflicts seven (soakable) health levels of damage, but the damage is delayed for one round. If the venom is washed off before then (such as with water created by the metis Gift: Create Element), the venom has no effect. If the attack hits the eyes, the victim is immediately blinded for a number of rounds equal to (10 minus his Stamina; minimum 3 rounds).

• All Nagah begin with Willpower 4.

Forms: Nagah can assume five different forms. Their Balaram form is that of a normal human being. Many are of Indian or Asian descent, but the breed is widespread enough that all races are represented.

Silkaram: Only slightly heavier than the Balaram form, this "snake-man" form becomes hairless and slightly slouched, with slitted eyes and webbed toes. The fingers boast small claws that can be used to attack (Strength, lethal damage). **Modifiers:** Str +2, Sta +2, App –2, Man –2

Azhi Dahaka: The battle form of the Nagah, this horror is a massive serpent with two strong arms, complete with wicked clawed hands (Strength +1, aggravated damage). In this form, the Nagah's head is serpentine and boasts the cobra hood, and the tail is bulky enough to support the creature's body with 20 feet of tail left over. **Modifiers:** Str +3, Dex +2, Sta +3, App 0, Man –3

Kali Dahaka: This form is an immense snake, nearly 30 feet long, resembling the breed of serpent that the Nagah takes on in Vasuki form. **Modifiers:** Str +2, Dex +2, Sta +2, App 0, Man –3

Vasuki: A normal, if large, example of the character's particular species of snake. While the Nagah descend from cobras, they have spread throughout the world and bred with the serpents of every continent. As such, they might be rattlesnakes, mambas, cottonmouths, cobras, or vipers. **Modifiers:** Str –1, Dex +2, Sta +1, Man 0

Sample Gifts: Nagah Gifts focus on stealth, assassination, the elements, and making best use of their serpent forms. Breed Gifts are more or less analogous to Garou breed Gifts. Kamakshi Gifts can be drawn from Theurge or Children of Gaia lists; Kartikeya from Philodox or Ragabash; Kamsa from Shadow Lord or Glass Walker; and Kali from any Gift list that includes combat or weakness-detecting (or -exploiting) Gifts.

STEREOTYPES

Silver Fangs: We used to breed with nobility, too. We had the sense to stop when the word "nobility" lost its meaning.

Fianna: Drove out all the serpents, huh? Look under your bed.

Gurahl: If there was one thing we could have done differently, one place we should have intervened, it was here.

Rokea: We swim, too, and much deeper than the sharks realize. They think no one sees what they're doing to each other. We see. We're assessing.

Nuwisha

In Native American legend, Coyote created the world out of a ball of dirt (or blood, depending on who's telling the story). If you ask the Nuwisha, it's absolutely true. Coyote is fully capable of that kind of thing, and he could even help the Wyrm get its sanity back…if only it would ask. The werecoyotes are Gaia's tricksters and pranksters, but their pranks aren't really meant to be funny. They're meant to be memorable object lessons, and the Nuwisha excel at making an impression.

Only a hundred Nuwisha walk the world at any given time. The rest wait in the spirit world as part of a camp called the Umbral Danse. The hundred that still live on Earth spend their time teaching harsh lessons, often involving explosives, gravity and mistaken identity.

Breeds: The Nuwisha have two breeds, homid and latrani (coyote-born). Homids tend to grow up as the class clowns, or at least, the folks who get lots of attention. Latrani grow up as coyotes, though maybe a bit smarter than their fellows. Homids start with Gnosis 1, latrani with Gnosis 5.

Auspices: Nuwisha are all spiritually new moon regardless of birth, and therefore can learn Ragabash Gifts.

Traits:

- Nuwisha regenerate and soak damage as werewolves, but suffer no special vulnerability to silver.
- Nuwisha do not use Rage, having no connection to Luna (beyond their promise to sing to her).
- All Nuwisha begin with 4 Willpower.
- All Nuwisha have a personal Totem. All Nuwisha Totems are tricksters or spirits of wisdom; examples include Raven, Loki, Xochipilli, Ti Malice, and Ptah. When purchasing a totem, the player can use Back-

ground points and/or freebie points to buy the required Totem score for the desired spirit. Nuwisha use the name of their totem when speaking with other Nuwisha; for instance, a werecoyote named Steps-Lightly who follows Raven would simply be called Steps-Lightly among werewolves, but would be called Raven Steps-Lightly among her own kind.

Forms: Nuwisha have five forms, much like the Garou's. Their homid forms are normal humans, and, as children of Coyote aren't discriminatory about their mates, can come from any race or ethnicity.

Tsitsu: Similar to Glabro, the Tsitsu form is stronger than the Nuwisha's Homid form but looks much more human than the Garou's near-man. The Tsitsu grows several inches and gains between ten and twenty pounds of muscle, but does not gain as much hair as the Glabro form and suffers little difficulty speaking. **Modifiers:** Str +1, Dex +1, Sta +2, Man –1

Manabozho: As close to a "war form" as the Nuwisha get, the Manabozho form stands nearly eight feet tall and possesses roughly 250% of the Homid form's mass. Nuwisha can speak human languages in Manabozho form, although the voice is deep and gravelly. This form inflicts limited Delirium; move any witnesses two levels "up" on the Delirium chart. **Modifiers:** Str +2, Dex +3, Sta +3, Man –2, App 0

Sendeh: The Sendeh form is a small cousin to the Hispo, and Nuwisha in this form are easily mistaken for red wolves. While in this form, Nuwisha cannot speak, but can mimic other sounds, including laughter, sobs, and screams. **Modifiers:** Str +2, Dex +3, Sta +3, Man –3

Latrani: The natural form of the breed of the same name, the Latrani form is indistinguishable from a normal coyote. **Modifiers:** Dex +3, Sta +3, Man –3

Sample Gifts: Nuwisha can learn Ragabash Gifts and Gifts appropriate to their breed. In addition, they learn Gifts allowing them to prank their targets — cutting off speech, changing a target's face (or their own) and shedding their skin.

STEREOTYPES

Uktena: Better check those locks, chief.

Wendigo: Your people got fucked. Pure and simple. Now, you tell me, what is restitution for that? And can we make it happen quick, *before* the Wyrm gobbles us all?

Corax: I said you *can't* beat the Wyrm by plucking out its eye. It doesn't *have* eyes. It's a worm, dummies.

Rokea: Um. Coyotes are friends, not food?

Ratkin

Desperate situations require desperate methods. The Ratkin instinctively know the world is dying from the Wyrm's corruption, but also from the Weaver's stagnation, overpopulation, and rampant technology. Survival at any cost requires radical action and visionary thinking, both fueled by the raw power of the Wyld. There is no hope of regaining balance on this planet; as a result, wererats are notoriously unbalanced, unpredictable, and often unstable. For the children of Rat, violent revolution and powerful urban magic are the best hope for thriving in a world gone mad.

Rat is a totem of war, so these feral, twitchy little beasties have become masters of guerrilla warfare, using everything from outbreaks of disease to stockpiled ammunition from modern militias. Small packs of Ratkin rampage across all five continents, leaving a trail of chaos, crime, and killing in their wake. When life is Hell, however, they bolt to where they can lurk, hide, and heal. Larger colonies burrow deeper, breeding and scheming as they prepare for war against human civilization. Living among humans, isolated wererats find revelations in distorted dreams and bursts of temporary insanity. Their war for the fate of the world never ends, and each time one dies, hateful relations are ready to take his place. When the Garou can't find a reasonable way to save the world, Ratkin use their own extreme methods, often with horrific results.

Breeds: Homids usually live on the fringes of human society or hide in mundane jobs until they snap. Rodens are unusually feral rat-born. Metis typically grow up disconnected from human society and the "pure" rat life.

Breed determines Gnosis. Homids have Gnosis 1, metis have Gnosis 3, and rodens have Gnosis 5.

Aspects: Tunnel Runners wander the world as scouts of the swarm. Shadow Seers hunt for spiritual secrets, skirting the boundary between wisdom and madness. Knife-Skulkers

strike temporary deals, conspiring as negotiators, assassins, and executioners. Blade Slaves wage wars with dirty tricks and guerilla tactics. Stranger "Freak Aspects" have also been sighted.

Each aspect determines starting Rage: Runners have Rage 1; Seers have Rage 2; Skulkers have Rage 3; and Blade Slaves have Rage 4.

Traits:

• A Ratkin's starting Willpower is 3 (unless he belongs to a rare Ratkin tribe.)

• Ratkin use Rage and Gnosis like Garou. However, when a Ratkin's temporary Rage exceeds Gnosis, she becomes twitchy and more prone to violence; as temporary Gnosis exceeds Rage, she becomes more delusional or introspective.

• A lone Ratkin needs privacy and a "shiny thing" to step sideways; a pack uses the Rite of the Bolthole.

• Ratkin regenerate like Garou, and they're vulnerable to silver.

• Ratkin never get lost underground. They're immune to disease, their blood is toxic, they have night vision, and they can speak to rats. When one induces Delirium, treat the victim's Willpower as two points higher on the Delirium Chart. (Ratkin characters have other useful traits that antagonists don't often use.)

Ratkin Kinfolk have supernaturally tainted blood. Ratkin can bite Kinfolk and perform the Rite of the Birthing Plague to incite a First Change. Some victims successfully transform; others die.

Forms: Wererats can assume three forms.

Homid: In Homid form, Ratkin infiltrate human society, especially its seedier or more fringe elements. Many of their human breeding partners are sketchy, recklessly promiscuous, misunderstood, or "ratlike."

Crinos: In Crinos, a Ratkin is about 20% taller and a little bulker, but many slouch. Claws and teeth inflict aggravated damage. Whiskers shiver, and eyes are bright. Modifiers: Strength +1, Dexterity +4, Stamina +2, Charisma –2, Appearance –1, Perception +1

Rodens: This form resembles the species Rattus rattus or Rattus Norwegicus. It might be as small as a kangaroo rat or as large as a housecat. In Rodens form, rodens breed wererats have tiny opposable thumbs. Modifiers: Strength –1, Dexterity +2, Stamina +2, Perception +3.

Sample Gifts: The Rat Totem bestows many Bone Gnawer Gifts to Ratkin. Basic Garou Auspice Gifts make for good quick-and-dirty Aspect Gifts, such as Ragabash Gifts for Runners, Theurge Gifts for Seers, and Ahroun Gifts for Blade Slaves. Knife-Skulkers combine Ragabash stealth with Philodox negotiation.

STEREOTYPES

Bone Gnawers: Brothers and sisters! You know what needs to be done, but you're holding back! Don't live like slaves. Rise up and fight!

Glass Walkers: You sold your souls for money and privilege. All the corporations and profits you built up? We're going to tear them all down. This city is now *ours*.

Bastet: Ha ha ha ha ha! Pompous, preening cat creature! I left ya a little something in your litter box. You'll find it! It's the part that's *on fire*.

Rokea

Hearing legends of weresharks might be amusing to someone who has lived his life far from the oceans, but islander people have traded stories of such creatures for centuries. Sharks that walk as men appeared in legendry as vicious killers, ruthless pranksters, and uncaring predators. The Rokea, the shark-changers, can be all of these, but their Gaia-granted purpose is far simpler: The Rokea are meant simply to endure.

The Rokea predate the other Fera, even the Mokole, by millions of years. They do not naturally die — unless something kills a Rokea, it simply keeps swimming as long as Sea exists. However, the Rokea are just as endangered as any of the Fera. Some decades ago, a nuclear explosion nearly wiped out their species, and since then the weresharks have been waging an internal war on the "betweeners," those Rokea who dare to venture on land.

Breeds: Rokea have two breeds: Squamus and homid. The vast majority of them are squamus, born as one of a variety of breeds of shark. Such a wereshark is the result of a mating between a shark and a wereshark; no metis exist among them.

If a Rokea mates with a human being, the result is a Rokea Kinfolk, called a *kadugo*. If this *kadugo* goes on to mate with a Rokea, the child is a homid wereshark. Since the majority of the Rokea species hunts down and kills *kadugo* and any wereshark that sires them, it's no wonder that homid Rokea are virtually unknown.

Breed determines starting Gnosis. Squamus Rokea begin with 5, homid with 1.

Auspices: Rokea belong to one of three auspices, determined by their time of birth. *Brightwater* Rokea, those born during the bright day or the full moon, are the fiercest warriors among the weresharks. *Dimwater* weresharks, born when the sky is clouded over or at night when the moon is visible, but not full, are the balancers and judges of the Rokea. They tend to be the policymakers and leaders, and they are the most common auspice. Finally, the Darkwaters, born under eclipses or the new moon, are the mystics, shamans, seers, and explorers of the weresharks.

Auspice determines a wereshark's starting Rage. Brightwaters start with 5, Dimwaters with 4, and Darkwaters with 3.

Traits:

• All Rokea are constantly compelled to move. On land, Rokea pace unless the player succeeds in a Willpower roll (difficulty 6) each scene. If restrained, the Rokea must check for frenzy.

• Rokea use Rage and Gnosis in much the same way that Garou do.

• Rokea frenzy with only *two* successes on a Rage roll. Four or more successes indicate that the wereshark enters a state called Kunmind, similar to the Thrall of the Wyrm. In such a state, the Rokea attacks and eats any being within reach. Rokea do not enter fox frenzy.

• Weresharks regenerate as Garou do, except that Squamus Rokea *can* regenerate in breed form, provided they are immersed in salt water. Like werewolves, Rokea cannot soak silver damage except in breed form.

• Rokea cannot step sideways without using a Gift or the Rite of Passing the Net. They can perceive and communicate with pelagic spirits without the use of a Gift, however.

• Rokea do not die naturally. Once they reach adulthood, they simply stop aging.

• Rokea begin with 4 dots in Willpower.

Forms: Rokea are capable of assuming five different forms, though most only have access to four. Their Glabro-like form, called "Round Back" or Glabrus, is only accessible to Rokea who have spent some time on land and learned to use it. Their Homid ("Long Fins") form is that of a normal, if somewhat squat and ugly, human, while the Squamus ("Swimming Jaws") form is that of a shark, usually one of the larger species (white, tiger, bull, oceanic whitetip). The other three forms are listed below (modifiers in parentheses apply in water):

Glabrus ("Round Back"): Similar to the Glabro form: ugly, dense with muscle, and hunched. **Modifiers:** Str +2, Dex +0 (+1), Sta +2, Man –2, App –2

Gladius ("Standing Jaws"): Ten feet tall, covered in sharp scales, and possessed of a shark-like maw capable of biting an adult human in half, Standing Jaws form is the stuff of nightmares. This form incites weak Delirium (treat Willpower as though it were two points higher). **Modifiers:** Str +3, Dex –1 (+2), Sta +2, Man –4, App 0

Chasmus ("Fighting Jaws"): The preferred combat form for Rokea, Fighting Jaws is an immense shark. The Rokea gains half-again its length (meaning a 20-foot white shark becomes a 30-foot Chasmus), and incites full Delirium in onlookers. **Modifiers:** Str +4, Dex N/A (+1), Sta +3, Man –4, +1 bite damage

• **Swimming Jaws:** The natural form for most Rokea, this form is indistinguishable from a normal (if large) shark of the character's species. **Modifiers:** Str +2, Dex N/A (+3), Sta +2, Man –4

Sample Gifts: Rokea gifts focus on hunting, killing, eating, and moving ever forward. Ahroun, Get of Fenris, and Red Talon Gifs are good inspirations. In addition, Darkwater have access to a Gift allowing them to step (or swim) sideways at rank 2.

STEREOTYPES

Glass Walkers: Where were you when they learned to poison the Sea? Why didn't you stop them?

Red Talons: If you understand me as I think you do, then you understand why we cannot help you.

Mokolé: You are the Memory, little brothers and sisters, not because we do not remember but because we do not *care*.

Nuwisha: I don't understand.

RON SPENCER '12

Chapter Ten: The Enemy

A warrior is defined by the enemy he fights against and by the war he fights. The Garou can lay claim to be the greatest and most desperate warriors on the face of the planet, because the enemies they face are vicious, implacable, and legion. Nowhere is safe from the forces of the Wyrm — not the material realm, not any layer of the Umbra.

Even if the legions of the Wyrm were the only enemies the Garou faced, their millennia-old war would outstrip any mortal conflict by orders of magnitude. Yet they must fight on multiple fronts. The Weaver seeks to bind and control; the Wyld lashes out in maddened pain; and even the resources and drive of humanity cannot be underestimated. The Garou are indeed defined by their war — and their war is Apocalypse.

Black Spiral Dancers

The Black Spiral Dancers are the only werewolf tribe to have wholly turned to the Wyrm. Some show signs of degeneracy from an early age, acting out through displays of violence and madness. Like some Garou, many have survived childhoods troubled by suffering or abuse. The tribe's inherited madness and psychopathic tendencies inevitably increase after the trauma of a Black Spiral's First Change. Once they've rejoined their brothers and sisters, most react poorly to the abuse they receive from their Kinfolk and others in the tribe. Their new extended family includes werewolves who (for whatever reason) have abandoned their former tribes, accepting this one. Recruits then corrupt their souls through a blasphemous ritual known as the Rite of the Black Spiral: an initiation ceremony that intensifies and fully subjects them to the Wyrm's corruption. Occulted in darkness, the Black Spiral tribe has remained hidden for millennia, passing on powerful Gifts empowered by the Wyrm and a never-ending hatred for Gaia and other Garou.

Millennia ago, this tribe was known as the White Howlers. These white-furred werewolves were cousins of the Fianna, roaming the lands we now know as Britain and Western Europe. In the highlands of Scotland in the first century A.D., they lived among Picts north of Hadrian's Wall, isolated from the rest of Western civilization. White Howler Kinfolk were known for their unrestrained fury and brutality, as tales of their heathen rituals became the stuff of legend. White Howler cubs proved their worth not only by defeating physical foes, but by going on spiritual journeys into the depths of the underworld. With typical Garou arrogance, they believed they could face the most horrific creatures of the spirit world and return unscathed.

Their greatest arena was a realm known as the Spiral Labyrinth, visited through a perilous journey they referred to as "walking the spiral." The deeper they descended, the more imperiled their souls became, as they ventured further into the infernal realms of the Wyrm than any other tribe in existence. Spiritual corruption was like a cancer spreading throughout the tribe, as more and more of them abandoned their original tribal totem, the Lion. In the modern age, the tribal totem has long been abandoned, as the White Howlers' legacy was ultimately corrupted by the Wyrm. Before the fall of the Roman Empire, the last White Howlers were dragged down into the Spiral Labyrinth after a valiant last stand at the infamous Sept of the Mile-Deep Loch.

Today, the tribe's name comes from the labyrinth that ultimately destroyed the now-extinct White Howler tribe, re-

placing them with fanatics known as the Black Spiral Dancers. Rituals of "walking the Black Spiral" are still used to initiate cubs and wayward Garou into the tribe. Degenerating into this downward spiral is a soul-scarring journey, as it is still hidden in the depths of the Wyrm realm called Malfeas. Each petitioner must betray the associates of his former life, forsake his former spiritual beliefs, and most importantly, descend into madness.

Black Spirals possess a wide array of mental disorders, ranging from insidious hidden delusions and phobias to overt and disturbing outbursts of mental illness. Even if a Black Spiral cub is separated from its own kind, the werewolf's downward spiral into insanity is inevitable. This doesn't mean Dancers are non-functional, however; Garou seem to think so because the most self-destructive Black Spirals are used as shock troops against Gaian packs and septs. At their best, functional Spirals are cold and calculating psychopaths capable of infiltrating and subverting human society, and even passing as Gaian. The most obvious manifestation of the tribe's psychosis is an enduring hatred of all Garou — an obsession that defies all reason.

Like Garou, Black Spiral Dancers run in packs and gather in numbers. Just as the Garou have caerns, Black Spiral Dancers thrive in Hives, whether they're toxic hellholes no one would dare approach or subterranean tunnels hidden from vigilant enemies. The tribe has its own camps, rituals, and moots, many of which are dedicated to the three hydra heads of the Triatic Wyrm and its many subservient Urges. Public ordeals of victimization and orgiastic rites are common. Despite this, a Black Spiral pack can choose to remain isolated from the rest of the tribe almost anywhere, as long as they faithfully obey the whispered commands of the Wyrm.

Metis Garou are common in Black Spiral packs. Some are recruited from those who resent their second-class status in the Garou Nation; others are born into a tribe that willingly breeds metis to bolster their numbers. Black Spiral reproductive rights allow absolute freedom. The tribe's orgiastic practices are perverse and frequent: outbreeding enemies is a biological imperative. The Black Spirals easily outnumber any of the Thirteen Tribes of the Garou Nation. Metis deformities, like other deformities, are proudly displayed.

Appearance: Modern Black Spirals are a mockery of modern werewolves. Most possess minor mutations and other forms of disfigurement that hint at their corruption. This might be due to pollution, corruption, or radioactivity near their place of birth. In Crinos form, Black Spirals are frequently afflicted in some way: their skulls may be malformed or their jaws might slaver. A Dancer's eyes typically burn an unnatural shade of red or green. Their fur is filthy, gnarled, or patchy; the most common shades are dirty black or a sickly, greenish white. Garou recruited from other tribes appear as corrupted versions of their former brothers and sisters. Many Spirals are deformed in some way, since nearly half the tribe is metis. A few exceptionally rare and exotic Black Spirals have the pure white fur of their White Howler ancestors.

Kinfolk & Territory: Black Spiral Kinfolk aren't the most stable individuals. Sanity isn't their strong suit, and emotional stability is a struggle. Most are used to conditions of financial adversity and questionable hygiene, supporting themselves through marginal jobs and living in squalor. For reasons they never fully understand, they are inexorably drawn to the Wyrm's corruption. This may result in a lifestyle "improved" by a variety of spiritually harmful products created by Pentex and its many subsidiaries. To keep an eye on these relations, some Black Spirals manage to secure work for them in those same corrupt companies. There's certainly no guarantee of employment, however. Some Kinfolk stray into what may seem like perfectly ordinary homes and lifestyles; that makes the moment when their dysfunctional tendencies finally manifest far more shocking than they would normally appear.

Black Spiral Dancers have relatively few lupus for a tribe their size; they rely more on breeding metis. Their wolf Kin live miserable lives in captivity, kept in small preserves at best and in the depths of Hives at worst.

Tribal Totem: Most Black Spiral Dancers serve the tribal totem of Whippoorwill, a spirit of ill luck and ruin. In addition to their eerie wolf calls, Black Spirals can emulate the bird of the same name.

Initial Willpower: 3

Background Restrictions: Almost any Garou Background is allowed, although they tend to manifest in more sinister ways. Pure Breed is restricted, except in cases where all five dots are purchased, representing a throwback to the original White Howler bloodline.

Derangement: The Black Spiral breaks the minds of those who dance it. Each Black Spiral Dancer has at least one overt or covert form of insanity, represented with a Derangement (see pg. 485).

Beginning Gifts: Bane Protector, Resist Pain, Resist Toxin, Sense Wyrm, Shroud

You'll understand.
Once you pass through the gates, your senses will be opened.
You'll smell the reek of the rotting wounds,
hear the voices under the skin of the earth.
You'll see the truth about the world when the illusion is torn away.
Come and dance with us.
You'll understand.

Black Spiral Dancer Gifts

Black Spirals typically learn Gifts from a pantheon of disgusting Banes. The price they pay for knowledge is correspondingly higher than that paid by Gaian Garou. When a Black Spiral is initiated to the tribe, she learns her first tribal Gift from a soul-shattering experience in the Black Spiral Labyrinth. Each time she advances in rank, she can learn an additional Gift in that Malfean labyrinth.

• **Bane Protector (Level One):** The Black Spiral can bind Banes in a pact of mutual alliance. Before these spiritual servants can act, the werewolf must convince them of her malicious intent, as well as how her actions will serve the Wyrm. The spirit will likewise attempt to arrange a bargain, agreeing to help in exchange for performing a service (or sacrifice) afterward. This Gift is taught in the first circle of the Spiral Labyrinth. The initiate learns not only to deceive and survive the Banes that torment her, but also petition them to aid her.

System: Activating this Gift requires one Gnosis and a successful Manipulation + Leadership roll. One success forms an alliance for a scene; three form a pact for an hour; five form a spiritual alignment for one day.

• **Resist Pain (Level One):** As the Philodox Gift. Black Spirals who commonly use this Gift still feel pain, but that doesn't impede their prowess in a fight. Some learn to enjoy the thrill of suffering horrible injuries and surviving.

• **Resist Toxin (Level One):** As the Bone Gnawer Gift. As many toxic hazards as there are in a Hive, this Gift is often a necessity for survival.

• **Sense Wyrm (Level One):** As the metis Gift. Sensing other creatures of the Wyrm doesn't elicit kinship, but most Black Spirals take a perverse sense of pleasure when they experience or encounter new forms of mutation, deformity, dementia, or cruelty.

• **Shroud (Level One):** As the Uktena Gift.

• **Smell Fear (Wyrm Philodox Gift, Level One):** The Philodox can tell if anyone nearby fears her enough to employ Sense Wyrm or other perceptive Gifts on her.

System: Roll Perception + Empathy; the difficulty is the target's Willpower (or the highest Willpower of enemies present.) For each hour the sense is active, the Black Spiral loses one Gnosis. The Philodox can tell when anyone is using Sense Wyrm or any Gift that requires Perception against her, such as the Shadow Lord Gift: Fatal Flaw.

• **Ears of the Bat (Level Two)**: The Black Spiral with this Gift can unfold bat-like ears. Cartilage distends as the earflaps extend. Even when the Gift isn't active, the werewolf has strangely shaped ears in all forms.

System: As long as the Gift is active, the Black Spiral can use echolocation, similar to the way a bat would. Even in complete darkness, the werewolf can sense the size and shape of every object within range of her hearing. The Black Spiral can also attempt to sense creatures concealing themselves through supernatural powers, such as a vampire's Obfuscate or a werewolf's Blur of the Milky Eye. This requires a contest between the Black Spiral's Perception + Occult and the creature's activation roll.

• **Wyrm Hide (Level Two):** The Black Spiral can harden his skin into a leathery hide. Like a Black Spiral calling upon a Bane Protector, the Black Spiral must proclaim his need for aid from the baneful spirit. Some achieve this through trash-talking or insane rants, often accompanied by physical posturing or disturbing dances.

System: Spend one Gnosis and roll Manipulation + Leadership. Each success grants an additional soak die, up to a maximum of three. As long as he doesn't botch the roll, the Black Spiral also treats lethal damage as bashing.

• **A Thousand Voices (Wyrm Theurge Gift, Level Two):** While hiding, the Black Spiral can create illusory images that suggest a pack of shapeshifter allies is lurking just out of sight. Howls, shadowy apparitions, footfalls, and even illusory scents are all possible, although the Gift can't create the illusion of a specific shapeshifter.

System: For each point of Willpower spent, one illusory ally is created. The Storyteller secretly rolls Perception + Alertness for each witness present; the difficulty depends on the immediate surroundings (difficulty 4 in a dense forest; difficulty 9 on a vast plain.) The Black Spiral using this should remain hidden; once he's spotted, the Gift fails. With one success, the illusory pack consists of Black Spirals; with three successes, the illusion suggests the presence of allied Fera; with five successes, the illusions hint at horrible sanity-shattering allies, such as tentacled Lovecraftian horrors, unearthly herculean fomori, or hideous titanic Banes.

• **Allies Below (Wyrm Galliard Gift, Level Two):** The Galliard belts out a rousing howl that summons the spirits of the Earth. Wyrm creatures far below the Earth's crust create tremors that may knock anyone within ten yards/meters prone, open up tunnels or sinkholes, or even collapse part of a building.

System: The extent of the damage inflicted depends on the amount of Gnosis channeled into the rousing howl. One Gnosis causes a minor tremor; anyone who scores less than three successes on a Dexterity + Athletics roll is thrown to the ground. Three points can also collapse underground tunnels, knock down trees, or open sinkholes. Five points can cause structural damage to a building, collapsing walls on anyone within several feet of it (for five dice of damage); victims can roll Dexterity + Athletics to dodge out of the way (but not parry or block.)

• **Horns of the Impaler (Wyrm Ahroun Gift, Level Two):** The Black Spiral is endowed with spiraling, chitin-

ous horns that sprout from his malformed head. Whether these appear as spiral ram's horns or massive antlers depends on the whim of the Drattosi that teaches this Gift.

System: These horns can inflict the same damage as a Bite attack (Strength +2). They can be used twice each turn, but the attacker does not need to split his dice pool. Alternatively, the Black Spiral can charge his opponent for more damage (Strength +5), but this requires at least ten feet of running first, and no other attacks are possible that round.

• **Patagia (Level Three):** The Black Spiral has membranous flaps of skin under her arms, similar to those of a pterodactyl or flying squirrel. This disfigurement can be concealed, but it's present in all of the werewolf's forms.

System: When combined with the werewolf's supernatural blessings, this allows a Black Spiral to glide up to a speed of 25 miles per hour, although the creature cannot gain altitude without spending Rage. The creature moves faster while using Patagia, but her speed in a turn cannot exceed twice her usual move speed. A furious Dancer can burn a point of Rage to surge upward or increase her move speed by a number of yards/meters equal to her Dexterity. Deploying Patagia is a reflexive action, available the moment a Black Spiral falls or jumps down from a great height.

• **Foaming Fury (Level Three):** When enraged, this werewolf has slavering jaws that foam with a sickly greenish fluid. Black Spirals with this affliction tend to twitch and chitter. Many exhibit behaviors that make them look rabid.

System: Anyone bitten by this Black Spiral must make an immediate Stamina roll (difficulty 8) or succumb to frenzy. If the Black Spiral spends one Gnosis immediately after this attack, she can choose whether her victim flees or fights without restraint.

• **Beautiful Lie (Level Three):** To preserve the Veil, Gaia protects innocents with false memories and delusions inspired by the Delirium. Black Spirals subvert this spiritual phenomenon to produce further misdirection, covering up ugly truths with beautiful lies.

System: A Black Spiral observing a blatant or appalling crime can cover it up with a lie. He chants a story to the spirits, rationalizing the event that just happened. The werewolf spends one Gnosis and rolls Wits + Subterfuge; the difficulty is 6, as long as the story is vaguely plausible. Mass delusions follow to cover up the truth, and the memories of victims may become hazy. With three successes, false evidence (formed from ephemera) remains for about an hour to help obfuscate the truth.

• **Touch of the Eel (Wyrm Ragabash Gift, Level Three)**: The Black Spiral Ragabash can release a current of electricity through conductive materials nearby; alternatively, the Spiral can shock someone with a touch.

System: Burn one point of Rage. The electrical charge can carry up to 30 yards/meters if transmitted through a proper conductor. At a distance, the attack inflicts three dice of lethal damage (difficulty 7 to soak); by touch, it does four dice. Attacking with a touch requires Dexterity + Athletics; the victim can dodge it (but not parry or block) as he normally would with Dexterity + Athletics.

• **Crawling Poison (Level Four):** The Black Spiral can infect other shapeshifters with a slow-acting poison transmitted by a successful claw or bite attack. Ordinary, natural creatures react by becoming queasy or ill.

System: After a successful claw or bite attack, the Dancer must make a Gnosis roll opposed by the victim's Stamina (both rolls are difficulty 8.) If the Black Spiral gets more successes than his opponent, his victim cannot use her regeneration. Each success suppresses regeneration for one hour.

• **Call Elemental (Level Four):** As the Uktena Gift, except the Black Spiral summons a Wyrm elemental, such as a Furmling or Hogling.

• **Open Wounds (Level Four):** As the Shadow Lord Gift. The wounds may weep, fester, or suppurate pus and other fluids that appear distinctly unnatural.

• **Balefire (Level Five):** The word *balefire* typically refers to unholy green flame fueled by the corruption of the Wyrm. Black Spirals who learn this Gift can project burning globules of balefire, typically by spewing corrosive spittle, summoning and hurling spheres by hand, or through mutated flesh capable of a violent discharge.

System: The Black Spiral rolls Dexterity + Athletics (difficulty 6, modified by the same factors that affect Firearms, pg. 293); the victim can attempt a Stamina roll (difficulty 8) to resist those levels of damage. A victim who can't match or succeed the Black Spiral's successes receives a Wyrm-fueled mutation.

These mutations are always harmful and more than horrific disfigurements: each success is treated as a level of aggravated damage. Healing these mutations takes as long as aggravated damage normally requires, but the process requires the use of acid, fire, surgical implements, or other tools that can remove those mutated disfigurements. Until those wounds are healed, the victim is considered tainted for the purposes of the Sense Wyrm Gift.

Fomori

When the Wyrm utterly corrupts a human's mind, body, and spirit, that victim becomes a monstrous fomor. This is usually the work of full-body Bane possession. The Wyrm grants each fomor supernatural power, but there's always a price to be paid. Monsters cursed with the Wyrm's power are always marked or deformed in some way. Whether the victim volunteers for this bargain in a devil's deal, succumbs to seduction, submits to duress, or is brutally taken by predators, the results are always horrific.

The least and most pitiful fomori become mindless, raving cannibals struggling to survive in places the Wyrm has blighted. Even barely sentient fomori are drawn to places of pollution, defilement, and human suffering, knowing their infernal allies are drawn to the same prey. The most dangerous ones retain their intellect, cunning, and guile. Once they've learned to hide their curses and imperfections from ordinary people, they walk among us, preying on the weak and the wounded.

There was a time when most fomori were merely possessed animals: monstrous creatures that became the source of legends. Since the Delirium distorts the memories of humans who witness true evil, people who survived their attacks never fully remembered what they witnessed. Throughout history, their stories became the basis for many tales of mythical creatures: manticores, dragons, and stranger abominations. As human civilization became more advanced, so did the minions of the Wyrm. Human hosts became far more effective agents of evil than enraged animals. The Fianna have elaborate tales of these monsters attacking the kingdom of Eire, rising from the sea to assault mankind's heroic defenders. Wherever pollution, corruption, or victimizations take place, Banes gather, and fomori may rise again.

When a Bane possesses a vulnerable human host, that person's consciousness and personality remain, but the malevolent spirit gives strength to the victim's darkest and least desirable tendencies, bestowing supernatural power. Not all victims become permanently corrupt when a Bane possesses them, but people with low morals or desperate needs usually don't recover from spiritual possession. Some are even genetically predisposed to possession, inheriting curses and legacies far more dangerous than a Garou's inherited lycanthropy. If a person is particularly evil or psychotic when the Wyrm finds that victim, the host's supernatural enhancements become even stronger, and the descent to complete mental and spiritual degeneration is even faster.

Mindless or barely sentient fomori who gather in numbers band together for survival. They could be living in the squalor of a remote backwater village, squatting in the ruins of an abandoned building in the bad part of town, or hiding from the modern world in subterranean chambers, such as storm sewers, transit tunnels, or long-forgotten caves. Though mainstream media is wary about showing the most toxic hellholes on the planet, such places certainly exist: in fact, there are places where pollution and devastation blight the natural world with very

little help from the Wyrm at all. For the Garou or other shapechangers, these forsaken places are prime hunting grounds: anything that cannot be redeemed is killed, and hopefully, rituals can reclaim those stalking grounds. Monsters in the physical world are only one part of the problem. The Umbral reflections of these physical places are even more hellish. If Banes survive, they only need more vulnerable victims to create more fomori.

Intelligent fomori have far more resourceful and insidious allies. In the 20th century, many of the Wyrm's minions worked within an elaborate corporate organization, acting as agents of the Pentex Corporation and its subsidiaries. One of their most insidious operations was a program called Project Iliad, in which the company recruited promising employees and subjected them to horrific experiments. The Garou raided many of the laboratories and factories used as part of this project, but that didn't prevent the Wyrm's minions from learning from their mistakes. Each time the Garou removed one of the heads of this financial hydra, another subsidiary would arise to replace it.

In the 21st century, each subsidiary of Pentex now has its own program for weakening humans and making them more susceptible to spiritual corruption. As Pentex subsidiaries continue to poison and destroy the planet, these new enterprises have recruited the most vulnerable of these victims as powerful fomori. Working together through conspiracy and subterfuge, they create shock troops to use against the Garou Nation and all of human civilization. Some freaks are trained for paramilitary packs called *First Teams;* others are employed to focus on the secret mission statement of a corporate subsidiary.

Lone fomori are harder to find, and when thoroughly entrenched in their surroundings, sometimes harder to kill. A loving family may go to great lengths to protect an isolated fomor relative, never fully understanding the cause of his or her affliction. Some fomor are fortunate enough to have concealable afflictions and can manage to sustain themselves in human society for short periods of time, albeit with the kind of low-paying and humiliating jobs must humans tend to avoid. Granted, their ruthless cunning and psychological maladjustments may cause them to self-destruct in a matter of months or years, but not before they've spread more corruption, suffering, and victimization in the world around them. Acting against these modern monsters can be difficult. When a pack of Garou shows up to abduct a corrupted child living in a suburban household, or when a retail clerk surrounded by security cameras gets a visit from shapechangers, the pack may find "doing the right thing" a little more difficult than they first suspected. Solving these problems with violence is a quick-and-dirty solution, but the legal consequences and strain on their Veil of secrecy complicate matters immensely.

Bestial Fomori

Attributes: Strength 3+, Dexterity 2+, Wits 3+, Charisma 1+, Manipulation 1+, Appearance (usually) 0, Perception 2, Intelligence 1+, Wits 1+

Abilities: Brawl 1 to 3, Dodge 1, Firearms 1, Melee 1 or 2, Stealth 1, Survival 2, Occult 1

Powers: Each fomor gains supernatural power from the Bane infesting it. See the list below for plenty of suggestions, or feel free to invent new ones. Most fomori have the Powers: Armored Skin and Immunity to Delirium.

Equipment: Tattered or foul-smelling clothing and possibly a sharp object (Strength +1 damage). Fomori with military training may have pistols, rifles, knives, bulletproof vests, riot armor, or more exotic equipment. Even a half-crazed fomor can buy a dirt-cheap cell phone at a convenience store for communicating with its allies.

Quick and Dirty Fomori

Nearly any weak-willed or vulnerable human, from any walk of life, can become a fomor. Pentex has plenty of subsidiaries to help with the selection process. If you'd like to run a campaign with a wide range of fomori, it's simply a matter of taking the stats for an ordinary human and adding a dash of corruption. It starts like this:

1) Prioritize three categories of attributes (Physical, Social, and Mental), putting six dots in the primary category, four in the secondary, and three in the tertiary.
2) Prioritize three categories of abilities (Talents, Skills, and Knowledges) the same way, with eleven dots in the highest category, seven in the secondary, and three in the tertiary.
3) Most fomori start out with Willpower 3, but no Rage or Gnosis (unless a power grants Rage or Gnosis.)
4) Choose one to three fomori powers. Consider powers that tie to a mortal's background (Phoenix Fire for a fireman), environment (Noxious Breath for someone stalking in a nightclub), or favorite Pentex product (Berserker for a kid who collects Wyrm-tainted action figures).
5) Add one of the following powers, since they're the most common ones fomori possess: Armored Skin, Berserker, or Gifted Fomor. Nearly all fomori also possess Immunity to Delirium.
6) A fomor can take up to three points in the following Backgrounds: Allies, Contacts, or Resources.

Fomori Powers

A newly possessed fomor typically has one of the following powers (or often two, with one being Immunity to the Delirium). The average fomor has three; some of Pentex' most dangerous creations have four or five. While

it's very easy to add a simple "build" of three powers to a generic template, the most dangerous fomori still maintain some semblance of their former lives. Any set of statistics for an ordinary human can be transformed into a fomor with the addition of a few fomori powers.

• **Animal Control:** The fomor can emit a high-pitched wailing only animals can hear. This summons a few of the most weak-willed or diseased animals in the area. The fomor can then command her animal minion to do anything it could normally do, albeit with purpose and almost human intelligence. For example, dogs can bite humans, rats can follow people unseen, or a cat can leap on someone's face to scratch out his eyes.

System: Spend one Willpower and roll Manipulation + Animal Ken (difficulty 6). If successful, the fomor can force one animal per success anywhere within 120 yards to do as he bids. The command must be simple, and it can't be longer than five words. The effects last for one scene.

• **Armored Hide:** The fomor has tough skin that's resilient to harm. It might be a leathery hide that soaks damage, reptilian scales that deflect attacks, or an oozing discharge that causes weapons to slide off it.

System: The fomor has an additional three dice for soaking lethal and bashing damage. The freak can also use those dice to attempt to soak aggravated damage (difficulty 8.)

• **Armored Skin:** This ability is common among fomori.

System: The creature can soak and heal lethal damage as if it was bashing damage.

• **Berserker:** The fomor understands rage and wrath as well as any werewolf, though he'll never understand how to temper passion with wisdom. Drawing on his inner anger, the freak channels it into vicious attacks against Garou. Some rare fomori harness that rage to fuel other supernatural powers. Fomori contaminated by Pentex are often well-acquainted with the company's products that encourage frustration and wrath.

System: The fomor has five Rage points and can use them like Garou. However, the fomor is also vulnerable to frenzy. Some fomor powers require Berserker as a prerequisite, most notably in cases where the fomor needs Rage to empower an ability.

• **Bestial Mutation:** The fomor can shapeshift into the form of a hideous beast. Each fomor's bestial shape is different, but none are pleasant to see (or smell or hear, for that matter). No one would ever mistake one for a natural creature — these are the things nightmares are made of. Distinctive freaks can be identified through their odious aromas, unnatural hues, horrific hides or scales, or even sanity-shattering emanations from various orifices. (In other words, let your imagination mutate and go wild.)

System: Shapeshifting takes the same time as it does for Garou (using Dexterity + Primal-Urge, though few fomor learn that skill.) The freak gains two additional dice for Physical Attributes, but the creature's Appearance in its Bestial Mutation drops to 0. Many of these freaks also have the Power: Claws and Fangs or the Extra Limbs power.

• **Body-Barbs:** The fomor has razor-sharp growths of bone blades protruding from her joints. The size, shape, and number of these barbs varies from one freak to another.

System: If the fomor succeeds in an attack using her body-barbs, the attack does an additional two dice of damage. Most barbs are in some way attached to the arms or legs, adding damage dice to a punch or kick attack. (This power can be "bought" up to three times for additional levels; each level adds another two dice of damage.)

• **Body Expansion:** The fomor can extend up to three times normal height. The freak can take giant steps or grab humans in its meaty mitts. Unfortunately, the fomor's internal organs don't adapt well, since there isn't enough air in its lungs or blood in the its veins to stay healthy. Its bones also become brittle.

System: Spend one Willpower and roll Strength + Athletics (difficulty 6). Hand-to-hand attacks from the expanded fomor inflict Strength + 4 damage. The fomor can also add 10 yards to its running speed per turn. If the freak botches a soak roll, his brittle bones break, causing one Health Level of damage.

• **Brain Eating:** The fomor can temporarily reduce a victim's Intelligence (or any Mental Attribute) by gnawing on that person's skull. However, cracking open the skull isn't absolutely necessary.

System: The fomor must touch the target; this requires a Dexterity + Athletics roll. If the roll succeeds, the fomor spends one Willpower on the same turn and rolls Intelligence + Occult (difficulty 6); the target can resist with Willpower (difficulty 6). A successful attack means the fomor can temporarily remove one point from one of the victim's Mental Attributes. This doesn't inflict physical damage, although it heals at the same rate as aggravated damage.

• **Cancerous Carapace:** The fomor has an unappealing and repulsive skin condition, eliciting stares from rude people and uncomfortable questions from ruder ones. This might include growths, blotches, warts, cold sores, suppurating wounds, or other disfigurements. Clothing and cosmetics can decrease their visibility, enough so that they can blend in with other with normal people who have such afflictions (resulting in an Appearance of 1). Once enraged, however, the fomor's affliction blooms into a full-body carapace of undeniably unnatural cancerous sores and tumors (and effectively lowers Appearance to 0).

System: The fomor can spend one Rage to harden her skin with hard, scaly growths for one scene. This natural armor gives the fomor an additional two dice for soaking damage from physical attacks. This power cannot be combined with Armored Hide; it's an alternative that's relatively concealable.

• **Cause Insanity:** The fomor can shatter sanity and twist minds. The exact method depends on the freak's perverted proclivities. Some gibber and blather in the Wyrm's true language; others project illusions that distort and distend their bodies into blasphemous, atavistic forms. Fomori with Gnosis (from the Power: Spirit Ties) may even allow a mortal to peer through the Umbra into the depths of a Hellhole. No matter what the method, it inevitably leads to madness.

System: The target must be within line of sight; the fomor needs to engage the target, either through conversation or combat. Spend one Willpower point and roll Willpower (difficulty 8).

— One or two successes inflicts a minor phobia for one scene, determined by the Storyteller.

— With three or four successes, the victim gains an elaborate delusion or minor phobia for one hour or one scene (whichever is longer).

— With five successes, the victim has a full-blown freak-out for one day. If the victim is a player character, that victim might go on a walkabout instead for one scene while under the control of the Storyteller. When it's over, the victim has no memory of that time.

• **Chameleon Coloration:** The fomor can change color, blending into her surroundings. This may manifest in a single hue, an inky shadow form, or even a pattern that blends into a background.

System: Changing color requires a turn to activate. Anyone attempting to spot the fomor must roll Wits + Alertness (difficulty 7). A variation on this power, Shadowwalking, allows the fomor shift her skin to a shade of gray or black so she can walk in shadows; the mechanic is the same. At the Storyteller's discretion, blending in someplace tricky may require a Wits + Subterfuge roll. (A single hue would need one success; a brick wall three; a complicated pattern is possible with five successes.)

• **Claws and Fangs:** The fomor has natural weapons similar to a Garou's claws and fangs. They don't necessarily manifest as teeth and talons, however. The monster may have porcupine quills, bone spurs, a jagged proboscis, or stranger, even prehistoric varieties of natural weaponry.

System: The fomor can perform the Claw and Bite maneuvers; each attack inflicts Strength +1 aggravated damage. Whatever form these natural weapons take, they cannot be easily concealed, making the prospect of blending in with human society impossible.

• **Darksight:** The freak has an innate affinity to see in darkness.

System: No roll is required, but if the fomor is surprised by an extremely bright light, she's blinded one turn for every dot she has in Perception. The power even works in the complete and utter absence of all light.

• **Deception:** The fomor can mask her own Wyrm taint for a turn. With a touch, she can even mask or falsify another's corruption, but only if she has a talent for subterfuge.

System: The fomor must touch her target; roll Dexterity + Athletics. If successful, spend one Willpower on the same turn and roll Wits + Subterfuge (difficulty 7). A fomor masking her own Wyrm taint needs one success; masking someone else's corruption (such a vampire's low Humanity or a Black Spiral's true nature) takes three; falsifying corruption (making a heroic Silver Fang smell "of the Wyrm") requires five. Any supernatural creature can see through this deception with a contested Perception + Occult roll; add three successes if a Garou's Gift, vampire's Discipline, or mage's magick can be used to perceive or interpret the supernatural.

• **Dentata Orifice:** The fomor has a second, concealable mouth. The most common manifestation of this power is in the palms of the hands, the belly, or in place of a bodily orifice. When retracted, the dentata orifice is not visible — a fold of flesh hides the teeth, although the mound of skin that hides it usually looks disturbingly unhealthy.

System: When the fomor succeeds with a Grapple maneuver, he can immediately attempt an additional bite attack (as long as thick clothing doesn't separate his second mouth from the victim). Until the victim escapes from the grapple, the fomor can continue to make a bite attack each turn in addition to its attacks against other victims.

• **Echoes of Wrath:** The fomor can incite an emotional outburst from a human victim. Some of these monsters fall to the Wyrm by falling prey to a sin or addiction. Pentex subsidiaries in particular excel at enabling such behaviors in their most weak-willed consumers. Under the right conditions, these monsters can elicit similar behaviors from humans lacking in humanity.

System: This can be attempted once per scene. The fomor rolls Presence + Intimidate; the freak's opponent rolls Willpower (difficulty 6). If the fomor gets more successes than its opponent, that opponent spends one turn for each additional success unable to do anything other than ineffectually acting out on one of the victim's dysfunctional emotions. If the subject has been indulging in a product produced by the Pentex Corporation within the last scene, the difficulty of subject's Willpower roll might be one or two points higher.

• **Ectoplasmic Extrusion:** The fomor can create up to four ectoplasmic tentacles that can be used to reach out, grab objects, hit objects, smack people, or smother living things. Each appendage can reach up to five yards.

System: Spend one Willpower point and roll Stamina + Occult (difficulty 6) to create tentacles. The fomor adds three to her Strength for any roll involving lifting or Feats of Strength. To attack with tentacles, roll Dexterity + Brawl (difficulty 8); they collectively inflict Strength +2 damage. Any harm inflicted with a grapple can be inflicted with tentacles.

• **Exoskeleton:** The fomor has a hard, gnarled, ossified carapace sporting bizarre ivory growths.

System: The exoskeleton grants the fomor +3 Strength and +3 Stamina. If this raises an Attribute above 5, the creature's appearance is so impossible that seeing it incites the madness of the Delirium.

• **Extra Limbs:** The fomor has one or more additional limbs, often manifesting as masses of tendrils. These limbs may jut at unnatural angles, or they may be extensions of the creature's tongue. The creature might have methods of concealing some of these extra appendages, such as a pouch, throat sack, or tentacle gut.

System: The fomor has an extra three dice for grapple attempts. It might be able to make those attempts at a longer range, depending on the form those limbs take. Tentacles replacing existing appendages may have the same sensory capacity and might perform some of the same functions.

• **Extra Speed:** The fomor can outmaneuver a normal human.

System: The fomor can take one extra action per turn without splitting her dice pool. This also allows her to multiply her normal speed by 1.5.

Movement	Normal Human	Fomor
Walking Speed	7 yds/turn	11
Jog	13 yds/turn	20
Run	20 yds/turn	30

• **Eyes of the Wyrm:** The fomor has unnatural eyes that can terrify victims. Something about them is grotesque and outré. They might have strangely colored iridescent irises, irregularly-shaped pupils, a disturbing ability to bulge out, or a propensity to weep viscous fluids. The creature can dilate or otherwise distort their eyes at will, demonstrating the sorts of nauseating and repulsive manifestations the Wyrm bestows. Eyes are the windows to the soul, as the saying goes, but these lay bare the spiritual corruption that burns behind them.

System: The fomor's eyes appear normal until this power is activated. An opponent who looks the freak in the eyes must make a Willpower roll (difficulty 8) or

remain immobilized in horror for (five turns minus Wits rating; minimum of one turn).

• **Fiery Discharge:** The fomor can spew a fiery fluid from one of its existing orifices or a new one created through mutation. The fluid could be any variant of a natural discharge. Whatever form the discharge assumes, *it burns*. An additional mutated gland secretes and forcefully expresses this fluid, but readying it before each burst takes time.

System: This attack requires a Wits + Athletics roll, and normal modifiers from Firearms attacks apply. The attack can be made once every other round; the Berserker power does not allow additional attacks with the discharge. Each success on the attack roll not only increases the chance to hit, but also defines the range of the attack in yards/meters. Damage is aggravated, but it can be mitigated by Gifts like Resist Toxin.

• **Footpads:** The freak has soft pads on the bottom of his feet, allowing him to move quietly.

System: Lower the difficulty of all the fomor's Stealth rolls by 2.

• **Frog Tongue:** The freak's tongue violently projects from his oral cavity, adhering victims to its extended lingual length.

System: The fomor rolls Dexterity + Athletics to attack a target up to two yards away with her long frog tongue. Grappling maneuvers are possible; damage is equal to Strength. Pulling a grabbed target adds a two dice bonus to the fomor's Strength dice pool.

• **Fungal Touch:** The inside of the fomor's body is a breeding ground for a communicable toxic fungus.

System: The fomor can infect an opponent with a touch (a successful Dexterity + Brawl roll) or when the fomor is touched. The victim resists with a Stamina roll (difficulty 7); if the roll fails, the victim loses one point from each Physical Attribute, as well as the Appearance Trait. The effects last for one day, but can be cured with a healing Gift (such as Resist Toxin or Mother's Touch) or a healing talen or fetish. As an alternative, the fomor can exude the toxin from her skin; when this happens, all dice pools for melee attacks against the toxic fomor are reduced by two.

• **Fungal Udder:** The fomor's body produces a substance that can sustain fomori, Black Spiral Dancers, and other Wyrm-tainted creatures. The creature can consume toxic waste, cardboard, or some other inedible substance, converting it into a disgusting (yet edible) milk, meat, or fat its dependents can harvest. After a day, the substance

degenerates into something so foul even the creatures of the Wyrm cannot derive sustenance from it.

System: This power works like the Bone Gnawer Gift: Cooking; it can be used once per day with no Gnosis cost. Each success creates enough food to sustain one Wyrm-tainted creature for one day. The creature also has an anatomical extremity that can exude or extrude this food substitute. Whether it's milked into a container or sucked directly from the appendage depends on the nature of the mutation. Another fomor who suckles at a fungal teat gains an extra point of Strength, Dexterity, or Stamina for one scene; suckling a teat takes one round.

• **Gaseous Form**: The fomor can boil his body into a gaseous state within seconds. The gas retains its integrity, even in a strong wind. Its stench is redolent of sulfur, urine, excrement, or another odious aroma.

System: The freak must spend a point of Willpower to become gaseous. The transformation takes one turn, and the fomor cannot remain gaseous for more than a scene. Changing back sooner requires a second point of Willpower. It can move wherever a gas might drift of its own volition. However, the fomor cannot be inhaled.

• **Gifted Fomor:** The fomor can learn Level One or Level Two Homid, Ahroun, or Black Spiral Gifts. The Gift's effects always appear twisted or warped in some way. For instance, a fomor using Persuasion might appear to be brainwashed and speak in tongues, speak through chittering insectile mandibles hidden within her mouth, influence onlookers with the double-irises of her hypnotic eyes, or possess the fanaticism and determination of a religious cultist.

System: Each Gift counts as a separate power. If the Gift requires Rage or Gnosis, the freak can spend Willpower instead (unless it has somehow acquired Rage or Gnosis).

• **Hazardous Breath**: The fomor can spew a cloud of harmful halitosis on anyone within reach.

System: Inflict one Health Level of damage with a successful Dexterity + Brawl roll (difficulty 7). This can be used once per scene for each point of Stamina the fomor has. However, the cloud can't extend farther than the fomor can reach.

• **Hazardous Heave:** The fomor must have Hazardous Breath to gain this power; treat this as buying a second power.

System: Like Hazardous Breath, but the spewed substance is caustic, inflicting two Health Levels of damage each turn until the substance is washed off or the subject dies. The fluid might resemble napalm, gasoline, or toxic waste.

• **Hell's Hide**: The fomor's skin has a slightly reddish tint. It's highly resistant to heat, fire, and radiation.

System: Gain three additional soak dice only usable against damage from heat, fire, or radiation (which is normally non-soakable).

• **Homogeneity:** The fomor can inhibit or even cancel the power of a supernatural creature nearby.

System: The fomor spends one Willpower point and rolls Manipulation + Intimidation (difficulty 7). The freak chooses one supernatural creature within five yards. The target can resist with a Willpower roll (difficulty 7). If the fomor wins this contested roll, each success subtracts one die from the next dice pool to activate a supernatural ability, such as a vampire's Disciplines, a Garou's Gift, a mage's Spheres, and so on.

• **Immunity to the Delirium:** This is the most common and arguably the most useful power a fomor can have. Nearly all Banes suppress the Delirium in their victims, and it seems to be a recurring side effect in fomori created by Pentex products. As a freak's humanity and cognitive skills degenerate, the parts of the brain trigged by the Delirium begin to deteriorate as well.

System: Delirium doesn't affect the fomori with this power, just as it doesn't affect Garou or their Kinfolk.

Storyteller's Note: The rare fomori who do not possess this power act even more irrationally than their insane allies, acting based on the delusions and rationales they experience during Delirium. As with humans, these reactions are based on the fomor's Willpower. The Delirium doesn't prevent the fomor from using all his powers when reacting to this fantasy.

• **Infectious Touch:** The fomor can infect a victim with sickness through touch. This requires flesh-to-flesh contact. Mystical healing can remove the disease's debilitating effects, but the victim may feel miserable for weeks.

System: The fomor must succeed with a Dexterity + Melee roll; the victim can attempt to dodge it (but not parry or block) using Dexterity + Athletics. The fomor only needs one success to infect a victim. Regardless of whether the "touch attack" inflicts damage, the fomor expends one point of Willpower the same turn. The victim can then resist the infection by rolling Stamina + 3 (difficulty 8). The victim takes six Health Levels of aggravated damage, reduced by one Health Level per success on the resistance roll. The damage heals at the rate of one Health Level per week.

Mystical healing (such as Mother's Touch or even Resist Toxin) can remove the immediate damage; however, the victim will feel miserable for a week for each level of damage inflicted. During this time, the victim takes a two-die penalty to all physical actions. A victim cannot be affected by more than one Infectious Touch at a time.

• **Invisibility**: The fomor is so twisted that *light* actually warps around her when she uses this ability. As long as she concentrates her will and doesn't attack anyone, she remains unseen.

System: The fomor spends one Willpower roll and rolls Wits + Stealth (difficulty 7). Anyone specifically

searching for a hidden fomor can attempt to contest this with a Perception + Alertness roll (difficulty 8). Sense Wyrm doesn't require a contested roll, but it can't pinpoint the fomor's exact location. The power's effects last until the end of the scene, or until the fomor enters combat.

• **Lashing Tail:** The fomor has an appendage similar to an extra limb; however, this lashing tail cannot be manipulated in precision interactions.

System: The tail has a six-foot reach, requires a Dexterity + Melee roll to connect (difficulty 8), and inflicts Strength +2 damage.

• **Malleate**: The fomor secretes a venom that can melt a living victim's body into a malleable mass. The victim can be stretched like taffy, kneaded like dough, or molded like clay. The victim can still fight back until he's incapacitated, at which point he becomes a pitiful puddle of miserable, mewling goo.

System: The fomor must inflict damage to the target with a natural piercing attack (fangs, stinger, etc.) and spend one Willpower point. If the fomor has no such natural weaponry, his bite inflicts Strength –1 damage (difficulty 5). Each turn after being bitten, the victim suffers one Health Level of aggravated damage that cannot be soaked. The venom does damage over time, inflicting one point of damage each turn for each success the fomor initially rolled. With each level of damage, the victim becomes increasingly malleable. When the victim is Incapacitated, that victim is a pile of goo with no fine motor skills. Once those Health Levels heal, the victim returns to normal. The Gifts: Resist Toxin, Doppleganger, and Adaption allow Garou to resist this power.

• **Maw of the Wyrm:** The fomor can distend his mouth to swallow an object or creature in his grasp; the victim can be up to the size of a human being. If the fomor devours a living creature, the victim begins to suffocate (see *Suffocation*); if the victim dies this way, he's digested as food. All indigestible objects are excreted within a day.

System: The fomor must first succeed with a grapple attempt. Once each turn for the next two turns, the fomor can attempt an additional Dexterity + Melee check; this is resisted by the victim's Dexterity + Athletics roll; if the victim succeeds on any of these rolls, he escapes. If the victim doesn't escape within three turns, he's devoured whole. The fomor can choose to let go of a victim before swallowing him whole; the victim can choose to attack instead of attempting to escape.

• **Mega-Attribute:** The fomor has enhanced Strength, Dexterity, or Stamina.

System: This power can be taken up to three times. Each time, the fomor gains an extra three points in a different Physical Attribute; Strength is the most commonly enhanced attribute. If an attribute is raised higher than 5, the fomor is obviously supernatural, inciting the Delirium in any who see her. No attribute can be raised more than once this way or raised above 10.

• **Mind Blast:** The fomor can assault a victim's mind with mental energy, crippling him with pain.

System: The fomor spends one Willpower point and rolls Wits + Alertness (difficulty 8); this is resisted by the victim's Willpower (difficulty 6). For each success, the victim cannot act for one turn because he's wracked with pain.

• **Molecular Weakening:** The fomor can tear at the bonds holding matter together, whether using melee or ranged attacks.

System: The fomor must first successfully hit the target with a touch attack; this is usually a Dexterity + Melee roll that the victim can dodge (but not parry or block.) The fomor then spends one Willpower and rolls Perception + Medicine (if the target is organic) or Perception + Repair (if the target is inorganic); the difficulty is 8 either way. If this second roll succeeds, damage is doubled.

• **Nimbleness:** The fomor is remarkably dexterous, keeping her balance while performing feats that would throw anyone else ass over teakettle. This supernatural ability almost seems to defy the laws of physics; however, anyone attempting to post footage of these agile actions to the Internet will only capture crappy blurred footage. Truly impossible feats may trigger Delirium.

System: The fomor adds two dice to all rolls associated with climbing, jumping, and balance.

• **Noxious Breath:** The fomor releases poisonous fumes into the air. Those nearby are filled with inexplicable cravings. The fumes weaken the lung tissue (or stomach lining) of those who breathe it.

System: The fomor rolls Stamina + Medicine (difficulty 6). Fumes waft within 20 yards of the fomor. Anyone within range must make a Willpower roll (difficulty 8) or get an irresistible urge for an unhealthy (but still consumable or inhalable) substance, such as alcohol or a cigarette (even if the victim doesn't drink or smoke): the substance can't be toxic, corrosive, or poisonous. Each target that fails this Willpower roll suffers one Health Level of damage. The damage is aggravated and can't be soaked. (Some variants of this power have a different smell that induce overwhelming cravings for unhealthy food, such as a hunger for raw meat or burned bacon; the damage is inflicted to the stomach lining instead.) Noxious Breath can only be used three times in a scene.

• **Noxious Miasma:** The fomor can waft a noxious cloud of toxic spores at will, affecting anyone within arms' reach (or a yard/meter, whichever is less).

System: The fomor can use this power once per scene; it requires a Presence + Subterfuge roll (difficulty 8). Each

victim within range can oppose this roll with Stamina + Primal-Urge (difficulty 8). One roll is made against all victims within range. For each success by which the fomor's roll exceeds its victim's roll, the victim is immobilized for one round. (A point of Willpower can negate these effects for a round.) The resulting effects including coughing, wheezing, tearing up at the eyes, and gagging. Victims are immobilized and incapacitated, although they can defend themselves.

• **Numbing:** The fomor's body becomes completely numb, feeling no pain. During this time, she feels no sensations. She can't talk properly (as though her tongue is anesthetized), and she can cut herself without feeling anything. Some fomor become addicted to this release from suffering. For some poor bastards, feeling nothing is better than feeling pain, emotional or otherwise.

System: The fomor spends one Willpower point and rolls Stamina + Medicine (difficulty 6). The effects last for one scene. The fomor suffers no wound penalties and has three extra Health Levels. However, when this power wears off, the extra Health Levels disappear; if the fomor is below Incapacitated, she dies and melts into a dissolving pile of muscle and bone. Fortunately, she doesn't feel a thing.

• **Phoenix Form:** The fomor can immolate himself, becoming a walking bonfire. The flames do not damage him, but they ignite anything they touch, including ammunition (which may explode) and any building the fomor enters.

System: The fomor spends one Willpower point and rolls Stamina + Occult (difficulty 7). The flames are considered a raging chemical fire (three Health Levels of damage; difficulty 9 to soak). The effects last one turn per success.

• **Poison Tumors:** The fomor is covered in noxious tumors that ooze a poisonous pus. When the fomor is hit by an attack, the tumors splatter everyone within reach.

System: The power is activated when the fomor is hit with an attack (even if the attack doesn't inflict damage.) Victims within a yard/meter must immediately attempt to soak three dice of lethal damage (or five dice if the fomor is bitten.) If the fomor is attacked with a melee weapon, the attacker can attempt a Dexterity roll (difficulty 6) to avoid the splatter and the need for a soak roll. Anyone attacking from a distance with a firearm is safe, of course, but a fomor hit with bullets will still splatter pus on anyone within reach (or one yard/meter), whether friend or foe.

• **Rat Head:** Did you know rats have a collapsible skeletal structure that allows them to squeeze through holes about the size of their skull? The fomor with this power can wriggle through holes as small as 5% of its ordinary circumference. Like a tiny, mischievous rat, a human-sized fomor can squeeze through a hole about the size of a quarter.

System: The fomor rolls Dexterity + Athletics (difficulty 6). The effects last for one "slide" through a hole (until the fomor reaches an area wider than its original size). A failed roll means the fomor is stuck; this requires further attempts, but each successive attempt increases the difficulty by one. While squeezing like this, the fomor can move at half her normal running speed.

• **Regeneration:** The fomor recovers from injury at a supernatural rate, much like werewolves do. However, these wounds never fully heal. Flesh gives way to scars, bones knit in distended shapes, and particularly grievous wounds may result in permanent tumors, weeping sores, discolored flesh, or new mutations. A fomor who's been through hell and lived to psychotically rant about it may end up looking very odd indeed.

System: The fomor heals one level of bashing or lethal damage each turn. Healing a level of aggravated damage requires a full day and the expenditure of a Willpower point.

• **Roar of the Wyrm:** The fomor can strike terror in the hearts of those nearby with a primal, guttural scream.

System: Spend one Willpower and roll Charisma + Intimidation; each opponent within thirty feet can resist this power with one success on a Willpower roll (or by spending a point of Willpower). Those affected behave as though in a Fox Frenzy: they must run as fast as they can away from the fomor. This fear lasts for two turns per success.

• **Sense Gaia:** The fomor can sense servants of Gaia in the nearby area. This requires active concentration.

System: Spend one Willpower (or Gnosis, if you've got it) and roll Perception + Occult. The difficulty is based on the strength on concentration of the "Gaia stench"; sensing an average werewolf is difficulty 6. The range is 20 yards. Each tribe has its own distinct scent, recognizable with three or more successes.

• **Sense the Unnatural:** The fomor can sense supernatural creatures present, such as vampires, werewolves, mages, and other spirits.

System: Roll Perception + Occult (difficulty 6). An additional roll of Intelligence + Enigmas (difficulty 6) may be required to identify the species of supernatural creature. The range is 20 yards. The Ragabash Gift: Scent of Running Water negates this power.

• **Shadowplay:** The fomor can manipulate shadows about himself, pulling them into a veil of darkness. Most people cannot see through this obfuscation, but the fomor using this power can see through it.

System: Roll Wits + Stealth (difficulty 6). The effects last one turn per success, unless the fomor spends a Willpower point, in which case it lasts for a scene. This affects an area up to about 30 yards in diameter. Seeing through this veil of shadows requires someone actively

looking and using Perception + Occult; using a perceptive supernatural ability (such as a Gift using Perception or a vampire's Auspex) adds one automatic success to this roll. Each success on the activation roll also adds a die to rolls involving Stealth or Intimidation.

• **Size Shift:** The fomor can increase her size in a heartbeat. A fomor can take this power up to three times; this represents three different size categories.

System: Spend one Willpower (or Rage, if you've got it). The shapechange lasts for one scene. For each level of this power, the fomor gains one temporary Health Level and one temporary point of Strength or Stamina. Adding one level to a human makes it the size of a lion or pony; adding two makes it the size of a horse; adding three levels makes it the size of a rhino. The fomor maintains the same mobility and all its powers.

• **Skittersight:** The fomor can gouge out his eyes and roll them away, so that she can see through them from far away. This effectively blinds the fomor, but she can still use his other senses. Some fomori twist their optic nerves into feet so their eyes can run.

System: The fomor can pull out her own eyes with a Willpower roll (difficulty 8), though it hurts like hell. The eyes can roll up to a block away. Anything they see, the fomor will "see" in her mind's eye. Other than that, the fomor has to use her other senses to perceive her surroundings. The eyes can stay separated for up to an hour, but decay after that. If the eyes aren't returned, the fomor will regrow them a month later; a fomor with the Regeneration Power regrows them in a day.

• **Slither Skin:** The fomor can shed her skin and animate it. She then can give it simple instructions (no more than five words) before it runs off. The skin can walk, grab things, or attack.

System: Spend one Willpower and roll Dexterity + Athletics (difficulty 6); the effect lasts for one scene. After this wears off, the skin must return to the fomor, or it disintegrates. The skin can "walk" any distance from the fomor. It has one dot in each Physical Attribute and one Health Level. The skin doesn't have any other inherent powers of the fomor (such as Body-Barbs). If the skin is destroyed, the fomor will regrow it after a month; fomor with the Regeneration Power can regrow it in a day. A fomor can live without her skin, but she'll have one less Health Level and an Appearance of 0.

• **Slobbersnot:** The fomor's skin is covered with warts that can secrete a thick, runny slime. The goo is almost frictionless. It can help the freak get out of a tight squeeze or a through a small space. However, slobbersnot dissolves almost instantly in sunlight.

System: Spend one Willpower point; the effects last for one scene. Any opponent's difficulty to grapple or grab the fomor suffers a one die penalty. The fomor gains an additional soak die against blunt weapons (such as clubs or fists). However, anyone trying to track a fomor with this power reduces the difficulty of the tracking roll by three. Slobbersnot stinks.

• **Spirit Ties:** The fomor has an innate connection to the spirit world.

System: This power can be bought multiple times; each time, the fomor gains one point of Gnosis (up to a maximum of 5). The fomor can't step sideways into the Umbra, but she can activate Bane fetishes.

• **Stomach Pumper:** The fomori vomits all that he's recently eaten in a torrent of acidic stomach fluids.

System: This attack has a range of 25 feet. Each blast of regurgitation can cover a single foe; most fomori can't spew like this more than three times a day. Roll Dexterity + Athletics to hit (difficulty 7); each successful attack does two dice of damage. The victim can spend a point of Willpower to avoid immediately stopping what he's doing and retching uncontrollably for one round.

• **Tar Skin:** The fomor's skin is coated with a thick, sticky substance like glue, molasses, or tar.

System: If someone attacks this fomor with a weapon, the weapon sticks in the fomor's skin and cannot be retrieved until the end of the scene. Anyone who successfully hits the fomor with an unarmed melee attack gets stuck to the fomor, as if the freak was coated with flypaper. Escaping tar requires a contested roll: the fomor rolls Dexterity + Primal-Urge, while the victim rolls Dexterity + Athletics. Both can continue to use melee attacks or Gifts while they're stuck together.

• **Toxic Secretions:** The fomor's bodily fluids can be transmogrified into toxic waste.

System: The fomor can buy this power up to five times, gaining an extra level in this power each time. The fomor's fluids (blood, sweat, spit, and so on) inflict damage on anyone coming into contact with them. There's enough fluid in the fomor that it actually sprays out of the body: a Garou biting or clawing the fomor will get splattered with it, as will anyone else in close contact. For each level of this power (up to five), the fluids inflict one die of damage, and they stick. The secretion inflicts damage over time: on the first turn, it does full damage; on the second, roll one fewer damage die; and so on, until no damage dice are left. Each turn requires a new soak roll. Secretion can also be involuntary: heat makes the fomor sweat, pain makes him cry, and so forth. Three levels of this power will melt clothing; four levels will melt rope; five levels will melt concrete.

• **Triatic Sense:** The fomor can mask his Wyrm-corrupted nature by concealing himself in the essence of the Wyld or Weaver; each of these variations is a separate power.

System: Any roll to use the Garou Gift: Sense Wyrm to detect the fomor becomes difficulty 9. There are two exceptions, however: A Glass Walker can attempt to see through the Weaver variant normally, and a Red Talon can attempt to see through the Wyld variant normally. A fomor masquerading as a creature of the Wyld or Weaver will also fool someone attempt to confirm this with Sense Wyld or Sense Weaver. Spirits are harder to fool; a Wyld spirit attempting to see through a Wyld mask (or a Weaver spirit seeing through a Weaver mask) rolls against a difficulty of 6.

• **Twisted Senses:** The fomor's eyes (or other visual organs) can perceive wavelengths outside the normal spectra humans were meant to experience. Only creatures with this power can distinguish between unnatural colors or the secretive color languages used by certain Deep Umbral spirits.

System: The fomor can peer across the Gauntlet. Roll Perception + Occult against the appropriate difficulty for "peeking." (The difficulty is the local Gauntlet rating when peeking from the physical world or Gauntlet +3 when peeking from the Umbra.)

While this power is active, a fomor can also identify Garou in any of their forms. A Garou not in Crinos form appears to have the outline of his Crinos form surrounding him. Either of these abilities requires the expenditure of one Willpower point. The fomor can also identify Wyrm creatures on sight, regardless of deceptions employed. When using this ability, the fomor's eyes glow unnaturally. When not using this ability, the fomor never blinks. Most fomor who depend on repeated use of this ability tend to spiral into insanity.

• **Umbral Passage:** The fomor can step into or out of the Penumbra, just as a Garou would.

System: The system is the same as for a Garou stepping sideways, but the fomor uses the Willpower Trait instead of Gnosis (unless he has the Spirit Ties power; then he can choose between the two). The fomor must travel alone; he can't bring others with him, even other fomori.

• **Unnatural Strength:** The fomor's muscles are excessively developed, granting her inhuman strength. In some cases, this hideous strength is an obviously supernatural ability or affliction. With enough mutation or hyperextension, the muscles might bulge in strange shapes, spasm violently, or twitch uncontrollably. The fomor might have no skin, making her muscles fully visible. Most fomor with unnatural strength are eager to abuse their Wyrm-granted gift in the most violent and impatient ways imaginable.

System: This power adds four dots to the fomor's Strength Attribute. If the resulting attribute is more than 5, this ability is obviously supernatural and can never be concealed. If the fomor attempts a roll on the Feats of Strength table, she'll go on a rampage for one scene after the feat has been achieved.

• **Venomous Bite:** The rabid fomor can secrete a mouthful of viscous, brightly–colored, poisonous foam, but he can only deploy it by licking or biting someone.

System: If the fomor inflicts at least one Health Level of damage with a bite, this poison inflicts Strength +2 aggravated damage; this cannot be soaked. However, the Gift: Resist Toxin prevents this poison damage.

• **Viscous Form:** The fomor can melt into a puddle of thick, viscous liquid that can move at will. This turgid mass of foul fluids undulates as it moves. It's adhesive enough to slowly climb up walls or across ceilings.

System: Changing form from solid to liquid requires one Willpower point; however, the fomor can't remain liquid for more than one scene. Changing back sooner requires a second Willpower point. The liquid fomor has its usual soak dice, but is immune to kinetic attacks (such as claws and bullets). It moves at its usual speed and can move half as fast across vertical surfaces. It cannot attack in its liquid form.

• **Voice of the Wyrm:** The fomor's tongue is long and serpentine, allowing him to speak one of the vile languages of the Wyrm rarely uttered outside Malfeas.

System: Everyone within hearing range (except Wyrm creatures) must attempt a Willpower roll (difficulty 8); on a failed roll, the victim loses half of his current (temporary) Gnosis points. This power can only be used successfully on a given victim once per encounter, although multiple attempts can be made. The tongue can also be used as a melee weapon; a successful attack inflicts two levels of aggravated damage.

• **Wall Walking:** The fomor's hands and feet are sticky. The freak can run up sheer surfaces as quickly as running across flat ground.

System: Walking up walls doesn't normally require a roll, but in combat or crisis situations, a Dexterity + Athletics roll may be required. Difficult surfaces (such as the rain-slicked side of a sleek glass skyscraper) may require a roll. At the Storyteller's discretion, substances "slicker than snot" (such as wet ice) aren't affected by this power.

• **Water Breathing:** Take this power once, and you can breathe underwater. Take this power twice, and you won't need to breathe.

System: No roll is necessary, although the fomor may suffer from decompression when rapidly changing depth underwater.

• **Webbing:** The fomor has a gland about the size of a football on her abdomen, usually with an extra orifice above the navel. The organ can spew massive amounts of webbing, similar to that of a spider. With skill, the fomor can seal off apertures, capture prey, or lower herself from high positions. Without skill, she only knows how to secrete silky threads that coat her body like a web of armor.

System: The webbing has six soak dice and three Health Levels. The fomor can use it to trap prey. Victims must make a Strength roll resisted by the web's Strength 8. The webs are almost an inch in diameter, but hard to see from a distance without a Perception + Alertness roll (difficulty 7). The range is as far as the fomor can reach.

Some fomor with this power learn a Hobby Talent called Webmaking. Rolls are required for complicated creations, like the seal over a doorway or a ladder down from a ceiling. Even without this skill, the fomor can spew three levels of temporary armor that lasts for two scenes, although the armor takes three turns to weave.

• **Wings:** The fomor has a means of flight, whether that's from retractable patagia under her arms, bloated gas bags that lift her up, proficient (yet painful) telekinesis, or some particularly unusual variety of demonic wingspan. Whatever form the wings take, the fomor can hover, glide, soar, or float.

System: The fomor can fly up to normal human jogging speed (13 yards/turn). With effort, the fomor can push her speed by adding her Dexterity score to her flight velocity for a short burst; this requires a point of Willpower (or Rage, if you've got it). Vertical movement is at less than one-quarter speed (3 yards/turn.)

• **Wrathful Invective:** The fomor can taunt an opponent into attacking, or at least increase the chance the focus of his attention will attack.

System: This power requires a Charisma + Intimidate roll (difficulty 6). For the next scene, the fomor's opponent takes a two-die penalty if he attempts to attack anyone other than that fomor. Wrathful Invective can only be used against one opponent; using it again in a fight changes its target. The power's effects end at the end of the scene.

Spirits

Banes

Banes are Wyrm-spirits, a collective name for the vast menagerie of spirit-minions at the Wyrm's command. Their forms are legion, each reflecting something of the particular aspect of the Wyrm that they serve. Most are foul of form, embodying the Wyrm's taint, but even this is no certainty. Destruction, deception, and corruption take many forms throughout the world, and if inhuman beauty and seemingly sweet seduction serves their Master's needs, some bane will surely reflect those "virtues."

Some Banes are avatars or personifications of principles like hate, disease, or murder; others are simply random destructive entities. They range in power from niggling distractions to unearthly forces of devastation, and lurk throughout the Umbral Realms in any locale they can survive. Banes are perhaps the Garou's greatest and most numerous enemies.

Banes are, inherently, of the Wyrm, and annihilation is the only sure way to rid an area of their influence. Banes are attracted to dark, destructive impulses and emotions, and they gather in the Umbra where such emotions dominate the mortal world, attracted to the negativity despite the Gauntlet that separates them from it.

The presence of Banes distills and reinforces negative feelings, but they are often not the sole cause of them. Instead, Banes are attracted by already-existing negative emotion, gathering around the person manifesting them like sharks drawn to blood. They feed on these destructive emotions and use the energy to strengthen them, spawning even more negativity in their target. Thus sorrow becomes depression and depression, desperation. Frustration becomes anger, which erupts into a homicidal rage. Titillation grows to obsession, and the boundaries between emotional ups-and-downs and true sociopathy are quickly crossed. Unless something intervenes, interaction with Banes can be devastating — even deadly — for the humans they attract.

Creating Banes

Banes often materialize in horrifying shapes that cause an effect similar to the Delirium in most humans. Some take particular delight in assuming the most terrible and disturbing forms possible in order to engender the greatest fear. Others prefer more insidious forms, the better to reinforce lust, guilt, anger, greed, or any one of the vast range of negative emotions humans heap upon themselves.

Most Banes have the Possession Charm, along with a specific power or set of powers that are based around the concept they embody. A spirit of murder might have the Blast Charm or Corruption, for example. The powers vary wildly from one Bane to the next. Some are able to control or influence emotions, and some have the ability to immunize humans to the Delirium temporarily (allowing them to face werewolves). Some even have the ability to spread living corruption throughout the Tellurian. Many Banes prefer to encourage humans to do their work for them, rather than act directly themselves. It's easier for Banes to encourage and manipulate humans who are already morally compromised in some way than it is to control someone with strong beliefs about right and wrong.

The Storyteller should let her imagination run wild when creating Banes, as long as their powers reflect the concepts or vices they represent. Bane powers should have some kind of activation requirement, like spending Essence or making Gnosis rolls. Most Banes have powers focused on corruption, destruction, or mutation, and werewolves who fight them risk body and soul.

Storytelling with Banes

It's easy to fall into the trap of crediting Banes with every form of human evil, but they're not. In fact, they're not the source of human evil at all. They're just an insidious amplifier, playing up the darkness that already exists in humanity's souls. Banes look for darkness that already exists and try to make it worse. They're parasites, and are better suited to drawing out what already lurks in the human heart than creating it whole cloth. Humans are a breeding ground for negative emotions. Why go to the effort of introducing cruelty, hatred, or shame to barren ground when they can just fertilize the seeds of those emotions which already lurk in someone's psyche?

Since, as with all spirits, a Bane is literally defined by its purpose, there are damn few repentant or morally gray Banes. Even if a Bane can be somehow purified, the spirit becomes reformed in both senses of the word. Corruption defines Banes — it shapes their forms, their powers, their sense of purpose. As spiritual representations of archetypes, they are relatively one-dimensional (Gafflings and Jagglings, at least; the higher the spirit on the celestial food chain, the more independent personality it is likely to have). With Banes, the key element is the symbolism inherent to the spirit world, not the anthropomorphization of a more humanlike enemy.

Banes can be extremely effective as a representation of the unyielding, unreasoning enemy that the Garou face. A swarm of almost hive-minded Banes is a terrible enemy that cannot be placated or reasoned with, only avoided or destroyed. However, they are also an extremely useful tool for a Storyteller to use when coloring the atmosphere of her setting: a very visual, symbolic, and dangerous cue that the situation is far worse than it looks. An elementary school may look peaceful enough on the outside — but

when the Garou step sideways, and are nearly torn to pieces by a Bane swarm that's grown fat and strong on the premises, the players become much more alert to the gravity of their situation. Throw in some interesting symbolism (the school's Bane population looks like wizened children with the mouths of dogs or like animated books with rabid jaws that leave its victims stupefied) and the tone is set.

Storytellers are encouraged to create Banes to suit their chronicle; simple Banes of any negative emotion can be created using a few simple steps. In addition, samples of a variety of more complex Banes of varying types and power levels are offered. Feel free to customize the suggested Bane breeds, or to create your own using the following sidebar.

Sample Bane Breeds

Bitter Rages

Bitter Rages exist for the sole purpose of driving Garou mad. They feed on Rage, and in turn they fuel that Rage, pushing their prey into frenzies of ever-increasing proportions. In many ways, they are the spiritual equivalent of a rabies attack. While these Banes prefer to target Garou and other Changing Breeds, they can also affect humans and even animals who come too close to Wyrm-infested areas. Even creatures which normally don't possess Rage gain the powers of spiritual anger when ridden by these Banes, including the ability to regenerate and to frenzy.

Rage 8, Gnosis 6, Willpower 8, Essence 22-60

Charms: Airt Sense, Possession, Raging*, Reform

***Raging:** Each Essence Point that the Bitter Rage spends increases its target's Rage. In the case of creatures who normally cannot Rage, the cost is two Essence Points. The increase is usually gradual and occurs over a number of days, but a Bitter Rage can force the issue if it so desires, and send any possessed target into an instant frenzy.

Image: In the Realm, Bitter Rages are invisible, making them decidedly difficult to detect. Even in the Umbra, they're difficult to perceive, taking the form of an amorphous cloud of buzzing gnats that disperse quickly if attacked.

Background: Bitter Rages are something of an exception among Banes; they are in the minority that do not permanently possess hosts and turn them into fomori. They can be driven out, although it's a difficult task. Once in possession of a host, the Bane fuels the target's Rage constantly, increasing it above the normal maximum and into insanity. The pain of possession grows from the equivalent of a minor headache to gut-wrenching sensory overload, where even a whisper seems like a jet engine and moonlight burns the eyes. Victims inevitably succumb to a frenzy that can't be stopped as long as the victim is conscious. Only complete exhaustion slows these wretches down, and then only until they've recovered enough to

MAKING A BASIC BANE

See also p. 365-368 for detailed information about spirits when using this simplified guide to creating Banes.

Step One: Nature

Choose a simple negative nature for the Bane. Examples include (but are certainly not limited to): murder, hunger, disease, jealousy, spite, anger, lust, self-loathing, shame, theft, abandonment, humiliation, distrust, fear, and dishonesty.

Step Two: Traits

Divide points between Rage, Gnosis, and Willpower to represent the Bane's strengths. For a Gaffling Bane, divide 9 to 18 points between the three categories, depending on how you perceive its relative strength. For a Jaggling Bane, divide 19 to 30 points. Encountering spirits with more than 30 points should be a deadly situation for even the most prepared group of Garou; use caution in matching your players' characters against such lethal spirits.

If the Bane will be Materializing into the Realm, choose Attributes and Abilities for it using the combined value of Rage, Gnosis and Willpower as the amount for each (12-18 combined Attributes and 12-18 combined Abilities for a Gaffling, etc.).

Step Three: Essence

In general, a Bane's Essence is roughly equal to the combined value of its Rage, Gnosis, and Willpower; many, however, may have grown significantly more powerful depending on how long and well they've been feeding in a certain area (and certain Banes — like Nexus Crawlers — are just unusually powerful). Storytellers may want to double or even triple a Bane's Essence if it has been feeding in an area without the Garou's notice for a lengthy period of time.

Step Four: Charms

While Banes may have any Spirit Charm (including the special Charms associated with particular Bane Breeds on the following pages), they most often use those specifically suited to their nature (Bane Charms, p. 367). Most have Possession; Corruption is also common.

Step Five: Image

As manifestations of the ideals of negative emotions or actions, Banes' physical forms reflect their base nature. Create a description which embodies the essence of the emotion your Bane represents. Don't forget to include auditory and olfactory descriptions; Garou in Hispo or Lupus forms rely on sound and scent as much as or more than they do sight.

start attacking everything in sight again. Bitter Rages are only vulnerable in the Umbra, and are notorious for running away as soon as they are located.

Storytelling Notes: Bitter Rages are the equivalent of a disease, and they seek to cause as much chaos as they can. These Banes prefer to simply cause trouble and leave the Garou they've infested to kill everything in sight. Should a Bitter Rage use all of its own power, it can use its host's own Gnosis to fuel her Rage. Many Galliards tell cautionary tales of encounters with these Banes in order to teach young cubs the dangers of losing control.

Drattosi

Drattosi are hideous creatures that live in huge radioactive pits within the Umbra. They act like gigantic mockeries of antlions, preying on whatever Umbral traveler is unfortunate enough to stumble into their mephitic traps.

Rage 7, Gnosis 8, Willpower 5, Essence 20-30 + whatever it has absorbed lately

Charms: Airt Sense, Consume Essence*, Illusory Desire*

***Consume Essence:** This Charm allows the Drattosi to eat another spirit and take its victim's Essence into itself. A spirit consumed in this manner will not Reform. The Drattosi attacks with Rage as usual, but drains one Essence point into itself per success.

***Illusory Desire:** The Drattosi must make a resisted Gnosis versus Willpower roll to pluck an appealing image from a potential victim's mind, then spend two Essence to create the illusion. This power may be used on more than one victim, but only one victim's mind can be read at a time.

Image: The Drattosi are rarely seen — a Drattosi crawls from its lair in the bottom of its pit only to feed. They vaguely resemble gargantuan crustaceans with thorny projections covering their reddish-black carapaces. They have multiple limbs with sharp spines which they use to skewer their prey. Their bodies are often steaming from the heat of their surroundings.

Background: The Drattosi live in pits within the Penumbra, which they conceal with their illusions. These Banes prefer to create illusory creatures or objects as bait, pulling the most appropriate lure from their potential victims' minds. A victim is typically allowed to get all the way up to the image before the Drattosi emerges to attack. The Drattosi are intelligent predators. They can communicate intelligibly with Garou and spirits, but rarely bother to do so. They are often very knowledgeable about all goings on within the area, even in the physical world corresponding to their Penumbral lair, but it is quite difficult to wring such information out of them.

Storytelling Notes: The Wyrm has many servitors who embody deception and false promises; the Drattosi are simply another variation on this theme. Although they are a bit too one-dimensional to be the center of a story, they can provide valuable life lessons to Garou who take the convenience of Umbral travel for granted.

Dream Makers

When the Triat was young and the universe was still whole, these Banes served to create the world, working as servants of both the Weaver and the Wyld. What exists now is but a faint echo of the power these dark spirits once represented, the power to shape an entire universe at the whims of their masters. They still serve today, but the masters they serve are somewhat different than the ones they were created to please.

Rage 10, Gnosis 10, Willpower 10, Essence 50-300

Charms: Airt Sense, Armor, Alter Reality, Break Reality, Blighted Touch, Calcify, Cleanse the Blight, Corruption, Create Fires, Create Wind, Disorient, Flood, Freeze, Frozen Breath, Healing, Ice Shards, Lightning Bolts, Materialize (only when the Master permits), Reform, Shapeshift, Solidify Reality, Tracking, Umbraquake, Updraft

Image: They can appear as the Hollywood image of the genie, complete with earrings, turban and pointy slippers, or as a perfectly normal person. Most recently, there's been something of a trend among Dream Makers to appear as angels — if you can't trust an angel, whom can you trust?

Background: What better way to win converts than to give them what they want? Dream Makers have always been around, although their names have varied. By whatever title they choose, these Banes exist to corrupt the bitter and the angry, granting them their desires and aiding their quest for achieving power. There are complications, of course. The Dream Makers are bound outside of Gaia's Realm, forbidden by their very nature to enter the physical plane unless invited in. These Banes are very powerful and capable of incredible malice, though they can only act on the desires of humans. Once a "master" is chosen, the Dream Makers act to fulfill their every whim, but all the while they have their own agenda. Each one works to wheedle a special wish from its ruler, a wish for the permission to Materialize in the Gaian Realm. If the remaining Dream Makers are ever freed, the power they still wield would be great enough to cause incredible disasters. There are ancient legends among the Garou which state that these very Banes are destined to destroy all that they created.

Storytelling Notes: These are bad Banes to encounter, at least if you aren't their master. A Dream Maker is the traditional djinn, the demon who grants every wish, no matter how petty. They cannot accomplish anything without their chosen master's wishes, which is what has stopped them from destroying everything. Each is bound to a master until that master dies or is foolish enough to wish them into the Gaia Realm — a feat that has not yet been accomplished, though several have come dangerously close before being stopped. The Dream Makers are capable of virtually anything, though some requests might take a great deal of time to accomplish. Most terrible of all, they choose masters they know are capable of almost anything: the morally dead and the emotionally warped.

Gray Masses

The Wyld has its own ways. Life grows even in the face of death, a part of an endless cycle that isn't meant to change. Fungi are a part of that cycle, decomposing the dead flesh of plant and animal alike and leaving rich fertilizer behind — but Gray Masses are different.

Rage 0, Gnosis 4, Willpower 2, Essence 10

Charms: Blighted Touch, Corruption, Possession, Sporing*

***Sporing:** The Gray Masses' primary agenda is to make more of themselves, and they begin to multiply when they find a host. Each Essence point spent by a Gray Mass allows the Bane to create another of its kind. Each of these new Banes is as powerful as the original, and will also produce offspring once it finds a host. Without a host, a Gray Mass is little more than a spore, virtually powerless to accomplish any task. Most of the Essence in a Gray Mass goes to creating more copies of itself. Each of these Banes is capable of producing eight or nine more just like itself, and each of these in turn is capable of creating a new fomor from its host and still more of the Banes that transmit them.

Image: The Gray Masses have no real spiritual presence, as tiny as they are. It's only when they manifest

GRAY MEN

Gray men are the fomori created by the unpleasant union of Gray Mass Bane and human, though they can also be created from virtually any living creature. These monsters, like their parasitic masters, exist solely to spread their blight to every living thing they encounter. They are little more than animated lumps of fungus, capable of combat and a limited amount of rational thought. Their slick gray skin appears almost greasy, and the slime they produce carries a highly contagious infection that continues to spread Gray Mass spores to everything alive. When killed (an unpleasant but not difficult task) the bodies of the fomori explode like a giant puffball, releasing the millions of the spores that created them.

Most of the Gray Men are little more than ambulatory fungal forests, though a few are rumored to be capable of intense thought and can, in time, achieve a powerful connection to the Wyrm. Theoretically, some of them might be able to live for centuries — if so, there might be ancient Gray Men with great bases of power and almost godlike abilities.

Fomor Powers (pp. 429-439): Fungal Touch, Immunity to the Delirium

through their hosts, the Gray Men (see above) that they become obvious.

Background: Once they broke down the dead, recycling the dead mass of the spirit world and making it anew in the name of the Wyld. Now the Gray Masses are creatures of the Wyrm, and they ignore the dead to infest the living. In the Umbra these corrupted spirits are little more than a nuisance, a bad smell that festers as it waits. But these fungal Banes slip easily into the physical, normally carried along by whatever else breaches the Gauntlet, unnoticed because they are small. When they reach the Gaia Realm, however, they grow at a frightening rate.

Within hours of arriving, the Fungal Masses — which Materialize as spores identical to those passed by regular fungi — find a host and make themselves at home. Within a day, they produce more spores, carrying their entropy as far as the winds permit and starting the cycle again. Their purpose is simple enough: replace the life that exists with their own form of life — a Wyrm-tainted, fetid growth that is far more virulent than most diseases.

The Gray Masses have no allies, even among other Banes. More than 99% are destroyed by spirits, shapechangers or other threats. But when the remaining one percent gets through, the results can be horrific.

What happens to a Garou infected by the spores? Can the werewolf s regeneration fight off or delay the infection?

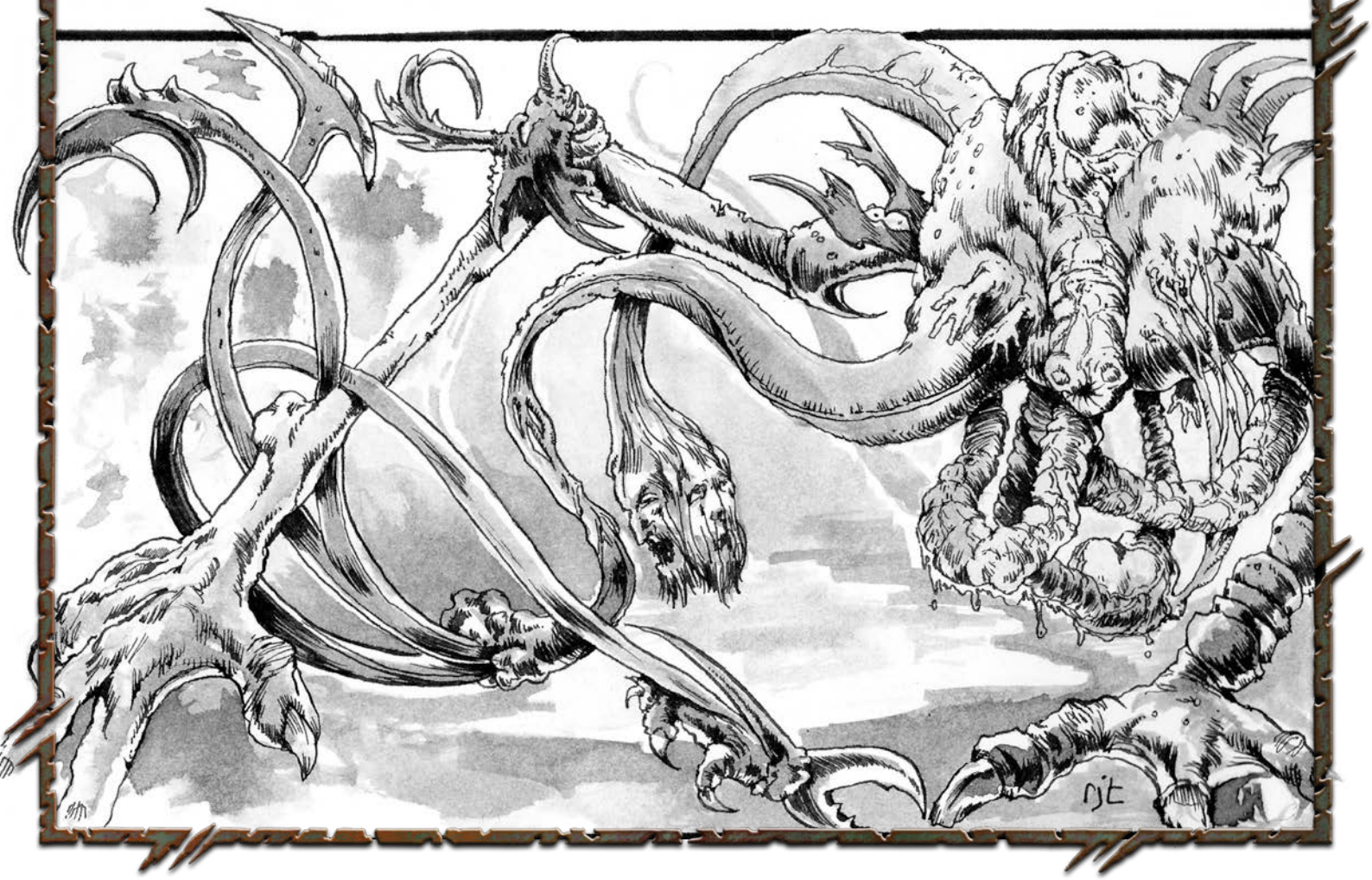
Nobody knows for certain.

Storytelling Notes: The parasitic nature of most fungi is key to using the Gray Masses effectively. The vivid image of a living thing caked with their horrific presence can be very effective. These Banes are fast-growing and voracious; they have no subtlety, only a need to consume and pervert whatever living matter they touch. Though the Possession these Banes create is not as strong as most — the hosts still have their own memories and agendas — the effects are still powerful. Entire communities or forests can be overwhelmed by these Banes in a matter of days.

Obviously, the Gray Masses and the Gray Men should only be encountered rarely. There are Gifts and rites that can counter the effects of the Masses' possession if performed soon enough. A pack might encounter one of the older and far more powerful Gray Men who has survived long enough to re-develop a real sentience, and changed into something far, far worse than a walking infection. The Gray Masses are such a threat that the pack might even find itself fighting alongside a band of Black Spiral Dancers to end the menace — a sobering prospect indeed.

Nexus Crawlers

Few of the Wyrm's minions are as fearsome or powerful as the dreaded Nexus Crawler. Some Theurges believe that these alien things come from well outside known reality. A Nexus Crawler's very presence corrodes and decays the fabric of reality around it.



Rage 10, Gnosis 10, Willpower 6, Essence 30-100

Charms: Airt Sense, Materialize (which grants 12 health levels), Re-form, Warp Reality*

***Warp Reality:** As beasts of raw entropy, Nexus Crawlers may alter reality with a successful Willpower roll (difficulty 7). One success allows fairly minor alterations: it may create a hazy, blurry illusion, light a small fire, change an individual's facial features, or drop the temperature in a small area. With three successes, a Crawler can cause more drastic changes to the environments or specific targets. These changes include turning a stone floor into a viscous liquid, transforming any steel object into silver, changing a foe's sweat into a corrosive acid, creating an illusion that affects any two senses, or darkening a city block completely. The Crawler may also hurl bolts of raw entropic energy that inflict three dice of aggravated damage. (Roll Willpower to attack, and use normal ranged combat complications.) If the Crawler gains five successes, it may cause truly spectacular effects. It can turn a person's bones into swamp muck or rotten wood, change the air into carbon monoxide or mustard gas, remove a target's entire face (and all sensory organs), create a full-sensory illusion, or turn everything in a room-sized area into silver. Entropic bolts of this power level inflict six dice of aggravated damage.

Image: In its natural state, a Nexus Crawler appears as a black shimmer in the air, a warbling vibrato drone, a feeling on the skin like fingernails scraped across a blackboard, and a miasmic scent reminiscent of an infected wound. If necessary, it can manifest in a loathsome and horrifying avatar.

Background: Nexus Crawlers are sapient, after a fashion. While they are self-aware, their thought processes are alien — even for one of the Wyrm's servants. Other minions are ill at ease around Nexus Crawlers, and they tend to avoid them under normal circumstances. When in combat, Nexus Crawlers rarely use tactics that make any kind of rational sense, and they do not often display logic. This fact alone may have helped werewolves survive encounters with Nexus Crawlers.

Storytelling Notes: Nexus Crawlers are effectively forces of nature. They are more akin to tornadoes or earthquakes than to other Banes. Should they so choose, Nexus Crawlers can assume a truly vile, repulsive, and terrifying physical form. Humans will run in terror at first sight, as if they have been affected by the Delirium. Upon first sighting the thing, players of Garou roll Willpower, lest the characters fly into a fox frenzy. The Nexus Crawler bristles with a host of appendages and weaponry, including mouths with row upon row of needle-sharp teeth and additional arms covered with venomous barbs.

Ooralath

Ooralath prowl the desolate places of the Umbra, and where one is found, many more are just within a stone's throw. Mindless Banes for the most part, the Ooralath are nonetheless adept hunters. They almost always attack with the tactical advantage, outnumbering their prey and striking from cover. Even Garou packs must test their teamwork to the limit to resist an attack by the Hounds of the Wyrm.

Attributes: Strength 4, Dexterity 3, Stamina 3, Perception 3, Intelligence 1, Wits 1

Abilities: Athletics 4, Brawl 4, Dodge 2, Primal-Urge 4

Rage 5, Gnosis 3, Willpower 7, Essence 15-50

Charms: Airt Sense, Armor (four soak dice, no Essence cost), Burrowing*, Embody* (cost: none, this Charm is permanent for the Ooralath)

***Burrowing:** The Ooralath can tunnel through the ground, whether Umbral or physical, as if it were a fish through water. The cost is one Essence per turn.

***Embody:** This is almost identical to the Materialize Charm, save that the spirit does not build a physical body; instead, the spirit may take on a "more suitable" combat form in the Umbra by spending Essence to build a body, just as if it were creating a physical form.

Image: The Ooralath are shaped something like bipedal hounds, but run hunched over, like strange hunting dinosaurs. Their bodies are almost entirely composed of thick, serrated carapaces. When they run, the clacking of their claws and armor plates precedes them — they make no other sound.

Background: The Ooralath once had another name, but that name has been long lost. They were once devoted servants of the Weaver, but have been universally corrupted into Banes. Their near-mindless perseverance, once the trait that allowed them to accomplish great works, is now their most fearsome trait. Once a pack of Ooralath has scented its prey, nothing short of total destruction will slow it. The process of corruption has had an interesting side effect on the Ooralath — their Weaver nature has been changed into static physical forms in the Umbra. They cannot Materialize, but if dragged into the physical world by other means, their forms are as physical as any mortal's.

Storytelling Notes: The Ooralath are implacable, virtually mindless hunters. Although they have no individual creativity or cleverness among them, the hive-mind that each pack shares makes them brutally efficient, and their pack tactics can embarrass (or exterminate) disorganized werewolf packs. Garou facing down the Ooralath had better learn the value of strength in unity, or the Hounds of the Wyrm will tear them to shreds.

The Ooralath are especially fond of preying on lone travelers, and have a decided taste for Net-Spiders. They remain hidden within the ground, then burst forth simultaneously, falling on their prey and ripping it to shreds.

Phantasmi

For some fomori, even death is no escape from the pain of servitude. The Wyrm sees to that. An unfortunate few of the damned once-humans suffer a greater agony when they die under Garou talons. For them, the Corrupter has a special fate in mind: a destiny of pain and revenge.

They become the Phantasmi.

Rage 10, Gnosis 6, Willpower 5, Essence 21-50

Charms: Airt Sense, Materialize (Cost 26, Strength 4, Dexterity 3, Stamina 6, Athletics 3, Brawl 4, Dodge 3, Melee 3)

Image: Though they have no bodies of their own, the Phantasmi assemble their own forms from the remains of anything created by humans. Any junk at hand becomes the raw material for their bizarre new "bodies." Metal flows at their command, and glass and plastic warp into forms almost like the ones these wretched spirits had in life.

Almost.

The materials these Banes use to build their material forms can make a substantial difference in how they can attack an enemy. In some areas they are little more than paper and stray wires, in others they might be formed from toxic sludge spilled across the ground. Whatever debris is available is what the Phantasmi must recreate itself with, so the mode of attack can be anything from claws and solid blows to a liquid attack that oozes into the Garou's throat and lungs.

Background: Locked forever in the place of their deaths, these angry spirits are left without form, unable to escape the Wyrm's hold on their very souls. These Banes are something like a psychic booby-trap left for the werewolves — and the Phantasmi's bottomless thirst for revenge against the creatures who killed them makes them very efficient killers. However, they are hardly versatile; they are completely unable to commit any acts of their own volition until members of the Changing Breeds come within range of the places they died.

Storytelling Notes: Phantasmi are a reminder that every action has consequences. These creatures are similar to wraiths, but without as much free will. They are captured forever in the place where they died, or in the rubble that is left of that place. They wait, unable to take any actions until their enemies come to them. They are particularly effective when used at the site of the pack's previous battles, so that the players can slowly realize that they are facing down their previous enemies, back for more.

Psychomachiae

Psychomachiae are spirits for whom negative human emotions — terror, hatred, despair, and the like — are ambrosia. These Banes seek out and possess disturbed and depraved individuals, urging them to act out base impulses and dark fantasies.

Willpower 7, Rage 10, Gnosis 8, Essence 25 (+1 per death inflicted by its host, not counting deaths the Psychomachia causes directly)

Charms: Airt Sense, Corruption, Materialize, Possession

Image: Physical manifestations are always extremely vicious. They come equipped with razors, fangs, scalpels, clamps, and other instruments for inflicting pain and death. Psychomachiae smell of death, anger, and hatred, melded into a miasma of twisted rage.

Background: Psychomachiae are servants of the Urge Wyrm, and summoned by emotional conflict. They seek out those who are in the throes of heart-wrenching crisis, feeding on their internal battles and constantly nudging them deeper and deeper into the darkness.

Storytelling Notes: A Psychomachia can't possess just anyone and drive him to corruption, but he can possess an already depraved individual easily and give him an extra push. While they can flock to anyone in emotional anguish, they tend to swarm around locations full of soul-rending chaos: war zones, crisis centers, maximum security prisons, and locations where abuse of children, senior citizens, or animals is taking place.

Scrags

Scrags make up one of the many races of warrior-Banes that serve the Wyrm. They are monsters of unrestrained rage and violence, serving not as corrupters, but as soldiers.

Willpower 6, Rage 10, Gnosis 4, Essence 20

Charms: Incite Frenzy, Possession

Image: Within the Umbra, they appear as semi-physical, ghoulish spirits with razor-sharp claws and fangs. Scrags seem to walk in a slouch, their arms nearly acting as forelegs. This slouch does not impede their movement in any way.

Background: Scrags manifest in a rather unique fashion. A Scrag cannot simply penetrate the Gauntlet; it must instead find a host and possess him. Unless the Scrag is

somehow evicted (usually through an exorcism), the victim will physically transform into a Scrag within 48 hours. From the initial possession until the final transformation, the host will begin to exhibit many of the Scrag's traits, including antisocial habits, a nasty disposition, a short and violent temper, and a consuming hunger for raw, bloody, red meat. Once the 48 hours have passed, the physical transformation takes effect. The host becomes a lean, ghoulish figure with grayish skin, razor sharp claws and fangs, and a stench of ammonia and blood. Once the Scrag departs the body (for whatever reason), the host returns to his normal form, and he must face the carnage he caused. (What's more, he retains full memory of his actions.)

Storytelling Notes: Scrags kill. They are, literally, spirits of murder. They live for the moment when a victim's life ends, and they revel in the mayhem and bloodshed they inflict. Packs of Scrags often indulge in frenzies of death and dismemberment, expressing only a malevolently dark humor at their victim's expense. While a single one may not be a match for a Garou, a pack of a dozen or more can be quite deadly.

Scryers

Scryers are a weak type of Bane whose only apparent purpose is to spy on targets for stronger Banes. They are rewarded with Essence, and thus their loyalty is absolute.

Rage 2, Gnosis 7, Willpower 4, Essence 13-30

Charms: Airt Sense, Reform, Report*, Scry*

***Report:** This Charm allows the Bane to maintain a mental link to its Patron. This costs 1 Essence per scene.

***Scry:** This allows the Bane to "peek" into the material world and use the Gift: Scent of the True Form to observe those it sees there. This costs 1 Essence per scene.

Image: Scryers vary widely in form, but all are thin and fleshy, easily pulled apart if caught. Their eyes are the most distinctive parts of their bodies; although these may be beady, bulbous, luminescent, catlike, compound, or faceted, they are always unusual in some way. Subjects in the physical realm may only see a Scryer while it peeks at them by using Gifts such as Pulse of the Invisible or Umbral Sight.

Certain Garou with Gnosis of 7 or higher may feel an uneasy feeling of being watched when targeted by the Scryer's gaze. This unease may become extreme after long periods of time. Garou without the Gifts necessary to find their tormentors may even be driven slowly mad by constant observation. The gaze of a Scryer may tickle, tingle, or even burn one who can feel it, though this is a sensation only and does no physical damage.

Background: A Scryer usually bonds to a particular Bane, exchanging a period of observation for Essence. Usually the patron grants the Scryer five to ten Essence for a given task, more if the observation takes place over an extended period of time. However, if the Scryer fails its master in some way, the master may remove five to ten Essence from the Scryer's being, possibly destroying it for a time. Some other masters have devised ways to feed Scryers, and many Black Spiral Hives have several Scryers under the wing of their caern's Bane totem.

Storytelling Notes: Scryers are an example of a Bane evolved to fulfill a specific task. They are highly specialized to perform their function, but have few capabilities apart from spying. There are indubitably many other breeds of similarly specialized Banes; the Storyteller is encouraged to create more such creatures to emphasize the manner in which the Wyrm can engineer entire spirit-forms for specific duties. These cowardly Banes have no means of attack, and use their Reform Charm to escape when detected.

Wyrmholes

The boundaries between matter and spirit mean little when a Wyrmhole is present. These rare Banes are an acute danger, for they can birth Banes into the material world by the dozen, releasing the newly physical spirits of pure malice onto whatever — or whomever — is handy.

Rage 0, Gnosis 10, Willpower 0, Essence 50-200

Charms: Gateway*, Possession, Reform

***Gateway:** Gateway allows a Wyrmhole to use the Materialize Charm on other Banes, spending the necessary Essence itself to bring the creatures through. The Bane may Materialize as normal regardless of relative Gnosis; if the Bane cannot ordinarily Materialize, the Wyrmhole may choose the physical form's parameters itself. When in a mortal host, the Wyrmhole must still keep track of its Essence; it regains Essence at a rate of one per day when embodied in a host.

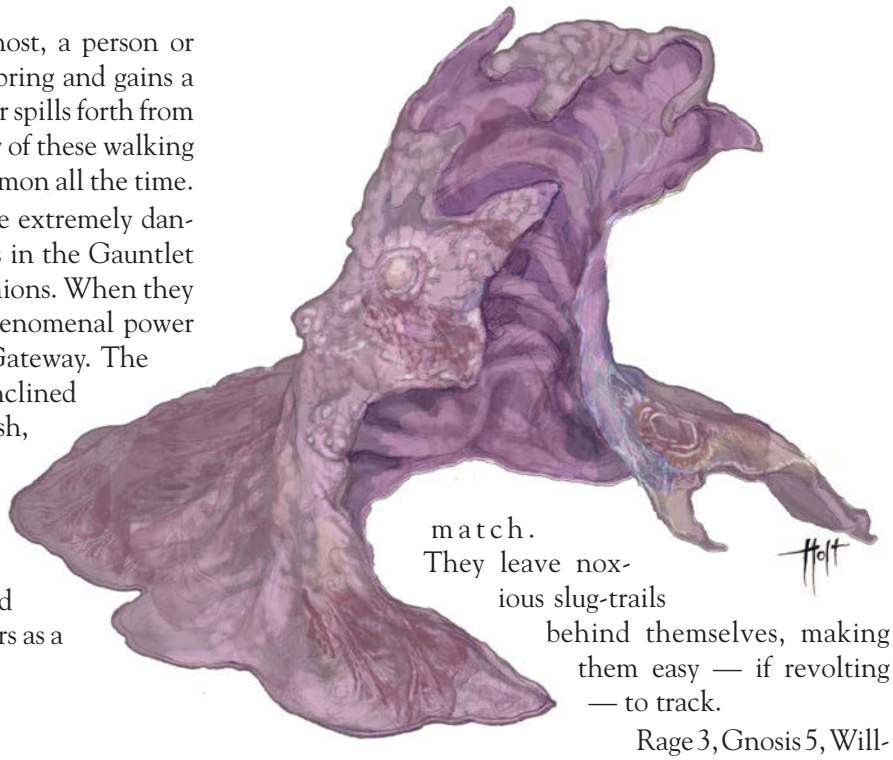
Image: When met in the spirit world, Wyrmholes appear as swirling waterspouts made of thin, oily spirit "fluid." As Banes pass through the funnels, the sides of the Wyrmhole swell like a snake swallowing an egg. When these powerful Banes possess mortal hosts, any changes are relatively subtle; the main differences are usually that the new fomor's surroundings are always rich with static electricity, and the fomor's eyes become swirling pools of dark indigo.

Background: There was a time when the Gaian Realm was one with the Umbra, before the Weaver spun its maddening webs across the universe and divided the physical from the spiritual. In response, the Wyld created spirit doorways to the Wyrm's myriad lairs in the Umbra — all the better to let the creatures of Balance walk between the worlds as needed. Unfortunately, the Wyrm was no longer a force for Balance. Now the Wyrmholes are nothing more than powerful assets at the Corrupter's fingertips.

In some cases, Wyrmholes form in the air, or in the water, leaving a portal for the Wyrm's minions — a one-way door back to the Gaian Realm and the places tainted

by humans. More often, they find a host, a person or animal that welcomes the power they bring and gains a certain amount of control over whatever spills forth from them. In times long past, there were few of these walking disasters, but they're growing more common all the time.

Storytelling Notes: Wyrmholes are extremely dangerous. Wherever they form, these rifts in the Gauntlet are open invitations for the Wyrm's minions. When they possess a mortal, that human gains phenomenal power over the creatures drawn through its Gateway. The Banes summoned in this way are often inclined to obey the amalgam of Bane and flesh, because as long as the Wyrmhole is available, they can reenter the Gaian Realm without expending any of their own Essence. Those possessed by Wyrmholes are always willing victims, and sometimes develop further fomori powers as a result of the merger.



Wyrm Elementals

The following elementals are the Gafflings of the Elemental Wyrms — Wyrm counterparts of each of the elements that are said to be made of the excretions of the Primal Wyrm. Like the Elemental Wyrms that spawned them, they have no mind; they are but physical substances. As such, they are used by other servitors and minions of the Wyrms for their own uses. The Black Spiral Dancers have named them, but they do not heed these names when called. They simply exist.

Wyrm elementals are found throughout the Umbra, although they tend to seek safety in numbers around Blights, Hellholes and other "safe zones." As with most other elementals, particularly Gafflings, these Banes have little individual personality, and are downright dangerous in droves.

Hoglings (Smog)

These appear as thick clouds of noxious fumes rolling ominously over their targets. They are usually bluish in color, and the occasional facial feature is visible in their roiling forms.

Rage 8, Gnosis 7, Willpower 3, Essence 18-40

Charms: Airt Sense, Create Wind, Reform, Updraft

Furmlings (Balefire)

These appear as sickly luminous blobs of napalm-like gel. They glow with an irradiated, flickering phosphorescence and dart about like insane fireflies.

Rage 10, Gnosis 5, Willpower 5, Essence 20-40

Charms: Airt Sense, Blast Flame

H'rugglings (Sludge)

Possibly the most nauseating Banes alive, H'rugglings appear as rotting piles of raw sewage, with a stench to match. They leave noxious slug-trails behind themselves, making them easy — if revolting — to track.

Rage 3, Gnosis 5, Willpower 9, Essence 17-40

Charms: Umbraquake

Wakshaani (Toxins)

These appear as sheets of purplish fluid with blotches, veins, and bubbling warts that continually shift and change. When attacking, Wakshaani rear up and wash over their prey like sails in the wind.

Rage 7, Gnosis 7, Willpower 3, Essence 17-40

Charms: Blighted Touch, Flood

Weaver-Spirits

The myriad children of the Weaver inhabit the labyrinthine branches of the Pattern Web, reinforcing the mad spider-god's hold over all reality. Weaver-spirits typically appear as either arachnids or as precise geometric solids.

Most Garou believe that Banes are their main enemy, but that Weaver-spirits are the most dangerous. Each one embodies the very concept of stasis, the urge to hold the universe in one moment forever. When they see something that goes against their static order, Weaver-spirits enforce stasis with fanatical drive. All Weaver-spirits have the Charms: Airt Sense, Re-form, and Solidify Reality in addition to those listed.

Pattern Spider

Pattern Spiders are the most numerous of the Weaver's servants, and the most commonly encountered. These spirits are metallic arachnids the size of a housecat, with between eight and sixteen multi-jointed legs. They exist to spin the every-growing Pattern Web that will encase reality in stasis. Though they're mainly workers, Pattern

Spiders have been known to swarm against those who attack their webs, calcifying the attacker for all eternity.

Many other types of spider-like spirits serve the Weaver, and most evolve from Pattern Spiders. Each has a specific purpose, and works to fulfill that purpose to the exclusion of all else. If interrupted, a Weaver spider will efficiently deal with the distraction and immediately return to its task..

Willpower 6, Rage 4, Gnosis 6, Essence 16

Charms: Calcify

Net-Spider

Deep within the heart of the Umbral computer-realm reside the Net-Spiders, the Weaver's means of tending the growing mass of information entrusted to the internet. Originally only rarely found in the Penumbra, the vast number of internet-enabled devices has brought the Net-Spiders to the world in force.

Given time, Net-Spiders are capable of discovering any and all data on a device connected to a network. Net-Spiders can only travel along data transmission points such as phone lines, network cables, wireless networks and cellular communications. Many Net-Spiders have made their nest in computers running security and monitoring software.

Glass Walkers and some other technically-savvy Garou use Net-Spiders to recover information about institutions and corporations. They appear as small spiders surrounded by fractal patterns of energy. A character who makes a Computer or Technology roll reduces the difficulty by 2 if she is assisted by a Net-Spider.

Rage 4, Gnosis 8, Willpower 7, Essence 19

Charms: Spirit Static

Hunter Spider

The Weaver often has need of efficient killers, and to that end it employs Hunter Spiders. These spirits appear as mechanical, multi-legged creatures made of matte black steel. Their eight eyes glow an electric blue and provide the Hunter Spiders with a 360-degree field of view. Fully half of each Hunter's limbs end in vicious weapons: monomolecular blades, laser weapons, flamethrowers, automatic weapons, tasers, and worse. Any technological weapon imaginable can appear on one of these monsters. They smell of fresh oil and hot metal.

Hunter Spiders act in units of two, three, five, or seven units, drawing power from the prime number. Each unit operates as a hive-mind with a single controlling intelligence, giving the individual spiders perfect coordination. In battle, a unit of Hunter Spiders will follow through on another's attack seamlessly, all in complete silence.

Willpower 8, Rage 10, Gnosis 6, Essence 24

Charms: Blast (lightning bolts), Materialize, Tracking

Structural Geomid

These architects guide the Pattern Spiders' construction. Structural Geomids are large polygonal shapes that use their own bizarre angles and extensions to provide stability for the initial webs. Although they are not warriors, Structural Geomids can grow very large. They will usually leave an area if attacked, but if forced, they'll attempt to crush their attackers or slam them into hardened areas of the Pattern Web. Their attacks deal lethal damage.

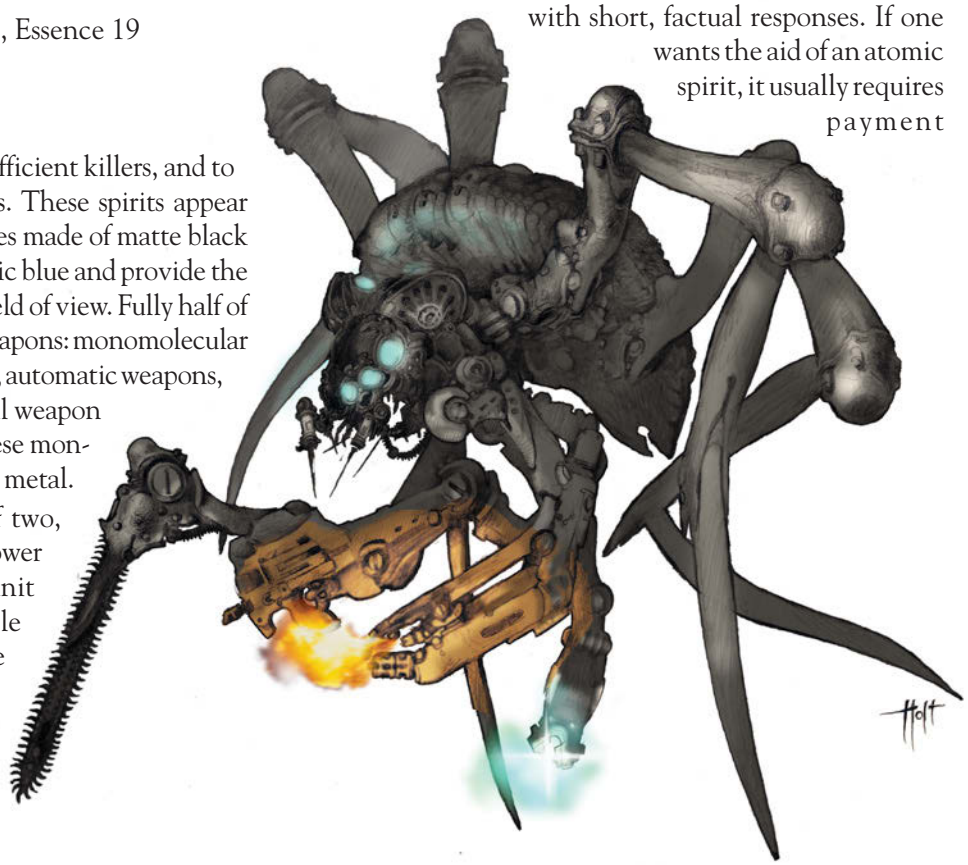
Rage 5, Gnosis 10, Willpower 8, Essence 30

Charms: Materialize, Spirit Static

Atomic Spirit

Too scarce and unfamiliar to properly be termed "elementals," these spirits dance in the pulsing heart of nuclear fires. They are to the Weaver and Wyld what the taint of radiation is to the Wyrm — the raw, untapped power of limitless reaction. The mystery of these spirits is compounded by the depths of their knowledge: They understand much of the Wyrm and the basic structure of the universe, for their kind existed at the beginning of all things — though they laid dormant until humanity unlocked the power at the heart of the atom.

Glass Walkers occasionally consult with atomic spirits (the term "nuclear elemental" hasn't caught on yet among Umbral travelers), and they answer with short, factual responses. If one wants the aid of an atomic spirit, it usually requires payment



up front — the destruction of the reactor that traps it in one place.

Rage 5, Gnosis 10, Willpower 10, Essence 25 (increases with proximity to a nuclear reaction)

Charms: Atomic Blast (as Blast, but deals two levels of aggravated damage per success), Break Reality, Create Fires, Materialize

Chaos Monitor

These powerful but increasingly rare spirits serve the Weaver as shock troops. Bearing a powerful resemblance to gigantic many-legged glass scorpions, the Chaos Monitors sometimes force their way into the Penumbra, working to destroy anything that doesn't fit within the Weaver's vision of a static reality. The Glass Walkers believe the Monitors are the Weaver's final response to the possibility of a resurgent Wyld.

When these spirits Materialize, they defend creations of the Weaver, destroying the things that harm the Weaver's creations. Their entry into the physical realm is not subtle, and can lead to weak spots in the Gauntlet. Some heretical Garou claim that this is how the first caerns were created, but most scoff at the notion, or brand them traitors. These spirits of destruction are slowly falling to the Wyrm; several packs have reported Chaos Monitors with glazed, blackened carapaces and noticeable Wyrm-taint.

Rage 10, Gnosis 9, Willpower 7, Essence 26

Charms: Calcify, Healing, Materialize, Spirit Static

Stasis Vector

Though Stasis Vectors have appeared only in recent times, any Garou who's survived an encounter with one likely wishes that they'd remain in the realm of nightmares. Though the Garou can only confirm a few encounters with Stasis Vectors, more can be expected in the future.

A Stasis Vector enforces the Weaver's mad urge for the absolute calcification of reality. One of these spirits can force everything around it to maintain a static state. The longer the spirit operates, the more difficult it becomes to change anything near it. Weaver-spirits deploy Stasis Vectors close to places and beings attuned strongly to the Wyld. One appears only in response to a powerful disruption in the Tellurian. It's dispatched to stop the problem and repair any damage to the fabric of reality.

Stasis Vectors are evolved geomids. Each one appears as an extremely complex shape that rotates in impossible ways as it drains all possibility and chaos from its vicinity. Its scent is notable only in that it completely lacks any identifiable odor. In fact, the use of its Charms tends to remove all odors from the affected area (as scents are simply impurities in the air). If anything, a Garou would

get a sense of complete sterility from scenting the Vector or anything it's touched.

Stasis Vectors usually operate with Hunter Spiders or other attack-oriented Weaver-spirits. They freeze everything, and the spiders destroy whatever's causing the disruptions. Once the disruptions are repaired and the cause eliminated, they depart.

Willpower 10, Rage 6, Gnosis 10, Essence 26

Charms: Calcify, Materialize, Stasis

• **Stasis:** Stasis can prevent the use of other supernatural powers (although the spirit must target each power individually). The power simply fails or deactivates, then remains inaccessible for a number of turns equal to the number of successes on the spirit's Willpower roll (difficulty equal to the target's Willpower). If the Stasis Vector receives no successes, the power continues to function.

On a successful Gnosis roll (difficulty 8), this Charm can force any or all creatures within 30 feet to return to their natural forms. (Garou return to breed forms, shapeshifted spirits return to their true form, and so on.) This use of the Charm also negates any Gifts that may alter a Garou's shape. Use of the Charm in this manner lasts for one turn.

With a successful Willpower roll, the Vector may use this Charm to increase the Gauntlet rating as high as 10. The Gauntlet rating increases by one for every two successes, and the effect lasts for a full scene.

Finally, by expending one Essence point per hour, a Stasis Vector removes all imperfections, signs of decay, and irregularities around it. Plants cease to grow, the wind dies down, and living creatures fall slowly into hibernation. In the Umbra, the Vector spins an ever-growing web of stasis around itself, and all trapped within simply cease to change. Each hour, the area effected spreads gradually (at the Storyteller's discretion). For every two hours the spirit maintains the effect, the Gauntlet rating increases by one. After the Stasis Vector stops maintaining the power, it decreases at a daily rate, losing the same increment of volume each day and one point of Gauntlet rating every two days until it returns to its previous condition..

Wyld-Spirits

The Wyld's children mostly live in the Deep Umbra, far from the stagnant Pattern Web that confines so much of reality. Most Wyldlings appear as shifting maelstroms of unearthly matter and energy. Their scent changes endlessly, from the wet, nauseous smell of the Corpse flower to the sharp crackle of ozone, and every smell in between.

As children of the weakest member of the Triat, Wyldings often have lower Traits than other spirits of similar rank. All Wyldings possess the Charms: Airt Sense and Re-form, and many also possess Break Reality. Despite their position as defenders of the Wyld, few Garou can be happy with a force of primal chaos that cannot discriminate between friend and foe.

Spark

Sparks are some of the smallest Wyld-spirits, each one a free-floating packet of creative energy. Appearing as little more than a floating ball of crackling light, constantly shifting between hues, these spirits are as devoted to growth and change as other Wyld-spirits. Unlike those other spirits, Sparks change ideas, rather than physical entities. Hunted nearly to extinction in ancient times, sparks now avoid most Umbral travelers, but they will occasionally bless supplicants with new ideas.

Willpower 3, Rage 1, Gnosis 6, Essence 10-15

Charms: Inspire, Materialize, Swift Flight

• **Inspire:** The Spark gives a touch of inspiration to those it decides to help. No werewolf yet has forced a Spark to inspire him; this ability is entirely under the control of the spirit. The Storyteller rolls the Sparks' Gnosis (difficulty equal to the local Gauntlet). If successful, the inspired individual comes up with a good idea, usually a solution to a puzzle or problem that the character had been worrying about. Most often, the subject had all of the information needed to solve the problem, but this Charm changes his perspective to arrive at the solution.

Echo

Each kind of animal that has ever gone extinct has an Echo: the seed of the Wyld that created the creature. Each Echo appears to be an idealized pair of the extinct creatures, one male and one female. Rarely found outside a distant Umbral realm populated exclusively by extinct breeds, Echoes act as potent reminders of the stakes for which the Garou fight. Every lost species is a piece of the Wyld, but each one is connected to the race memories of their entire species, making them fonts of knowledge. Griffin often walks the Realm of Echoes, taking a tally of the lost breeds and stoking his incredible rage.

Willpower 5, Rage 1, Gnosis 4, Essence 10-15

Charms: Armor, Realm Sense, Tracking

Serpentine

Serpentines are the healing snakes, as known to the ancient Greeks and Native Americans both. Appearing as two glowing snakes twisting around one another — one spirit in two bodies — the Serpentine can cure even the most virulent of Wyrm-spawned plagues. This makes them prized among the Garou, with some packs questing deep into the Wyld's realms to find a cure for a stricken friend or ally — or blackmailing enemy.

Willpower 4, Rage 1, Gnosis 8, Essence 13-20

Charms: Curing, Healing, Materialize, Realm Sense

• **Curing:** The Curing Charm allows a spirit to cure diseases in much the same way that the Healing Charm heals wounds. The Storyteller rolls the spirit's Gnosis against a difficulty dependent on the disease. A normal disease is difficulty 4, a life-threatening disease is difficulty 7, a normally incurable disease is difficulty 8, and a supernatural plague is difficulty 9. Note that vampirism is a state of being, not a disease.

Unraveler

Unravelers appear as swirling anti-vortices, like a small tornado that has been filmed then shown backwards. While their purpose originally appears to be closer to the Wyrm's original purpose than the Wyld, the Unraveler does not destroy things. It instead frees the Wyld energies trapped within entities. Whether these spirits are the Wyld's attempt to re-use the energies of possibility trapped within broken creations, or an active attempt to undo the calcifying webs of the Weaver's Pattern Spiders is a matter of contention among Garou philosophers. While some monkeywrenchers have tried to use an Unraveler against powerful loci of Wyrm-taint, the spirit has a hard time working across the Gauntlet. Even so, these spirits remain very useful ways to destroy things that cannot otherwise be unmade without that destruction furthering the Wyrm.

Willpower 3, Rage 5, Gnosis 4, Essence 15-25

Charms: Materialize, Unravel

• **Unravel:** The Unraveler can reduce manufactured items into their raw components: glass becomes a pile of sand, steel becomes iron ore and carbon, and circuit boards transform into piles of rare metals. The Storyteller rolls Rage (difficulty equals the local Gauntlet). If successful, the spirit completely unravels one item. This Charm has no effect against living creatures, but Unraveling a fetish releases the spirit within.

Vector

Vectors are concept-spirits, akin to some of the inhabitants of the High Umbra. As spirits of motion, Vectors appear as beams of light. While they can slow down to walking pace, these spirits hate such sluggish speeds. They much prefer to move as fast as they can — which is a considerable rate. They will talk with travelers in the Umbra, but only if the Garou can keep up with the Vector at top speed. Some Silent Striders learn Gifts of travel and speed from Vectors. Their travels have left these spirits with a significant amount of knowledge about the Umbra, but getting information from these flighty spirits can be tricky.

Willpower 9, Rage 2, Gnosis 6, Essence 17-30

Charms: Materialize, Swift Flight

Sand of Time

Whirling clouds of sand, the Sands of Time are conceptual spirits that reflect the Wyld's incarnation in the form of time itself. The Weaver would freeze reality in a single instant, the Wyrm would simply end everything, but the Wyld pushes things ever onwards, towards change and variation. The Sands of Time are among some of the oldest Wyld-spirits, and they're some of the rarest. Ancient Theurges used these spirits to help their Kinfolk's crops grow, while the few modern Garou who know of these spirits look to these spirits to turn time into a weapon against the Wyrm.

Willpower 5, Rage 7, Gnosis 6, Essence 18-30

Charms: Age Reality, Materialize, Realm Sense

• **Age Reality:** This Charm works much like the Charm: Break Reality, but its effects are restricted to aging effects. Rather than just creating a door in a wall, a Sand of Time can cause the wall to wither with age.

Twister

Agents of pure chaos, the Twister once existed to take the remains of things destroyed by the Wyrm and turn them into something new and different. With the Wyrm trapped and made mad by the Weaver, these spirits have lost their purpose in life. Little more than whirlwinds of creative energy, Twisters now roam in and out of the Umbra. These spirits are responsible for Fortean phenomena, transporting people halfway around the world or causing rains of brightly-colored machine tools. The Twister isn't a spirit that the Garou can fight: it's more a natural disaster given form, something for the Garou to watch and deal with.

Willpower 8, Rage 8, Gnosis 9, Essence 27-50

Charms: Break Reality. The Twister changes with every passing second, and can manifest any Charm at any moment, even Charms normally restricted to Weaver- and Wyrm-spirits.

Vortex

Among the most powerful of Wyldlings, Vortices are spirits of constant change. The Vortex appears as a huge implosion of solid, liquid, and gaseous matter mixed with burning plasma, in constant swirling, writhing motion. It's difficult to look at a Vortex for very long before suffering intense headaches and hallucinations. Both Garou and spirits fear and respect a Vortex, and try to stay out of its way.

Vortices used to frequent the physical world, but have retreated to the Deep Umbra as the Weaver tightens its hold over reality. They are capricious and unpredictable at best, and alien in outlook.

A Vortex embodies all possibilities and probabilities. As such, its attacks always inflict unsoakable aggravated damage.

Willpower 8, Rage 8, Gnosis 10, Essence 26-80

Charms: Break Reality, Disorient, Materialize, Shapeshift

The Nameless

The Nameless is a formless shape in constant flux. It undulates to the undercurrents of chaos in the world. Its size changes from second to second, from as small as a person to as large as a house. The Wyld created many of the Nameless in response to the Weaver's mad urge to name everything. As such, they have the power of raw possibility — and the power to strip the name from other creatures, unmaking them. The Nameless are fortunately very rare even for Wyld-spirits; only a few are known to exist and those are in the deepest reaches of the Umbra. Though they could be tactical nukes for the Garou's cause, the Nameless do not think on a level that other beings comprehend. To try to understand the Nameless is to go permanently insane, to command one is folly. Some werewolves believe that the Tunguska blast was the last time a Nameless used its ability to strip the name from a mighty Bane.

Willpower 9, Rage 10, Gnosis 9, Essence 30

Charms: All non-Weaver/non-Wyrm Charms, Taking the Name

• **Taking the Name:** The Nameless One's ultimate power: this power strips the name from an entity, unleashing the internal spiritual forces that hold a creature together. Splitting the spiritual component of a creature releases vast amount of spiritual energy, much like a nuclear reaction releases the energy pent-up within an atom. The result is an almighty explosion on both the physical and spiritual planes. The Nameless expends all its Essence, and the Storyteller rolls that many dice, opposed by the target's Willpower. If the target rolls more successes, nothing happens and the Nameless perishes. If the Nameless gets more successes, it dies in the process of removing the target's name, setting off a blast equivalent to a nuclear detonation. Everyone in the immediate area dies nearly instantly, and the effects can be felt from hundreds of miles away.

Other Supernaturals

Vampires

For millennia, werewolves and vampires have fought bloody wars throughout the world. Werewolves typically feel that the only good Leech is a Leech that's been burned to ashes and scattered to the four winds. Whereas most Garou prefer the open wilderness, vampires are creatures of the city. They survive and thrive on human blood, and they could not survive in the wilderness even without the werewolves' crushing their every intrusion. Many Garou blame vampires for the unchecked invasion of urban centers deeper and deeper into previously untamed wilderness.

Vampires are far from defenseless. The blood they steal from their human herds grants them an amazing variety of powers. It makes them fast and strong, especially if they've fed recently. A vampire may use his stolen blood to increase his Physical Attributes at one dot per blood point spent to increase. Most vampires may only increase their Physical Attributes to 6, although some powerful elders can reach heights sufficient to rival a Crinos Garou. A vampire may also spend a blood point to heal lethal or bashing damage (bashing damage is halved before soaking). It takes several nights of intense feeding to recover from aggravated injuries. Vampires suffer aggravated wounds from werewolf claws and teeth, from the sun itself (treat as fire), from fire, and from certain Gifts and Charms.

Vampires frenzy like Garou if presented with sufficient provocation. The player rolls Willpower to resist frenzy. If presented with insult, threat to life and limb, or humiliation, she needs at least three successes to resist attacking the cause of her distress. If she is exposed to fire or sunlight, she must roll or run away in utter terror (as a fox frenzy). The number of successes needed is based on the magnitude of the threat. Exposure to sunlight always requires three successes.

Gifts: The Gifts rating refers to the highest level Gifts a vampire will possess. These powers aren't true spiritual "Gifts" — they are merely equivalent mechanics to simulate the vampire's unique powers.

Vampires lack Rage and Gnosis, so they lack any connection to the spirit world. Their unliving condition actually seems to give them less of a spiritual connection than even a normal human would have. Vampiric powers usually involve manipulating the minds and senses of their targets, or they draw upon nearby shadows for concealment or attack. Most are subtle and menacing in use.

Feel free to add new powers appropriate to vampires (shapeshifting ability, capacity to climb walls like a spider, supernatural strength or speed, etc.). Use whatever seems appropriate for the given character. **Vampire: The Masquerade** may provide inspiration for vampiric powers, but when running Werewolf, don't feel bound to use just those powers or the Gifts listed here.

Due to their unliving nature, vampires suffer only half damage (after soak) from attacks that inflict bashing damage. Also, all vampires have an ability similar to the Gift: Taking the Forgotten that allows them to drink the blood of human beings and erase their victims' memories of the attack.

Young Vampires

Leeches who have not yet reached a century of undeath fall into this category. They are the "teenagers" of vampire society, not yet grown into their full power or knowledge. Werewolves are most likely to encounter younger vampires due to their lack of knowledge about the world around them (and in many cases, the lack of a finely honed instinct to stay away from Garou).

Character Creation: Attributes 7/5/3, Abilities 13/9/5, Backgrounds 7, Willpower 7, Gifts 3, Blood Pool 10-13

Suggested Attributes: Strength 2, Dexterity 2, Stamina 2, Charisma 3, Manipulation 4, Appearance 3, Perception 3, Intelligence 2, Wits 3

Suggested Abilities: Alertness 1, Athletics 2, Brawl 3, Intimidation 2, Leadership 2, Subterfuge 3, Drive 1, Firearms 1, Melee 2, Stealth 3, Survival 2, Investigation 2, Occult 3

Suggested Gifts: Eye of the Cobra, Heightened Senses, Persuasion, Resist Pain, Staredown

Image: A young vampire looks much like a normal human, but has cold, pallid skin. Garou in Lupus form nearly always know the undead for what they are. Vampires smell of blood and slight decay — without the aid of supernatural powers, a typical vampire will never pass for human around a werewolf's sense of smell. Vampires also have no heartbeat, nor any need to breathe (except to speak). Most vampires try to dress fashionably for some subculture or other. It's easy to find some who favor high fashion, as well as some who favor tattoos, piercings, and leather.

Roleplaying Hints: Young vampires are filled with hot passions and inflated egos. They're always prepared to take an insult in the worst possible way. Most haven't met a werewolf before, and they may panic at the first sign of the Crinos form. Those who realize what danger they are in use their powers and wits to try to escape.

Ancient Vampires

Ancients believe that they rule over the nights in their respective cities. These old Leeches have survived at least three centuries of the challenges unlife brings. They're cunning, vicious, and manipulative. Their schemes are complex enough to leave Shadow Lords shaking their heads in frustration when trying to unravel them.

Character Creation: Attributes 12/9/6, Abilities 20/12/8, Backgrounds 15, Willpower 10, Gifts 5, Blood Pool 20-30

Suggested Attributes: Strength 4, Dexterity 2, Stamina 3, Charisma 5, Manipulation 6, Appearance 4, Perception 3, Intelligence 5, Wits 4

Suggested Abilities: Alertness 2, Brawl 1, Intimidation 3, Leadership 3, Subterfuge 3, Etiquette 5, Melee 3, Academics 3, Enigmas 3, Investigation 5, Law 2, Medicine 2, Occult 5

Suggested Gifts: Eye of the Cobra, Glib Tongue, Heightened Senses, Mindblock, Persuasion, Resist Pain, Roll Over, Staredown, Madness

Image: Like his younger counterparts, an ancient

vampire is a walking corpse. Again, the scent of decay is faint but mingled with the smell of old blood. Ancients prefer to wear clothing reminiscent of their breathing days. However, the intelligent ancient won't show his face in public in anything but modern clothing (though usually with a few touches reminiscent of his younger days).

Roleplaying Hints: Ancient vampires show a haughty arrogance toward what they consider to be lesser beings. They do have a healthy respect for the destruction even one werewolf can inflict upon undead flesh, so few are likely to provoke a Garou to violence directly. Many are completely willing to use Garou in their Machiavellian schemes, and they are often more successful than werewolves would care to admit. Ancients usually spread agents throughout a city's infrastructure (city hall, the police department, hall of records, younger vampires, etc), and they can use those contacts to avoid direct contact with their enemies.

Mages

Mages are normal-seeming humans who have the ability to bend reality through the direct application of will. Each mage uses her power as she feels is appropriate, which can easily bring her into conflict with werewolves.

Many Garou see mages as usurpers of Gaia's rightful power as creator. They feel that the versatile and powerful magic these witches wield is the birthright of Celestines alone, and yearn to see the vainglorious mages humbled. The fact that some mages have attempted to raid the Garou's caems for spiritual energy (and drained more than a few in the process) does not improve the werewolves' attitudes about them.

Mages practice a multitude of traditions. Some use very ritualized styles, calling upon powerful entities for favor, while others practice more informal shamanic systems. Some insane mages seem to have no internal consistency to their methods, and they are as dangerous as any Wyldling Vortex or Nexus Crawler when they appear. A very few werewolves have kin among the mages. These rare Kin mages are considered more trustworthy than other mages, but they are expected to assist Garou and respect the Garou Nation's needs — or else.

Some terrifying mages serve corruption and destruction, bringing both with them wherever they go. Most are subtle tempters, who prefer to lead others down the primrose path to damnation. When threatened or angered, they become terrible enemies indeed. Many have pacts with powerful Banes, and they may call upon those Banes at need. A few also create fomori to serve as soldiers to use against their enemies. When werewolves find one of these twisted mages, they stop at nothing to kill him.

Mages fear some kind of retributive force that strikes them down when they grow too proud and haughty with their powers. Mages who recognize and respect this force use magic in subtle and often invisible ways. Mages who attempt flashy or showy effects (especially in public places, where normal people can see them) often suffer mysterious injuries. (They explode, blood spurts from their eyes, their flesh peels off, and some even vanish without a trace.) The Garou consider this just and appropriate: the hand of Mother Gaia (or the Weaver) disciplining her wayward creations.

Gifts: Mages command a broad and versatile range of powers unlike any other than those wielded by powerful spirits. Using Gifts to approximate magic is a problematic proposition, given this versatility. Mages tend to build skills in one or more spheres of influence. Within those spheres, a mage may accomplish anything, provided he gains enough successes on a magic roll. (The difficulty varies from five to eight, depending on the effect's scope.) Very minor effects require only one success. Noticeable effects require two successes, and a fairly powerful effect that can injure or kill a target requires three successes. Four successes allow the mage to affect several targets at once, and five or more allow incredible results. The effect usually takes the form of accident or happenstance. The mage can choose to make the effect obvious, but he will suffer a backlash of one level of unsoakable lethal damage per success. If he botches, he takes one level of aggravated damage per 1 rolled, and may additionally vanish to another realm.

Magic doesn't normally inflict aggravated damage unless the attack takes the form of fire, electricity, toxic waste, silver or pure magical energy. (The latter always subjects the mage to a backlash.)

Typically, mages have access to one or two of the following spheres: Divination (seeing distant places, the past or the future), Elemental (manipulating earth, fire, air, and water), Entropy (commanding fate, decay, and luck), Life (healing and shapeshifting), Spirit (entering the Umbra or summoning and commanding spirits), Travel (teleporting or flying). Feel free to add any others that seem appropriate.

Shaman

She is Kinfolk to the Garou, and she helps when she can (or must), but even her blood kinship can't overcome the distrust many elders feel for her kind. A few extreme Garou believe that human mages who practice shamanic or nature-oriented magic are trying to steal their birthright as Gaia's chosen by emulating them.

Character Creation: Attributes 8/6/4, Abilities: 15/10/5, Backgrounds 10, Willpower 8, Magic Dice Pool: 5

Suggested Attributes: Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulation 3, Appearance 3, Perception 5, Intelligence 3, Wits 3

Suggested Abilities: Alertness 3, Empathy 2, Crafts 2, Etiquette (Spirits) 4, Expression 3, Melee 1, Enigmas 3, Medicine 2, Investigation 1, Occult 5, Rituals 4

Suggested Magical Spheres: Divination, Life, Spirit

Image: Kin to Uktena, her dark skin and Creole patois denote her origins in Louisiana. In most circumstances, she prefers to blend in, rather than stand out. When she prepares to perform a ritual, however, she can take on a rather dramatic aspect as she adorns herself with her ritual tools (a top hat, a bottle of rum, a walking stick, and a tuxedo).

Roleplaying Hints: She's learned the secrets of Voudoun, but she at least gives lip service to werewolf totems (at least when relatives are around). She's friendly until given a reason to be otherwise. The treatment she's received from elder werewolves has nearly soured her on filial respect, and it will take serious convincing on the part of any pack to change her mind.

Corrupter

The Corrupter is a mage whose ambition for power drove him to seek alliances with dark creatures. He's a careful mover, choosing not to engage his enemies directly. Instead, he seeks out those who have strong desires, and he helps them fulfill those desires — for a steep price. He's already given his soul to his dark master, and part of the bargain requires that he supply more. Unfortunately, he's not entirely happy with the exchange. He has what he asked for, but now he lives in virtual slavery. The Corrupter sacrificed his free will for the sake of a few baubles and a modicum of power (that he now realizes he could have achieved on his own), and he is understandably bitter about it.

The Corrupter is fully aware that he's acquired sworn enemies just by his very allegiance. He surrounds himself with followers, hangers-on and anyone else who can serve as a shield against those who would destroy him and his gains. Fortunately, his master has provided him with a few defenses. One such defense is a pack of loyal fomori, who rely on him to provide them with their daily meals of fresh human flesh.

Character Creation: Attributes 9/7/5, Abilities: 16/12/8, Backgrounds 10, Willpower 6, Magic Dice Pool: 6

Suggested Attributes: Strength 2, Dexterity 2, Stamina 4, Charisma 5, Manipulation 5, Appearance 2, Perception 3, Intelligence 4, Wits 3

Suggested Abilities: Alertness 2, Empathy 3, Expression 3, Intimidation 2, Leadership 2, Subterfuge 4, Drive 2, Etiquette 4, Larceny 1, Melee 2, Performance 2, Stealth 1, Investigation 2, Occult 3, Rituals 3

Suggested Magical Spheres: Divination, Entropy, Spirit

Image: Immaculate at all times. He maintains a clean-cut image to impress others he may meet. His preference is a white three-piece Perry Ellis suit.

Roleplaying Hints: The Corrupter regrets his decision, but his bitterness only drives him further into damnation. His sense of his own fate only encourages him to lead others down the same path, in the vain hope that it will somehow ease his own fate when his master comes for his soul. He's a smooth talker, careful never to miss a beat. He's not oily like a crooked used car salesman, but acts genuinely friendly and helpful — until he gets what he wants.

Wraiths

Wraiths are the spirits of those who have died and come back to the lands of the living. Animating corpses — usually not their own — they go about fulfilling their own agendas. Some bear Wyrm-taint, but it doesn't seem to correspond to how malicious or destructive the animating spirit may be. Since wraiths are not spirits of the Triat (all three forces of which are tied to the *living* universe), it's difficult to judge how one will act or react based on what a simple Gift may sense.

All of the walking dead are driven to accomplish some goal or other, and they will brook no interference in achieving that goal. Since they can withstand a great deal of damage before being disabled, and heal even the most grievous of injuries quickly, they can sometimes be a real threat to a werewolf pack.

In some cases, it's advisable to find out what the dead person wants, because it will leave the living world when it gets it. Unfortunately, most do not have goals that are easily achieved or palatable to the Garou outlook. (That said, a wraith who wanted to bring death to hundreds or thousands of humans at once might get sympathy from a Red Talon.) The truth is, most Garou see walking corpses as an aberration that should be corrected as quickly as possible. Werewolves simply don't hold to a worldview that accepts the right of walking dead things to exist.

Gifts: The walking dead don't often have very many esoteric powers. They tend to be supernaturally strong, tough and fast, and some possess mental powers that afflict the senses of the living. They power their abilities with Pathos (a form of spiritual energy akin to Gnosis). They can also spend one Pathos point to repair one health level of damage. The walking dead regain Pathos for pursuing their goals, so they are nearly unstoppable when doing so.

Revenant

The spirit animating this corpse is that of a young woman who was murdered along with her fiancé while camping. She recalls clearly the pack of howling man-beasts who burst into the campsite, tore everything to pieces, and terrorized the two hapless victims before dismembering them. She hasn't returned in her own body, but that's of no consequence as long as she brings death to the monsters that killed her.

Character Creation: Attributes 9/6/3, Abilities 13/9/5, Backgrounds 3, Willpower 8, Pathos 10

Suggested Attributes: Strength 5, Dexterity 3, Stamina 4, Charisma 2, Manipulation 2, Appearance 2, Perception 2, Intelligence 3, Wits 4

Suggested Abilities: Alertness 3, Brawl 4, Intimidation 2, Firearms 3, Melee 4, Stealth 3, Survival 3, Computer 2, Investigation 2, Occult 1

Suggested Gifts: She receives three automatic successes on any Strength-related roll (including damage), and her punches inflict lethal damage. She can spend a Willpower point and gain three extra actions for a turn, has three additional soak dice, and she may soak aggravated damage. She has 10 health levels, and she suffers no wound penalties until she reaches the last one. (At that point, she falls until she can repair the injuries or her body is destroyed.) She also has: Mindspeak, Dreamspeak, and Fabric of the Mind.

Roleplaying Hints: There's nothing on this Revenant's mind other than revenge, and she's not overly discriminating about how she deals it. In what's left of her mind, wolf-men killed her and her lover; she doesn't differentiate between those who did the act and any others who may cross her path—they all need to die, preferably slowly and in as much terror as she and her partner did. She has little interest or empathy in anyone or anything other than her target. She will not go out of her way to harm non-shapeshifters, but she's lost the ability to truly empathize with their plight.

Changelings

Faeries are spirits of the natural world, given life by human imagination and the pure quiet places in the wilderness. In the modern times, the Weaver chains the human mind, and the Wyrm taints human dreams. Few (if any) pure places still remain. Only the Fianna claim to have any kind of dealings with the fae, and their contact is more historic than reliable.

Where humanity has not been tainted by the Wyrm or chained by the weaver, a few bastions of fae souls may still thrive. Changelings are fae souls in human flesh, a mix of the real

and unreal. Drawn to creativity and passion (whether that's the creation of a new symphony by a budding composer or the insane visions of a schizophrenic), the paradigms of changeling society are alien to those of the Garou Nation.

Gifts: Changelings have their own type of Gifts, categorized both by what they can do (Art) and what or who they can target (Realms). A faerie must possess both the pertinent Art and Realm for a specific act to enact magick upon it.

Common Arts include: Chicanery (creating intangible illusions, emotional manipulation), Legerdemain (moving objects, telekinesis, creating solid illusions), Primal (summoning elements, communing with inanimate objects, healing, shapeshifting), Soothsay (seeing the future, divination), Wayfare (transportation, teleportation, speed manipulation).

Common Realms include: Actor (others, but not faeries), Fae (self or other faeries), Prop (created objects), Nature (natural objects), Scene (space and locations), Time (time manipulation, delayed effects)

Redcap

This barbaric fae creature thrives on violence and bloodshed, but fears being outcast from Changeling society if he cannot keep his base natures in check. He tries to keep his base nature under wraps (or at least channel it in acceptable ways), but finds himself innately pulled to areas of brutality and conflict.

He's been responsible for a string of savage slayings in a rough area of town; he cruises dark streets waiting for someone to target him as an easy mark and then beats them to within an inch of their lives. Five would-be criminals have found themselves in intensive care, and another two did not survive the ride to the hospital. Knowing this crosses lines, even for his blood-thirsty kin, he has resorted to stealth and subterfuge to hide his actions.

Character Creation: Attributes 10/5/3, Abilities: 14/7/3, Backgrounds 5, Willpower 6, Glamour 6

Suggested Attributes: Strength 5, Dexterity 4, Stamina 4, Charisma 2, Manipulation 3, Appearance 1, Perception 3, Intelligence 1, Wits 4

Suggested Abilities: Alertness 1, Brawl 5, Intimidation 3, Streetwise 2, Subterfuge 3, Larceny 2, Melee 4, Stealth 1, Investigation 1, Medicine 1, Occult 1

Suggested Gifts: Arts: Primal (give armor, heal, add strength, weaken others), Wayfare (speed self, slow others, teleport away from danger). Realms: Fae/Actor (target self or others)

Roleplaying Hints: The redcap needs violence like an addict needs alcohol. He has the remnants of a conscience, which informs his choice of targets. He doesn't know much about werewolves, but he may be very impressed by their brutality.

Supernatural Hunters

Throughout history, humans have sought out the unknown, the different, the monstrous, and the bizarre. Depending on what they find and why they looked for it, they either study or destroy it. Sometimes they are motivated by hatred, fear, or distrust of what they cannot understand; others operate according to agendas that no one outside of their own paradigm could comprehend.

Recently, humans — not mages, or Kinfolk — wielding flaming weapons of all kinds, and seemingly immune to the Delirium, have been reported by septs scattered across the globe. These hunters usually appear around fomori, Black Spiral Dancers, or other Wyrm servants (sometimes while the Dancers battle the Garou, or even when the Dancers simply mind their own business). Whatever precipitates their appearance, the hunters react decisively, striking against whatever monsters are nearby, sometimes with success, sometimes with painful (or fatal) failure.

The Garou aren't exactly certain what these appearances mean, but most agree that these unusual humans must represent a sign of the coming Apocalypse. A few fatalists in the Nation believe that Gaia may have chosen them to replace the Garou, but these dissident voices are usually shouted down or ignored.

Gifts: A supernatural hunter (also called Imbued) rarely has more than two or three powers, and few translate directly into equivalent Gifts. All have a special Trait called Conviction that is usually rated from three to six points (though a few particularly dangerous and experienced hunters have as many as 10). An Imbued may spend one point of Conviction to ignore the Delirium, all illusion, and all mind-control or –influence powers, Gifts, and Charms for a scene. In addition, he may perceive the Garou as unusual and see Banes that possess humans. (He may not see into the Umbra, though.)

Some Imbued may spend Conviction to inhibit supernatural powers. (Roll the Imbued's Willpower vs. the target's in an opposed test.) For each success over the target, the target may not use any Gifts, Charms, or other powers for one turn. The target may still change forms as normal, though.

Others can spend Conviction to cause an object (usually a weapon) to burst into flames and inflict aggravated damage. These flames are invisible to other humans, but they are very painful to the Garou; such a weapon inflicts an additional die of damage.

One common ability allows an Imbued to somehow mark a supernatural creature, allowing her to follow it to its lair later. Roll Willpower (difficulty is equal to the target's Willpower). Each success allows the imbued one day to track the Garou.

Gifts that deal with denial of supernatural powers, defense from supernatural powers, or sensory effects are appropriate; where Rage or Gnosis is necessary, spend Conviction or roll Willpower. No imbued has the ability to Sense Wyrm, Wyld, or Weaver, however; they are blind to the Triat, and they act only against those who act against humans.

Holy Hunter

Hunting supernatural creatures is more than sport for him; it's a calling. His father was a hunter, and his father before him, all the way back to Eastern Europe. They taught him everything they knew — before they were killed in the line of duty. Now he's picked up the family sword with a thirst for vengeance that can only be satisfied by lupine blood.

Character Creation: Attributes 8/6/3, Abilities: 13/8/6, Backgrounds 5, Willpower 5

Suggested Attributes: Strength 4, Dexterity 4, Stamina 3, Charisma 2, Manipulation 2, Appearance 2, Perception 4, Intelligence 2, Wits 3

Suggested Abilities: Alertness 3, Empathy 1, Intimidation 3, Leadership 1, Animal Ken 2, Drive 2, Melee 4, Stealth 3, Survival 2, Academics 1, Enigmas 1, Investigation 2, Occult 1, Technology 1

Suggested Gifts: Paws of the Newborn Cub.He also has the ability to conjure fire upon his ancestor's sword, which he inherited from his father, along with the ability to mark his quarry for later tracking.

Convinction: 6

Roleplaying Hints: He's smart, educated, and feels right is on his side. He's out to protect innocents from the predations of ravaging beasts like the Garou, no matter how civilized a front they present. He wields an ancient sword, but was raised in the Information Age; he's just as capable of using the Internet for information as ancient texts.

Governments

Not surprisingly, various government agencies around the world have departments devoted to studying anomalous phenomena (read: "supernatural events"). Most such departments sit very far from the truth, indeed. They're focused on studying the possibility of psychic powers such as ESP, telekinesis, or mind control. In general, few humans in government have much information about the supernatural at all, so the Veil remains intact.

One such agency is the FBI Special Affairs Division (SAD). In the early 1950s, Charles Homer (a long-time federal agent) and Dr. Emil Zotos (J. Edgar Hoover's personal psychiatrist and a member of the Army's Psychological Strategy board) convinced Hoover of the existence of supernatural beings. They proposed the creation of a semiautonomous branch of the FBI to deal with it. In the winter of 1952, the Special Affairs Division came into being.

For the first few years, the secret department thrived. After the 1950s ended, later presidents found little need to continue funding SAD, and it dropped in size over the years. This lack of support is due to both the difficulty in convincing politicians to fund investigations into the paranormal, and due to several difficulties the department has suffered (including the complete nervous collapse of the previous director).

In the past few years, reported incidents of supernatural activity have been on the rise — everything from the dead rising from their graves to at least one instance of a man going on live television to demonstrate paranormal powers and announce the existence of supernatural conspiracies controlling the world governments. While loath to acknowledge such reports, a few congressmen have offered secret support and funding to the SAD. The SAD is currently at a better operating position than it's been in the past, although it is still nowhere near as effective as it was in its glory days in the 1950s.

SAD operatives are aware of the existence of werewolves, ghosts, and vampires, and they have researched appropriate countermeasures for each. As such, they can get flamethrowers, silver bullets, wooden stakes, and other odd weapons as necessary on a case-by-case basis, as well as any standard technology commonly available on the open market (and maybe just a little bit more). Agents can request (and expect to get) some seriously heavy firepower when needed.

The SAD'S "Men in Black" investigate the ever-growing reports of supernatural activity — and, if possible, do something about them. Thanks to past experience, SAD does have a very accurate profile of the typical human reaction to the Delirium, and it watches the news and police reports for reported occasions of just such accounts.

Government Agent

Agents can come from any number of "alphabet soup" agencies (NSA, CIA, FBI, etc.). Not all such agents will necessarily belong to SAD; the activities they investigate may seem at the outset to fall under their normal jurisdictions. However, only SAD agents will begin the encounters aware of the nature of their investigation. SAD or not, government agents usually work in groups of two or more, and they always have a great deal of backup or authority.

Character Creation: Attributes 7/5/4, Abilities 12/8/5, Backgrounds 7, Willpower 6

Suggested Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 3, Manipulation 3, Appearance 2, Perception 4, Intelligence 3, Wits 3

Suggested Abilities: Alertness 2, Athletics 1, Brawl 2, Expression 1, Intimidation 2, Leadership 3, Subterfuge 1, Drive 2, Firearms 2, Stealth 1, Computer 1, Investigation 3, Law 3, Science 1

Image: Government agents are clean-cut, well-dressed people. They are given to wearing dark suits and aviator sunglasses for maximum intimidation value.

Roleplaying Hints: Government agents are efficient and sometimes even courteous. They're law officers with broad discretionary powers, and they aren't afraid to use said powers if such uses can be justified. An agent will try to take control of the situation as quickly as possible with the least amount of fuss. Doing so isn't always possible, and it may leave local law enforcement personnel with bruised egos.

Corporations

In most cases, corporations serve more as indifferent or accidental antagonists to the Garou. Certainly, a great many pollute Gaia (and in many cases, the human population) in unforgivable ways, but they're ignorant of the full spiritual consequences of their damage, if not the environmental and health impacts. At best, they're willfully ignorant. At worst, they're greedy opportunists who would gladly sell out humanity and the planet to earn a better year-end bonus.

Corporate boards serve the Weaver or the Wyrm unwittingly — or both in most cases. The Garou must heal the damage the corporations inflict and halt their depredations. At the rate human industrialization expands, though, the task seems Sisyphean.

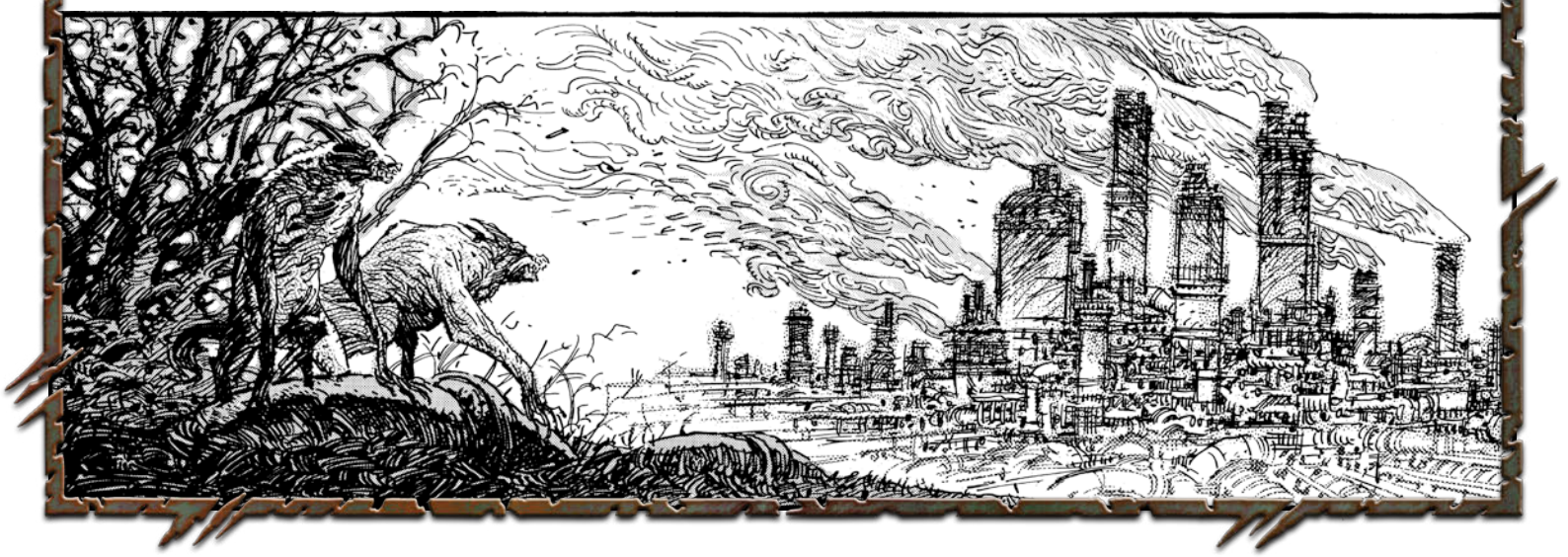
In the twenty-first century, anti-corporate activism is louder and stronger than ever. Empowered and connected by technological tools, outraged protestors take the streets, occupying public spaces and virtual places as they make their message heard. The tools to oppose them have advanced as well: spokesmen pontificate on a 24-hour news cycle, as troops deploy more effective gases and non-lethal weapons. The war between the haves and have-nots rages on, even as the protestors' shouting and slogans decry the many manifestations of what they perceive as corporate evil.

Of course, one would expect the more shadowy manifestations of the supernatural world to be present in this conflict. Conspiracies of uncaring, inhuman creatures watch from behind glass-and-steel facades. Unseen spiritual forces feed from the crowd's passion and rage. Alliances of Garou Kinfolk walk shoulder to shoulder with the crowd, watching over them, just as the Garou once watched their herds in the distant history of the Impergium. The spectacles are broadcast throughout the world, but as always, more elusive forces act with greater subtlety. In the World of Darkness, true evil is often enduring and unseen, preying upon the masses with methods humanity can neither fully perceive nor truly understand. Politicians proclaim such concepts as "corporate rights" and the notion of "corporations as people," yet even they do not suspect that behind the wealth and power, these corporate entities have taken on forms entirely inhuman.

Human corporations are the facades propped up to hide these monsters. Only the supernatural creatures who stalk them can see them for what they truly are. Just as the Wyld incites crowds to riot and the Weaver's minions trap the unwary in snares of financial bondage, the Wyrm thrives wherever humans suffer. People can never really "raise awareness" of forces outside the world they know. Far from the shouting, slogans, and tear gas, the minions of the Wyrm watch and wait. Their legions gain their hideous strength from the vast resources, extensive alliances, and deceitful entities of corrupt corporations. The most elaborate of these organizations is Pentex.

Pentex

Pentex is a multinational holding corporation that's survived for decades, extending its Wyrm-tainted tendrils into a vast array of corrupt companies. Its countless subsidiaries create products for every aspect of human society. From computers to pharmaceuticals, toys to television, fast food to refined fossil fuels, this vast and secretive



alliance of disparate industries does more than generate raw profit. All these subsidiaries ultimately work toward the same goal: worldwide corruption in the name of the Wyrm. The Garou have developed their own tactics for opposing these companies, but Pentex is a many-headed hydra. Even if a pack or sept managed to plunge a corporation into bankruptcy, its personnel and profit could be channeled into another agency. Following the trail from one subsidiary to another can be an epic undertaking. It's been going on for decades, and it shows all signs of continuing well into the twenty-first century.

Long before Pentex's tendrils had a stranglehold on the world, it began as a company called Premium Oil. Struggling as a minor drilling operation in the oil fields of Pennsylvania, Premium survived through dedication, hard work, and the ruthless instincts of its founder, Hiram Bollingsworth. By the time the company went public in 1916, Hiram had generated enough money to indulge the eccentric whims of his second wife, Hattie, a devoted spiritualist. After years of séances and psychics, Hattie took her husband to one spiritualist too many. The promise of a businessman corrupted by wealth, greed, and guile was too much for a prowling, hungry Bane to pass up. After seizing Hiram, the Wyrm's corruption rapidly infected Premium's Board of Directors, including the vampire who eventually killed Hiram Bollingsworth. Brutal corporate politics led to a buyback of the company's stock. Banes transformed the Board of Directors, empowering a cabal of Wyrm-fueled lackeys, and soon, corporate diversification spread Premium's wealth into a wide array of corrupt companies. Marketing required a few changes for the sake of public image, so Premium changed its name to Endron Oil, and the Board of Directors established a holding company called Pentex.

Since then, Pentex's corporate allies have multiplied. No matter what a company's public agenda may be, all Pentex subsidiaries employ similar strategies. For a start, the Wyrm thrives wherever corruption is present, so these companies usually have a history of poisoning the environment. Although increased awareness and legislation has slowed the spread of devastation, the world is still dying. Pollution is poisoning the air and water, rainforests and natural reserves are still shrinking, and more species go extinct every year. Wherever this corruption spreads, the minions of the Wyrm thrive. In the most toxic locales, Wyrm caerns act as spawning pools, often in the spiritual landscape hidden behind physical blights.

Just as Pentex subsidiaries poison the land, they poison its populace as well. Many of their products contain trace amount of Wyrm-tainted toxins; others harbor unseen Wyrm spirits. Their effects are always subtle, but the end result is usually physical, mental, or spiritual decay. In rare cases, chemicals have unexpected side effects, transforming especially vulnerable consumers into hosts for malevolent Wyrm spirits. Banes transform the most vulnerable victims into monstrous fomori; others are possessed or simply exploited for their fear and pain. This epidemic serves as one more method of recruitment, as specially trained employees use spiritual means to hunt down suffering victims. Infected victims who aren't receptive to various forms of "employment" may be eliminated. Then again, a person doesn't have to become a hideous monstrosity to be useful to the Wyrm. Any ordinary person inspired to spread violence and misery helps cultivate the breeding grounds for more of the Wyrm's minions.

As one would expect, there are limits to how far Pentex employees can enact their questionable activities. Despite powerful lawyers, underworld ties, and well-compensated political allies, an employee who openly and brutally breaks

THE BOARD OF DIRECTORS

Since the early days of Premium Oil, upper management at Pentex has been vicious and treacherous. The fact that Banes possess and incite their hosts into bouts of madness and sinful excess makes these rivalries even more ruthless. Decades of corporate machinations have ensured that no one individual can ever control the Board of Directors. Despite that, the toxic, supernatural forces surrounding them have made sure the vast majority of executives have some variety of supernatural taint, whether they're fomori, vampires, or even Black Spiral Dancers. Human Pentex executives who rise to the top despite this predation tend to be so strong-willed that they're arguably even more dangerous.

Every generation of Garou has a few short-sighted idealists who believe that the fastest way to kill Pentex is to chop off its head — usually by storming into a boardroom and killing off the highest ranking executives. Repeatedly, these idealists have discovered that such violent responses are not only extremely difficult, but often futile. Every death at the hands of Garou claws results in a swift promotion for the next upwardly mobile underling. Cut off one head of the hydra, and two take its place. Admittedly, that's harvested some Glory and Honor for idealistic werewolves, as well as furthering a rapid turnover in Pentex executives, but it's also resulted in a process of corporate evolution. Any supernaturally corrupt exec who can not only survive a toxic, treacherous workplace, but also ward off marauding packs of Garou is clearly one tough suit-wearing, deal-making, money-grubbing, Wyrm-loving son of a bitch. To any werewolf hoping to do a little corporate headhunting, the Garou Nation sincerely wishes them the best of luck. They'll need it.

the law is a liability. Conducting such activities in the physical world can result in dire consequences for an expendable employee, but then again, those consequences can do even more to spread misery and despair. Since ordinary people can't see or oppose spiritual forces acting behind the scenes, they may never suspect the reasons for a corrupted employee's sudden outburst of violence or self-destructive actions.

Not all of Pentex' activities are as evil or insidious. After all, the wealth, power, and manpower these multinationals require must be harvested from somewhere, if only to balance out its ledgers and spreadsheets. The vast majority of its subsidiaries' employees are ordinary people doing ordinary jobs. Most never suspect their profits and accomplishments help support more sinister agendas far from where they work and live. These employees pay their bills, love their families, and do their jobs well. Relatively innocent portions of the workforce can serve as anything from human shields to hostages. Garou often agonize over how to strike at the villains these humans support without harming the same humans they've pledged to protect.

Subsidiaries

The list of Pentex subsidiaries is a lengthy one. Over the last decade, the Garou Nation has organized countless crusades against a handful of harmful organizations at the top of their list.

Endron Oil is the ravenous multinational conglomerate that rose from the ashes of Premium Oil around the time of the First World War. It's not only the first Pentex subsidiary, but also the most successful organization ever established to profit by despoiling and exploiting the Earth. For over a century, their highly effective agenda has been harvesting maximum profit with complete disregard for environmental consequences. Aided by the Wyrm's insight, Endron has an uncanny ability to find the richest reserves of sweet crude. Whenever a drilling operation happens to result in toxic pollution, the Wyrm gains one more breeding ground for Banes. Of course, the company has new battlefields to conquer in the twenty-first century, including oceanic oil fields closer to shore than ever before and pristine natural reserves in the wilderness of Alaska. In the meantime, profitable oil fields have become staging grounds for the Wyrm's minions. The fact that every car running on Endron Oil is creating even more pollution furthers the corporation's agenda. Endron certainly isn't the only oil company, but it has enough wealth and power to dominate its industry, even as it gathers resources for its corporate allies.

Sunburst Computers sells machines to serve a wide range of consumers… even as it serves those consumers to the minions of the Wyrm, piece by piece. As one would expect, the company's most popular products are its cheapest computers, designed to appeal to the greedy and impoverished alike. Sure, the parts of these machines are shoddy, but any sudden malfunction of a part not covered by its warranty is a good excuse to send a consumer into the endless labyrinth of outsourced tech support, where rage and frustration build (and are billed) by the hour. Few suspect that Sunburst coordinates its activities with other tendrils of Pentex, as incognito hackers on the other side of the planet extract useful data from the company's customers. A growing market of exploited consumers provides a burgeoning feeding ground for the Wyrm, as spirits are deployed to harvest supernatural energy from disgruntled consumers.

Sunburst has managed to further reduce the cost of its hardware by financing assembly plants in the Third Word, where workers struggle to survive work days over twenty hours long. These humans live most of their lives in company housing for painfully low wages. Although the company pays heavily to promote its "green" image, its computers are made from a combination of Wyrm-tainted plastics and non-biodegradable materials. From the showroom to the landfill, mass-manufactured computers inexorably increase the amount of toxins and pollutants in the world. Overseas workers who handle these materials for years provide a further resource for spiritual exploitation. Although incidents of alcoholism, drug abuse, and even suicide are rampant in Sunburst's production plants, the citizens of the First World are happy to pay for these third-rate products, especially if they can save a little money.

Incognito anarchists have developed a tenuous alliance with Sunburst. This demented network of independent hackers includes reclusive geniuses with enough false pride and misplaced wrath to fall to the Wyrm. Although their secret society includes many smaller bickering cabals, Incognito presents a unified front when threatening its victims. They're often represented by anonymous individuals on webcams wearing featureless masks. Even Sunburst's high-end machines are vulnerable to the viruses Incognito's criminals and revolutionaries create. With enough financial data, Internet histories, and webcam pictures extracted from machines, these faceless fanatics have a rapidly growing database of potential victims. They're organized enough to coordinate harassment campaigns and denial of service attacks, although they seem to act only for the amusement of victimizing others, cynically laughing as they ruin anyone and everything "for the lulz." Suffice it to say that only a pack of Garou has the insight and wisdom to track this network of misery and madness back to its source, even if they have to confront one Incognito madman at a time.

Tellus has also profited from high tech innovations. Since 1986, they've been selling consoles and video games. An entire generation of hyper-aggressive gamers has grown up associating its glowing eye-in-the-pentagon logo with ultra-violent entertainment. After merging with a Japanese game studio and saving Sunburst from bankruptcy, Tellus has started up, sold off, and burned out countless smaller

game studios around the world. While Sunburst focuses on computer hardware and PC games, Tellus creates proprietary games for its bleeding edge game console, the Typhoon. Pentex upper management has repeatedly urged the company to integrate more spiritual corruption into its virtual violence, but most studios building those prototypes tend to self-destruct, go mad, or fall prey to tech-savvy werewolves.

The company's greatest achievement has been harvesting cash from an aging demographic that's increasingly desensitized to violence. Their audience is also becoming increasingly jaded, so Tellus invests in research and development. Their latest initiative is building online communities for console gamers. For example, Tellus Quebec has a very specific goal: cultivating a generation of gamers that's constantly online. Now console gamers can repeatedly rage at each other over Tellus headsets and microphones while they're logged on, often sitting in front of Sunburst-made webcams while they do it. Tellus Seattle has taken those cameras and modified them even further for a device called the *Typhoon Kontact*: a webcam that monitors and documents the physical activities of its customers. In the world's living rooms, bedrooms, and basements, the Tellus "eye in the pentagon" is vigilantly watching them. These online networks have another benefit: they've made it easier for Pentex First Teams to transfer Banes over long distances. While Tellus is methodically building this brave new world, the most dangerous and corrupting creations the company sells are still the games themselves.

King Distilleries and its subsidiaries have a very different method of spreading the Wyrm's corruption. Since the 19th century, the privileged relatives of the King family have benefited from nepotism and ruthless business practices. King sells a wide array of mind-numbing intoxicants, offering a variety of brands for everything from piss-water beer to top-shelf whiskey. As with Tellus, the company has faced pressure from corporate overlords to insinuate Wyrm-taint and similar additives into their product, but such attempts tend to poison the company's brands, both figuratively and literally. King Distilleries profits by making their product a little stronger and a little cheaper than their competitors. Although intoxication can make a habitual drinker more prone to bad behavior and Bane corruption, alcoholism is quite capable of destroying the lives of vulnerable victims without any help from supernatural entities like the Wyrm.

Magadon Pharmaceuticals uses biochemistry to solve a staggering array of medical and psychological problems, even as it creates new ones in the process. The majority of their medicines, vaccines, inoculations, and panaceas

MAGADON
Magadon - Building a better you

are actually surprising effective. The company routinely does the impossible, selling incredibly powerful medication that's made possible through supernatural methods of production. Anyone raiding a typical Magadon production facility would find all the trappings of an ordinary pharmaceutical plant, but the spiritual landscape surrounding the grounds always looks very different. Magadon has endured because it sells products that work miracles, and their profits are legendary.

Of course, as with any medication, there are always side effects. A very small percentage of consumers have radical reactions to Magadon's products. Trace amounts of Wyrm taint are laced into every pill, capsule, and tincture. Only especially receptive patients manifest unusual reactions. Symptoms may include mild psychosis, minor mutations, emotional instability, or in some extreme cases, heightened sensitivity to the corrupting influence of the Wyrm. Magadon sends out its products to find potential hosts for baleful spirits and possible recruits for its army of fomori. Pentex First Teams, Black Spiral packs, and fomor troops are then dispatched to the places where degenerating patients work and struggle to live. Some recruits join the Pentex work force, some are harvested for their darkened emotions or raw resources, and a few are given the little push they need to stop suffering from their aliments… permanently. While these cases are few and far between, they're frequent enough to create a slowly growing army for the Wyrm.

O'Tolley's has managed to survive for decades as one of the most profitable fast-food chains in the world. Even if its executives somehow decided to extract the Wyrm's influence from the company's activities, it would still manage to spread despair and suffering on a global scale. After all, its profitability depends on selling nutritionally-questionable products to the masses, exploiting a desperate workforce surviving on minimum wage, and selling foodstuffs harvested through grotesque and inhumane farming processes. Even if a vigilant observer wanted to keep track of the amount of non-biodegradable and non-renewable packing materials used as a delivery vehicle for this so-called "food," it wouldn't take a Garou mystic to see that the company is destroying the planet. Spreading obesity, exploiting poverty, and capitalizing on suffering just make the company even more harmful. When combined with a few calculated business practices flavored with the Wyrm's corruption, it isn't hard to see that this enterprise has been a rousing success for the Pentex corporation and its spiritually suspect shareholders. As long as humans have hunger, thirst, apathy, laziness, and the need to buy food as cheaply as possible, subsidiaries like O'Tolley's will thrive.

The **Black Dog Game Factory** has changed over the years, adjusting to new fads as it adopts new technology. Churning out word counts for Black Dog books, an aging inner circle of corrupt loremasters still pound away on the keyboards of their Sunburst computers, even as they collaborate with a new generation of demented young radicals. Thanks to the Internet, they can speak directly to their devoted (and demented) fans in online social circles. Unfortunately, their output of turgid pulp prose printed on pulpier paper is not as furiously prolific as it was twenty years ago. Their original volumes are now collectors' items. Complete collections of Black Dog Books are rarer than occult tomes and true treatises on magic. Granted, some occultists have attempted to distribute reproductions of these materials as electronic book or in other virtual formats, but curiously enough, when these files are opened, the contents are spiritually toxic enough to devolve into computer viruses or other harmful concatenations of code.

As part of a fervent effort to disseminate their twisted visions in electronic media, Black Dog's most elaborate

FIRST TEAMS

Magadon has a great deal of corporate pride, as it was the first subsidiary to corrupt and train specially-engineered fomori on its corporate campuses. Hidden within heavily-guarded warehouses, Magadon's scientists transformed carefully-chosen volunteers and vulnerable abducted victims into a Wyrm-fueled army. In the late 1990s, the Garou Nation responded by sending teams of so-called "monkeywrenchers" to raid and destroy those compounds. The battles that resulted were glorious, but in the wake of 9/11, they've become less frequent. Corporate lawyers found it surprisingly easy to describe violent action against their clients as terrorism, allowing Magadon to hide behind national laws as it defied the laws of nature. Magadon scaled back its activities for the next decade, but behind the scenes, it shared its research with other subsidiaries.

Magadon isn't the only company to recruit and train fomori. Many subsidiaries have their own distinct methods of corrupting and suborning those vulnerable to the Wyrm's allure. Pentex's Human Resources Department has developed ways to manage some very inhuman employees, assembling workforces of Pentex employees, freakish fomori contractors, and the occasional sympathetic Black Spiral pack. When direct intervention is required, Pentex can dispatch a corporate cabal commonly known as a First Team. They're the first responders in the war against the Wyrm's foes. Whether covering up indiscretions, defending Pentex's factories, or hunting down werewolves who know too much, First Teams are still an effective deterrent against anti-corporate werewolves.

enterprises are now virtual. In this massively multiplayer online construct, unsuspecting humans with abundant free time can roam in an online hunting ground dominated by the Wyrm. This new direction comes at the behest of a dread force that's exerted control over the Game Factory. This crawling cabal of unknown horrors was once frozen under the Scandinavian ice, but the warming of the world loosed them to play. The virtual world Black Dog's building is not just a slice of horror: it's a reflection of the world these ancient Northern terrors want to see in the flesh.

Avalon Plastics knows that children love toys, just as parents love not having to spend exorbitant amounts of money on playthings. With a little bit of Wyrm-taint, those plastic friends are capable of eliciting a wide range of dark emotions that are really quite diametrically opposed to any sort of loving or healthy attachment to an inanimate plastic object.

Children who play with toys made from Avalon plastic are prone to act on these emotions, just as prolonged handling can make a child slightly more susceptible to Bane influence. When Little Johnny sends his plastic soldiers to bring freedom and democracy to the stuffed animals of a Third World nation, Johnny's justifications for violence become remarkably easy. When Little Suzie piles up her well-dressed, newly married, and impossibly proportioned dolls next to her collection of adorable farmyard animals to create new permutations of extended families, she can begin to imagine a wide range of dysfunctional behaviors to emulate when those families fall apart. Many children who have wandered into dangerous situations and perilous hunting grounds have done so clutching Avalon toys, even as they listen to the whispers they know come from their little plastic friends. If they knew werewolves were hunting for them, they'd clutch their toys even tighter.

The RED Network is on the air twenty-four hours a day. Pentex has heavily invested in mass media. As the number of cable networks and social networks has grown, so has the influence of Pentex subsidiaries. Just as children listen to the helpful advice of their imaginary friends on cartoon shows (that just happen to sell profitable plastic toys), grown-ups are also looking for guidance. The twenty-first century has seen the dawn of a new form of entertainment, one that pretends to accurately report on events in the world around us, even as it editorializes, misdirects, and indulges in hyperbole. RED News fits this model perfectly. It has all the high-tech journalism and well-coiffed mannequin-shaped journalists one would expect from a network news show, but when hard-pressed, its bosses insist that their 24-hour cable news program is actually an elaborate form of entertainment.

When RED's pundits shout at each other about whatever political figures the network opposes this week, their shows may look like news, but legally, the network can claim that it's only a forum for opinions. Of course, the network keeps public attention diverted away from the activities of Pentex subsidiaries, as well as some of its supernatural allies. According to the Garou, it's a propaganda machine, yet somehow, the factoids buried in an avalanche of more innocuous news items manage to convince viewers with alarming effectiveness. Around the world, ordinary people rant and rave against anti-corporate interests, environmental nonsense, frightening radicals, and dangerous activists. The network must still make sure the supernatural world that empowers it remains hidden, so it would never identify one of these radicals as a werewolf, but that wouldn't prevent a pack from becoming a top story on RED News for a few uncomfortable hours.

CyberSolutions

CyberSolutions is a research and development house primarily concerned with creating replacement limbs for people with crippling birth defects or who've had limbs amputated. It pursues research into interfacing the human mind and body with electronics, thus allowing the blind to see, the deaf to hear, and the lame to walk.

Recent projects have allowed paraplegics to interface with their computers or mobility devices purely through neural transmissions, as well as to allow cybernetic prosthetics that equal — or exceed — the capabilities of organic limbs. Both have earned CyberSolutions great accolades across the world.

Unfortunately, it seems that the corporation has developed technology far in advance of what it has revealed to the rest of the world, and it sells its advanced designs for use in creating in super-soldiers of some kind. On more than one occasion, werewolf packs have encountered chaingun-toting cyborgs with inhuman strength, speed, and durability. They often serve as security or enforcement for super-secret corporate or government operations. Some Garou elders claim that such advanced technology is really Weaver-twisted magic, but the younger werewolves tend not to see it that way.

Cyborg Soldier

Due to sheer expense, human corporations create such monstrosities only rarely, but those few that exist are a danger to Garou. Most werewolves (except, perhaps, the Glass Walkers) see the merging of human flesh with the Weaver's technology as a terrible thing. Once the sheer inhumanity of the cyborgs was revealed, however, even the Walkers were convinced that perhaps CyberSolutions (like their own Cyber Dogs rogue camp) had gone too far.

Cyborgs push the uncanny valley; they are nominally human in appearance, but the robotics and technologies used to "improve" them take them just far enough from appearing as a normal human to trigger discomfort and apprehension in those who witness them. Their facial

expressions are just a little too precise, for example, and their gestures a bit too rapid to feel normal.

The suggestions below are for a combat-focused cyborg. By modifying the Attributes and Abilities for Stealth rather than Strength, a spy cyborg could easily be created.

Character Creation: Attributes 13/8/0 (Always Physical primary, Mental secondary, Social tertiary in priority), Abilities: 15/9/6, Willpower 3

Suggested Attributes: Strength 6, Dexterity 3, Stamina 7, Charisma 1, Manipulation 1, Appearance 1, Perception 4, Intelligence 4, Wits 3

Suggested Abilities: Alertness 3, Athletics 5, Brawl 4, Intimidation 3, Firearms 4, Melee 3, Stealth 2, Academics 2, Investigation 2, Technology 2

Suggested Gifts: Cyborgs often have armor (three additional soak dice), retractable claws or blades (Strength +1 or +2 damage), and increased Strength (two additional dots). A few are wired for heightened reflexes (two actions per turn, standard). All have Cybersenses (as the Glass Walker Gift, p. 183). Some have assault rifles (AK-47 or equivalent) mounted to or inside their bodies.

Image: Cyborgs can look like anyone. They're given a human appearance so that they may pass for normal humans, although there's something just a little not-quite-right about them that often makes others uncomfortable. Most wear very nice clothing. Expensive (but off-the-rack) business wear is standard.

Roleplaying Hints: Cold, efficient and detached. Cyborgs tend to have a one-track mind, and they are focused on the specific purpose that their creators or owners sent them out to accomplish.

Developmental Neogenetics Amalgamated (DNA)

Developmental Neogenetics Amalgamated (DNA) is a privately owned and funded corporation that focuses on genetic engineering, mapping the human genome, and hunting werewolves. DNA is actively aware of Garou, and it engages in an aggressive campaign to hunt down and trap as many as possible for its research. DNA is focused primarily on genetic research (and is highly interested in correcting congenital defects and diseases), and it sees werewolves as some sort of genetic aberration. DNA researchers see lycanthropy as a disease to be cured, not a spiritual race with a mandate to protect nature.

DNA sends its teams out with chemical weapons and poisons intended to inhibit lycanthropic shapeshifting and regeneration. Once they subdue a werewolf, they bring it to the laboratory where it undergoes an intense battery of tests intended to isolate the "lycanthrope gene." So far, they haven't discovered the sequence that causes this "disease." Once they do, they hope to use the knowledge to improve the human condition. Certainly the ability to regenerate injuries, even under limited conditions, would be a great boon.

Investigative Agent

Most DNA field agents the Garou will encounter will be part of an entrapment team; use the Traits given for Dead Man's Hand (p. 467), but give them weapons designed to incapacitate and trap werewolves, rather than to kill them. However, occasional field specialists are sent to investigate (rather than actively entrap) live specimens. These investigative agents are trained to observe their quarry, in order to gather information for later entrapment teams to use in their missions.

Character Creation: Attributes 8/6/4, Abilities: 12/8/4, Willpower 3

Suggested Attributes: Strength 3, Dexterity 2, Stamina 2, Charisma 3, Manipulation 4, Appearance 2, Perception 5, Intelligence 3, Wits 3

Suggested Abilities: Alertness 4, Athletics 2, Brawl 1, Empathy 2, Streetwise 2, Subterfuge 1, Larceny 3, Stealth 4, Survival 1, Investigation 3, Technology 1

Image: Normal humans clothed to fit in with their environment.

Roleplaying Hints: Covert observation and a good cover story will get these fast-talking agents out of most situations. They're here to gather information, not directly interact with their targets, and if they're captured, an extraction team (use the Dead Man's Hand stats on p. 467) will be dispatched to recover them.

Lab Scientist

Garou will rarely encounter a Lab Scientist outside of DNA offices, but should they track an entrapment team back to their headquarters, or otherwise interact with the corporation at its core, the majority of individuals they encounter will be variants of this Lab Scientist template.

Character Creation: Attributes 9/5/3 (Always Mental primary), Abilities: 15/5/4, Willpower 2

Suggested Attributes: Strength 1, Dexterity 3, Stamina 2, Charisma 3, Manipulation 3, Appearance 2, Perception 3, Intelligence 5, Wits 4

Suggested Abilities: Alertness 1, Empathy 1, Expression 1, Leadership 1, Animal Ken 2, Crafts 1, Drive 1, Stealth 1, Academics 3, Computer 1, Investigation 3, Medicine 4, Science 4, Technology 3

Image: Normal humans in business casual clothing covered by laboratory protective gear as appropriate for their environment.

Roleplaying Hints: Depending on how high their security clearance is within the company, lab scientists may know nothing — or a great deal — about what the

true purposes of their experiments are. Low level lab techs are virtually clueless, and have access to little-to-no supernatural experimentation, while the core team will have access to all files, departments, and information.

Other Agencies

Whether paramilitary mercenaries, religious cults, or just inquiring minds, the Wyrm's forces are not the only ones with a vested interest in interacting with the Garou Nation. Each antagonist has its own motivations, ranging from profit to enthusiastic curiosity. Storytellers should feel free to use the offered templates below (or any of those offered previously in this chapter) as basis for agency characters, while tinkering creatively with each organization's motivations.

Remember, however, that these characters are not mindless Banes with no sense of self-preservation. They're (for the most part) real people with jobs, families, and goals of their own, and they're unlikely to fight to the death unless given no other options. In most cases, agencies are just doing their job; chances are they'll withdraw if it appears their profit potential seems to be in danger. Accepting a contract cancellation fee is, in most cases, preferable to death at the claws of a slavering werewolf.

Dead Man's Hand

Several werewolf packs have run afoul of well-equipped, heavily armed teams of fomori, humans with unusual powers, and the occasional Black Spiral Dancer. They are trained in military special-forces tactics, and they are usually issued silver bullets and supernaturally enhanced bio-warfare weapons to use against Garou targets.

Most werewolves are unaware of the source of these agents, but those who have compared notes find the thought of a boot camp turning out werewolf-killing squads of fomori to be disturbing at the very least. Fortunately, these killers aren't all that common, and they usually engage packs in the midst of an operation (such as monkeywrenching an environmentally unfriendly corporation or interfering with logging operations in the Pacific Northwest). They've not yet tracked any packs back to their caerns. When captured, they kill themselves before they're questioned — so far, at any rate.

One such team with a streak of notoriety a mile wide is the squad known as "Dead Man's Hand." Their insignia is of four playing cards: two black aces and two black eights, displayed proudly on all of their uniforms (and in some cases, on civilian clothing or baseball caps). Right underneath the cards is the number "108."

The team is composed entirely of normal humans. All six have been trained in anti-werewolf tactics, and they carry weaponry appropriate for each task. All six members are immune to the Delirium, but this immunity does not make them in any way stupid about tackling an obviously-superior supernatural foe unless they have a clear advantage. They're trained to be effective, not suicidal.

Additionally, while they aren't possessed, fomori or otherwise obviously of the Wyrm, the Gift: Sense Wyrm will detect a slight degree of Wyrm-taint on each of them. The squad does suffer from regular turnover, losing one or two members a year to combat losses. As an offset, they're very well paid (hazard pay or better) at all times.

The current squad lineup includes:

Damon Moore

Damon is a former member of the Australian SAS (rank: Captain). He spent 12 years in the Australian military before mustering out. In the six years since, he's led Dead Man's Hand in numerous battles with werewolves and come out alive (if scarred). He once killed a werewolf with a thrust to the heart with his silver bowie knife. He keeps the wolf's skin as a rug in his condo. Damon is also an expert sharpshooter. (Firearms 4, Melee 4, Leadership 4).

Jan Boetcher

Jan is formerly of the South African army. After six years of service, he decided to seek his fortune elsewhere. He found it in America, and he was recruited into Dead Man's Hand very shortly thereafter. He's been a part of the team for three years now. Jan specializes in firearms (he's not as good as Damon, but he's a better tracker), and he is also trained to fly helicopters. (Drive (Spec: Pilot) 4, Firearms 3, Survival 3).

Joseph Markham

Joseph is the other rifleman in the squad. At eight months since he joined, he's the newest squad member. Originally a forest ranger, he quit after an encounter with a large, bear-like creature. He doesn't recall the incident clearly, except for the fact that he shot it three or four times before running away. A month after his resignation from the ranger service, he found his way into Dead Man's Hand, and now has some guesses about the identity of the monster he encountered in the wilderness (Survival 4, Willpower 8).

Travis Hearst

Travis spent eight years in the US Army as a paratrooper and trauma medicine specialist. After he got out, he joined the forest service to work as a smoke-jumper (a firefighter who parachutes into remote forest fires and constructs fire-breaks). He quit this incredibly dangerous job for something a little more exciting — fighting werewolves. He's been a part of Dead Man's Hand for a little over three years now, and he recommended Joseph Markham, an old pal from the forest service, for the team (Medicine 3).

Arthur Farnsworth

Arthur's actually been in the squad longer than any other current member, surviving since the team's foundation in 2004. Arthur served in the Royal Marines (Master Sergeant), and then spent several years as a mercenary, until he joined Dead Man's Hand. Arthur specializes in heavy weaponry. (Professional Skill: Heavy Weaponry 4).

Brad Williams

Brad served on the New York City police force for several years as one of the city's best bomb-disposal experts. Unfortunately, he was forced to retire early due to a few scandals in the department. Rather than allow Williams' talents to go to waste, Moore arranged to bring him in to serve as demolitions expert and general booby-trap man. (Law 3, Professional Skill: Demolitions 4).

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Perception 3, Intelligence 2, Wits 2

Abilities (typical – substitute in specialties for individual members where noted): Alertness 2, Athletics 3, Brawl 2, Intimidation 2, Leadership 1, Subterfuge 1, Drive 2, Firearms 2, Melee 2, Stealth 2, Survival 2, Investigation 2, Medicine 1, Technology 2

Willpower: 6

Powers: Dead Man's Hand squad members are all normal humans with exceptional training. Similar squads may have fomori members, who have powers appropriate for their kind. As mentioned previously, all squad members are immune to the Delirium.

Equipment: Camouflage fatigues (as appropriate for their current environment), bulletproof vest, assault rifle (with silver bullets), pistol, silver combat knife (treated with an unusual manufacturing process that hardens it for combat use), radios (encrypted signal), fragmentation grenades (embedded with silver fragments), and bio-warfare grenades (best used with a launcher, at a distance).

The bio-warfare agent acts as a form of high-speed Ebola on normal humans and animals, and it inhibits Garou regeneration (treat as Crawling Poison on p. 428; its effects last for six minus Stamina hours).

Roleplaying Notes: Dead Man's Hand is a highly trained combat unit. The soldiers have teamwork down to a science, and can often coordinate as well as or better than the typical werewolf pack. Individually, each is supremely confident in his abilities (some might say overconfident). Still, normal humans and fomori suffer some friction, so mixed teams can lose some effectiveness due to such rivalry.

All problems aside, the first time a pack faces Dead Man's Hand, the soldiers' coordination and tactical ability should offer surprise and a real danger. Play them intelligently and carefully. They're trained to kill nine-foot tall raging engines of supernatural destruction, and they will act accordingly. They're unlikely to panic in the face of a Garou pack. Very few are willing to get into melee combat with one, and even fewer expect to survive the experience.

Despite their taint and immunity to the Delirium, Dead Man's Hand squad members are completely unaware of the Triat, Gaia, what the Garou fight for, or who their own employers may or may not represent. They're part of a paramilitary security force, and they do their job to the best of their ability.

Other Agencies

Many other agencies exist to learn about supernatural beings. Some are simply intrigued by the possibility that an organized society of non-humans could have existed under mankind's nose for centuries without overt detection. Others have more malevolent intents.

Society of Leopold

One of these malevolent agencies is the Catholic Inquisition (also known as the Society of Leopold). The Society of Leopold has existed for centuries as a semi-secret order within the Catholic Church, and it is currently believed to be a scholarly organization. Inquisitors see the supernatural as evidence of demonic activity on Earth. Some believe that this activity is a sign that the end is nigh (much as the werewolves do). Very few Inquisitors hunt werewolves — not out of any sympathy for the Garou cause, but simply because few have the will and fortitude necessary to face a Crinos werewolf one-on-one. Additionally, Inquisitors nearly always stalk the cities, where they can find their preferred (vampiric) quarry, and they are simply unlikely to encounter any werewolves there.

Storytellers can use the Holy Hunter template (p. 459), without its inherent supernatural abilities and Gifts, if they would like to represent an Inquisitor in their games.

The Arcanum

Another human group, this one composed entirely of scholars and adventurers, exists to study and catalog the supernatural. The Arcanum, a secret society dedicated to recording the world's secret history, has not gathered much information about werewolves (for much the same reasons as the Inquisition)… but that hasn't stopped them from trying.

Storytellers can use either of the Mage templates (p. 455), simply removing the supernatural powers, to represent an investigator from the Arcanum for their chronicle.

MONSPENCER IZ

Appendix

Merits and Flaws

Merits and Flaws are optional Traits that a Storyteller may choose to include (or prohibit) in his chronicle. Merits are special abilities or advantages that give the character an edge in certain situations or endow her with some remarkable quality that sets her apart as notable amongst the Garou Nation. Flaws, on the other hand, represent weaknesses that make the werewolf more vulnerable in some way. Like Merits, Flaws add distinction to a character, but in a detrimental rather than a beneficial manner. Both Merits and Flaws can provide player characters with added depth and personality, but Storytellers should be careful to ensure that any Traits (or combination of Traits) chosen will not adversely influence the course of the chronicle or give one character an unfair advantage over the rest.

Merits and Flaws can be selected only during character creation and are purchased using freebie points (although existing Merits and Flaws can be removed or new ones added by the Storyteller during the course of the chronicle). Each Merit has its own point cost, while each Flaw has a point value which adds to the amount of freebie points a player can spend during the creation process. A character may take as many Merits as the player can afford, but no character may have more than seven points' worth of Flaws. The seven possible freebie points earned through taking Flaws (when combined with the 15 freebie points from character creation) can give a character a total of up to 22 freebie points to spend in other areas.

Merits and Flaws are divided into four categories: physical, mental, social, and supernatural. The physical category describes Merits or Flaws that deal with a character's physical stature or abilities, while the mental category addresses intellectual abilities or patterns of behavior. The social category comprises relationships and status within the character's pack, sept, the Garou Nation as a whole, or with human society, and supernatural Merits and Flaws concern the paranormal abilities of werewolves and the way they interact with the physical or spiritual world.

Storytellers are encouraged not only to restrict or disallow any Merits and Flaws that don't fit with their chronicles or for specific characters, but also to create their own to reflect unique elements of their games. Some example suggestions and restrictions are given in the text of individual Merits and Flaws, but Storytellers can allow any variations or combinations, or disallow those that don't make sense for their games.

Physical

Acute Sense (1 pt. Merit)

One of your senses is exceptionally sharp (even for a Garou). Choose sight, hearing, smell, touch, or taste. The difficulty for all tasks involving use of this particular sense is reduced by two. This Merit can be bought more than once for different senses, but only one time for each particular sense. The difficulty reduction for a given sensory roll is accumulative with other difficulty reductions (due to Gifts, etc.), but only a single reduction for Acute Sense is applicable in any given roll. Acute Sense cannot be purchased for any sense if it is missing or hampered via a Flaw (i.e., Blind, Bad Sight, Deaf, Hard of Hearing, Anosmia, etc.).

Alcohol Tolerance (1 pt. Merit)

With a successful Stamina roll (difficulty 7), you can shake off the effects of intoxication, suffering no coordination penalties that might normally affect a drunken fighter. This Merit works against all natural intoxicants, even if processed (such as cocaine), though not against poisons or entirely man-made chemical drugs (such as meth).

Ambidextrous (1 pt. Merit)

You have a high degree of off-hand dexterity and can perform tasks with your "wrong" hand at no penalty. The rules for taking multiple actions still apply, but you do not suffer a difficulty penalty if you use two weapons or are forced to use your off hand to complete a task.

Double-Jointed (1 pt. Merit)

You possess uncanny suppleness, making all dice rolls that require flexibility (such as wriggling free from an opponent's grasp) at –2 difficulty. You can contort yourself into odd positions or squeeze into small spaces.

Mixed-morph (1 pt. or 5 pt. Merit)

You find the art of partial transformation relatively easy, and make the required Dexterity + Primal Urge roll at difficulty 6 rather than difficulty 9 (p. 286). The five-point version of this Merit eliminates the need for a Willpower point; you can achieve partial transformation almost at will.

Perfect Balance (1 pt. Merit)

You have an uncanny knack for staying on your feet (two or four, depending on your form) either from natural talent or from long hours of training. Any rolls you make to attempt balance-related physical activities (e.g., Dexterity + Athletics for tightrope walking, maneuvering across ice, mountain climbing, or rock scaling) are at –2 difficulty.

Wolf Sight (1 pt. Merit)

In all your forms, you see colors and intensities of light as a wolf does. Your color vision is slightly less distinct than that of humans, though you embrace the full spectrum of colors. Your night vision, however, far surpasses human nocturnal vision. You also notice movement more readily. You gain an extra die to all visually-based Perception rolls that involve movement or take place at night.

Bad Taste (2 pt. Merit)

You are gamey to the palate and revolting to the taste buds; plainly put, you taste nasty. Anyone who bites you (vampires, Garou, fomori, Wyrm monsters) is immediately nauseated. The biter must spend a Willpower point or retch uncontrollably for a scene. There is a drawback, however: lupus Garou and wolves are unlikely to lick or groom you, and even affectionate nibbles are affected by your foul flavor.

Fair Glabro (2 pt. Merit)

You have a Glabro form that can pass for human, though it's still larger than normal people. You have no penalties to Social Attributes in Glabro form.

Lack of Scent (2 pt. Merit)

You either have no scent at all or only a very faint odor. Any humans, animals, or Garou who attempt to track you by scent have a +2 difficulty to do so. You may find it difficult to deal with lupus Garou or wolves, as they tend to mistrust your lack of a "natural" scent.

Physically Impressive (2 pt. Merit)

You appear dangerous both in outward demeanor and in physical bearing, and exude a confidence that impresses opponents. Add one die to all Social rolls that involve intimidation.

Daredevil (3 pt. Merit)

You excel at taking risks and have a talent for surviving them. When attempting exceptionally risky non-combat actions (such as leaping from rooftop to rooftop thirty stories above the ground), you may add three additional dice to your rolls. In addition, you may negate a single botch die on those rolls. Generally, an action must be at least difficulty 8, and with the potential to inflict at least three health levels of damage if failed, to qualify for this bonus.

Long-Distance Runner (3 pt. Merit)

Through practice and/or innate skill, you have developed your ability to run very fast for a very long time. You can run at double your normal running speed for one hour per dot you possess in Stamina. This Merit is very

popular with Silent Striders. You must have at least four dots in Stamina to purchase this Merit.

Natural Weapons (3 or 4 pt. Merit)

You are greatly in tune with your wolf physique. Your balance and physical acuity in Lupus form are greater than in Homid form. Subtract one from the difficulty of any attack roll with an innate natural weapon (e.g., claw, bite, kick, etc.) when in Lupus form. However, add one to the difficulty of any such attacks made while in Homid form. There is no change to your attack rolls in other forms. This Merit costs 3 points for lupus or metis characters, and 4 points for homid Garou.

Huge Size (4 pt. Merit)

You stand close to 7' tall and may weigh as much as 400 pounds in your Homid form; your other forms are also proportionately huge. This Merit gives you an extra health level, which acts as an additional Bruised health level for purposes of calculating damage and wound penalties. Of course, with your immense size comes other problems (blending into a crowd, finding clothes that fit, fitting into an airplane seat, etc.).

Metamorph (7 pt. Merit)

Shapechanging for you is as easy as breathing. You do not need to roll to change forms, nor is it necessary to spend a Rage point for an instantaneous shift. You make your changes as if you scored five successes on your roll to shift forms. If you lose consciousness from wounds or for some other reason, you may roll Wits + Primal Urge (difficulty 8) to choose which form you assume rather than reverting to breed form.

Animal Musk (1 pt. Flaw)

You have the odor of an animal, even in Homid form. Whenever you are indoors or in a crowd of people, you make all Social rolls at a +2 difficulty. Outdoors or in situations where you can distance yourself from humans, your odor is not noticeable. Wolves (and lupus-born Garou) take little notice of this Flaw.

Anosmia (1 pt. Flaw)

Whether from birth or due to some illness or accident, you've lost all sense of taste and smell. You automatically fail any roll involving these two senses, including Primal Urge rolls for tracking or hunting. In Lupus form, it's even more crippling, since smell is a wolf's most acute sense; this Flaw cancels out the –2 difficulty to Perception rolls a Garou gets in that form. There's a slight benefit, however: At the Storyteller's discretion, you may be immune to the debilitating effects of environmental conditions, Gifts and supernatural abilities that rely on odors.

Hard of Hearing (1 pt. Flaw)

You have problems hearing certain sounds or ranges of sounds, or have some other problem that affects your auditory senses. You have a +2 difficulty to all rolls involving hearing sounds. You do not receive the normal bonus for Perception in Lupus form for auditory checks.

Monochrome Vision (1 pt. Flaw)

You cannot distinguish between colors, but see the world in varying shades of black and white and gray. This is not true color-blindness, which usually refers to the inability to distinguish between certain colors (such as red and green). Color has no meaning for you, though you can differentiate intensities of shade — dark gray, light gray, dull gray, etc. This Flaw occurs more frequently among lupus Garou.

No Partial Transformation (1 pt. Flaw)

You have no ability to mix forms; you cannot shift your larynx in Lupus to be capable of human speech, or grow a wolf's muzzle in Glabro. You can only change into the complete form.

Short (1 pt. Flaw)

You are well below average height — four and a half feet (1.5 meters) tall or less in Homid form. Your diminutive size causes you problems, making it difficult to see over obstacles, reach high shelves, or manipulate things built for average individuals. This lack of stature is mirrored in all of your forms. Your running speed is halved, and your Storyteller may choose to levy additional penalties as appropriate in any given situation, although occasionally, this Flaw can give you a concealment advantage.

Strict Carnivore (1 pt. Flaw)

"Vegetarian" is just another way of saying "lazy hunter." Vegetables and grains give you no nutritional benefit; you can only subsist on meat — the closer to raw, the better. You have real problems in areas where meat is scarce.

One Eye (2 pt. Flaw)

You lack depth perception and have limited vision, due to the fact that you only have one eye. Your blind side has no peripheral vision. The difficulties of all Perception rolls involving eyesight are increased by two, and when depth perception is involved (such as during ranged combat), the difficulty is increased by an additional +1.

Bad Sight (3 pt. Flaw)

You have a hard time seeing due to an uncorrectable visual defect. The difficulties of all dice rolls related to sight increased by two. Your Lupus form does not receive

the standard bonus to Perception for visual checks, though the bonuses to other senses are not affected. Unlike nearsightedness or farsightedness, this defect cannot be corrected.

Deformity (3 pt. Flaw)

You have a misshapen limb, a twisted spine, or some other deformity that interferes with your physical abilities and your interactions with others. A hunchback, for instance, would lower a character's Dexterity by two dots and increase the difficulty of die rolls relating to social skills by one. A withered arm might reduce Dexterity by 2 for all manual manipulation rolls, reduce your running speed in any four-legged form, and increase social skills' difficulty by one. You should work out the nature of your deformity with your Storyteller, as well as the exact penalties offered. Metis characters may take this Flaw (for no freebie points) as their metis disfigurement.

Double Jeopardy (3 pt. Flaw)

Gaia has marked you strongly. You were born not with one, but two significant metis deformities. These may be related, but must be two clearly separate disfigurements. A pair of antlers, or two rows of shark teeth would only be one deformity, but antlers and hooves, or a row of shark's teeth and a set of gills would be acceptably different. The Storyteller has the final judgment on whether the two deformities are significant enough to qualify for this Flaw. This flaw can be taken only by metis Garou.

Lame (3 pt. Flaw)

Either from birth, an accident, or a major battle scar, your legs are damaged, which prevents you from running or walking easily. You have a pronounced limp and may need assistance from a cane or walking stick. Your walking speed is one-quarter that of a normal human, and running is impossible. Metis characters may take this Flaw (for no freebie points) as their metis disfigurement.

Monstrous (3 pt. Flaw)

Your physical appearance is truly hideous to your fellow Garou. All your forms bear some grotesque qualities; your Homid form barely looks human, while your other forms have something significant that disfigures them. You should decide what you look like. Your Appearance rating is zero, and cannot be raised higher with experience points barring some remarkable circumstances. Metis characters may take this Flaw (for no freebie points) as their inborn deformity.

One Arm (3 pt. Flaw)

You were either born with only one arm or lost your arm through an injury of some sort. You suffer no secondary-hand penalty, since you have adapted to using your one hand for most activities. When you need to use two hands, however, you lose two dice from your dice pool. Your running speed in Hispo and Lupus form is 1/2 of normal. Metis characters may take this Flaw (for no freebie points) as their inherent deformity.

Deaf (4 pt. Flaw)

You were either born profoundly deaf or have lost your hearing entirely. You may feel sound vibrations from sufficiently loud noises, but you hear nothing. The difficulty of any Perception rolls related to sound is increased by three. Metis characters may take this Flaw (for no freebie points) as their inborn disfigurement.

Mute (4 pt. Flaw)

You cannot speak, in any form. Even communicating via Garou Tongue or lupine language (which relies upon both vocalizations and body movements to communicate) are beyond you, as is Spirit Speech. As a player, you may communicate with the Storyteller and describe your actions, but your character cannot talk to other characters unless everyone concerned possesses a commonly understood sign language (via the Language Merit). Otherwise, your character must communicate through writing or body language. Metis characters may take this Flaw (for no freebie points) as their inborn disfigurement.

Blind (6 pt. Flaw)

You cannot see. You automatically fail any rolls based solely on vision. Difficulties on all Dexterity-based rolls are increased by two as well. All rolls made to step sideways are at +1 difficulty, as you cannot use the usual method of visualizing the other world. This flaw can be taken by metis characters as their disfigurement (for no freebie points).

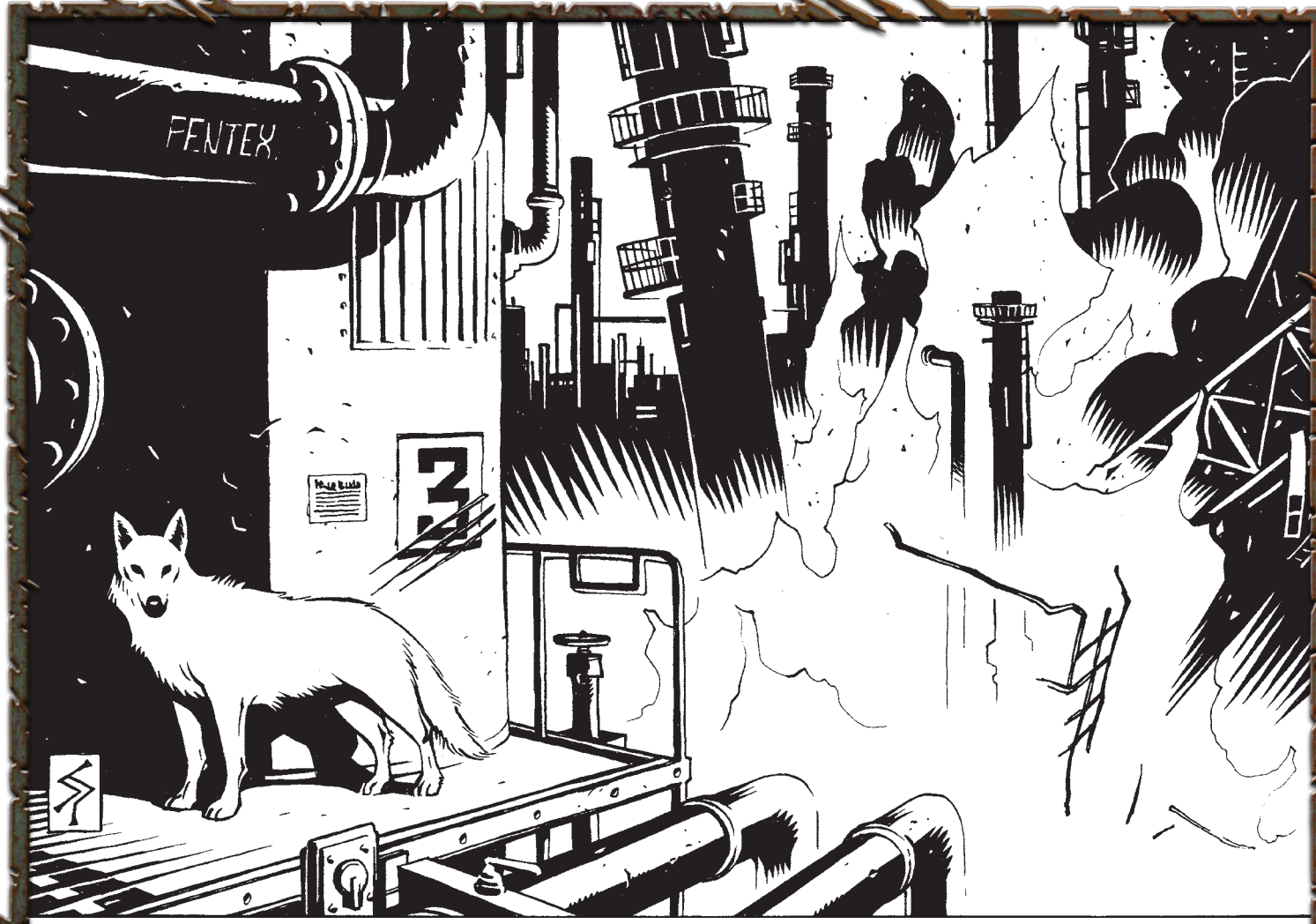
Mental

Common Sense (1 pt. Merit)

You have an abundance of plain, everyday common sense (which is often not so common among humans or Garou). Whenever you're about to do something counter to common sense, the Storyteller may step in and advise you that you're about to do something that your character would recognize as foolhardy. This Merit is particularly recommended for novice players still coming to grips with the world of Werewolf and its dangers.

Computer Aptitude (1 pt. Merit)

You are familiar with and talented in the uses of computer equipment. All rolls involving computers (hardware, software, or operations) are at –2 difficulty for you.



Concentration (1 pt. Merit)

You have the ability to focus your mind and shut out any distractions or annoyances. Characters with this Merit are unaffected by any circumstantial penalties that otherwise might affect their dice pools or difficulty ratings (e.g., nearby gunfire, overpowering aromas, or hanging upside down).

Expert Driver (1 pt. Merit)

You drive like you were born behind the wheel. All difficulties on driving rolls are reduced by two.

Language (1 pt. Merit)

You know a language in addition to your native one. You can take this Merit multiple times, each reflecting a different language. Spirit Speech is a Gift and cannot be learned using this Merit. Garou are not required to use this Merit to purchase Garou Tongue or lupine communication; those are considered to come as naturally to them along with their native homid language.

Lightning Calculator (1 pt. Merit)

You have a natural affinity with numbers and mental calculations, making you a natural when working with finance, estimating at a glance, computing odds, figuring complex variable equations, and the like. All rolls where mental math comes into play are made with a –2 difficulty. Another possible use for this Merit is figuring the odds of success or failure of a particular endeavor, assuming you have sufficient data upon which to base your calculations. In appropriate situations, you may ask the Storyteller for the difficulty of a task you are about to undertake before committing to the effort.

Mechanical Aptitude (1 pt. Merit)

You are naturally adept with all kinds of mechanical devices (note that this aptitude does not extend to electronic devices, such as computers, or anything that does not work predominantly through moving parts). The difficulties of all dice rolls to understand, repair, or operate any kind of mechanical device are reduced by 2. However, this Merit does not help you drive any sort of vehicle; once you're behind the wheel, you're on your own.

Time Sense (1 pt. Merit)

You have an innate sense of time and are able to estimate the passage of time accurately without using a watch or other mechanical device, even after long periods

of unconsciousness. This allows you to know (among other things) what phase the moon is in.

Berserker (2 pt. Merit)

You have uncanny control over your inner anger, and can use your Rage as most Garou cannot. You can enter a berserk frenzy at will, ignoring your wound penalties. You still suffer the consequences of any actions committed in the throes of frenzy. When circumstances might cause you to frenzy, you must make a standard roll to see if you do so or not.

Code of Honor (2 pt. Merit)

You have a rigid personal code of ethics to which you adhere. The specifics of this code must be worked out with the Storyteller prior to play, and the character must follow it strictly. Characters with this Merit gain two additional dice to all Willpower rolls when acting in accordance with their code (e.g., defending the helpless) or when attempting to avoid violating their code. You may choose something already established (the Litany is a common Code of Honor amongst Garou) or create your own list of moral and ethical dos and don'ts with your Storyteller's approval.

Eidetic Memory (2 pt. Merit)

You remember, with perfect detail, things you see and hear. Documents, photographs, conversations, etc., can be committed to memory with only minor concentration, as can complicated trails, complex scents, or detailed howls. Under stressful conditions involving numerous distractions, you must make a Perception + Alertness roll (difficulty 6) to summon enough concentration to absorb what your senses detect.

Inner Strength (2 pt. Merit)

You have the grit of a true survivor. In a crisis, your deep reserve of determination gets you through. Reduce the difficulty of Willpower rolls by two if struggling against overwhelming odds.

Natural Linguist (2 pt. Merit)

You have a flair for languages. Add three dice to any dice pool involving written or spoken language, and each purchase of the Language Merit gives you two languages instead of just one.

Seldom Sleeps (2 pt. Merit)

Whether due to a strong constitution, a frenetic nature, or even a hint of ancestral magic in your blood, you require significantly less sleep than the average Garou. While rest is still required after exertion, sleep is seldom necessary. One hour a night is fine, and even an hour every three days won't make you more than a little bleary-eyed. You are not immune to sleep-causing supernatural effects, and you must still rest (no combat and no efforts requiring rolls) after using taxing rituals or Gifts. You are not always perky, bright-eyed, and bushy-tailed, but you suffer no penalties or ill effects from remaining awake for extended periods.

Calm Heart (3 pt. Merit)

You remain calm and collected even in the most trying of circumstances. Rage rolls are at +2 difficulty, reducing the chances of frenzy.

Iron Will (3 pt. Merit)

You have a tremendous ability to resist outside attempts to take over your mind. You receive three extra dice to resist attempts to manipulate your mind, and may spend a Willpower point to shake off the direct mental control of a vampire. This Merit works only against direct mental control, not emotional manipulation; Gifts that induce frenzy still have the usual chance to succeed, for instance.

Jack-Of-All-Trades (3 pt. Merit)

You have a little knowledge about a lot of things. If making a roll on a Skill you do not possess, you do not suffer the usual penalty to the roll's difficulty. You may attempt a roll on a Knowledge that you do not possess, although the difficulty for the roll is raised by 2. Only homid or metis characters may take this Merit.

Self-Confident (5 pt. Merit)

You are so sure of your own abilities that when you expend Willpower to gain an automatic success on an endeavor, you have a chance to gain the benefit of that expenditure without actually losing the Willpower. When you spend Willpower for an automatic success, you do not actually lose it unless the auto-success is the only one garnered in the roll. This Merit may only be used in challenging situations, that is, when the difficulty of your roll is six or higher. You may spend Willpower for an automatic success at other times, but if your difficulty is five or less, the Willpower will be spent regardless of what you roll.

Untamable (5 pt. Merit)

You are a wild soul who has never bent to the leash. You are immune to vampiric Domination (but not emotional manipulations via Presence) and these Gifts will not work on you: Roll Over, Obedience, and Mastery.

Compulsion (1 pt. Flaw)

You feel compelled to take certain actions at certain times or under specific circumstances. This psychological quirk sometimes takes a highly ritualized form (constant hand-washing or grooming) or else manifests in trigger

situations (compulsive gambling, swearing, talking, stealing). This Flaw not only causes problems for you, but for your packmates as well. You may spend a Willpower point to avoid your compulsion temporarily. Check with your Storyteller to find out how long you can resist before you must spend another Willpower point or succumb to your compulsion.

Impatient (1 pt. Flaw)

You have no patience for standing around and waiting. *Now* is the time for action. Make a Willpower roll (difficulty 6) any time you try to wait rather than act immediately. Failure means you're off to tackle what's got to be done, on your own if necessary.

Intolerance (1 pt. Flaw)

You have an irrational dislike of a certain thing: an animal, class of person, situation, or object. You gain a +2 difficulty on all dice rolls involving the focus of your intolerance. The Storyteller is the final arbiter of what you can choose to have an Intolerance of: some dislikes may be too trivial to count (doughnuts or mechanical pencils) while disliking "the Wyrm" is already a common mindset for Garou and hardly counts as a Flaw.

Nightmares (1 pt. Flaw)

You experience horrendous nightmares every time you sleep, and memories of them haunt you during your waking hours. Upon awakening, you must succeed on a Willpower roll (difficulty 7) or lose a die on all actions for that day.

Overconfident (1 pt. Flaw)

You can do anything — or so you think. No challenge is too big for you to tackle, regardless of whether you actually have the skill to succeed. Never refuse to attempt something due to being outgunned, outclassed, or outnumbered. If you fail, you will find someone or something else to blame; it couldn't have been any lack on your part, of course.

Shy (1 pt. Flaw)

You dislike being the center of attention and feel uncomfortable in crowds. Difficulties for all rolls involving social interaction with strangers are increased by two. If you are the focus of the situation, even amongst those you know, the difficulty increases by three.

Soft-Hearted (1 pt. Flaw)

Whether because of an abundance of empathy and compassion, or simply a weak stomach, you cannot stand to watch others suffer. You must avoid or leave any situation that involves someone in physical or emotional pain, unless you succeed on a Willpower roll (difficulty 8).

Speech Impediment (1 pt. Flaw)

You have a stammer, lisp, or other speech impediment that interferes with verbal communication. This impediment affects not only your human voice but also carries over into the Garou tongue, marring your howls and snarls so that they are difficult to understand. The difficulties of all die rolls involving verbal communication are increased by two. This Flaw must be roleplayed whenever possible.

Amnesia (2 pt. Flaw)

You have no memory of your past before your First Change. You don't know if you still have a family, or if someone is out to get you, much less where you were born or anything about your education (although you do remember what you've learned). Your past, however, may catch up with you, revealing many surprising facts about your former life. You may take up to five more points in Flaws that remain unknown to you. Your Storyteller picks them for you and brings them into play (to your surprise) during the course of your chronicle.

Curiosity (2 pt. Flaw)

You find mysteries of any sort irresistible. Whether it's a closed drawer, a whispered conversation, or a mysterious light just beyond the trees, you have to know what is going on at all times. Anytime you are presented with the unknown, make a Wits roll or else you must go investigate. The difficulty varies with the roll involved: 5 for simple things ("What is in that storage unit?") and up to 9 for intense circumstances ("I wonder what those fomori are planning. I'd better go listen in. What could possibly go wrong?")

Pack Mentality (2 pt. Flaw)

You are lost without your pack. Their presence not only supports you, it helps define you. When you are with at least one member of your pack, you have –1 difficulty on all rolls involving group activities or strategies; when you are not, your difficulty increases by 2 on any task. You sometimes have trouble making decision without your pack to help you, even if you are the pack leader. In stressful situations, you may need to make a Willpower roll to act on your own.

Phobia (2 pt. or 3 pt. Flaw)

You have an overwhelming fear of something. Spiders, snakes, crowds, and heights are examples of common phobias. If you have a mild phobia (2 points), you must make a Willpower roll every time you encounter the object of your fear. The difficulty of the roll is determined by the Storyteller and based on the circumstances of the encounter. You must make at last three successes in order

to approach the object of your fear or deal with the fearful situation. If you fail the roll, you must run away. The three-point version of this Flaw requires that you make a frenzy check to resist fox frenzy when you are faced with what you fear. Your Storyteller must approve your choice of phobia.

Short Fuse (2 pt. Flaw)

You are closer to the Wyrm than most Garou; your Rage burns hotter within you than most. Your difficulty for Rage rolls is decreased by two, and you fall more readily into the "thrall of the Wyrm." Be careful when choosing this Flaw; it can bring worlds of trouble down upon you and your pack.

Territorial (2 pt. Flaw)

You have the wolf's territorial nature. You dislike leaving your home turf or having people you don't know infringe upon your claimed space. Before play starts, work with your Storyteller to define your territory. You must roll to avoid frenzying whenever strangers enter your territory without your permission, and are reluctant to leave there except under desperate circumstances.

Vengeful (2 pt. Flaw)

You have a score to settle; perhaps Black Spiral Dancers murdered your family or a Pentex First Team destroyed your original pack. Taking revenge on the individual or group responsible is your overriding priority in any situation where you encounter them, or have the opportunity to come closer to your revenge. You may temporarily resist your need for vengeance by spending a Willpower point.

Absent-Minded (3 pt. Flaw)

You forget things: important things like names, phone numbers, and which route to take to the caern. You often forget tasks you've been assigned, what day or time certain happenings are taking place, or even when you last ate. Although you don't forget Skills, Talents, or Knowledges, in order to remember specific details about anything more significant than your own name, you need to make an Intelligence roll (difficulty is set by the Storyteller).

Deranged (3 pt. Flaw)

You suffer from a permanent form of insanity, either due to a congenital defect or some past trauma. Pick a derangement from those available on page 485. Willpower may allow you to overcome your insanity temporarily, but it always returns.

Driving Goal (3 pt. Flaw)

You are driven by a personal goal that compels you in sometimes startling ways. The goal is always unachievable: reform the Black Spiral Dancers, balance the Triat, make amends for your ancestors' crimes in the War of Rage. But while many Garou may empathize with your objectives, few are as consumed by the singular nature of your focus. You must work toward your goal throughout the chronicle (though you can avoid it for short periods by spending Willpower), and your one-track mind continually gets you into trouble with those who do not share the intensity of your vision. Choose your goal carefully, as it will be the focus of everything your character does.

Hatred (3 pt. Flaw)

Certain types of people or situations arouse an uncontrollable and irrational hatred in you, causing you to make a frenzy roll whenever you confront the object or objects of your hatred. Furthermore, you actively look for opportunities to wreak destruction on your chosen targets. You should choose your nemesis carefully, since the Flaw can affect your relationship with your pack or sept, and can get in the way of your duties as a Garou. Hatred of the Wyrm is assumed and doesn't count as a suitable object for this Flaw.

Weak-Willed (3 pt. Flaw)

You have little resistance to attempts to dominate or intimidate you. Domination-focused Gifts such as Staredown, Roll Over, etc. automatically succeed against you. Your difficulties to resist Social Talents such as Intimidation or Leadership, as well as mind-altering spells or magic, are increased by two. Your Willpower may never rise above 4.

Ability Deficit (5 pt. Flaw)

Whether due to poor education, lack of opportunity, or simple laziness, you've fallen short of your potential. You have five fewer points to distribute in one of your Ability categories: Talents, Skills, or Knowledges. Therefore, the most you could initially take in that category would be eight points, and the least would be zero. Of course, you can still spend freebie points to take Abilities in the affected category. However, you cannot have any Ability in that category at three dots or higher at the start of the game. This Flaw is particularly appropriate to lupus characters that have yet to learn much about life as Garou.

Flashbacks (6 pt. Flaw)

You managed to make it through your First Change, but not wholly intact. The most insignificant thing can throw you into a different mood or state of mind, and as such your behavior is extremely unpredictable. Because of your precarious emotional state, your Willpower fluctuates. At the beginning of each story, make a Willpower roll (you may not spend Willpower for an automatic success). If you succeed, you may participate in the story as normal. If you fail, however, your Willpower score is considered to be 1 for the duration of that session, and you have only

one Willpower point to spend. You may roll again at the beginning of the next session to see if your Willpower for that session works as normal.

Social

Family Support (1 pt. Merit)

Your family knows what you are and accepts your new life wholeheartedly. Perhaps your parents are Kinfolk and have prepared themselves for the potential that you might be a full Garou. However they need not be actual Kin (of the sort purchased through the Kinfolk Background); they may not understand what you've become, but still believe you are "special" or "gifted." While you can't assume they will risk themselves for you or your pack, you can rely on their moral support and understanding — and maybe a place to crash on occasion.

Favor (1 to 3 pt. Merit)

You have earned the favor of someone more powerful than yourself because of something you did in the past. Work out with your Storyteller who exactly owes you the favor — perhaps an elder of your sept, an influential member of your tribe, or even a powerful pack of Garou. A 1-point Merit indicates that you provided a minor service; a 2-point Merit means that you have done something significant for them; a 3-point Merit probably means that you saved their life (or the life of someone important to them). You can ask for (and expect to receive) a similar level of favor in return. You can only call in this favor once; after that, your previous service holds no particular sway. While it stands, however, other Garou may know that someone important is indebted to you and react to you accordingly.

Pitiable (1 pt. Merit)

Something about you makes others look at you as if you are deserving of their pity. Perhaps they see you as still a cub, despite your age or experience. You gain one die on Social rolls when actively playing up your pitiable nature. Wheedling someone into helping you would be appropriate; intimidating them into submission would not. Final word rests with the Storyteller in regards to when this Merit's benefit may be used.

Camp Goodwill (1 pt. Merit)

You have earned the attention and favor of a particular Garou tribal camp (see pg. 491). Perhaps you've done them a favor, or maybe they're trying to recruit you. Regardless, all Social rolls when interacting with that camp are made at –1 difficulty. You may not be a member of this camp when you first take this Merit, although you can become recruited into the camp during play at the Storyteller's discretion. You may take this Merit multiple times for

different camps, and may take it for tribal camps other than your own tribe, each with the Storyteller's approval.

Animal Magnetism (2 pt. Merit)

Others of your breed (humans if you're homid, wolves if you're lupus; metis should pick either humans or wolves, not Garou) find you especially attractive. Your rolls to attract, persuade, charm, or seduce those individuals is at –2 difficulty. This effect does not apply to threatening or intimidating actions.

Natural Leader (2 pt. Merit)

You were born with a strength of bearing to which others naturally defer. You receive two extra dice when making Leadership rolls. You must have a Charisma of 3 or greater to purchase this Merit.

Notable Heritage (2 pt. Merit)

Your direct family line is particularly renowned, either in Garou society or in the human world. You must choose (with your Storyteller's approval) which world your heritage relates to, and detail your family line accordingly. You are at –1 difficulty to all Social rolls when working in the appropriate society (with Garou and Kinfolk who are aware of werewolf society, or when dealing with humans who are aware of your heritage). You are expected to live up to your lineage's reputation. If you fail to do so, you may find the Merit dwindling over time as stories of your own failings begin to outweigh the high regard your family receives. This Merit may not be taken by Bone Gnawers.

Reputation (2 pt. Merit)

Your reputation among the Garou of your sept does you credit. You may have earned this good name independently, or through the actions of your pack. When you deal with the Garou of your sept, you gain three extra dice to your Social dice pools. Reputation should not be confused with Renown; you may have a good "name" with your sept while possessing relatively little Renown. You may not take the Flaw: Notoriety.

Supporter (2 pt. Merit)

You inspire all around you to greater efforts. Whether by speaking, writing, or leading by example, you give anyone who works with you reason to go on and hope of success. You have a –2 difficulty on Social rolls, and you give any group effort +1 to its total dice pool.

Noted Messenger (3 pt. Merit)

Legends and Elders have used your services to deliver their important words. You may have even been called upon to carry messages of peace (or war) between the Nation and outside forces. Because of your reputation as a reliable messenger, you can pass through other Garou territories without your presence causing offense, and you may be allowed into any sept (or other locale where your reputation is respected, such as spirit courts or Fera holdings) unchallenged, as long as you carry a message for someone residing there. However, you are expected to behave in accordance with your reputation; if you take offensive actions, act indiscreetly, or speak rudely while in the line of duty, it may affect how you are treated (and may cause the Storyteller to deem that you lose this Merit).

Supernatural Companion (3 pt. Merit)

You have a friend or ally who happens to be a vampire, mage, wraith, changeling, or other non-werewolf supernatural creature. Although you may call upon her in time of need, she also has the right to call upon you (after all, you are friends). This relationship, however, does not have the sanction of your kind or hers, and you'll likely face scandal — or worse — if you are found out. Meeting places and methods of communication are always risky. The Storyteller creates and controls your companion, but does not reveal to you her full powers (or secret motivations).

Conniver (1 pt. Flaw)

There is no honor among thieves, nor trust among liars. You are known as someone whose word cannot be trusted. Whether earned or not, you have a reputation for deceit and treachery, and you lose one die from all Social rolls involving any extension of trust, truth, or believing your words.

Dark Secret (1 pt. Flaw)

You possess a hidden past which, if revealed, would cause you great embarrassment at best and make you an outcast or even hunted in Garou society at worst. Perhaps you had a lover who is a Black Spiral Dancer. Maybe you were responsible for the slaughter of your former pack or the mysterious death of a sept leader. This secret preys on your mind at all times, even though your friends and packmates are unaware of your shame. Occasionally, hints about your secret may arise in stories and you must take precautions to keep the knowledge from coming out into the open. So long as your secret remains unknown to those who might use it against you, you may keep the Flaw, even if a few individuals discover it. If your Dark Secret ever resolves itself so that it is no longer a factor in your life, you must sacrifice the experience points to buy it off.

Enemy (1 to 5 pt. Flaw)

You have acquired an enemy (one or more individuals) that not only knows what you are, but also has power of their own. The 1-point version of this Flaw may signify that your enemy is another Garou of your own rank who has taken a strong dislike towards you or who blames you

for some past wrong. The 3-point version may represent a pack of Black Spiral Dancers who bear a particular grudge against you or a small group of supernaturally potent werewolf hunters who have tagged you as a specific target. A 5-point Enemy may mean that you have angered one of the legends of Garou society or a powerful elder vampire.

Naive (1 pt. Flaw)

You are hopelessly naïve about the nature of reality and see everything through "rose-colored glasses." You may have been brought up in wealth and privilege or be a survivor of abuse and trauma that you have repressed. You are hesitant to suspect evil or foul play in others, which can be a serious problem. The difficulty for any rolls for you to detect another person's ill intent, from the Sense Wyrm Gift to Empathy rolls, is raised by 2.

Twisted Upbringing (1 pt. Flaw)

The Garou who found you after your First Change, and who oversaw your Rite of Passage and early entry into Garou society, taught you everything they knew — and it was all wrong. Whether they did this out of ignorance or perversity is up to you and your Storyteller to decide. Your wrong assumptions and skewed beliefs cause you a great deal of grief until someone straightens you out. Eventually you may overcome the problems caused by this Flaw (and be able to pay the experience point cost to buy it off), but in the meantime, it should present you with a number of good roleplaying opportunities.

Camp Enmity (1 pt. Flaw)

You have earned the attention and disfavor of a particular Garou tribal camp. Perhaps you're a former member of the camp, or have refused to join them and they feel slighted. Perhaps they feel you've done them wrong, or the camp you are a part of is ideologically opposed to what they stand for. Regardless, all Social rolls when interacting with that camp are made at +1 difficulty. You may not already be a member of this camp when you first take this Merit, although you can become recruited (or re-recruited) into the camp during play at the Storyteller's discretion. You may take this Merit multiple times for different camps. Storytellers are encouraged to incorporate Storyteller characters of the appropriate camp into their storylines, so as to make this a meaningful Flaw.

Gullible (2 pt. Flaw)

Maybe you're slow on the uptake, or maybe you just never learned to separate truth from fiction. Whatever the cause, you're particularly susceptible to lies and half-truths. You lose three dice from all dice pools relating to guile and subterfuge (not stealth), whether perpetrating your own feeble lies or attempting to penetrate someone else's words to find the truth.

Persistent Parents (2 pt. Flaw)

Most werewolves, unless they have Kinfolk parents, sacrifice their family ties after their First Change, in order to protect the Veil. Your parents, however, have not given up on you. They may hire detectives to find you, plaster posters with your picture on it around town, pester radio and television stations to run public service ads, or dedicate websites and utilize social media to recruit the aid of the internet in order to try to find you. They may be ignorant of your new life, suspecting instead that you have run away, joined a cult, or been kidnapped. They may instead have ties to Pentex or other organizations with ulterior motives in locating you. Only homids may take this Flaw.

Notoriety (3 pt. Flaw)

You have acquired a bad name among the Garou in your sept, either through your own actions or because of something involving your pack. You suffer a penalty of two dice on any Social rolls involving Garou of your sept other than your own pack. Renown (or lack thereof) has nothing to do with your reputation. Your own sept members (other than your pack) dislike you regardless of how much Renown you have. You may not take the Merit: Reputation.

Ward (3 pt. Flaw)

You are devoted to protecting someone, perhaps a close friend or relative from the days before your First Change. This may be a child (or wolf cub) that relies upon you for care as well as protection. Or it can be an adult who, because of their connection to you, finds themselves exposed to dangers beyond what they can handle themselves. It could even represent a small pack of wolves who rely on you to protect them from human and supernatural predation. Regardless, your Ward's path is firmly tied to yours in some way, and they have a knack for finding themselves in the middle of trouble, looking to you to save the day.

Hunted (4 pt. Flaw)

A dedicated werewolf hunter has targeted you as his quarry, convinced that you are a monster out of legend bent on preying upon humans. (He's not, of course, entirely wrong.) Anyone you know, including your pack members or humans you are close to, may be in danger from the hunter. While your nemesis desires the elimination of all werewolves, his primary focus is on you. As fate would have it, the Delirium has no effect on your pursuer. He is also intelligent and resourceful, far more likely to set nasty traps for you than to blunder into any pitfall you leave for him.

Metis Child (4 pt. Flaw)

You begin play as the parent of a metis cub from an illicit relationship with another Garou. You need to decide the circumstances surrounding the birth of the child—who the other parent is, when this happened, if you are currently attempting to raise the child in your own sept, or if the cub was fostered out to another sept to avoid further embarrassment. The effects of this Flaw include a two dice penalty to any Social rolls made regarding Garou who know of your child, as well as the additional burden of being required to take responsibility for your cub's welfare (you miserable *charach*). As a Litany-breaker, you will probably be unable to hold any important sept offices or be trusted with important tasks, no matter how much you strive to prove yourself. Metis characters cannot take this Flaw.

If a character sires or bears a metis cub during the events of the chronicle, the penalties of this Flaw may apply, but no bonus points are granted for it.

Supernatural

Ancestor Ally (1 pt. Merit)

One of your ancestor spirits is particularly close to you. You have –2 to your difficulty to contact this ancestor via your Ancestors Background. Flesh out your special ancestor with a name, personality characteristics, significant abilities or powers, details about her life, and her reputation among Garou. To purchase this Merit, you must have Ancestors as a Background.

Moon-Bound (1 pt. Merit)

You are more in tune with your auspice than most Garou. When Luna waxes in your auspice, you receive one extra die to each of your rolls. Correspondingly, when Luna wanes in your auspice, you receive one less die to every roll.

Spirit Magnet (1 pt. Merit)

You naturally attract the attention of the spirits whenever you cross the Gauntlet into the Umbra. Most of the time, the Umbral inhabitants are simply curious, gathering around you to see who you are and what you're doing in their "neck of the woods." Occasionally you attract more than you bargained for — Banes are also likely to come calling. None of the spirits who collect in your vicinity are under your command unless you use a Gift that allows you to command them or influence them in some way.

Danger Sense (3 pt. Merit)

You've got a knack for knowing when something bad is about to happen. When you are in danger but not aware of it, the Storyteller should make a secret roll against your Perception + Alertness; the difficulty corresponds to the immediacy of the danger. If the roll succeeds, you are given a sense of foreboding. Multiple successes may refine the feeling and give an indication of direction, distance, or nature of the threat.

Lucky (3 pt. Merit)

You enjoy some special favor from Gaia or some other powerful spirit. You may re-roll any three failed rolls per story, including botches, but you may try only once per failed roll.

Natural Channel (3 pt. Merit)

You find crossing the Gauntlet easier than many of your fellow Garou. The difficulty for stepping sideways is one less for you.

True Love (4 pt. Merit)

You have a true love — a Kinfolk, human, wolf, or perhaps even another Garou. Simply the knowledge that this individual exists provides joy and strength to you even in the darkest hour. The Wyrm may be winning, the battle may be endless, but you know there is something beyond the esoteric to keep fighting for. When you are suffering, the thought of your true love gives you strength. In game terms, this Merit allows you one automatic success on any Willpower roll, but only when you are actively striving to protect or come closer to your true love. Also, the power of your love may be strong enough to protect you from other supernatural forces (at the Storyteller's discretion). However, having a true love may also be a hindrance, and they may require aid (or even rescue) from time to time. True Love between Garou (even if it is not acted upon) may be seen as near-enough to a breach of the Litany to cause scorn or even scandal if it is suspected by others, making it appropriate justification for a Dark Secret Flaw as well.

Immune to Wyrm Emanations (6 pt. Merit)

Gaia has blessed you with a powerful resistance to the poisons of the Wyrm. Although you still take damage from balefire, supernaturally-caused radiation, Wyrm elementals, or other forms of Wyrm toxins, you do not suffer any dice pool penalties from them. Banes cannot possess you.

Silver Tolerance (7 pt. Merit)

You are blessed with an extremely unusual tolerance toward silver. You may soak silver damage in any form at difficulty 8, although this does not change the type of damage that silver does.

Banned Transformation (1 to 6 pt. Flaw)

Some circumstance, event, or situation inhibits your ability to change forms, except to return to your breed form. To overcome the restricting factor requires the expenditure of a Willpower point and a successful Willpower roll (difficulty 8). Some examples of triggers and their relative point costs include:

- Relaxing music (1 point)
- In the vicinity of wolfsbane (2 points)
- Unless you spend a Rage point (3 points)
- When around silver (4 points)
- During the day or during the night (5 points)
- When the moon is not visible (6 points)

Cursed (1 to 5 pt. Flaw)

You have fallen afoul of someone with supernatural abilities that has cursed you with a specific effect. This curse may have been laid during your prelude, or perhaps even at your birth; it may even be inherited from your ancestors. Your curse is very specific and difficult to dispel without undertaking some major quest or atoning for whatever offense you have committed. Some examples include:

- (1 point) If you pass on a secret you were entrusted with, your betrayal will come back to harm you in some way.
- (2 points) Things you value for sentimental or functional reasons tend to disappear — mementos, minor fetishes, or significant utilitarian items like the keys to your car or your favorite knife.
- (3 points) Tools break or malfunction when you try to use them, always to your own detriment or inconvenience.
- (4 points) Relationships seem to go wrong as soon as you begin to care for someone. This might keep you from establishing good relations with the members of your sept, your kinfolk, or the rest of your pack.
- (5 points) At critical moments, you tend to experience catastrophic failures. A Fetish doesn't work when you need it most, your gun misfires or jams during combat, or you get stuck while crossing the Gauntlet in an emergency situation. As a significant Flaw, Storytellers should feel free to put you into peril on a frequent basis with this level of Curse.

Foe from the Past (1 to 3 pt. Flaw)

You have inherited an enemy, not because of anything you've done, but because one of your ancestors incurred his wrath. The strength of the enemy determines the point value of the Flaw.

- (1 point) A werewolf hunter whose parents were killed by your forebear.
- (2 points) A mage whose mentor suffered at the hands of one of your ancestors.
- (3 points) A powerful vampire or spirit creature who has sworn a vendetta against your family line.

You should work with the Storyteller to come up with a logical backstory surrounding your ancestor's enemy, since encounters with your foe may provide an ongoing story arc for your chronicle. You must possess the Ancestors Background to take this Flaw.

Forced Transformation (1 to 2 pt. Flaw)

Certain circumstances force you to undergo an uncontrollable shift in form. You may resist the change by spending a Willpower point, but once you have made the forced change, you may not change back until the triggering situation has passed. You may use the following examples or design your own circumstances and point costs (with Storyteller approval).

- The full moon forces you to assume your Crinos form. (2 points)
- You automatically change to Crinos when your auspice wanes (2 points)
- Sexual arousal stimulates a forced change (1 point to Glabro; 2 points to Crinos; 2 points to Homid if you are a lupus)

Insane Ancestor (1 pt. Flaw)

An insane ancestor of yours occasionally takes over when you seek help from the spirits of your forebears. Usually, this ancestor appears only under certain common circumstances, such as when Black Spiral Dancers threaten you or whenever a certain common rite is performed in your presence. When the Storyteller deems this circumstance has come about, roll your Ancestors Background, difficulty 6. Any successes indicate that your ancestor takes control of you for the scene, or until someone recognizes what is happening and manages to convince him to relinquish control once more. You should create your ancestor, name him, and describe his madness. You may spend a Willpower point to stifle the ancestor-spirit for the scene. You must purchase the Background: Ancestors to take this Flaw.

Slip Sideways (1 pt. Flaw)

You find it difficult to control travel between the physical world and the Umbra, sometimes entering the spirit world when you don't intend to. When stressed and near a reflective surface, you must roll Wits + Occult (difficulty 7) to avoid shifting into the Umbra unintentionally. In order to overcome the Gauntlet, you must still roll your Gnosis, but the difficulty is 1 less than usual. If you deliberately try to step sideways, you do so at the normal difficulty.

Docile (1 to 3 pt. Flaw)

Your distance from "the wolf" dampens the fires of Rage within you, hampering your ability to access them in Gaia's service. For every point of Docile you take, your maximum Rage is lowered by 2, and can never be bought above that level. Others may see you as "domesticated" or "more dog than wolf" and react with derision.

Mark of the Predator (2 pt. Flaw)

You give off emanations of a predatory nature. Herbivores shy away from you, while carnivores see you as a potential threat and may offer challenge. You may not possess the Skill: Animal Ken.

Sign of the Wolf (2 pt. Flaw)

The folklore of werewolves holds true as far as you're concerned. Like the shapechangers of myth and legend, you possess eyebrows that meet in the middle of your forehead, hair grows on the palms of your hands, and the second and third fingers of your hands are the same length. You may even manifest a pentagram on your palm before and during your auspice's phase of the moon. While most people may simply wonder at these bizarre physical manifestations, werewolf hunters who notice these signs suspect your true nature.

Pierced Veil (3 pt. Flaw)

Unlike most Garou, your Crinos form does not trigger the Delirium in mortals. This makes you particularly vulnerable to werewolf hunters, who may find it less difficult to pursue you back to your caern, putting the members of your sept in considerable danger.

Harano Prone (4 pt. Flaw)

Characters suffering from this Flaw are prone to bouts of deep depression, indolence, and mood swings. You must make a Willpower roll every scene in which you suffer some form of setback. If the roll fails, you fall into a bout of temporary Harano. You may become morose and inactive, or suddenly spring into self-destructive activity. Your perceptions go awry, causing you to lose a die from every dice pool. If you botch the Willpower roll, you also

acquire a temporary derangement (see below). You may delay the Harano attack for a single scene by spending a Willpower point.

Dark Fate (5 pt. Flaw)

You labor under some future doom, marked by Fate for a horrible end. All you strive for will amount to nothing. From time to time, you receive flashes of visions regarding your destined fate, causing you to suffer prematurely. You can overcome your morbid moods by spending Willpower, but this only works temporarily. Sooner or later, you will meet your fate (*when* is left up to your Storyteller, but it will happen during the course of the chronicle — otherwise, this Flaw would be worth no points). In the meantime, however, you can still attempt to achieve something worthwhile. You may do so with a sense of freedom and abandon, since you know that unless a situation leads directly to your ultimate doom, you stand a good chance of surviving and succeeding. This Flaw works well in conjunction with the Fate Background (p. 137), which allows you to survive lesser potential bad ends so that you can meet the true doom laid on you.

Taint of Corruption (7 pt. Flaw)

Somehow, the Wyrm has touched you and left its taint upon your spirit. When other Garou invoke the Gift: Sense Wyrm, you register as strongly Wyrm-tainted. The taint is innate, and cannot be removed by a Rite of Cleansing (which serves only to make you ill and sore). Minions of the Wyrm trouble your sleep, attempting to lure you fully into the service of the Destroyer. You are at +2 difficulty on any rolls made to resist the powers of "fellow" Wyrmspawn — fomori powers, Black Spiral Dancer Gifts, Bane Charms, vampiric Disciplines, or the like. Only your pack can keep you from succumbing to the Wyrm, provided they give you their support and assistance. Ridding yourself of this Flaw requires a major quest and can provide the heart of a character-driven chronicle.

Derangements

Certain Gifts, spiritual powers or Flaws may break down a character's mind. When this happens, the resulting mental trauma is expressed as a derangement. A character with a derangement may still be high-functioning and sound in many other areas; it doesn't imply gibbering lunacy. Generally speaking, the derangement is something chosen by the Storyteller in close concert with the player, both working to select a one appropriate to the character's nature. Derangements are difficult to heal; it usually takes something on the order of potent Gifts or rites to mend a shattered mind. Dancing the Black Spiral inflicts derangements on those who face its mind-blasting power.

Derangements aren't comical by nature. Though still a fictional construct for evoking the theme of mental trauma in stories, they have more to do with actual mental disorders than with "pop culture crazy" such as childlike behavior or kooky obsessions. The following is a short list of possible derangements and the mechanical effects they may have; many others may be constructed as necessary.

Fugue

The character is subject to "blackouts" and loss of memory. When this derangement is triggered, the character enters a state akin to sleepwalking.

In times of extreme stress, the character must succeed at a Willpower roll (difficulty 8) or fall into a fugue state. The player may roleplay the trance state, or the Storyteller may take control of the character for a number of scenes equal to the roll of a die. At the end of the period, the character regains consciousness with no memory of his actions.

Hysteria

A character subject to hysteria cannot control his emotions, and becomes subject to severe mood swings or violent fits when subjected to stress or anxiety.

A werewolf with this derangement must make frenzy checks whenever subjected to extreme stress; the difficulty to frenzy is reduced by 2.

Multiple Personalities

The character's psyche has split into multiple facets, each one manifesting as some aspect of the character's core personality or filling a particular "need." For example, a werewolf might develop a "hunter" persona that takes over whenever the character feels hunger. In most cases, each personality has no idea the others exist, and can't quite explain the gaps in his or her memory.

The Storyteller and player work together to determine the number and nature of the character's various personalities, and what circumstances might cause a given persona to assume command. These personalities might manifest different Abilities, if the Storyteller allows.

Obsessive-Compulsive

This derangement manifests as a need for order and routine, usually expressed as some form of repetitive behavior. The character may become obsessed with hygiene, compulsively count items, or assume control over a given territory.

The Storyteller and player work together to determine a possible set of actions or behaviors. Once triggered, the character follows this routine to the exclusion of all else; it requires the expenditure of a Willpower point to do anything else in a given scene.

Paranoia

The character displaces all manner of ills onto imaginary external sources. She constructs elaborate conspiracy theories in her head, and may even classify her own friends and allies as enemies if they're too dismissive of her fears.

A paranoid character has difficulty trusting and interacting with others; the difficulty of all social die rolls is increased by one. Certain suspicious behaviors, such as tampering with her food or entering her room without permission, might trigger a frenzy check.

Schizophrenia

This derangement represents difficulty interacting with reality, with manifestations from hallucinations to catatonic withdrawal. The player determines a specific pattern of behavior relevant to the derangement, such as being driven by imaginary voices or perceiving people as hideous monsters.

In situations that trigger a character's schizophrenic behavior, the difficulties of all rolls to resist or redirect frenzy are increased by three, and the character loses three dice from all Willpower rolls.

Personality Archetypes: Nature and Demeanor

The Garou have many influences that make them who they are: their breed birthright, the influence of Luna, the tribes of their forebears, and the tribes they choose to stand with. Yet breed, tribe, and auspice don't make up the sum of a character's personality. Another way of asking the question "What is my character like?" is to consider what face she presents to the world, and what face lies beneath that.

The concept of Nature and Demeanor is that a character loosely matches a pair of given personality Archetypes. Nature is the true face of a character; Demeanor is the mask she wears. A character might have deep doubts about the war, which she conceals with laughter and deflecting humor; thus, the player may consider she has a Fatalist Nature hidden under a Trickster Demeanor. These Archetypes aren't rigid, but are merely starting points. As a character grows and changes, they may shift. Players may even choose to define their own Archetypes, customizing an Archetype that truly speaks to the soul of a well-realized character.

Nature and Demeanor are an optional way to elaborate further on characters' personality. The Storyteller may choose to allow them formally in the game as another way to regain Willpower. Under this system, every time a character fulfills the requirement of her Nature Archetype (see below), that character has the opportunity to regain a point of spent Willpower (see p. 147). If the Storyteller allows, the character regains the point. Even if the group chooses not to implement Nature and Demeanor as a formal mechanic, they still may serve as an interesting brainstorming mechanic for elaborating on a character's personality. Asking the whether your character is very open about his nature or whether she puts on a different face for the world may help you roleplay her more evocatively.

The following sample Archetypes can be used for a wide variety of characters, though some may seem more appropriate for a given breed, auspice or tribe than others do.

Alpha

The Alpha wants to be in charge. He demands respect and obedience, even submission. He may convince himself that he wants power for the greater good, or he may simply believe it is his natural birthright. Many leaders, from the streets to the boardroom, exemplify the Alpha Archetype. This Archetype is common among werewolves, from those who consider themselves the best choice for pack leader to those who attempt to rise to command septs or even tribes.

— Regain a point of Willpower when you achieve control over a group or organization involving other individuals, or when you are able to force a rival to submit to your authority.

Architect

The Architect wants to build things, to improve the world around her, and to make things of lasting value for others. Inventors, pioneers, town founders, entrepreneurs and the like reflect the Architect's goals. Garou Architects may want to build septs, forge caerns, or broker peace between feuding factions.

—Regain a point of Willpower whenever you establish something of importance or lasting value.

Barterer

The art of the deal is the art of life. The Barterer Archetype exults in getting something potent for a low price, and takes personal pride in being savvy enough to avoid bad deals and capitalize on good ones. For werewolves, this Archetype is most common among Theurges and others who broker deals with the spirit world, where the dance of chiminage and patronage is so significant.

— Regain a point of Willpower whenever you gain a significant commodity at a good price: this must be something potent akin to a fetish or a favor, not simply sniping an online auction for a bauble.

Big Bad Wolf

The Big Bad Wolf craves fear. Not her own: the fear of others. She may delight in stalking humans, intimidating other Garou, or using fear as a weapon against the forces of the Wyrm. This Archetype is popular among Ragabash

as well as Ahroun, and finds a home in most tribes, from the slasher urban legends of the Bone Gnawers to the righteous avengers of the Red Talons.

— Regain a point of Willpower whenever someone recoils from you in horror or otherwise reacts in fear.

Bon Vivant

Life is short, and it's bound to end poorly. The Bon Vivant is one who plans to make the best of it. The Bon Vivant isn't necessarily irresponsible: simply predisposed to having a good time along the way. Most Bon Vivant Garou are homids given to the pursuit of pleasure that Western culture exalts.

— Regain a point of Willpower whenever you truly enjoy yourself and can fully express your exultation. At the Storyteller's option, a particularly fabulous revel may yield multiple Willpower points.

Bravo

The Bravo is a bully and a brute who derives pleasure from exerting power over those weaker than himself. Might makes right, and power is its own justification. He may favor physical power, social intimidation, or even mystical threats, though physical power is naturally the most popular approach. Werewolf Bravos are prone to bare their teeth at a moment's notice, and are frequently dismissive or even abusive of ordinary humans.

— Regain a point of Willpower any time you achieve your agenda through brutishness or intimidation. This need not be physical, as many Bravos verbally or socially cow their victims.

Caregiver

The Caregiver takes her comfort in consoling others or assisting them with their problems. Healing the wounded and lending strength to the weak is the source of the Caregiver's resolve. Werewolf Caregivers often have strong Kinfolk ties, and draw motivation from the nurturing ideal of the Earth Mother.

— Regain a point of Willpower whenever you successfully protect or nurture someone else.

Celebrant

The Celebrant has a cause, and she follows it not from grim necessity but from exuberant enthusiasm. Her passion may be battle, art, the game of politics, or any other endeavor that grants her sufficient strength to carry on. The enthusiasm of Garou Celebrants is all the more valuable in the face of the war against the Wyrm; the Archetype is popular among Galliards, and Galliards of other Archetypes love to stir up a Celebrant as well.

— Regain a point of Willpower whenever you pursue your cause or convert another character to the same passion. Conversely, lose a point of temporary Willpower whenever you are denied your passion or it is painfully lost to you.

Competitor

The Competitor devotes himself to the pursuit of victory. He may be a gambler by nature, or he may seek out challenges that must be overcome by discipline and skill. Every interaction is an opportunity for him to excel. Werewolves with this Archetype may pursue their goals in politics, in battle, or in other arenas. A Garou Competitor takes Renown very seriously.

— Regain one point of Willpower whenever you succeed at a test or challenge. Note that a test or challenge is more than just a dice roll; it's an entire dramatic situation. Especially difficult victories may, at the Storyteller's discretion, allow you to regain multiple Willpower points.

Conformist

The Conformist prefers not to take charge, instead seeking security in letting others give orders that she can follow. The Conformist may be the "beta" or middle manager to the most dynamic personality in a social setting, or she may prefer to follow along with her pack, right or wrong. This isn't necessarily a weak Archetype; it can simply represent a desire to play a support role. Examples of Garou Conformists include tribal loyalists and packmates who enforce the pack leader's role.

— Regain a point of Willpower whenever the group or your supported leader achieves a goal due to your support.

Conniver

The Conniver prefers deceit and misdirection to hard work and open confrontation. He may be an outright thief and swindler, or he might be a manipulator hoping to influence those in charge to achieving his goals for them. The Shadow Lords have a reputation for having Connivers among their tribe, but any tribe has its share of werewolves willing to play a more subtle game.

— Regain a point of Willpower whenever you trick someone into doing something for you, or when you convince someone to help you against their own best interests.

Contrary

The Contrary has an innate need to go against the grain and to challenge established social conventions or even laws. Some have a penchant for bizarre behavior such as you'd expect from an eccentric celebrity; others are outright heretics. Many Ragabash play the contrary in a traditional form, defying conventional laws as a way of challenging their relevance.

— Regain a point of Willpower any time you are able to flout social mores without retribution.

Cub

The Cub isn't ready to take responsibility. He's still immature, perhaps innocent, and tries to depend on others for protection and nurturing. Werewolves rarely keep the Cub Archetype for long — it tends to be stripped away by the vicious realities of their constant struggle. Still, some find themselves defaulting back to earlier behavior as a plea for help.

— Regain a point of Willpower whenever you manage to convince someone to to nurture you, or to help you with no gain to herself..

Director

The Director is related to the Alpha Archetype. Whereas the Alpha is focused on command as a means, the Director is more concerned with the ends. She wants to turn chaos into order and to forge groups into well-oiled machines. In Garou society, Directors usually do their best to work their way into sept offices so that they can better orchestrate cooperation among their charges.

— Regain a point of Willpower when you influence or aid a group or influential individual in the completion of a difficult task.

Fanatic

The Fanatic's purpose consumes his existence. Nothing is as important as the higher goal, and frequently the end justifies all manner of means. Players who choose Fanatic Archetypes must select a cause for their characters to further. The Garou Nation has a long history of fanaticism, usually focusing on some particular aspect of the war against the Wyrm, such as bringing down the Black Spiral Dancers or unifying the tribes under one leader.

— Regain a point of Willpower whenever you accomplish some task that directly relates to your cause.

Fatalist

The Fatalist is relentlessly cynical and pessimistic, always concerned with the cloud rather than the silver lining. He may have once been idealistic, but he has lost those ideals after bitter experience. Many Garou are Fatalists, driven by an unhealthy focus on the inevitable decline of their kind and the looming doom of Apocalypse.

— Regain a point of Willpower whenever someone does something specific and negative, just like you said they would. You must predict and quantify this failure aloud, such as by warning, "This spirit isn't going to cooperate," or "You can't trust that Glass Walker. He's got no love for us." You may simply whisper your prophecy of grief to the Storyteller if you wish, instead of announcing it to the whole troupe.

Gallant

The Gallant wants to be the center of attention. She basks in the attentive praise of others, though she may be perfectly happy drawing their scorn as well. As long as she's on center stage, it's all good. Many Galliards and Fianna are drawn to this archetype.

— Regain a Willpower point whenever you successfully impress another person. Ultimately, the Storyteller is the arbiter of how much you dazzle someone, even in the case of other players' characters.

Guru

The Guru is a spiritual counselor, one who seeks wisdom for the purpose of passing it on. She values metaphysical insight highly, searching for her own enlightenment even as she attempts to bring others further along their own paths. The Guru's path may be peaceful, as with a Child of Gaia or Stargazer, but it may also be a blood-soaked spiritual road leading to Valhalla.

— Regain a point of Willpower whenever someone seeks out your help in spiritual matters and your guidance moves that individual to an enlightened action that he normally would not have taken. Also, regain a point of Willpower whenever you achieve an epiphany that relates to your personal philosophy.

Idealist

The Idealist believes in a higher goal or morality. The object of his idealism may vary, from a specific code of honor to a noble ambition to a simple benevolent philosophy. Some Idealists are naïve or foolish, while others are inspiring leaders, able to stir the hearts of other werewolves with the justness of their cause. Many Garou Idealists have beliefs highly influenced by those of their tribe.

— Regain a point of Willpower any time an action in pursuit of your ideals furthers your goals and brings your vision closer to fruition.

Judge

The Judge favors rationality, and likes nothing better than weighing a situation and finding the correct decision. This Archetype is typically conservative, as its mentality runs counter to reactionary behavior. Philodox naturally are expected to play the Judge as part of their role in Garou society; whether or not it is in their very nature is largely irrelevant.

— Regain a point of Willpower whenever you correctly solve a problem by considering the evidence presented, or when one of your arguments unites dissenting parties.

Loner

The Loner needs solitude. He may be part of a pack and a loyal soldier of the sept, but social behavior fatigues him. He needs time alone in order to recharge his batteries. This is a difficult Archetype for Garou to deal with, as it is at odds with their inborn desires to be part of a tightly-knit pack. It's not a commonly seen Archetype among werewolves.

— Regain a point of Willpower when you accomplish something by yourself, yet which still benefits the coterie in some way.

Martyr

The Martyr is at her strongest when forged in a crucible of suffering. It's not necessarily masochism that drives her on this path; it may be a desire for attention, or a profound belief in the virtue of self-sacrifice. Garou society has a tendency to romanticize the heroic last stand of a Martyr, and as dangerous as the war is, following this Archetype's path can quickly lead to the heroic end the Martyr may crave.

— Regain a point of Willpower when you suffer some amount of damage or loss of a definable resource for the sake of your ideals or for another's immediate gain.

Pedagogue

The Pedagogue wants to share his knowledge, which he certainly believes to be extensive. Some Pedagogues may be overbearing blowhards who want to be admired for their wisdom, while others may be scarred mentors who want to see their pupils excel. They often try for sept offices, where they have the benefit of many listeners and the authority to compel attention.

— Regain one point of Willpower whenever you see or learn of someone who has benefited from the wisdom you shared with them.

Penitent

The Penitent has something to atone for: dark deeds in her past, an unfortunate accident, or even her own existence. Her self-esteem is usually very low, though the reasons she condemns herself vary. Among werewolves, the Penitent Archetype might be seen among metis, cubs with particularly traumatic First Changes, warriors unfortunate enough to have fallen into the Thrall of the Wyrm, and even those who have renounced their former tribe or auspice for dark reasons.

— Regain a point of Willpower whenever you feel that you have achieved absolution for a given grievance. This redemption should be of the same magnitude as the transgression — the greater the crime, the greater the penance. The Storyteller is the ultimate arbiter of what constitutes a reasonable act of reparation.

Perfectionist

The Perfectionist is committed to getting things right. She holds herself and her colleagues to an exacting standard. Having a Perfectionist in a pack can drive the pack to accomplish great things, if she has the skill to inspire. Galliards and Philodox are particularly prone to this Archetype, as are no few Silver Fangs.

— Regain a point of Willpower whenever you accomplish your goal without any demonstrable flaw or impediment, and regain a Willpower point whenever you motivate another character to succeed as a result of your own shining example.

Rebel

The Rebel has issues with authority, usually one particular authority. It may be revenge or idealism that drives him, but he simply can't obey bad orders — and he's the one who decides what "bad orders" entail. Most Rebel werewolves are still young, as consistently defying one's elders is something that one tends to outgrow… or have beaten out. It's all too easy for a Rebel to come to a bad end when unity is the thing the Garou Nation needs most.

— Regain a point of Willpower whenever your actions adversely affect your chosen opposition. The player should choose whom or what his character rebels against when he adopts this Archetype. Storytellers should take rebellion against "all authority" with a grain of salt, and apply the Willpower reward for such a broad concept to only greater and greater actions of insurgency.

Rogue

The Rogue's sense of self-interest is paramount. She might be a thug or a bully, or she might just be a powerful individualist or have a strong belief in self-sufficiency. Sacrifice is a sucker's game to her. As with other primarily self-centered Archetypes, the Rogue frequently has trouble excelling in the exceptionally cooperative environment of Garou society. It's hard to keep your self-interest hidden from your pack, and few things weaken pack bonds more than the knowledge that your packmate believes in all for one, and one *also* for that one.

— Regain a point of Willpower when your self-centered disposition leads you to profit, materially or otherwise. In addition, you may regain a point of Willpower when your efforts benefit the group to which you belong, as long as that benefit comes at the expense of another group.

Scientist

The Scientist Archetype isn't necessarily obsessed with literal science — rather, this represents the desire to understand. A Scientist looks for patterns at play around her, and wants to see how things follow from a logical sequence of events. She's interested in the systems that govern the world. Among the Garou, the Scientist may be found anywhere from techno-savvy Glass Walker information junkies to Uktena Theurges fascinated with unraveling the enigmas of the spirit world.

— Regain Willpower any time a logical, systematic approach to a problem helps you solve it, or information gathered logically is of use in another, similar situation.

Soldier

The Soldier excels in situations where there are clear objectives and procedures. This Archetype is something of a more goal-oriented Conformist, and a natural complement to a Director. He works well in social situations as long as everyone else in his group is also willing to play their part. Many veteran werewolves have something of the Soldier within them, for this mentality is unquestionably useful for pack activity and the ongoing war.

— Regain a point of Willpower when you achieve your orders' objectives. The more difficult the orders are to fulfill, the better it feels to accomplish them. At Storyteller discretion, pulling off a spectacular success or fulfilling a lengthy mission may well be worth additional Willpower points.

Survivor

The direct opposite of the Fatalist or Martyr, the Survivor never concedes defeat. No matter what else happens, she who survives always has more of a chance at achieving her goals the next day. Survivors may be unpopular voices in the Garou Nation, criticizing the ideals of noble sacrifice and fighting a losing war. However, they can also be inspirational, refusing to succumb to despair or accept what others consider inevitable.

— Regain one point of Willpower whenever you survive a threatening situation through tenacity, or when your counsel causes someone else to persist in spite of opposition.

Thrill-Seeker

The Thrill-Seeker loves to gamble with his life. This Archetype doesn't indicate a death wish, but rather the stimulation of high risk and adrenaline. Werewolf Thrill-Seekers never have to worry about running out of opportunities to indulge their vice.

— Regain a point of Willpower any time you succeed at a dangerous task that you have deliberately undertaken.

Thrill-Seekers are not stupid, however, and the Storyteller may choose not to reward a player who heedlessly sends her character into danger for the sole intent of harvesting Willpower.

Traditionalist

The old ways are best, says the Traditionalist. She upholds the laws of the ancestors, and is quick to point out where a rule has always worked in the past. She's not very fond of change, even if it might turn out for the better. The Garou Nation is replete with Traditionalists, though the traditions they uphold can vary quite widely from tribe to tribe.

— Regain a point of Willpower any time the proven ways turn out to be the best. Also, regain a point of Willpower any time you adhere to one of your previously espoused positions and it proves to be a wise course of action.

Trickster

Life is grim and short. The Trickster argues that it's a better response to laugh than it is to cry. Some Tricksters use humor to escape confrontation, while others are compassionate souls who work to lessen their friends' burden with laughter. This archetype is classically Ragabash, and key to the Bone Gnawer tribal spirit.

— Regain a point of Willpower any time you manage to lift others' spirits, especially if you are able to assuage your own pain in the process.

Visionary

The Visionary keeps her eyes on a goal that others might find impossible. Like the Idealist or Fanatic, her cause is important to her. Unlike those Archetypes, the Visionary focuses principally on sharing the dream with others. Visionaries frequently face dismissal as foolish dreamers thanks to the fatalism that pervades Garou society, but a few manage to share their dreams of a Gaia that will be healed and strong when the Apocalypse has ended.

— Regain a point of Willpower each time you are able to convince others to have faith in your dreams and follow the course of action dictated by your vision. Note that gaining support is the key to a Visionary regaining Willpower. Success need not come to a Visionary, at least not with every step in changing the structures in question.

Tribal Camps

Camps represent special interests within the tribes for the most part. Some camps are badges of honor within the Garou Nation, epitomizing the tenets of Honor, Glory, or Wisdom that the Nation prizes so highly. Others are forbidden, secret sects and societies, practicing Gifts and rites that border on blasphemy, taught to them by forgotten — and often horrific — spirits that have hidden themselves deep within the Umbra. In a game like Werewolf, filled with tension, intrigue, and savage horror, camps offer another level of motivation, desire, camaraderie, and conflict, designed to enrich the game for characters, players, and Storytellers alike.

Black Furies

Different ideological breaks within the Black Fury tribe are formally measured by kukloi (singular kuklos) or "circles," which fulfill much the same role as camps do in other tribes. While members of different kukloi might not see eye to eye, they don't fight (at least not openly). Squabbles (and in the case of the Sisterhood and the Order of Our Merciful Mother, centuries-long tensions) occur, but the Outer Calyx frowns heavily upon inter-camp hostilities that become too outwardly obvious.

Amazons of Diana

The Amazons of Diana rarely think or refer to themselves as a formal kuklos. Instead, the term refers to any Black Fury who is primarily concerned with proving her prowess in battle. Given a choice between enacting justice on a rapist or fighting some Wyrm-creature in glorious combat, Amazons will take the open battle every time. Although more conservative members of the tribe look down on them, Amazons are valiant and forthright. They are the first to defend the Furies' honor against outsiders, and are the tribe's vanguard in assaults against Wyrm holdings.

Bacchantes (or Maenads)

A Bacchante fulfills her destiny by destroying the holdings and livelihoods of the worst violators of Gaia's laws: rapists, serial murderers, matricides, and vast polluters. She brings personal, violent punishment to the criminals she discovers. These assaults are, hidden from the eyes of humanity, and the large-scale ones are frequently mistaken for natural disasters. While the Bacchantes (sometimes called Maenads) stand beside the rest of their tribe when a Nexus Crawler or vampire pack endangers a caern, they prefer to come down like a hammer from orbit on the planners and perpetrators of Wyrm-like crimes.

Freebooters

The Freebooters' mission is to find new Wyld places that can be consecrated to Gaia and made into caerns. The kuklos is shrinking because there are so few Wyld places in the world. A fraction of Freebooters believe they need to find a new body for Gaia elsewhere in the Umbra, somewhere the Wyrm has not yet found. The remaining members still dedicate themselves to finding hidden Wyld places in which to build caerns or once-holy places that they can reconsecrate to the Mother Goddess.

Moon-Daughters

The Moon-Daughters' rituals and doctrine echo modern New Age paganism, and they push themselves to keep Gaia's spirit alive through change, embodying the force of the Wyld as best they can. Members effortlessly adapt the trappings of the modern world to fit their magics — inscriptions once traced on rock were sketched with a quill pen in the 1700s, and might be drawn on a laptop computer screen today.

Order of Our Merciful Mother

When the Catholic Church spread throughout Europe in the wake of the Roman Empire, the Order chose not to fight this patriarchal tool directly, but rather to infiltrate and subvert it. The Order works to reform human society using that society's tools — politics, the arts, and religion. Garou sometimes join a human religious order when they join this kuklos. This can cause internal conflict for the Garou, who must juggle serving God and the church they join while upholding their primary responsibility to Gaia.

Avenging Mother (sub-faction)

The Merciful Mother has gained a measure of trust within the Silver Fangs, who view that kuklos as a valuable conduit to mortal society. The Avenging Mother (a small sub-faction of the Order) exploits that trust, spying on the Fangs' intra-tribal weaknesses in hopes of bringing down the predominantly patriarchal tribe's stranglehold on the Nation's powerbase.

The Sisterhood

The Sisterhood manages networks of contacts and information that rival those of the Gnawers or Walkers. Many also work as suppliers, able to obtain anything from guns and ammo to giants' blood — for the right price. The Sisterhood came about during the Inquisition, when they spirited Garou, Kinfolk, and wise women out of the path of the Church and to safety. As they traveled, they discovered that the information they brought with them was as valuable to allied septs as another set of claws and teeth. They do less traveling now, but their information and item brokerage is an important tribal asset.

The Temple of Artemis

As the most conservative Fury kuklos, members of the Temple are firm allies of the Bacchantes, and serve as the wisdom to that group's Rage. They believe that the Furies must work as a cohesive whole and allow each of the other tribes to work on its own as well. To the Temple, cross-tribe packs are a travesty and violate Gaia's apparent intentions in separating the Garou Nation into different tribes.

Bone Gnawers

Gnawers care more about causes than they let on. They may feel a need to help unfortunates around them, explore the world, spread culture and knowledge, or muster packs of Garou for war. Some camps' members are formally initiated and accepted; others support a camp's cause for personal reasons, regardless of whether others accept them. Finally, just as other tribes have elite camps, the Bone Gnawers have a few that are so secretive or illegal that they recruit covertly.

Deserters

Surrounded by poverty, despair, and a dying planet, Deserters fled into the Umbra, eventually becoming experts at navigating the spirit world. Their elders led great quests for forgotten and mystical realms, seeking a utopia that could hide them from the coming Apocalypse. The Deserters still search for pathways to undiscovered worlds, both in the Penumbra and the physical realm. They undertake expeditions deep into the spirit world, sometimes followed by packs of enthusiastic and gullible Garou.

Frankweilers

Frankweilers protect culture and its availability to the common man. Many are esteemed as scholars and educators, or great storytellers. The camp lays claim to places where the "common man" can find art and education: galleries, libraries, museums, theaters, etc. Others reach out to communities, watching over people instead of places. They may volunteer to teach, work in needle-exchange programs, or even share their legal or medical skills. Since the Wyrm often exploits the ignorant, suffering, starving, or desperate, the Frankweilers help fight it through prevention, protection, and education.

MANEATERS

Originally a cannibal cult within the Gnawer tribe, most of this camp's "converts" were Garou who had succumbed to frenzy too often. The Bone Gnawers have diligently hunted any possible inter-sept organization of this hidden society, killing most of their anthropophagous brethren. Still, the Maneaters endure by being craftier and more secretive. Few are foolish enough to join a sept, although any major city may harbor one or two of them among the local rabble.

Hillfolk

Rather than endure scorn and poverty in the big city, Hillfolk have learned to survive in the rural wild. The densest concentration of this camp is found in the Appalachians. Hillfolk families are even more extensive and territorial than their urban kin. They shun modern technology and mainstream education, both of which they see as an attempt to eradicate of their own unique culture.

The Hood

The Hood has three primary goals: robbing from the rich, giving to the poor, and protecting the innocent of the city. The camp has its own version of tough love, never giving a second chance to those who try to exploit their help or take it for granted. They're not out to save everyone — just those who are actually worth saving. Some claim that Robin Hood himself belonged to their camp while others admit "rob from the rich and give to the poor" is just dialogue they ripped off from old movies. Nonetheless, the ideal endures.

Rat Finks

Rat Finks trade in information. They gather secrets both directly and through their Kinfolk, who often work as janitors, clerks, garbage collectors, busboys, etc. Some camp members infiltrate companies and corporations known for exploitation or environmental devastation, where they wait and watch, gathering enough information to them down from the inside. Finks are famous for their exotic communication networks: drop points, one-word phone calls, cryptic faxes, secret codes, even notes pinned to children's jackets. Other supernatural creatures sometimes interact with the camp as well: Nosferatu vampires, Ratkin spies, and even Corax messengers.

Road Warders

You'll find Road Warders taking long bus routes, riding the rails, or languishing deep in the holds of tramp steamers; hitchhiking is an art to them. For Warders, the journey is always paramount, and they refuse to tie themselves down to jobs as messengers, couriers, or diplomats. If they see a fellow traveler in trouble, they make it their business to get involved. When they finally make it to a tribal moot, this Code of the Road earns them Honor, and their stories serve as a reminder that the world is much larger than the bawns of its caerns.

The Swarm

The Swarm serves as Rat's teeth in the war against the Wyrm, specializing in dirty fighting and underhanded strategy. Tribal elders call upon the Swarm when the politics of compromise prove useless, although they publicly disavow the camp's activities. Some of the Rat God's most fervent warriors only associate with the Swarm camp in secret, spending most of their time as upstanding citizens in a Garou caern.

Children of Gaia

The Children of Gaia are more conflicted than most when it comes to the topic of camps. Some believe that camps can be positive; a way to bring together those who might otherwise not form the bonds of kinship that lead to true unity. Historically, Children of Gaia have been welcomed — even encouraged — to join more than one camp, should they so desire; doing so was seen as a sign of active involvement. Recently, however, there has been a movement within the tribe to abjure camps as a whole. Proponents of this movement believe that by giving Garou even more labels with which to identify themselves, camps encourage splintering and conflict among those who would otherwise see themselves as parts of the same whole.

Aethera Inamorata

A sometimes-controversial camp dedicated to healing through sex and physical love, they believe that Garou-Garou pairings are not a breach of the Litany (and are, in fact, a valuable tool towards unity) so long as they do not produce children. They monitor Kinfolk pregnancies to help the families prepare for the possibility of a Garou child, and facilitate intermarriage between Kinfolk of different tribes, for the sake of building unity and inter-tribal trust. This practice, sadly, garners them the animosity of tribes who prize their pure lineages.

Angels in the Garden

For the Angels, immunizing the youngest human generation against the Defiler Wyrm is of paramount importance. They maintain an underground network among their Kin to protect children from abusers, even if it means kidnapping and finding new homes for the endangered youth. They also strive to seed children's books, video games, and other media with Gaian ideals, in hopes of turning youngsters against the Wyrm.

The Anointed Ones

The Anointed Ones renounce violence. They believe that it is impossible to bring about peace through war, and seek to share that message with those who are willing to hear it. The camp focuses its attention on using (and teaching) Gifts and rites which gentle their enemies, rather than harm them, and helping other Garou deal with their Rage.

BRINGERS OF ETERNAL PEACE

The Bringers are a perverted camp of former Children of Gaia who believe that the only way to bring peace to the world is to destroy all who dwell upon it. While members of this camp have not (yet) walked the Spiral, their ideals — perfect peace through annihilation — are just a step away from those of the Dancers.

Demeter's Daughters

Demeter's Daughters work to introduce humans to the natural world so that they can love, honor, and respect it as they grow. They make environmental issues more palatable to businesses by showing the fiscal benefits of producing environmentally sound products, while pushing government and city planners to incorporate and protect natural spaces within urban environments. Only by encouraging humanity to love the Wyld do the Daughters believe they have any hope of protecting mankind from the Wyrm.

Imminent Strike

Imminent Strike trains its members constantly in preparation for the Final Battle. The Apocalypse is upon us, and this camp believes that the only hope for Gaia's warriors to win the Final Strike is to focus entirely on the task ahead. They shun those of the Nation who are obsessed with their own agendas; if that means cutting ties with other tribes, so be it.

The One Tree

The One Tree sees itself as Gaia's white blood cells. They are killers — both front-line warriors and stealthy assassins. That said, they do not kill out of Rage, passion, hate, malice, or pride, and they do not accept members who seek to join the camp with those motivations. They kill because it is what Gaia has made them to do; they are a channel through which Gaia may strike at her foes.

The Patient Deed

The Patient Deed works to build unity across tribal boundaries. Historically, Patient Deed members reached out to the Uktena and Wendigo in America's Old West and sought to mend fences between Europeans and colonized nations. They believe that the Nation does not have a single Garou to lose, and that only through welcoming and understanding other tribes' values and priorities can the Garou truly be united.

Seekers of the Lost Tribes

Members of this Camp believe that the Nation's only hope is the recovery and reintroduction of the Lost Tribes back into the Garou Nation. By researching sightings of "ghost wolves" that match descriptions of Croatan, or investigating bloodlines of humans related to ancient Bunyip lineages, the Seekers hope to rebuild those tribes. As well, they serve as envoys to the Lost Tribes' totems and their broods. More controversial is their goal of capturing and re-educating Black Spiral cubs and ronin, in hopes of rebuilding a Gaian version of the fallen White Howler tribe.

Servants of Unicorn

Dedicated to creating peace among the tribes through inter-tribal missions and by encouraging multi-tribe packs and septs, Seekers work to find messages of unity (no matter how deeply hidden) in each tribe's core doctrine. They then use those threads of commonality to weave the tribes closer together rather than attempting to change others' basic beliefs.

Crest of the Horn (sub-faction)

This sub-faction operates within the Servants of Unicorn. Members of the Crest pay close attention to points of contention between the tribes, hoping to exploit them in order to wrench power from the Silver Fangs and replace the ruling tribe with a Garou Parliament.

Fianna

The idea of camps has been a part of the Fianna tribe since the ancient days — when clans and counties warred against one another, and the tribe split to watch over different flocks of Kinfolk. Some claim that if there were only two Fianna left in the world, one would take one position on every issue and the other the opposite, out of sheer obstinacy. Because of this, there are countless small factions within the tribe, but several have stood the test of time and claim enough numbers to make them worth noting.

Brotherhood of Herne

This camp acts as a rapid reaction force, forming strike teams to moon-bridge into caerns that are under attack by the Wyrm, and defending places that might fall without their aid. The Brotherhood has a reputation for factionalism beyond their core stated purpose, particularly as an English-only camp. Many (including the Grandchildren of Fionn) believed that the camp's primary purpose was extending the British Empire's policy of imperialism into the tribe. However, when a Frenchwoman recently took over leadership of the camp and refocused its attention on guerilla warfare, many found their complaints of Irish oppression undermined.

Children of Dire

Made up predominantly of lupus Garou, this camp watches for emanations of Wyrm-forces by their effect on the Wyld. By noting changes in the flow of predator and prey and the growth or decline of flora in Wyld locations, they can detect (and root out) Wyrm-influence before it grows strong. Like many lupus groups, their numbers are dwindling; few homid (and no metis) are deemed worthy of running with Dire Wolf long enough to gain membership. The camp itself is often seen with suspicion by outsiders because they rarely stay attached to one caern for any length of time.

Grandchildren of Fionn

Many young Fianna see the Grandchildren of Fionn — dedicated to the combat ideals of their ancestor, Fionn mac Cumhail — as the perfect opportunity to prove themselves to the rest of the tribe and the Nation. They consider themselves to be Stag's chosen heroes, and are renowned for their bravery, traveling to wherever the best fights are: South America, the Middle East, northern Africa, and wherever the Wyrm rears its ugly head.

Mother's Fundamentalists

Many Fianna consider the Fundies to be the tribe's "dirty little secret." Their numbers swell whenever there's a brief reprieve from the Wyrm's onslaught — a breather that allows the hottest heads of the Fianna tribe to turn on one another (and their respective Kinfolk) rather than having to focus their full attention on the true war. The Fundies preach a return to Impergium practices: culling the growth of humanity (usually beginning with the Kinfolk of their political enemies). Their name has changed throughout the camp's history, but regardless of what they call themselves, the Fundies thrive on conflict even with other Fianna, mirroring the mundane politics that tear the people of their homeland apart.

Songkeepers

Songkeepers are the Galliards' Galliards, dedicated to keeping alive the history of not just Stag's Chosen, but the whole of the Garou Nation. They travel the world, learning new and old songs from other tribes. They aren't all Galliards, though. Songkeeper Theurges try to keep alive all the rites of the Garou, Philodox learn and preserve the wisdom of other tribes, and even some Ragabash in the camp keep links with the other tribes and share ways to keep the Nation on its toes. Most martially-minded Fianna find other camps, but historically there have been a few Songkeeper Ahroun who have dedicated themselves to discovering and learning lost fighting forms, tactics, and weapon styles from throughout the Nation.

Tuatha de Fionn

While outsiders may link all Fianna to faeries, the Tuatha de Fionn is the camp most likely to deal with them. New Tuatha are recruited by current members who find *something* in them — faerie blood or madness — which they believe will allow the new recruit to deal with the Fair Folk on something like equal terms. After a long period of tutelage, they're taken to meet the Fae, and hopefully to join the Tuatha de Fionn as full members. The Children of Fionn not only parlay with faeries on behalf of the Garou Nation, but learn from them about many of their mutual enemies who — while not necessarily Wyrm-spawn — are likely to interfere with the Nation.

Whispering Rovers

These Fianna claim no land as their own and travel the world with their kin in bands, depending greatly on one another for survival. Unlike most Fianna, who love their hearth and home, these Garou are forever mobile, never staying in one place for long. They act as the eyes and ears of the clan, with the Righ of each band reporting in to the Ard Righ of the tribe with anything they notice on their travels that may lead to trouble for the Fianna or the Nation as a whole. Because of their nomadic nature, the Rovers are sought when knowledge of a certain location is needed by other Fianna or even other tribes. They are also employed as scouts in Fianna war parties due to their innate understanding of both woodland and urban environments.

Get of Fenris

When the Get of Fenris split into camps, it is less often due to their vision of their individual roles or duties, and more commonly along lines of each individual's particular intolerance and hatred. One group, focusing on the core tenets of Fenrir philosophy, is unwilling to be distracted by the presence of someone or something that a fringe element feels is intolerable, and a new Get camp is born. Despite this fracturing along lines of prejudice, however, not all Get camps are bigots; intolerance of those who prey upon children is still intolerance, and hatred of corrupt warleaders, cowards or wife-beaters is still hatred.

The Fangs of Garm

Of all the Get camps, the Fangs are the most suited for interaction with the rest of tribes of the Nation, and with outside society. They think in the long-term, believing in fighting the Wyrm by preventing it from sinking its roots into humanity. They organize neighborhood watches, teach self-defense and crime prevention, and, on the lupus side of the War, mount educational campaigns for humans about the value of the wolf and other natural predators in the wildlands. Other Get may see them as weak, but the Fangs believe themselves to be the Fenrir of the future.

The Glorious Fist of Wotan

A radical group that shares more beliefs with the Red Talons than with most members of their own tribe, the Fist of Wotan see humanity as just another tool of the Wyrm — a fetid breeding ground for the Wyrm's agents and influence. As a camp of predominantly lupus Garou, they see the Nation's protection of the human race as weak at best and self-defeating at worst. They are fairly secretive by nature; most homid Fenrir have no tolerance for the Fist's agenda. But if a given Get's plans include coincidentally destroying as many humans as possible while still accomplishing other goals, there's a good chance they may belong to this camp.

The Hand of Tyr

The Hand do not believe in surrender, and are utterly dedicated to their task. There are precious few members in this camp, and they are all executioners: hunters who seek out and destroy the enemies of Gaia. They focus on the horrible results of the Wyrm's corruption of humanity: rapists, murderers, pedophiles, and terrorists. Because they target the symptoms rather than the core cause of this corruption, other Fenrir sometimes claim the Hand is remiss in its true duty to the tribe. Such claims, however, are usually made where the Hand cannot hear them.

Loki's Smile

This camp seeks to topple the Silver Fangs' leadership of the Nation because they believe themselves more worthy of ruling the Nation in the Fangs' place. The camp only admits those who have somehow crossed current Get leaders in trying to challenge the Fangs' leadership, but they will work with almost anyone. They have even allowed metis to join and have used Wyrm minions to further their goals. They also seek to embarrass Fang and Get leaders by finding their weaknesses or shameful secrets and exploiting them.

Mjolnir's Thunder

This ancient camp consists of those who have lost (or cut) all ties with the world around them and dedicated themselves solely to destroying the Wyrm. They care for nothing else: not humans or wolves, spirits, the Veil, or even Garou society as a whole. They are the monsters that other tribes sometimes picture all Fenrir to be, having traded all shreds of compassion, empathy, and common sense for their single-minded, sociopathic dedication to the Wyrm's demise.

The Swords of Heimdall

Although the rest of the tribe would argue, the Swords believe themselves to be the one true race of

Gaia. They see wolves (even lupus and their Kinfolk) as nothing but dumb animals, and feel non-Get-Kin humans (especially those who are not Caucasian and male) are useful only for their servitude. They seek to "cleanse" the world of non-European Garou, to silence the voices of women of the Nation, and to crush any tribe that does not recognize the Fenrir as the proper leaders of the Garou Nation. Even within the Get, Swords are generally seen as extremists, at best.

The Valkyria of Freya

Get philosophy dictates that a warrior is exactly as cunning, strong, wise, or honorable as he (or she) has shown; no more, and no less. However, even within the tribe, some have embraced outsider attitudes, claiming female Get are not capable of the same prowess and bravery as their male counterparts. The Valkyria, an all-female camp dedicated to glorious battle, prove otherwise. Some see them as unnecessary, but the Valkyria say until there is no Jarl who refuses female Modi the chance to fill their rightful role, the camp will continue.

Ymir's Sweat

More of a bloodline than a camp, the members of Ymir's Sweat supposedly owe their heritage to Get who interbred with Wendigo and Uktena kin after the earliest Scandinavians arrived in the New World. They do not commonly make themselves (or their lineage) known, as both the Fenrir and Wendigo have been known to look unkindly upon those who come from "sullied" breeding.

Glass Walkers

While many tribes consider camps to be splintering influences, the Glass Walkers see them as avenues of specialization. As the five auspices do, camps allow each Walker to focus more fully on their strengths, while allowing others to pursue complementary works. Historically, various camps have risen at one time or another to dominate the leadership roles of the tribe. Usually this is a reflection of the value that camp is adding to the tribe's goals at that given point in time.

City Farmers

Dedicated to bringing the Wyld into urban environments, the City Farmers are capable of creating veritable jungles on rooftops, in abandoned lots, and within city parks and green spaces. They believe that not only does city gardening (including growth in underground, indoor, or "found" niches like flower beds) integrate city populations with the power of the Wyld in ways many would not otherwise experience, but that properly done, it can halt urban expansion into what little wilderness still remains pure.

Corporate Wolves

This camp is a vast network of Glass Walkers devoted to using big business as a tool to defeating the Wyrm. As a highly political organization, members of this camp maintain a strong hierarchy (easily demonstrated through flow charts and departmental trees) and utilize local, national, and multi-national corporations as both carrot and stick when encouraging their desired behavior from human society. Corporate Wolves have frequently been the dominant camp in the tribe from the mid-1970s onward. An uptake in technology brought the Random Interrupts into greater power, but the Corporate Wolves have rallied of late, gaining strength as the corporation as a concept exerts more control over the world.

Cyber Dogs

Founded by some of the most brilliant Garou the Nation have ever known, the Cyber Dogs sought to create a perfectly integrated balance of spirit, body, and machine: the ultimate weapon for Gaia. However, they were (for the most part) disbanded after the camp-leaders forced cybernetic body parts on lupus Garou, killing many of them. Remaining members of the camp still research cybernetics and other forms of transhumanism (despite starting with material that's not quite "human"). They now speak of moderation, cautious progress, and (at least in public forums) the necessity of full disclosure to — and permission of — those involved.

Dies Ultimae

Half doomsday cult, half mercenary camp, Dies Ultimae offers "elite small-scale forces for short-term, delicate missions." They use the funding gained from mercenary contracts to launch attacks on Wyrm targets, utilizing both Kinfolk and Garou paramilitary soldiers. Dies Ultimae's leadership believes that the end times are upon the Garou Nation. They recognize themselves as, essentially, terrorists for Gaia, and use any and all tactics — guerilla warfare, assassination, arson and structural destruction, urban combat, propaganda, and more — in order to accomplish their goals.

Mechanical Awakening

Believed by many to be an urban legend, this camp reportedly attempts to rally forces for the right of the Machine to be free of its enslavement by humanity. Legends say that Mechanical Awakening is (or was) predominantly membered by lupus Garou, whose goal was to release the Incarna of The Machine from humanity's control, and thus allow it to take its natural place in the ebb and flow of the spirit world.

Random Interrupts

Dedicated to using computers to turn the tide of the Apocalypse, the Random Interrupts include everyone from hackers to sysadmins: all who see technology as the latest (and greatest) tool of the Garou Nation. The Interrupts organize themselves loosely around projects which run the gamut from information-gathering to wholesale destruction. Although sometimes labeled "Luddites" because of their early attacks on technological targets, they believe in freeing information (and the Net) from the hold the Weaver and Wyrm have on it, and using technology and information as tools to aid the Nation in its goals.

Umbral Pilots

Umbral Pilots are united by their love of exploration and discovery, and dedicated to investigating the far fringes of the Umbra and its mysteries that lie terein. Many have created Umbral transport vehicles of bizarre design, dedicated the entire machine to themselves, and used it to explore not only the Near Realms, but the Deep Umbra as well.

Urban Primitives

Perhaps more accurately labeled a movement than a true camp, the Urban Primitives struggle to unlock the feral side of the City, diving deep into the spiritual heart of the urban environment to connect with its technological heart-beat. They build tribal societies (both in the Nation and amongst humans) and commune with technology spirits, while decorating themselves with tattoos, piercings, scars, and brandings — embracing neo-ritualism and a retro-modern symbolism that only their camp seems to truly understand.

Wise Guys

Strongly tied to the Mafia and other forms of organized crime, the Wise Guys utilize money-making endeavors of all sorts to finance and support their war against the Wyrm, and to take down Wyrm-tainted rival businesses. Until they were replaced by the Corporate Wolves in the mid-1970s, the Wise Guys dominated the power positions within the Walker tribe for several decades. Their members demonstrate ruthless ambition, inspiring fanatic devotion from their packmates, Kinfolk, and minions.

Red Talons

Factions and camps are a human perversion, a division along philosophical boundaries that is alien to the Talon mindset. Still, through centuries of being forced to deal with human-thinking Garou and their even-weaker kin, even the Red Talon tribe has not been impervious to infiltration of these divisive mentalities. There are three actual Talon "camps," with a default fourth consisting of the Talons who fall outside of the others' extreme views.

The Dying Cubs

A secret society with rituals that allow them to "feed" the Earth with a human's pain, the Dying Cubs sacrifice human victims through elaborate torture methods. The longer they draw out their unfortunate victim's death, the more sustenance they feel Gaia draws from their work. While some pursue their goals solely to heal the wounds that humanity has dealt to Mother Earth, others take sadistic pleasure in their practices, seeking out any opportunity to make bloody and horrific sacrifices in Her name.

The Lodge of the Predator Kings

The Lodge is made up of Red Talons who want to see every human being on the planet dead — no compromise, no homid Kinfolk. All the humans gone. The only way for Gaia to have a chance to heal, they believe, is to remove the creatures that continually injure Her. They do not care that their beliefs are not popular with the rest of the Nation, or that their actions may bring more hunters down upon the Garou. They are beyond caring about consequences, because they know they are going to lose. They realize how hopeless their fight is, and that makes them desperate — and extremely dangerous.

Warders of the Land

Not a true camp, the Warders of the Land is the de facto designation for Talons who don't fall to one of the other three extremes. As close to moderates as the Red Talons get, Warders won't hesitate to kill a human if necessary, but don't believe in wholesale slaughter. Some feel that if there weren't so many humans they'd be a tolerable nuisance rather than the overt threat they now pose. Others would like to see humanity gone, but don't feel the Garou have the tools to achieve it, so they seek other options. This "camp" comprises the majority of Talons in the Nation.

Whelp's Compromise

No Talon ever identifies himself as being a member of Whelp's Compromise — they consider the title as insulting as it sounds. Other tribes call this camp the "Anti-Extinction Faction." It's usually painted as "Talons who don't want to kill all the humans," but there's more to it than that. Whelps find some value in some humans — a view that, while ambiguous, is enough to earn them a throating from the rest of the tribe.

Shadow Lords

Although the Lords consider themselves the most unified tribe in the Nation, a wide range of philosophies (and thus camps) still prosper among Grandfather Thun-

THE MASKS

A secret society devoted to instilling fear in their enemies, the Masks' dedication to their dark arts is so fanatic that they purportedly practice ritualized mutilation upon themselves to inspire greater horror in their victims. Since the unknown is the playground of fear, no true Mask ever reveals their membership in the camp to outsiders, save for those who are targeted for indoctrination into their numbers.

Leadership within the tribe consistently claims to have stamped the Masks out of existence. Whether this is accurate or not remains to be seen, but Shadow Lord Galliards still sing many of their tales as a warning to others.

der's children. Regardless of their individual paths to the summit, Shadow Lord camps all serve one ultimate goal — the ascension of their people over any who would oppose them. Power, they believe, is more respectable than personal honor; any personal power gained serves the whole of the tribe.

Bringers of Light

The Bringers of Light seek inner strength by continually testing themselves against the taint around them. Time and time again, they seek out the temptation of the Wyrm, interacting with vampires, Black Spiral Dancers, fomori, and other Wyrmfolk. Although many have fallen while trying to embrace this camp's tenets, the Bringers believe that the strongest (and truly worthy) do not succumb to the darkness; they overcome it.

Children of Crow

Not all power is gained through personal aggrandizement. Children of Crow know this, and by forgoing the call of individual ambition for the sake of political expediency, they gain power by serving those more powerful than themselves. Such servants will never attain positions of personal authority. They sacrifice chances to gain power for themselves in order to serve the tribe by catching details in their environment and uncovering secrets buried in the hearts and minds of others. They use this information not only to destroy enemies of the Garou and fight the Wyrm, but to build a foundation upon which those of other Shadow Lord camps may build their towers of power.

Judges of Doom

The Judges of Doom strike fear deep into the heart of the Garou Nation by seeking out and destroying Garou who flagrantly violate the tenets of the Litany. They pursue their agenda with ruthless zeal. Pitiless and remorseless, they show no mercy as they hunt down and destroy Garou — even entire septs — who have allowed a caern to be violated or committed some other wholesale violation of the Nation's laws. No Litany-breakers are immune to their scrutiny and justice.

Lords of the Summit

A Lord of the Summit will do anything to achieve power, and once he achieves it, will not sacrifice it for any reason. Invoking the Litany, Lords with authority state that since the Apocalypse is at hand, there is no longer any illusion of peace under which their rulership may be honorably challenged. These Lords hold many leadership positions within the tribe (and the Nation), where their continuous states of "martial law" promote and preserve their tyranny.

Revolutionary Guard

This secret Shadow Lord camp consists mostly of high-powered Philodox and their Ahroun allies from around the world. They meet in secret at each Shadow Lord Grand Moot to plot the usurpation of the Silver Fangs' rulership of the Garou Nation. The Guard command great military power, and have strong internal coordination. Though they hatch their plots in secret and carry out their actions without coordination from within the Shadow Lord hierarchy, they operate with the tacit blessing of the highest levels of tribal authority. Many high-ranking Shadow Lords aspire to join the Revolutionary Guard, and being tapped for membership is considered a tremendous honor.

SOCIETY OF NIDHOGG

All Shadow Lords understand the power of darkness, but none so deeply as the members of this secretive, mystic camp. So strong is their fanaticism that they claim that sunlight itself is a threat to the forces of Thunder, and seek to plunge the world into eternal darkness (the better to carry out their tribe's rise to power unfettered by Helios' unyielding rays). The official tribal word on this camp is that it has been eradicated due to possible associations with vampires and other creatures of the Wyrm; some believe, however, that they have merely slipped back into their beloved darkness to regroup.

Silent Striders

Strider camps tend to be brotherhoods that specialize in a single broad field. Striders in camps recognize each other as members, aid and support each other when possible, and sometimes keep their own unique secrets and lore. Most recruit new members from cubs and cliath, finding young Garou whose interests are similar to theirs and convincing them that doing this one thing is vitally important to the health and safety of the tribe.

The Bitter Hex

Members of the Bitter Hex wield one of the most controversial and dangerous tools known to the tribe: the curse. While members keep their association with the camp secret, the camp as a whole makes no bones about its existence. They want the rest of the world to know that their tribe has suffered enough, and the Hex has plenty of mojo to avenge any wrong, no matter how slight, against the Striders and their Kin.

The Dispossessed

Since the day the Striders were banished from their home, the Dispossessed have sought a new one for them; unfortunately, they cannot agree on where that new homeland should be. They've tried to establish replacements for Khem several times over the past thousand years, but each one has (thus far) been a dismal failure. Dispossessed are mostly homid; wolf-born rarely understand the camp's obsession with one patch of land over any other.

Harbingers

Part of the Seekers until the tribe was driven from Khem, the Harbingers carry warnings of danger to those wise enough to listen. Wielding the twin swords of prophecy and fortune telling, Harbingers seek new ways of interpreting old warnings. Harbingers are renowned as some of the tribe's most lethal warriors, venturing where others fear to tread in order to reap — and deliver — their deadly messages.

Seekers

Originally travelers who quested for odd scraps of spirit lore, unique fetishes, or news of foreign lands, in the days since the Striders were driven from Egypt, the Seekers have dedicated themselves to finding a way to break the tribal curse. They are some of the cleverest, best informed, and most knowledgeable members of the tribe; they gather lore like misers gather gold.

Swords of Night

Striders hate the undead, but none more fervently than the Swords of Night. This camp, spawned long ago as the Daggers of Nut, want nothing more than the impossible: to destroy every Leech who mars the face of Gaia with their unclean presence. While many Garou respect their fervor, they sometimes stir up problems for septs that have resigned themselves to an impasse with the vampires in their area; wary peace is an unacceptable compromise to the Swords. All Leeches must die.

Wayfarers

Loyal to Gaia, to the tribe, and the Garou Nation, Wayfarers ply their mercenary trade as a way of compensating for the curse that drove them from their homeland. Unable to build the support structure that possessing multiple caerns and established flocks of Kinfolk can allow, they barter their skills on the battlefield (and beyond) with those whose are not so hampered. In doing so, they not only enrich the Striders with the resources they claim, but with the ties they build to other tribes as well.

EATERS OF THE DEAD

Consume the brain of your enemy and learn all of his secrets: a vile but useful ritual. Unfortunately, the burden borne by those who practice such rites is often heavier than the knowledge they gain. All who consume the flesh of others slowly go insane and reek of the Wyrm's stench. Some even develop an addiction to fresh brains, and will kill innocent and guilty alike in order to feast.

Other Striders seek out and destroy those suspected of being Eaters of the Dead. These efforts have driven the remnants of the camp underground where they are rumored to practice their profane rite amongst the shadows.

Silver Fangs

Officially, the Silver Fang tribe has no camps; their dogma is to present a united front to all "lesser" tribes. Behind the scenes, however, they are as schismatic as any other group of Garou, breaking themselves into Lodges, Houses, and even some secret camps. These divisions run along political, philosophical, and practical lines that even members of the tribe often rarely completely understand.

Lodges

Serving as an official declaration of focus and intent, every Silver Fang is expected to choose one of the two Lodges soon after their First Change. Some delay this decision and others refuse to ever make it, but such a refusal hampers their progress in the rank and tribal positions. If they cannot prove their commitment to the principles espoused by a Lodge, they cannot be trusted with the commitments of an important sept post or a responsible role in the tribe.

Lodge of the Moon

The first Fang Lodge, created to win back the love of Luna and gain her forgiveness for the tribe's allegiance to Helios, the Lodge of the Moon still focuses predominantly on the esoteric: spiritual and mystical matters, emotions, and the morale of its king's subjects. Insight and intuition are the tools of Luna's Lodge, and while most of its members are homid, the majority of the tribe's lupus make their loyalties to the Lodge of the Moon.

Lodge of the Sun

Created in response to the formation of the Lodge of the Moon, the Lodge of the Sun concerns itself with the material world: history and current affairs, inter-sept and inter-tribal relations, tracking the movements of the Enemy, and the like. Its methods are order and reason, and the lodge is dominated by homids.

Houses

Of the thirteen tribal Houses that once existed, only seven remain: Seven Silver Fang leaders guiding the destiny of the tribe from around the globe; seven Silver Fang families, each with their own perspective on how the tribe — and the Nation — should be run.

House Austere Howl (Great Britain)

Austere Howl has recently been savaged by allegations of corruption and Wyrm-taint through sacrificial Hellfire Club rituals amongst their Kinfolk. Their Queen has disappeared and the House scrambles to try to redeem itself.

The Blood-Red Crest (Asia and India)

For thousands of years, The Blood-Red Crest was the tribe's only successful foothold in the East. Now, plagued by infertility, The Blood-Red Crest teeters on the edge of wholesale Harano.

Clan Crescent Moon (Russia)

Preferring to refer to themselves as a Clan rather than a House, Crescent Moon relies on codes set by their history and ancient tradition more than most do, which has led to both their downfall and their rebirth.

House Gleaming Eye (Northern Europe)

Calculating, ruthless, and more than a little mad, House Gleaming Eye watches the rest of the tribe (and the Nation) with a vigilant gaze. Their inquisitors seek to root out any Wyrm-taint within the tribe before it can become an epidemic.

House Unbreakable Hearth (Canada and American Midwest)

Priding itself on its role as an inter-tribal facilitator, Unbreakable Hearth has done little recently to quell the conflicts raging across North America, instead turning insular after an unknown foe destroyed several of its main caerns.

House Wise Heart (Mediterranean and Middle East)

Long considered to be a bastion of wisdom within the tribe, Wise Heart has begun hoarding their secrets even more closely of late, leading some to suspect they may be dabbling in knowledge Garou were not meant to know.

House Wyrmfoe (American Northeast)

The most modern tribal House, Wyrmfoe is known for its mavericks: its bold and individualistic kings. They rely more on their own instinct and wits than on tradition.

Camps

Spanning various Lodges and Houses, most Silver Fang camps are secretive groups whose members would likely be shamed, punished, or worse if their association with the camp was known. Others revel in their secrecy either because it suits their camp's goals, or to keep their information out of the public's eyes — or both.

Grey Raptors

A society of Silver Fangs who strive to punish those who insult or ignore their tribe's ancient right to rule, the Grey Raptors keep their identities secret, but their actions are overt. Terror and torture are their bread and butter in their attempt to enforce ancient oaths of fealty that few Garou outside of the Fangs remember or recognize.

Ivory Priesthood

When the First Wolf died to save Gaia, it learned the "Secret of Death." The Ivory Priesthood is a secret society of Fang Theurges who, after undergoing a series of spiritual trials and tests, begin learning these same secrets about what lies beyond the shroud of Death.

Masters of the Seal

No Child of Falcon would ever admit to being a member of this camp and to accuse one of it would result in a demand for honorable challenge. The reason is simple: Masters of the Seal are thieves one and all, stealing secrets from the spirits and from other tribes. While they keep their identities secret, they divulge what they've learned to others in the tribe who can use the information to best promote the Fangs' communal interest.

Renewal

There are rivals to the power of the Silver Fangs even within the halls of the white wolves. The secret society called Renewal dares to dissent from tribal orthodoxy and seeks to replace the old, inbred, senile leaders with fresh and sane ones. They don't want the Silver Fangs as a tribe to relinquish power over the other tribes, since they think this will spell doom for the Garou Nation. They merely believe that change from within must happen. They have recently made overtures to the Stargazer group called the Inner Path, and are exploring ways the two groups can work together.

Philosophical Divisions

Not truly Lodge, nor House, nor camp, these philosophical parties form yet another fault along which the Silver Fangs divide themselves. Not all Fangs belong to one mind-set or the other, and not everyone who believes in line with one of the parties self-identifies as a Renewalist or a Royalist, but the division is significant enough to warrant mention.

Renewalists

Sometimes confused with the clandestine usurpers who call themselves "Renewal," the Renewalists seek to "fix" what they believe to be a problem in the tribe: excessive adherence to ceremony and tradition in the face of urgent need for new solutions to modern problems. Some urge kings to rely not on past wisdom, but on present intelligence. Others call for a spiritual reinvigoration, a return to times when ancient kings would consult the local spirit leaders before taking any action that would affect the area.

Royalists

Royalists look to the past to answer questions of the present; they believe that the Fangs' ancient traditions provide an answer for any situation — if followed correctly. They abjure modern changes or adaptations to the tribe's way of doing things, clinging to the past with fanatical devotion.

Stargazers

Nothing is perfect; reality is inherently flawed. Even a tribe such as the Stargazers is fractured into fragments that only catch part of the mirrored whole. Some are simply tribe members gathering together for a specialized purpose, focusing on a single Gaia-given task. Others organize themselves apart from the tribe in a spirit of divisiveness and collapse.

Ana-gamin

Known as the "Non-Returners," some believe the Ana-gamin to be nothing but a legend. Depending on which story is told, they either accept or kidnap tribal members that they feel are worthy to accompany them on their journeys through the Umbra. They seek to release themselves from the fetters of reality, and believe that soon, all Stargazers will go to the Umbra, free of their mortal chains, and never return to earth.

The Heavenly Successors of the Demon-Eater

Labeled an Apocalypse cult by many, the Successors dedicate themselves to defeating and destroy the demons who drink Gaia's soul like hungry tumors —that is, vampires and other undead. While not in battle with their

demons, members of this camp are often indistinguishable from other Stargazers. But when faced with their enemy, they don green robes in homage to Zhong Kui, the first of their number, and attack with single-minded fanaticism.

The Inner Path

The Inner Path is a covert faction of Stargazers dedicated to taking over the Silver Fangs by mind control and shaping policy from within. They believe that someone must control the insane Garou leaders for the good of Gaia and the Nation as a whole. They are very secretive and operate without the knowledge of their tribal masters. The Inner Path has succeeded in winning converts within the Silver Fangs, most notably the Silver Fang secret society called Renewal.

Klaital Puk

Led by a reincarnation of Klaital, the first Stargazer, the Puk follow their mentor's guidelines for cultivation of enlightenment. They feel that understanding from original wisdom is to be more valued than wisdom from a mind tainted by the modern world. Recently the camp has been devastated because the spirit of Klaital has not been reincarnated to lead them. Some believe this to be a sign that the last days of the Apocalypse are upon the Nation.

Ouroboroans

They seek to free the Wyrm of Balance from the Web. Instead of striving against the Weaver, they use their energies to seek out the Wyrm in all its forms in hopes of discovering the secret of freeing it. Only by following the Wyrm to its cave, rather than fighting its minions, do they feel they may truly influence the outcome of the Final War.

The Sacred Thread

Members of this camp feel that the Garou Nation's werewolf-centric focus will be their undoing, and that only by fighting the Wyrm where it lives — in the hearts and minds of mankind — can the War be truly won. The Sacred Thread travel into the darkest hearts of human populations and act as instructors, counselors, and mentors for the people they find there, offering education of many kinds to help strengthen the human spirit.

Trance Runners

Sometimes mistaken for members of the Silent Strider tribe, this camp belongs to an ancient tradition. Lung-gompa — wind meditation — grants them physical prowess to fulfill their duties: transmitting messages, items, and secrets from caern to caern or court to court. Through meditation and other mystic practices, they are able to achieve near-weightlessness, allowing them to run across water, scale forbidding obstacles, and perform other feats of dexterity, speed, and endurance.

THE METASTIC BIRTH

These Stargazers believe that the Wyrm is not caged, but in is a cocoon undergoing metamorphosis, preparing for a new reality being birthed by the Weaver. Once it has finished its metamorphosis, it will burst from its chrysalis and usher in the new world. The Stargazers who follow this camp believe this is a good thing, and that the tribe should help others prepare for it, not fight it.

The World Tree

The World Tree seeks to spread enlightenment not just among the Garou but also to humans, mages, and the Changing Breeds. They also travel farther in the realms of spirit than most, having learned to send their minds into the Astral Umbra in search of lore while their bodies remain rooted to the earth.

The Zephyr

Members of the Zephyr travel among other Garou, joining packs and spreading their wisdom through example. Experience is their goal, for in its twisting fates they hope to gain visions unobtainable otherwise. Kai Lin is said to have been the first of this camp. Some say the Zephyr was originally formed around a dojo for the training of Kailindo. But like the wind spirits they commune with, they cannot stay put in one place for long and roam with the storms.

Uktena

Uktena camps tend to be groups of like-minded tribe-members who bind themselves together in search of certain secrets. Each camp has a particular focus and seeks a specific kind of knowledge. Some wish to explore only the secrets of the material world; others look to the spirit lands or even places that should remain hidden.

Bane Tenders

A dedicated group of powerful Medicine Workers, this camp demonstrates a fanatical devotion to keeping what's left of the Pure Lands pure. Most have little time for being involved with a sept or pack; they spend all their time focused on their charges: the Great Banes bound into Umbral prisons by the Uktena who first came to the Pure Lands.

Earth Guides

The Earth Guides preserve the traditions of Native American — and now other — peoples, learning the dances and stories, arts and crafts, rituals, and beliefs of whatever human stock they come from, and making certain the old ways are not lost or forgotten. Their focus is not solely upon human traditions, however. Some dedicate themselves to learning and preserving the songs and ways of the wolf from the lupus-Kin, or even (when permitted) those of other of Gaia's Changers.

Path Dancers

Probably the most secretive society of the Uktena, the Dancers supposedly practice magics unknown to other Garou, although their true secrets are revealed only to those deemed worthy to join their numbers.

Scouts

The Scouts have served the tribes as messengers and explorers since the Uktena came to the Pure Lands. In the past they acted as go-betweens for Umbral spirits and the shamans among their Kinfolk, appearing as "spirit-wolves" with otherworldly wisdom. Today, they act as messengers between the scattered septs of the tribe and keep contact with Uktena who have joined mixed septs, as well as visiting solitary Bane Tenders to help tend their needs and bring news of their vigils back to the rest of the tribe.

Raiders (sub-faction)

A splinter faction of the Scouts, the Raiders specialize in conducting raids against the minions of the Wyrm and Weaver in order to recover stores of magic which have fallen into the possession of Leeches, witches, and other Wyrm-kind.

Skywalkers

Skywalkers explore the Deep Umbra, combing the far reaches for spirit allies and for powerful spirits to bind into fetishes. Skywalkers see their travels across the Gauntlet as vision quests undertaken for understanding and for power to defeat the Wyrm. In addition, they search for signs of the spirits of their lost Croatan brothers.

Society of Bitter Frost

The Bitter Frost has given up on peaceful and cooperative measures. They want it all — the recovery of stolen Uktena caerns, powerful fetishes, knowledge, and power — even if that means using the Wyrm's tools to augment their own, or slaying European Garou to reclaim Uktena items of power.

Web Walkers

Close allies with the Glass Walkers, Web Walkers revel in technology, but treat it as a servant rather than their master. Some seek understanding from their connection to the Weaver; others seek healing or a reconnection with city-dwelling kin who might otherwise be lost to the tribe.

Wyld Children

Uktena who forsake their tribe and packs to heed the call of the Wyld, members of this camp wander far into the most remote spots of the world, engaging in private vision quests and inner journeys in order to grow closer to Gaia. They rarely emerge from their secret places, but sometimes will attend a Great Council to deliver some obscure message or warning.

Wendigo

The Wendigo are few in number and closely knit; they could not survive the splintering that some tribes seem built upon. But just as their human Kin have many societies in their tribes — warrior societies, police societies, educational societies, and more — so do the Wendigo gather in some camps. While these groups create many differences of opinion, they are united in their lineage.

Gluskap's Lodge

A curious camp, Gluskap's Lodge works to teach the ways of the humans to the tribe, in order to allow them to better understand their human Kin and the rest of human society. Any breed — including metis — can join Gluskap's Lodge, although the camp is led by homid Garou, the better to teach human ways.

Myeengun's Lodge

Counterpart to Gluskap's Lodge, Myeengun's Lodge serves to teach the tribe more about the way of the wolf. Like its brother-lodge, Myeengun's welcomes any breed, but its leaders are always lupus Garou.

The Sacred Hoop

This camp walks amongst other tribes more than any other Wendigo group, and aids the tribe in working together with the Nation against their enemies. The Sacred Hoop speaks of beauty, youth, and brotherhood among all peoples, and strives to bring the Nation together despite the harsh lessons history has taught them.

The Secret Hoop

Dire times call for dire measures, and many Pure Ones are more than willing to risk triggering the End Times in order to have a chance at driving the Wyrmbringers out of the Pure Lands. The Secret Hoop are all that keep these warlike Pure Ones enthralled in their wary tensions with each other, which is the only thing (the camp believes) that keeps them from turning their full attention on eradicating the Wyrmbringers.

The Warpath

They may say otherwise, but the hearts of the members of the Warpath have been turned to vengeance, and they seek only to repay their sufferings with violence. They are fierce warriors who have done much to protect and benefit their tribe, but when their attention turns to other wolf-changers, they can do as much damage to their brethren as they are capable of bestowing upon the Wyrm.

Pan-tribal Camps

While most camps are limited to members of a single tribe, some breach tribal barriers to form alliances of sometimes unlikely members for a single purpose. Some are open to members of all tribes. Others represent cooperation between members of two specific tribes, and are limited to the tribes of their origination.

Fang Breakers

Militant members of the Red Talons and Wendigo forged an unusual alliance to return control of the Nation over to its fiercest warriors and return to a policy of containment of the human population. They have few allies outside of their respective tribes, as their hostility towards humans offends those who have worked to cultivate strong ties with humanity.

Ghost Dancers

Consisting of both Uktena and Wendigo, this camp reveres and preserves the native traditions of the tribes' Kinfolk, searches the Umbra for spirits of their lost Croatin brothers and sisters, and dedicates themselves to the re-purification of the Pure Lands through a spiritual return to the old traditions.

Lazarite Movement

Some metis will not deny their ambition for the sake of the sins of their parents. The Lazarites seek to bring political unity to metis Garou. Originally founded by a Child of Gaia metis, the camp was quickly adopted by many, including significant numbers of Shadow Lord metis. Their roving bands of the "unclean" descend upon septs and attempt to recruit metis into their movement, or turn them against their homid and lupus brethren. As the War deepens, the Lazarite Movement has begun to gain a great deal of support from the Nation's desperate metis population.

The Outsiders

There is more to the world of werewolves than the Garou Nation and its Black Spiral Dancer foes. Not every lupine shape shifter fits neatly into one side or the other, despite the Nation's wish that it be so. The following are groups of Garou who, for one reason or another, do not hold tribal affiliations with any of the Thirteen Tribes of the Garou Nation.

Boli Zousizhe

The Boli Zousizhe are considered by some to be a China-based faction of the Glass Walker tribe; at the very least, they are a tribe of Garou who are both urban and technological in focus and revere Cockroach. If they were originally part of the Glass Walker tribe, however, the split came thousands of years in the past, as the Boli Zousizhe have their own history. Over time, they have been everything from craftsmen, warriors, and farmers of Pre-Dynastic China to the businessmen, geomancers, thugs, and arms dealers of today.

The Boli Zousizhe are unique among all the Garou in that they have a one-tribe creation myth, suggesting that there were no other tribes in China back in their legendary days. According to their myth, the world formed of two forces of which each was itself two-fold — a yin-yang within a yin-yang. One force was that of life and death, the other of chaos and order. Originally they were tied to one another in balance and substance, but as they split, the Umbra and Earth formed.

In each thing, living or inanimate, every force existed, but no creatures were so perfect as the humans and the wolves. The wolves were the greatest of killers and exemplified perfect chaos, and humans were creators and the most ordered of beings.

According to the myth, five men came forward as greater than all others. The first was Fu Xi, the Ox-Tamer, who learned how to farm the land and make a family. The second was Sheng-Nong, the Divine Farmer, who invented the plough and the hoe. And then Huang Di, the Yellow Lord, who created the bow and arrow, boats, silk, writing, and ceramics. Another man, Yao, created the calendar and ritual. And last, Yu created flood control.

These five great men also fit into the five auspices, and the Boli Zousizhe often hold them up as examples. Yu, who tricks nature, is a Ragabash; Yao is a Theurge for obvious reasons. Fu Xi creates relationships and is a Philodox, Sheng Nong a Galliard, while Huang Di is an Ahroun.

According to legend, thanks to these five great men, the Chinese were remarkably advanced. By 3000 BCE, they had farming, spears and basic tools, animal domestication, excellent mathematical skills, and the ability to carve jade. According to the myth, the wolves saw what the humans had done and saw that they had none among themselves who could match the accomplishments. Turning to Luna, who favored them, they begged her for the chance to do as great things as the humans. And she turned them into Garou.

In amongst the Asian Fera, insect imagery is associated with the Wyrm. As a result, the Boli Zousizhe aren't well received in the Emerald Courts.

Hakken

Some Western werewolves think the Hakken — Garou who follow Grandfather Thunder and dwell in the Japanese isles — are just Shadow Lords in samurai guise. But the Hakken and their world view go far beyond Shadow Lord stereotypes. Their goals are a blend of Gaian philosophy and bushido (the way of the warrior). They are, for all intents and purposes, a unique group unto themselves with only tenuous ties to the Shadow Lords.

The Way of the warrior has several key tenets, followed closely by Hakken:

• **Benevolence and unselfishness** — The Hakken's two swords, katana and wakazashi (collectively called the dai-sho), are the symbol of his authority and rank. To the Hakken, using a sword is a sign of mercy among his fellow werewolves; the dai-sho are far less lethal (to other shapeshifters) than tooth and claw. Wearing the dai-sho reminds the Hakken to check his power and show mercy as appropriate; as a result, the Hakken never bind spirits into their blades. Power is a serious responsibility; to use it judiciously is a wise thing. A true warrior wouldn't turn away those hungry or those in need of his help, nor would he strike without provocation.

• **Straightforwardness** — The idea behind this notion is appearing to be straightforward, unruffled or forthright; however, this façade may or may not penetrate into the layers of a warrior's soul. In truth, most Hakken are deft politicos; a typical outsider would never realize she'd been brutally insulted, thanks to a Hakken's straightforward conversational style. After all, the Hakken are still Shadow Lords to some degree.

• **Wisdom** — A Hakken must know her own strengths and limitations before she can hope to truly know anything or anyone else.

• **Loyalty** — Allegiance and constancy to one's sworn daimyo (alpha or leader) are extremely important to the Hakken. Faced with a choice of either death or betrayal of the daimyo, most Hakken will gladly accept death. To foreswear loyalty is to lose face and honor almost irredeemably. However, unlike human samurai, Hakken are far less likely to commit ritual suicide over minor infractions; a dying race cannot be quite as strict if there are to be any future generations.

• **The maintenance of quality in all things** — From personal appearance to politeness at social gatherings, the Hakken strives for perfection. Vengeance, art, war, or love — no matter what the task, a Hakken seeks to practice it to the highest level of distinction.

• **Eternal obedience** — To the Hakken, the daimyo is chosen — imbued by Gaia with the wisdom necessary to uphold his responsibility. Therefore, the warrior will follow the daimyo's dictates to the utmost of his abilities. If a Hakken feels that she cannot meet his daimyo's orders, she may choose to become Ronin (p. 509). Usually, this is not done, not because the Hakken fears a loss of personal honor, but because he doesn't wish to contribute to the clan's loss of honor, or because the daimyo has lost her ability to be a just and strong leader. In spite of romanticized notions of ronin in film, this isn't a path to choose lightly; being outside the status quo carries serious social repercussions. The Hakken are still werewolves; being part of a pack is still in their nature.

• **Acceptance of punishment for failure** — The Hakken don't offer excuses for mistakes; they take responsibility for their deeds. Often, this means they'll likewise have to accept punishments for their actions. On the other hand, a daimyo who metes out discipline must be just and wise in his chastisement.

• **Acceptance of a just fate for injustices done to others** — This is karma; if a Hakken makes someone else suffer unfairly, one day he'll get his just reward. On the other hand, some acts of injustice may be necessary due to a command by the daimyo. The Hakken must weigh his loyalty and obedience against his karma in such cases. Again, if the matter involves mere personal suffering or loss of honor, the Hakken will fall to the will of the clan and daimyo every time.

Dedicated to protecting both the lands and peoples of Japan, the Hakken became isolated from the rest of the Garou Nation during the Edo period. Eventually, they drifted away from their ancestors' tribal structure, instead imitating feudal Japanese mortal culture. Unfortunately, in this process, their wolf kin were neglected, becoming fewer and fewer with every passing year. Eventually, the lupus Hakken dwindled so much in number that they (and their extremely rare wolf kin) dwell only in the extreme northern Islands. A few homid Hakken realize that the loss of their wolves will cause dire consequences, but — due in no small part to their intolerance both of change and of outsiders — their options are difficult and limited.

Unlike in the Western World, the Hakken do not alienate themselves from Eastern Fera. Where the Garou have their Nation formed entirely of Garou Tribes, the Hakken belong to the courts of the hengeyokai, which include other Fera as equals and peers.

Kucha Ekundu

Long ago, a pack of Red Talons asked the Mokolé of what is now Africa for the right to dwell in those lands. The Dragon Lords agreed but tasked the Talons with taking up the responsibility of protecting and strengthening their canid cousins who dwelled in those grasslands. Today, those Talons are called Kucha Ekundu, and they run the vast plains of Africa. Their numbers are small, having been ravaged by disease, but they are rebuilding.

The Kucha Ekundu are true Talons even if they are not true wolves. The African hunting dogs, small and brindled in ways that no wolf in the world has seen, face many of the same threats from humans that wolves do. Cars, poachers, disease, and poisons claim many of them, and shrinking habitat also endangers these predators. However, the Red Talons defend these new Kin as fiercely as they do any European or American wolf, protecting them from humans and Wyrm-creatures alike. Although they welcome Talon visitors at their Caern of the Bloodied Rock, true wolves are often uncomfortable in the climate, and their "native tongue" differs somewhat from what the rest of the tribe speaks.

African hunting dogs are slightly smaller than wolves, and hunt in a vastly different fashion. While wolf packs use smell to track and stalk their prey, hunting dogs use sight and do not pay attention to wind direction. Wolves tend to hunt under cover, but hunting dogs simply charge their prey, relying on their speed (up to 35 mph/56 kph for more than a mile) to bring down prey. They don't fight over kills, but rather allow young and disabled pack members to eat first. They are very affectionate toward each other, and although they have a hierarchy, it isn't as firmly established (or at least not as obvious) as that of wolves. Red Talons descended from African hunting dogs therefore make the following alterations (pending Storyteller approval):

Attributes: In Lupus form, add +3 to Dexterity but no bonus to Strength. Pursuit difficulties drop by one.

Senses: Perception rolls based on scent only receive a –1 difficulty, rather than the usual –2. Rolls based on sight, however, have their difficulties reduced by two.

Pure Breed: No Kucha Ekundu may have a Pure Breed score higher than three.

The Kucha Ekundu respect the Silent Striders almost to the point of reverence. This is likely because on the flatlands of Africa, catching prey is as much a matter of speed as endurance and teamwork, and no one beats the Striders in a foot race.

While the Kucha Ekundu follow Griffon as their tribal totem, they are often inclined towards Lion as a pack totem. Normally, Lion is very hidebound and tradition-

oriented, but when he acts as a Talon pack totem, "he" exhibits "his" more predatory side (which means that Lion as pack totem is actually often female, as the lionesses do most of the hunting). Natural Cape hunting dogs and lions don't really get along, but then, neither do wolves and wolverines.

Siberakh

A combination of Silver Fang and Wendigo genetics, the Siberakh are not acknowledged as a sovereign tribe, nor do they have a voice in the Garou Nation. The Wendigo respect them and afford them the solitude they have chosen to live in while the Silver Fangs — especially those within the former Soviet Union — deny their existence outright or, at best, consider them a camp of dirty-blooded ronin. Of those who know of the Siberakh's existence, many believe that they are Gaia's ace in the hole where the War of Apocalypse is concerned, representing the purity of heart of the Silver Fangs, and the untamed ferocity and sheer strength of the Wendigo, combined with none of either tribe's weaknesses, prejudices, or dementia.

The truth of the matter is that the Siberakh want nothing to do with the Western Concordiat, preferring to answer only to themselves and serve their goddess in their own way and by their own means. If it is Gaia's will that the Siberian sub-tribe leave their homeland to fight Her war on other fronts, then perhaps one day they will. Up to now, however, the Siberakh have made no gestures towards such an endeavor, nor do they choose to communicate with other werewolves.

Their caerns are not open by moon bridge to any others anywhere in the world, and finding the Siberakh is an epic undertaking in and of itself. Siberia is a very large place. It is assumed by those in the Nation who know of the sub-tribe that they are busy tending to business in Siberia that the Silver Fangs either view as beneath them or are ignorant of.

Siberakh have almost all the spiritual advantages (including a sense of righteousness) of other Garou, without the obstacles posed by Garou Nation politics. They are the werewolves of the Siberian wilds, classic monsters of the wild places. They are very few, and have no greater support network to back them up.

SABLE

Background Cost: 5

Sable, a Totem of Respect for the Siberakh, is the invisible hunter in the snowdrifts. She is the small survivor, strengthened by her surroundings and tempered by her solitude. Sable represents the unexpected huntress and the survival of the fittest against the harshest of odds.

Traits: Sable's children gain one dot in Survival and two dots in Stealth. Each pack member's Dexterity is increased by one permanently, and he can use the Gift: Call the Breeze once per day. In addition, Sable packs are completely resistant to the effects of extreme cold for the purposes of lethal damage.

Children of Sable are regarded as allies by wind spirits and can speak to them freely without the Spirit Speech Gift. However, Falcon's spirit brood views all Children of Sable as dishonored, half-breed savages and under no circumstances will Falcon's brood communicate with a Siberakh, or abide a Siberakh's membership in a pack that he has chosen as his own.

Ban: Sable relies on her children to protect her lands; therefore, no pack with Sable as their totem may cross the borders of the Siberian region for any reason.

Siberakh begin game play with 4 Willpower and may not take the Allies or Resources Backgrounds. Additionally, it is advised that Siberakh characters take at least one dot in Survival, given the brutal nature of their homeland.

Ronin

The Garou are in a constant state of warfare, besieged on all sides and on many different fronts by an almost endless roll of enemies, many of which represent the complete and total destruction of everything that the Chosen of Gaia hold dear.

While most Garou are psychologically and spiritually suited to take up arms against the corruption of the Wyrm and the cold and calcifying assimilation of the Weaver with the rest of the Garou Nation, some — a small minority indeed — never are. For some, the ways of the Garou create a conflict within the soul that cannot be resolved through adherence to dogma or inner reflection. For them, the blood dripping from the claws of their ancestors is not a symbol of the righteous cleansing of dark evils, but a tainted legacy that has blackened their lives; the blessings Gaia offers are more a curse than a birthright.

For these few and far between, the only answer is to choose a road separate from the rest of werewolf society in search of a destiny which is not bound to the Great War their brethren fight. They take the cross of their existence upon their own shoulders and walk away from Garou society forever. The Garou word for these wayward werewolves is Ronin.

Ronin has another meaning as well — or rather there is another route to that status-less state. Not all who choose the Ronin path do so of their own free will. When a Garou has committed misdeeds so heinous or with such frequency that scandal, throating, and punishment rites are not sufficient to deal with them, she may be banished from the Nation entirely — forced into a Ronin existence whether she chooses it or not.

In some ways, the life of a Ronin is a life free of the yoke of Garou responsibility; the world becomes a far different place for a werewolf with no pack, sept, or tribe. Political intrigue exists for the Ronin, but only to the degree that the Ronin seeks it out (or that it seeks him out). Because of a complete lack of the social boundaries that would normally retard such associations, the werewolf can attempt to strike deals with other supernatural entities such as mortal wizards and immortal vampires. Without the responsibility of a higher cause that might be endangered, the Ronin can do what he likes in the knowledge that the only one he puts at risk is himself. To some degree, a Ronin is free. For the most part, however, the life of the Ronin is one spent

THE ENEMY OF MY ENEMY

While some Ronin flee the Nation in an attempt to avoid being a part of the Great War, the Garou's enemies are unlikely to see them as conscientious objectors. While a single Ronin may present a less visible target than an entire Sept, they also lack the defenses that membership in a tribe or caern can provide.

Some enemies of the Garou try to recruit Ronin over to the other side, feeling the nomadic shapeshifter has already done a large portion of their work for them in leaving the Nation. Others might toy with him, using a (relatively) weak, solitary werewolf as practice for hunting those who run in larger groups.

Regardless, while a Ronin may be attempt to ignore or avoid the conflicts that are part and parcel of membership in the Garou Nation, it is unlikely that those conflicts will return the favor.

in spiritual, as well as physical, exile from everything that makes him who and what he is.

To Play Or Not To Play

From a player's perspective, the life of the Ronin character is one which should not be chosen lightly. The obvious complication that playing a Ronin will bring to the table is the complete and total lack of Garou allies of any sort, save perhaps other Ronin that your character might encounter in her travels. Werewolves act best in numbers and as a cohesive unit — but not just for the sake of being an overwhelming force of nature in combat. The fellowship of brothers and sisters in arms and in philosophy makes the life of the average werewolf somewhat more livable. They're never too far from someone who feels and understands Rage, and who can honestly relate to any dilemma another of their number might feel.

Not so for the Ronin. The Ronin is alone, totally and completely. She has no spirits to guide her on either side of the Umbra. There is no healer available to soothe or dress her wounds after combat. No mentors will volunteer to supervise her advancement through the ranks of Gaia's army, or take her on as a protégé. There are no Kinfolk shoulders to cry on for the Ronin on the nights when the anger burns inside and the taste of human blood in her throat drives her to despair. Humans, wolves, and especially werewolves are pack animals. The social drive to be among others of one's kind and to run in packs outweighs the desire for solitude and life on individualist terms.

From a practical perspective, this means that playing a Ronin werewolf in a game where the other players are playing Garou of the Nation will set one player apart from the rest; the ultimate violation of the "Don't split up the party" rule. Ronin will rarely be welcome to interact with a sept, will not be trusted on a caern's bawn in anything but the most unusual circumstances, and interacting with a Ronin is likely to bring suspicion or shame to the rest of the players' characters. This may work for a few game sessions, or with a player who can only attend occasionally, but Storytellers may find it difficult to balance canon and provide positive game experience for all their players when trying to integrate a Ronin into a Werewolf game that focuses mostly on characters of the Garou Nation.

One option, should players wish to explore Ronin existence, is for the game to be focused on a group of Ronin who have banded together in a Shame (p. 511). This will bring its own challenges (as noted in Living and Learning below) as septs discourage Ronin from working together anywhere near their territories. However, by forming a Shame, the group can stay together while still exploring many of the themes inherent to Ronin Garou.

Another situation that can be used for a player who wants to explore Ronin themes is to run a one-on-one chronicle with a Ronin character and the Storyteller. However, even players who function more comfortably alone in a roleplaying setting may lose out on a lot of the experience of **Werewolf** by choosing the life of a Ronin.

Playing a Ronin

A few things are of paramount consideration in creating a Ronin character:

Spiritual Vacancy: Ronin are what they are for one of two main reasons: either they have chosen the rocky and perilous road they walk at their own risk, or they have committed a crime so serious that they have been banished from Garou Society forever. When a Garou walks away or is cast out from his tribe (and the totem spirit that has chosen that tribe) it is almost as if a part of her soul is lost as well. Many spirits will not cooperate with Ronin for many reasons, and some — depending on the situation surrounding each individual Ronin's creation — are outright hostile, if not violent.

For a spirit to deal in any way, shape, or form with a Ronin is to share in the shame of the Ronin's existence. This is a pill that few Umbral denizens are willing to swallow. In short, when she turns her back on her tribe (and, symbolically, Gaia), most sprits turn their backs on her. Most Wyld-spirits and some Triatic spirits, however, care less for Gaia than for their own agendas and desires. While pack and herd animal-spirits certainly shun the Ronin, more solitary animal-spirits may be sympathetic to the needs of the Ronin and treat her as somewhat of a kindred being. Spirit members of a Tribal Totem's brood, however, will afford the Ronin little or no consideration.

Loss of Renown: Renown is used in Garou society to determine a werewolf's standing within the Nation. For a Ronin, there are no songs sung of their glory or accomplishments; only shame and regret exist in their places. Without renown and a name in Garou society, other werewolves regard the Ronin as little more than a warm-blooded animal.

Lack of Growth: In addition, where there is no Renown, there is no advancement in rank. Where there is no advancement in rank, compounded by a virtually complete lack of spiritual communion, a Ronin can learn no new Gifts, except under extremely special circumstances. The Gifts she possesses at the time of her departure are likely the only Gifts she commands for the duration of her life.

Pariah: The Nation views the problem with the growing number of Ronin Garou not just as a simple inconvenience. Ronin weaken the Nation by leaving its ranks and, in many cases, fall to the Wyrm more easily than their non-Ronin counterparts. Thus, as a pariah, a Ronin can be considered an enemy of the Garou Nation as a whole. Many Garou hunt and destroy Ronin in an

effort both to gain Renown and to prevent any collateral damage that a werewolf falling to the Wyrm might bring about. While a Ronin's former sept might be content with casting her out and erasing her from their history, others within the Garou Nation have no reason to be so lenient.

These are the risks that face the Ronin every single minute of her life. There is no glamour in loneliness, and the adventures that might befall a Ronin on any given day are far from cinematic. Most Garou cannot survive the severance from the Nation. Those that do not fall into the slow wastrel's death of Harano are easy prey for the forces that serve the Wyrm. However, some Ronin do survive, and a small number of them quickly become very good at living their lone wolf lives.

Living and Learning

While it is difficult for a Ronin to learn Gifts, it is not impossible. While the tribes loathe the practice, some Ronin manage to teach each other Gifts in exchange for valuable consumables such as silver ammunition, talens, and, in many cases, money to get from one bus station to the next.

This takes time, however, and it is never a good idea for a Ronin to spend too much time in any one place... especially in the company of another Ronin. The tribes can be intolerant of such associations, and downright unforgiving where the exchange of Gifts between two Ronin is concerned. A single Ronin, stunted by being cut off from the Nation, doomed to wander endlessly, is like a single feral dog haunting the edges of a town — undesirable, dangerous, but nothing that couldn't be put down if it got too bold or aggressive. A pack of wild dogs, on the other hand, is more likely to be seen as a threat worth dealing with here and now. Ronin who draw attention to themselves by running in groups or attempting to create any sort of structure or organization to their status outside the Nation are drawing a target on themselves — one that their former associates are often all too eager to pull the trigger on.

Not all Ronin are content to drift aimlessly, picking at the scraps of society, however. Driven by desperation — or a violent nature that demands appeasement — some Ronin resort to lives as mercenaries for hire.

Hyenas are Ronin who hunt rogue werewolves for septs other than those that they have abandoned or been cast out of. By doing another sept's dirty work and allowing them to keep their own hands clean of fratricide, a Ronin can barter for supplies, tolerance, or even, rarely, education in Gifts that may give her the ability to eke out a life for herself for a little while longer. While a Hyena's life is a dangerous one, the reward of being taught Gifts as a bounty for the hide of an offensive Garou criminal is an exceptionally tempting option for a Ronin.

Payment may include instruction on low level Gifts, but a Hyena is still regarded as an outcast, if not a traitor, by any sept she will work for. Some payments, regardless of the service rendered, are just taboo. Her chances of earning any sort of fetish for her own use is less than nil; even if a sept were to be so unwise and dishonorable to agree, it is unlikely the spirit bound to the fetish would not see this as a violation of their contract and seek revenge on both the Ronin and their former owner.

However, it is not unheard of (although it is somewhat uncommon) for a sept to *lend* talens, fetishes, or other artifacts to the Hyena to help her achieve her bounty, especially if she has previously served them in the past without betraying their trust. However, this extension of trust will surely spell out her doom in the event that she fails to obtain the bounty she has agreed to hunt or return a sept's artifacts to them. Many septs have absolutely no issue with ending the life of a Hyena who fails to deliver.

Shames and Redemptions

A Ronin's life is a grim one. However, beneath the carnage wrought by claws, fangs, and fury, **Werewolf** has always been a game about something more inspirational and enduring: hope. Despite the odds, despite the foes, there is always hope, and the Ronin are no exception.

The majority of tribes who create Ronin (or allow Ronin to walk away from them) keep very good tabs on them. Whether by means of spirits, mystical tattoos, or communication with septs known to employ Hyenas, this is done in the hopes that one day the Ronin will return to her tribe and seek redemption from her totem spirit and her brethren. Unsurprisingly, this rarely happens. True changes of heart are rare, even amongst those who have experienced the hardships of Ronin life, and amongst those few who would seek redemption, most are not up to the challenge of trying to prove themselves to the tribe they have abandoned or been cast out of. Those rare souls who succeed often credit their Shame for supporting them in their efforts.

Shame and Pride

Shames (sometimes referred to as prides by the Ronin who forge them) are rag-tag packs of Ronin who band together for mutual protection and companionship, and to make an attempt at the reclamation of some of what they have lost — through redemption, stealth, or force.

While joining a Shame benefits the Ronin involved in many ways, the practice of their forging is something that puts the Garou Nation on edge. Much like a pack of wild dogs, a Shame presents a larger potential for harm should their desperation or ill intentions turn them on the "civilized" folk nearby. While a Shame may be the Ronin's greatest possibility of having the support, encouragement,

and sheer strength to tackle whatever glorious act might earn them redemption, they also could be the start of something the Nation would not approve of: a hive, should they fall to the Wyrm, or — perhaps even worse — the beginnings of a Ronin Nation that offered Garou all of the conveniences and benefits of the Nation without tying those privileges to their sacred duty and sacrifice. Such a happening would surely be a major blow to Gaia's forces, and no dutiful sept could allow such a possibility to evolve.

No matter which of the myriad reasons they use for justifying it, any sept is likely to regard the movement of a Shame onto their bawns as an act of aggression. Regardless of the Shame's intent, they are likely to find their presence answered with an attempt to neutralize the Shame in a "shoot first, ask questions later" mentality.

Creating a Ronin

Ronin are created just like any other werewolf. When the character is banished from her tribe or chooses the life of the Ronin, her Renown effectively freezes. The Ronin may keep any Gifts that she learned before becoming Ronin, but she has no Rank within the Garou Nation and no ability to gain additional Renown. She does not lose her Willpower, tribal weakness (if employed by the Storyteller), or any of her Backgrounds, but also cannot benefit from any advantages that might be inherent to the tribe of their birth. If the Ronin is lucky enough to ever be adopted by another tribe, she enters her new tribe as Rank One and receives the reduced cost for Tribal Gifts of that tribe. In that situation, however, she can no longer buy her original tribe's proprietary Gifts (i.e., ones only taught by that tribe or their totem's brood) regardless of the cost.

Skin Dancers

One of the most often overlooked threats to the Garou Nation is the ever-increasing number of Kinfolk who, driven by feelings of inferiority and resentment towards their Garou relations, turn on their families. These Kin are motivated by vicious desperation, hungry for a birthright they feel has been denied them: the First Change.

For centuries, Garou turned a blind eye to the discontent of these Kin; there was nothing the Kinfolk could do but complain about the unfairness of it all. There's no way for a Kin to become Garou, they knew. Gaia alone can create a new shapechanger.

They were wrong.

The first of the Kin to successfully uncover the road to a stolen werewolf nature was Samuel Haight, a Child of Gaia Kinfolk whose blasphemous discovery earned him the title "the Skinner." Unsatisfied with being denied what he felt was his rightful heritage as a shapeshifter, Haight trav-

eled the world, poring over occult tomes and observing strange rituals, searching for some way to seize for himself the power of being Garou.

Finally he succeeded. He discovered the Rite of Sacred Rebirth: a rite designed for Kinfolk to become werewolves themselves. All that was required for the rite to work was the skins of five Garou — and Haight got them. Although he was eventually slain, the Skinner's legacy lives on. Several Kin have now managed to steal enough skins to make themselves shapeshifters, and they continue to find new recruits and teach them their ways. Although connected no tribe of Gaia, they nonetheless gather together to gain the strength of the pack, hoping to someday attain the full heritage of a true Garou tribe. They are the Skin Dancers.

Inside Job

No one knows a werewolf better than his own blood. This fact in itself makes Skin Dancers the perfect natural predators for Garou. With the noted exception of the Black Spiral Dancers, there are few beings in the Tellurian that know more of Garou secrets, lore, and inherent weaknesses than Kinfolk. When the Urge of Corruption whispers malice to the hearts of resentful Kinfolk and ignites the spark of familial hatred from inside a potential Skin Dancer, the foundation for a life of obsession and fratricide is laid.

Because of their inherent antagonism towards Garou, Skin Dancers are even more difficult to work into a standard Gaian chronicle than Ronin. Still, they enjoy the autonomy of a Ronin with a greater potential to gain spirit allies (unsavory though some of them may be), and therefore present an interesting option for a chronicle that's very different in feel from a standard **Werewolf** game.

Character Creation

There are essentially two ways to create a Skin Dancer character. The simplest way is to bring the character into play after the rite, by creating a standard Werewolf character, with a few exceptions. The character begins play with only one Level One Gift, although this can be taken from any breed, auspice, or tribe list, even the Black Spiral Dancers' (presumably the character has bribed some spirit to teach him a Gift). The character must buy the requisite five dots each in the Knowledge: Rituals and the Background: Rites to represent his knowledge of the Rite of Sacred Rebirth. He may not buy the Ancestors, Pure Breed, or Spirit Heritage Backgrounds.

Many Skin Dancers live on the periphery of human society, the better to lie low, and so possess strong ratings in Survival, Crafts (with focuses on metallurgy, taxidermy, gunsmithing, or fletching), Stealth, and Firearms. Skin Dancers begin with 4 Willpower, and all are technically homid (thus beginning with 1 Gnosis).

The second way to create a Skin Dancer character is much more involved, but ultimately more rewarding. This method begins with creating a Kinfolk character as described in this Appendix, and then roleplaying through at least one werewolf hunt (preferably all five) to gain the skins necessary.

Before attempting to enact the ritual, the character must have 5 dots in the Rituals Knowledge (by any combination of character creation, freebie, or earned experience points expenditures), and spend 10 experience points for a pseudo-version of the Rites Background. If the rite is successful, those experience points will equate to five dots of the Rites Background for the new Skin Dancer character (but with the Rite of Sacred Rebirth as the only "free" rite learned.) If the rite is unsuccessful, the experience points are lost, and the character must re-acquire 10 experience points (not to mention the pelts and other physical components of the rite) before it can be attempted again.

RITE OF SACRED REBIRTH

Level Five

This blasphemous rite allows a Kinfolk to transform himself into a Garou, but only after the successful acquisition and preparation of five Garou hides.

System: Each of the hides must be taken under the same lunar phase; if the first werewolf slain by the Skin Dancer was slain under a gibbous moon, all subsequent hides must be gathered under a gibbous moon for the rite to be enacted successfully.

The final ceremony of the rite must be conducted under a moon that matches the phase under which the hides were claimed and preserved, and must conclude exactly an hour after it is initiated.

The ritemaster rolls Wits + Rituals against a difficulty of 9. Only one success is required for the transformation, and there is no known rite of reversal once completed successfully. If successful, the preserved, stitched hides of the slain Garou meld onto the ritemaster's body, permanently becoming a part of the ritemaster's body and spirit.

Unless the Garou who were slain by the ritemaster gave their lives to him willingly, the Wyrm will grievously taint the ritemaster.

SKIN DANCER TOTEM: MINOTAUR

Background Cost: 6

Minotaur is the embodiment of the man that becomes the beast: the sentient being who craves animalistic power. He respects strength and holds contempt for the weak, and thus has come to favor the Skin Dancers, who parlay a small strength into a much greater one. Although not a direct servant of the Wyrm, Minotaur bears a faint touch of Beast-of-War's taint. He hates and envies Pegasus, particularly her high status among other Gaian spirits. He is misogynistic to some degree, although a strong female Skin Dancer can earn his respect in ways that a human female never could.

Traits: Minotaur places his children in contact with spirits that can teach them Gifts, and thus his children can learn most Gifts of Rank Three or lower (at out-of-tribe costs, of course). He also grants each of his children an extra dot of Stamina and an extra dot of Survival.

Ban: Minotaur demands that his children hurt and slay any of Pegasus' children that they meet. They do not have to exact Minotaur's vengeance immediately, but they can never let a Black Fury or other werewolf who follows Pegasus live in peace.

Once the character successfully performs the rite, he becomes a Skin Dancer — in essence, a pseudo-Garou — and gains the ability to shift forms, step sideways, regenerate, and the like. He loses any Pure Breed he possessed as a Kinfolk, and cannot purchase the Ancestors Background.

Learning Gifts

While the totem-spirit broods of Gaian Garou will refuse to work with or assist the Skin Dancers in any manner, the Skin Dancers have, in the past, forged alliances with Banes and unassociated spirits with a modicum of success. In some cases, the Storyteller may opt to allow Black Spiral Dancer Gifts to be learned by Skin Dancers. While this is perhaps not the most desirable of arrangements for the Skin Dancer or, in fact, for the Banes involved, it is the most readily accessible avenue to spiritual power for the mock-werewolves.

Skin Dancers have no rank, but the sort of spirits that instruct them can be convinced to teach them higher-level Gifts at an additional cost. Skin Dancers buy all Gifts (other than those specifically listed as Skin Dancer Gifts) higher than Level One at a cost of Gift level x 6.

Skin Dancer Fetishes

The following are a few optional fetishes that Skin Dancers (or disgruntled Ronin allies) might find useful in their arsenal.

Goblin Eyes

Level 3, Gnosis 5

This fetish is normally created using a pair of face-fitting sunglasses or protective goggles. The goggles are smoked completely black by the soot released from the burning of a wolf cub skeleton and then bound (normally forcibly or via blackmail) with an owl-spirit.

When activated, the wearer of the goggles gains the ability to track Garou movement via residual traces of their Gnosis signatures through virtually any terrain (even water). However, this fetish will not allow its wearer to track a Garou camouflaged by supernatural means.

Meatsuit

Level 4, Gnosis 6

This fetish is normally created from the patchwork "practice stitch" suits of human flesh that are used by a few potential Skin Dancers to perfect their mastery of the "art" of flaying and tanning the hides of large creatures. The Meatsuit is woven with authentic catgut, preserved and tanned in a marinade of human fat, and finally bound with a Bane of deceit once complete.

When activated, the wearer assumes the appearance, manner, height, weight, build, and even eye color of a various combination of the victims who once inhabited the flesh quilt. Genetic details such as hair, saliva, and fingerprints also change. The number of total hours that the Meatsuit can maintain the charade is equal to the wearer's permanent Gnosis rating.

Moon Trap

Level 5, Gnosis 7

This fetish is created through the use of a normal wolf or bear spring trap. The trap is bound with a corrupted Lune and then plated in sterling silver. The full effects of the trap are determined by the phase of the moon that the trap is created under. Any Garou unfortunate enough to spring the trap takes 4 health levels of damage (treat as silver). However, if the Garou's auspice matches the moon phase in which the fetish was created, she also loses all of her temporary Gnosis.

RYAN SPENCER '12

Afterwords

My Own Prophecy of the Phoenix

I went by the old office last weekend. I mean the office that housed White Wolf when I moved to Atlanta to take custodianship of the brand-new Werewolf: the Apocalypse line way back in 1992. Back then, we only had half the building (we later took over all of it). Lots of crazy, deadline-wracked madness went down in that place. The building is now home to a fireplace renovation business. It's nice to know that the people there are tending other people's hearths.

I've got a secret to tell about my encounter with **Werewolf** from before the game really existed. I've never written about this, because it's all rather strange. I didn't even put the pieces together and realize what had happened until many, many years after the event. It's all so compellingly synchronistic, in the Jungian sense, that I might as well use this time — twenty years on — to share.

While I was writing **The Hunters Hunted** for **Vampire**, before the who and what of **Werewolf** had been worked out by Mark, Sam, Rob and the rest of the gang, I had my first acid trip. I had previously avoided mind-altering drugs, even though many of my friends were experienced psychonauts, but I finally decided to bite the silver bullet and give it a shot. While it never reached a Lucy-in-the-Sky-with-Diamonds level of visual weirdness, the evening took on a meaningful and revelatory aura.

Our gang of trippers decided in the middle of the night to take a walk. As we got deeper into the maze of backstreets of Richmond's Fan district, we encountered less people and soon the streets were empty of anyone but us. When we hit Boulevard, a prominent thoroughfare running past the Museum of Fine Arts, the place was disconcertingly deserted. A fog had descended — I kid you not — and we were alone on a street that, even at that hour, should have seen some traffic. It was eerie.

Only much later did I realize that I had been in the Umbra.

I'm not joking. It was exactly what stepping across the Gauntlet into the Penumbra would have been like at that spot. Rationally, it sounds ridiculous, but on acid, I was in a deeper reality.

This wasn't the end of my prophetic introduction to the world of the Garou. After everyone else decided to crash, I walked across the street to my own apartment. Sleep wasn't happening, so I wandered about checking things out in my altered state. At some point, I thought it might be cool to stare into a mirror. As I looked at myself, my face began growing fur and a dog's nose — just like Lon Chaney Jr. in *The Wolfman*.

I swear I am not making this up. This was months before I knew I would be involved with **Werewolf**.

But that wasn't the end of it. I just had to keep looking. As Nietzsche said, if you stare into the abyss too long, it stares

back. I felt the most existential dread I had ever known by simply looking into the pupils of my own eyes in the mirror. A deep sense of horror and nihilism overwhelmed me. My trip had become a Bad Trip.

I had somehow stumbled into the Black Spiral Labyrinth.

I was lucky — I had a pack. I went right back across the street and found a still-awake compatriot who knew how to talk me out of my nightmare.

In that one-night acid trip, I had viscerally experienced three major elements of the game world I would spend the next few years developing. Oh, I know this could all be written off as apophenia — imposing meaning on randomness. But still, it's awfully coincidental to the path my creative life would take. Makes you wonder.

Twenty years later, what does all this mean? For one, I think the answer to the question "Where do you get your ideas?" is far from simple, and two: Don't go into the Umbra without packmates.

Bill Bridges
Stone Mountain, GA

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It's funny how the game that shapes your entire life is one you never see coming.

I was in college when the World of Darkness hit. My gaming circle looked at the planned release schedule in the back of **Vampire** and started divvying games up in advance. "I'll run **Vampire**," said one friend. Others claimed **Werewolf**, **Mage**, **Ghost**, **Faerie**… I can't recall which one I thought I'd run. We never played them all before graduation, but we did spend some time kicking around with **Vampire** in which we played the sort of characters many people would condemn. (Ask me about my Flaw: Haunted sometime if you want to be deeply disappointed in me.)

Flash forward a couple of years. One of my best friends ever, Kathleen Ryan, had wound up interning at White Wolf, and then working for them. She arranged for me to get an editing test, and soon I landed an open editor position at the company that'd provide me with some of the best friends I ever had, including the one I wound up marrying. Then Bill decided to move on, and I got nominated to take over **Werewolf**.

The interesting thing is that I had originally kind of set aside **Werewolf** as a focus. In all honesty, the idea of mandatory breeding for the good of the species was something I found repugnant — it smacked of eugenics and horrible men doing horrible things for the sake of an "heir," things I have always associated with antagonists. But then there was everything else. And I mean *everything* else.

There was the focus on animals, both biological and mythic. This was a setting where knowing carnivore biology was useful, particularly if you could also back it up with animal mythology — where Bernd Heinrich's *The Mind of the Raven* stood alongside Pacific Northwest myths about Raven-the-trickster.

There was the embrace of other cultures. Even when it was focusing on European-origin cultures, it went all over the map: Russian and Slavic and Greek and Nordic cultures asserted themselves, shoving aside the English and French and Italian prominence that you usually see in American works. Of course, there were plenty of cockups in the presentation — but working on **Werewolf**, I got to actually experience a wider world through contact with the fans. Freelancers in England and Australia; fans from Germany and Brazil who'd email me; the ability to reach out on the Internet and ask for advice from people halfway around the world.

And of course, there was the focus on ecological and environmental concerns. The other guys at the office liked to joke about me being a hillbilly from "Skemp Mountain" — but I was always proud to have grown up in a rural area. Sure, we had our benighted ignoramuses, but there was also the land — forests in autumn, snow on the mountaintops in winter, buds and flowers in spring, warm showers in summer. **Werewolf** was a game that cared about that. Yeah, it played out well in the cities — but at its heart it's a game that says the places an hour away from a bar scene, even an hour away from a gas station, they matter.

All these things were there. The issues about the eugenics and forced breeding were still present (and worth addressing), but when I held the whole of the line in my hands, it was like holding the world. **Werewolf** contains immensities: human frailty and hope, responsibility to the land as well as your people, cities and wild lands, the material and the spiritual, history and mythology, culture and counterculture. It's transgressive and tradition-minded, liberal and conservative, faithful and iconoclastic. If you spend any time looking at it at all, you will find something of yourself in there. I would argue that more than any other World of Darkness line, **Werewolf** encompasses the world — larger than humanism, larger than civilizations, larger than spirituality. It's about *everything*, and why everything matters in its own way.

You can't run a **Werewolf** game (or a line) without learning a lot along the way: science, myth, culture, all sorts of things. Even after all these years, I feel that I've only done a very little bit, and worked with an army of giants. It makes me humble, and reminds me how much I have yet to learn — and I couldn't be prouder to have been a part of that.

Ethan Skemp
Lilburn, GA

• • •

As I sit here atop Arthur's Seat, I've got pretty much all of Edinburgh in front of me. I come up here when I need to get some distance from the streets and buildings; even though it's part of the city, it still feels wild enough that it's an appropriate place to think about **Werewolf**.

The world's changed a lot in the last twenty years. Society no longer fears the looming millennium, but that fear's been replaced by a growing sense of powerlessness. We're more connected, thanks to the massive penetration of smartphones and social networks, but we're more isolated than ever from the people we meet face-to-face. People who don't remember the Exxon Valdez know all about the Deepwater Horizon. Companies set up

corporate shell games to avoid paying their share or treating their workers like human beings. Governments preach hatred of the poor and downtrodden as a smokescreen for their own corruption.

I probably have a different take on **Werewolf** to a lot of the people who wrote it, because I grew up in the north of England during the 1980s. I watched people losing their jobs because of ideology and rhetoric. Politician after politician mired themselves in scandal and sleaze but nothing changed and nobody seemed to care enough to do something — anything — about it. I was angry, but I didn't have a direction for that anger.

When I was fourteen, a friend introduced me to **Werewolf: The Apocalypse**. The first thing that grabbed me was the very powerful image of doomed heroes throwing themselves into the maw of the beast, but that was just the surface. **Werewolf** was — and is — an explicitly political game. It says "Doing these things is corrupt," it gives corruption a face, and the game gives its protagonists a sacred duty to kick the shit out of said face of corruption. Yeah, that spoke to me.

It took me a while to realize the great tragedy behind the Apocalypse. It's not that the Garou can't win. You can still tell a story of heroism and triumph if everyone dies in the end — just look at Beowulf. The Garou are, by their very nature, incredibly good at killing things. But killing people won't save the world. Doesn't matter how many oil company executives you tear to shreds, or if you can reduce every corrupt politician to chunky salsa in a single night. Someone else will always step up, because you can't kill an idea — and that's without feeding spirits of pain and murder with such wanton violence.

Despite pointing out the tragic angle in **Werewolf**, I don't want to end on a downer. Direct action is a good thing, whether it's violence in the game or protests and marches in real life. It draws people's attention to the problems you see in the world. If it's done right, you can slow those problems long enough to work out a lasting solution. That's very much in theme for **Werewolf** — though the best way for the Garou to stop a problem usually involves more violence.

Werewolf: The Apocalypse is very much a game about the highs and lows of trying to change the world. That's why it speaks to me, and that's why I'm so excited to take the game forward.

Stew Wilson
Edinburgh, UK

Werewolf taps into something primal. Not just in the sense that the characters are part wolf, but in that it touches on one of our strongest urges — to have something great to die for.

Vampire was unique in that your worst enemy was yourself, your own beast and vice. **Werewolf** took a different tactic — you were a beast who railed against a world so utterly corrupt that the Apocalypse had become inevitable. Instead of giving up, though, you stood with Gaia's warriors, refusing to concede.

It drew equally from the black heart of the World of Darkness and the core truth of what it means to be a hero. It's no wonder why, then, that its legacy has endured over 20 years.

Ric Connely
Chairman, Mind's Eye Society

Starting a new game can be tough sometimes; grasping the system and meeting the other characters can be jarring. **Werewolf** encourages players to help each other out and build a sense of community simultaneously. It quickly becomes more than just a game, your pack becomes your family and you learn to rely upon them as such. Hearing about W20 gets me excited to know that not only will a system that I love be honored, but it will also provide opportunity to those who haven't experienced it to look at a game that challenges how they think about gaming.

Caity Grace
OWbN Girls

Information about White Wolf redoing old World of Darkness stuff was like a bright sign: "Behey, You weren't there to participate with the classic WoD lines from the beginning, so this is your second chance. Don't screw it up". The idea of these ultra-complete compendium-books was something almost from the dream — all clans and tribes revealed and explained, all dread powers cataloged and described. All in user friendly, not metaplot-heavy deluxe editions with the greatest WoD artists and writers involved. When with Polish WoD fansite Asylum we launched "The Werewolf Month" to celebrate a W20-event — it was madness. Within a few hours we had 10 guys willing to back the project. After many years **Werewolf: the Apocalypse** still lives.

Jakub "Behalior" Roczniak (Krakow, Poland)
W20 Project Coordinator for Asylum,
Polish WoD Fansite

Back in high school, I discovered **Vampire**. As a rare gamer girl, I was hooked. After college, I started my own game. I told my players to make whatever they wished. To a man, they made... werewolves? I had no idea what I was doing, and most of that first session was by the seat of my pants. Yet the aura of love, loss, and family was something vampires could never match. I've run countless games since then, told more magnificent stories, but none of have come close to that joy: the first day a pack became a family, and a caern became a home.

Michelle Roberts
OWbN Silver Fang Tribal Narrator

For me, the appeal of **Werewolf: The Apocalypse** was the grandeur of playing the tragic hero. With their efforts doomed from the start, the Garou could only hope to die gracefully, their deeds remembered by their pack and sept. Of course, when I started storytelling, I found it difficult not to fall in love with the enemies my characters had once fought. Pentex: what a marvelous villain! An opponent for all seasons, I found that I could incorporate that evil corporation into just about any game. With such great protagonists and wonderful adversaries, it's little wonder that people at my table would take to howling and growling!

Dave Martin
Wrecking Crew

My experience with **Werewolf: the Apocalypse** started around ten years ago. It was a breath of fresh air compared to my experience with **Vampire: the Masquerade**. It allowed my friends and I to explore different themes, to explore different mythologies and histories in bringing to life our view of werewolves in their eternal struggle against imbalance in the world and the threat of the Wyrm. It still stands as my favourite White Wolf game because it encourages players to work together, to team up and experience camaraderie in war as well as allowing internal conflict.

Liam Draper (Stafford, United Kingdom)

Come for the Game, stay for the Mythology. When I first approached W:tA, I had no idea I would find a deep, thought-provoking setting that takes our present world and changes it ever so slightly for the worse: darker alleys, countless enemies at every step, and a battle already lost from the beginning. This has always struck me as a game of dualities: man and wolf, Gnosis and Rage, material and spiritual, revolution and tradition; and the Garou sit right in the center of all these crossroads. This complexity of themes has been the common ground that allowed me to meet so many of the people that I call friends today.

Marco "Vittek" Donghi (Triuggio, Italy)
Kaputt Mundi, Italian Werewolf Fansite

When I opened the **Werewolf** book for the first time, I was amazed at the amount of story there was. Each of the tribes has so much history. I think my favorite part of the Garou genre is the rich tapestry of oral tradition. There are the genre stories in the main book and the clan books, and then in the game you build your own story around them. Not only that, but it has helped me to become a better speaker and writer. This book will be such a staple in the Garou Community and I cannot wait to become a part of its rich story.

Barbie Smith
OWbN Girls

I remember the claw marks on the **Werewolf** front cover and picking it up to see what the fuss was about. Eight years ago, I stepped into a **Werewolf** LARP and found the most community-bound setting that I'd ever seen in gaming. Years of grand memories and moments of elation with friends who sat around a moot fire telling stories and evoking a sense of camaraderie later? I know without doubt that Apocalypse is the prime and ideal cooperative storytelling setting. No one can be more excited than I am about the twentieth-year rebirth of such a rich world.

Justin Quigley
OWbN Assistant Changing Breeds Coordinator

Werewolf: The Apocalypse. I was hooked since the very first game in '98. I was fascinated that the same character thought differently in different forms; I was intrigued by the impossibilities of the Umbra and the idea of a war on such an epic level and playing someone who was a very small part of that. I have never learnt so much about thinking outside the box in my life then from playing this. It is definitely the most dramatic of all the games I've played with players always looking for ways to have a magnificent glorious last stand, solve mind bending riddles, and weave stories that would make Hercules jealous. I've loved every minute.

Peter Houston (Dublin, Ireland)

I hadn't discovered roleplaying games until my freshman year of high school. **Vampire** was my second game, after *RIFTS*. We picked up **Werewolf** as a supplement and only used it for antagonists. When I reached college I played in my first actual **Werewolf** game and everything changed. These weren't static, Rage-filled monsters. They were balanced soldiers for the Earth. The tribes feuded just as much as the clans, but with a spirit of unity. Politics were more difficult and more rewarding. **Werewolf** remains my favorite game to LARP and is among my top games to tabletop, even years later.

Josh Wasta (Cedar Rapids, IA)

For almost fifteen years, in a simple old building in the city centre of Delft, young people have gathered under the blue caress of the moonlight every month, to engage in a game of Honor, Glory and Wisdom. As part of the longest running chronicle in the Netherlands, here players have written many legends, and characters have died many deaths in the name of Gaia. Though the composition of the sept has seen many changes, since the first dawn on our caern, we have not missed a single moot. If nothing else, the Bluepelt Sept is one of persistence.

Players of the Bluepelt Werewolf Chronicle
(Delft, the Netherlands)

I've been part of the Bluepelt Delft chronicle since its inception almost 12 years ago and I've been a Storyteller for that group for over 10 years and 100 sessions. It's one of the most detailed, long-running and fun settings I have ever played. Of course, there have always been epic events in those years, but in the end it has always been the mundane that gave scope to the magnificent.

The most beautiful thing however is the legend. Humble characters from the start of the chronicle are now legends with the new players. Sjoerd, Sean O'Neill, Pawnbreaker and The Bullet Dodger for example are legends not because we wrote them to be so, but because they lived, fought and sometimes died in such a way that it was talked about in the gameworld as well as in the real world of other, far away, groups and settings. When those players came to us, the legends that we forged ourselves where already there.

It has been my privilege to be a part of that, as a player, a character but most of all, as a storyteller.

Mark de Ruijter (Delft, The Netherlands)

Looking back, I can different phases of my life reflected in this game. I went from dual klaive-wielding Renown-hunting Wyrmslayers in my late beer-binging teens, to exploring the darker sides of **Werewolf** in my early twenties. Tribal politics were my big thing when I got a more serious corporate job. Nowadays — halfway past thirty — my games turn into Gordian knots of intertwined morals, wants and needs which arguably resemble the complications of running a family with two toddlers. And there's still plenty left to find in there. Thanks for running along, here's to the day when both my boys will play their **Werewolf** Rite of Passage!

Mark Otting (Delft, the Netherlands)

From twenty years ago to nowadays, **Werewolf: The Apocalypse** has attracted its share of fans. Vocal and passionate in its defense and backing, eager to set aside any difference in playstyles to enjoy a good game, **Werewolf** enthusiasts are a reflection of the Garou: fierce in battle, tribally divided but still united for Gaia. This game does best at showcasing the inner conflicts beneath the violent surface; I saw one combat player surprise everyone by roleplaying a deeply troubled character begging for the moral support of his pack. And now, this **W20** serves both as a homage to the spirit of those special moments and an encouragement for the now-Elders to teach the cubs how to Rage.

David García-Brazales Santiago (Madrid, Spain)

I heard my first howl in 1995, felt the sound of the drums of the moots resounding in my chest, tasted the Rage of the Garou for their desperate and lonely fight against the Wyrm and witnessed the miracles of Gaia in the last caerns. For years I was the Storyteller of a huge chronicle that helped me find my best friends, week after week prepared to feel that something primal the game gave to us, our chance to save the beauty and spiritual in the world. Nowadays, our pack is scattered but we will always have the werewolves in our hearts, ready for one last fight.

Ibon Presno González (Bilbao, Spain)

I am what many would consider a newcomer to **Werewolf the Apocalypse**. I never had a chance to play until late 2009, but once I did start playing and reading it, I was completely hooked: the desperate struggle of these wild, savage beings that fight not only against an insidious enemy but also against the monster they all harbor within was something that made me fall in love with the game. And the extreme contrasts the game has, like the in-pack camaraderie and the cutthroat political games in a sept, the various tribal philosophies that clash with one another, the Garou's relation with the Triat… all these themes and many more are what kept me in love with the game.

Bruno Hermenegildo (Braga, Portugal)
Werewolf: the Apocalypse Storyteller,
Immortal Vigilance

I've had many great experiences with WtA, and this is my highlight: The pack's bonding extends to players as well. They begin thinking, acting and roleplaying as a pack, celebrating and mourning together. And that goes beyond the game, forging a great friendship that stands the test of time. Fueled by this affinity, players lead their respective characters battling the Wyrm with an ever-increasing determination. They know it is a hard struggle for the Garou, and they fear that they cannot win. Yet they keep fighting until the Apocalypse, with the aforementioned bond giving them the will to carry on against all odds. Fulfilling as it is to run through a successful campaign, this kind of friendship is invaluable...

Manolis Kemerlis (Chania, Crete, Greece)

I was always more of a **Vampire** player to be honest. I used to think **Werewolf** was a game for guys who want to play some macho beast which rolls too many dice. I decided to try it anyway and a new world opened before me. **Werewolf** is so much more than what I thought it was! The connection between players is a lot tighter, the battle more intense and the drama greater. **Werewolf** is a dramatic tail of heroes standing alone against that which rots us from within. Are they brutal killing machines, stuck in their ways and errors? For me they aren't — they are the true heroes in the World of Darkness.

Martijn Kruining (Antwerp, Belgium)

Since the very first day in 1994, **Werewolf: The Apocalypse** really got personal for me. In our so called "Personality" setting, we played ourselves, being drawn into the abyss of the WoD. I slipped into a Silver Fang's noble pelt and this escorted me, despite other games, until our final nights and beyond. Suddenly we saw several well-known or rare visited places from another viewpoint. "In this grove I fought my first Dancers. This megalithic grave is our caern." Later, with the money, came travels through Europe. The Harz, Paris, several other metropolises, and in a way the WoD was always there too. So the White Wolf systems gave me an experience which no other game could achieve.

Timo Gatzke (Itzehoe, Germany)

Sometimes, you'll watch a movie, read a book, or play a game that feels like it was made just for you. For me, that games was **Werewolf**. The spirit world, the tribal culture, the rawness and open-wound depth of the setting... Gah. No words. They should've sent a poet.

Werewolf changed my life from the moment I picked it up. It changed the way I played RPGs, it changed the way I wrote, and it changed the entire path of my career. Before **Werewolf**, I was going to be a paramedic who fancied himself an author. Now I'm an author who worries he'll never write anything as good as this damn game.

Aaron Dembski-Bowden
New York Times Bestselling Author

Army of the Night

Alan Heah
Alice 'Turns Back the Tides, Falls Once Rises Twice' —Elder Metis CoG Theurge
Andrew J. Salmons
Anthony S. Vornheder
Antonine Teardrop
Arteliex
Bryan Hickok
Carmagyn "Monty Wyrm Hater" Jones
Charles Andrew Seiberling
Charles Oliver AKA Detrick
Charlotte Nadelstich Wiemers
Christina Nail
Christopher "Ju Ju" Merrill
Corissa J. Hinkley
Damian R.P. Charpentier
Danielle Sowle Champagne
Decker "Silence" Rohl
Dohn "Nightmare-Death" Frey
Dustin Fickle
Eric "Strat" Kennedy
Eric Reynolds
Eyal Teler
Fabian Sewing
Forges the Undiscovered Country, Seeks the Heart's Truth, Pain of Gaia
Gareth Hodges
Hippie Fondue- Homid Galliard of the Children Of Gaia
J Grainger
Jamie Jeremiah
Jennifer Bowersock
Jeremy "Stand Forth" Lewis
Kans la Destructora
Kari 'Zael' Alatalo
Kyle Hickok
Matt M McElroy
Matthew Craig
Melanie Mohr
Melissa "Black Wolf" Mackie
Mephi Faster-Than-Death
Michael Matthews
Michael Tree
MO7S
N."SnowJackal" Turner
Neall Raemonn Price
Oliver (Max Rabbit) Horton
Patrick Ciraco aka The Ancient Gamer
Pete Storms
RPG Automails
Rya Winter
Shaun Barnett
Shawn Thill
Tamsyn 'Destroyer of Worlds' Kennedy
Taylor "Speaks-with-Spiders" Avery
Tim "DM3" Cecil
Tolya "Soul-of-Mountains" Petrovenya
Valerie N Morelock
Victor Marcus, Clan Gangrel
William Power
Xander "Riddles Through Death" Fredericks
Yada Olsen-Myers

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Alex Trevino
Brian King
Christy Grandjean
Eric Dennison
Erik "The Ramblin Wreck" Lei
George Tuttle III
Hernani dos Guimarães
James "MysticFox" Cole
Jappe Franke
Jeff Holland
Kelly Pennington
Patrick Bright
Quasi Mortuus
Raziel Olhos do Falcão
Ryan Lakes
Storm-of-the-moon

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Alberto Canto Mac
Ben Baccaert
Ben Johnson
David 'Ramnesis' Herman
Eduardo "Du?" Oliveira
Ian "Starfall" Walker Thrice-born
Jacob "Storm-singer" Flores
Jaeryn Vulkovic
Matt Franklin
Noble Thayer Graves
O.M. Olimpieri
Paul Leone
Ron Searcy
Ryan "Glade" McKaid
Sam Wright
Timothy J. Mushel

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Geraldo Castillo
Kevin Maynard
Matthew McDonnell
Ulrik Blackfoot
Zion(thenoblejmn)

Kinfolk

Aaron "Epiphs" Nightingale
Adam Krump
Addey
Alexander
Alexander Gudenau
Alexander Lucard
Alice Lanteigne
Amanda Plageman
Andrew McWhirter
Andy Leyden
Baradaelin
Benjamin Huffman
Brent Erdman
Brian Guardiola
C.R. Higbie
Calla Harris
Carlton W. Anderson
Charles Leska
Charles Lines
Chris Michael Jahn
Christian "Su-tehp" Fernandez-Duque
Christian Knoeppler
Christian Panten
Christopher Hill
ChunkySaurus
Colin "Relapse" Morris
Colin O'Kelley
Craig "Scratches-at-fleas" Curtis
Craig Oxbrow
D Howard
Daniel "Hears-The-Wind" Fishman
Darius Johnston
Darkshifter
Darryl W. Johnson
David "Gathers-the-Spirits" Light
David "Golgol" Digby
David Cowie
David Parlin
Davin Wärter
Drake
Ellen Forsyth
Ernie "pookie" LaFountain
Ewan Tyme
foldl
GeekNative.com

Geoffrey Rabe
Graham Starfelt
Hayes DuSid
Hieu "Tony" Nguyen
Howley McGee
Ian Whitehead
Imran Inayat
Jake Davis
James Garrad
Jason Best
Jason Brennan
Jason Coleman (EIRE)
Jason Hayes
Jaybeans
Jeffrey Pikul
Jesse Reynolds
Jesse Webster
Jim D
Jocelyn "Gus" Marcoux
John Di Pietro, Jr.
Jonathan Combs
Joseph Mettle
Joshua B
Kailindorian
Kathryn McLung
Katrina Bolden
Kevin A Harrison
Kevin McLean
Kurt Hanna and Maire Bourke
Larel Anorien
Laurence "Everlate" Lefebvre
Leslie Anne Schaad
Linda Lee, Black Spiral Dancer Kinfolk
Lupin Chevalier
M Bybee
Marcus Brissman
Mark 'Keleas' Webb
Martin Archer
Mateus Cavalcanti Nascimento
Matt "Arias" Parker
Matthew T. Hayes
Meg Cordes
Michael Murr
Michael Parker
Michael R. Lawrence, MIA
Midori M. Hirtzel-Church
Mikael Assarsson
Mike "Sept of the Twelve" Nelson-Wagner
Mike Maring
Morakai Fiendsteel
Morgan Baikie
Murder of Crows
"For Daria from Quinlan"
Na
Nagashofchaos
Natalie "ChinKillah" Gruman, Homid, Black Fury, Galliard
Nathan Henderson
Niall Grant
Nicholas Peterson
Nick Farlee
Nick Fulgoney

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Orastes
Orion Cooper
Paul Moore
Peter Naughton
Phillip Bailey
Pierre Bailly
Ragnar the Slayer
Rebecca Stoner
Ricardo Nacarini
Rich Shirley
Richard Addy
Richard Ross
Robert C. Martin III
Robin Wilson
Rolls in Mud
Root
Roxane Tourigny
Ruben "Save-vs-DM" Smith-Zempel
Ryan Quinn
Ryan Wolf
S Hume
Sarah Williams
Scott Kuban
Sean Casey
Seven
Shad Scarboro
Shadow Hunter
Skips-Stones-in-Battle
Star Eagle
Steve "CaveTroll" Rubio
Steven "Pholtus" Jones
Steven "the Debased" Markley
Sylvain Pronovost
Tang Lang
Thomas and Megan Thompson
Thomas H Elsom
Thutmose Speaker For The Dead
Travis "Rat" Williams
TRIBE PLOEGER
Vladislav Lazarov
Wong Kum Yew

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Zylo Mandrake

• • •

Andrew Howell
Andrew Moreton
Bill Dunsford
Chris Gawne
Fausto "Orso" Riccardo
Flac Mcfae
Karen J. Grant
Keith Stanley
Luke Jordan
Mikael Ulfrsson
Richard Morris
Wepwawet-Khem "Runs with Spirits"

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Andrew Stein
Archersaint
Arin Wolfe
Bee Lee Vang
Damien Hunter
Dustin Westfall
Megan Greathouse
Peter Dean
Robert King
Roman Degtyar
Shannon Bourke

Garou

Andrew Peregrine
Bobby Chow
Bryan Fowler
Caio "Visão de Águia" Geroto
Charles Chapman
Charlotte O'Reilly
Chris "Toroka" Bartholomew
Chris Clement (Grynner)
Dubhghlas "Black Fist' Magnus
Dusty Morningkill "Moon-Duster"
Giggles-at-Fomori
Keith "Three-Words-Description" Scholz
Leath Sheales
Marc17
One for the Way
Rogan Windspeaker Howls for the Departed
Steven Thesken

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"Arms The Rat God"
"Footsteps-of-Thunder" Conte
Aaron "Ragemachine" Wheatcraft
Aaron and Heidi Chiles
Aaron Buttery
Aaron Jones
AB Mann

Adam Zielinski
Adrian Benningfielsd
Agnar Dream-Killer
Alain Manguy
Albert S
Alec "Michel" Wills
Alec Stringer
Alex Montoya
Alex Putman (Orion)
Alisa Frisch
Allen "Dancing-Goat" Magro
Andre Braghini
Andrew Bowman
Andrew J. Trujillo
Andrew L Perez
Andrew Wilson
Andy Blanchard
Anthony A Davenport
Anthony Howell
Arianna Fireau
Ariel Kaiser
Ariel Kennedy
Asks Wisely
Austin Haught
B R McCann
Beachfox
Ben Dinsmore
Ben Lyons
Ben Mandall & the New Bremen Crew
Bernard J. Wright II
Billy "Wolfman" Barnes
Bitter Wind
Björn Slaughter-Song
Bly Draco
Blythe Lee Unaware
Bob "Djehuty High-Fives" Michelin
Bob Harrison
Bogey Williams
Bolverk Walks with The Dead, Abomination of the Brujah, former Silver Fang
Brad Bazor
Brandon Kunc
Brenna Graydon
Brennen Willer
Brian Awis
Brian Campbell
Brian Fiander
Brian Gilkison
Brian 'Psychochild' Green
Bryan Tupper
Bryce Perry
Bryon Kershaw
Butch Jackson
C. Duranius
Cadoc "Breaks the Spiral" Uí Néill
Calms-The-Storm
Cassandra Matteis
Catherine Vynes
Charles A Wright
Chris "Runs-with-Klaives" Landmark
Chris "StormRunner" St.Louis
Chris and Amber Roberts
Chris Cowger
Chris Czerniak
Chris Gath
Chris Hunts-for-Honor
Chris Snyder
Chris Troxell
Chris Von Wahlde
Christopher "Kakita" Hutcherson
Christopher "Lordzum" Misner
Christopher Blanton
Christopher Campione
Christopher J. Williams
Chrystena Clark
Chuck Childers
Chuck 'Firewall' Dansby
Clinton "Vermin" Cheek
Corey Hartley
Corey Slate
Cyrus "Three regimes to Elder" Vaughn — Athro Glasswalker Ragabash
Dan Frazier
Dan Meier
Dan Williams
Dana Bayer
Dances with the Wind
Daniel & Jessica Daubenspeck
Daniel Arbuckle
Daniel Hermle
Danielle Lauzon
Darker Days Radio
Dark-Shadow-on-Still-Water
Darkwolf Nightshade
Dashekita Nicole Brooks
David "Lies-to-Anthropologists" Paul
David Bresson
David Doucey
David Felt
David Weidendorf
David Yellope
David Zoltan
Dawson "Stubborn Root" Ankeny
DC Collins
DeAnna Rossi
Defender of Tales
Derek Guder
Devin "Rips Leeches' Fangs" O'Shea
DianeOfTheMoon
Dies-With-Honor
DJae Johnston & Benjamin Palmer
Doongar
Douglass Kern
Dr. Jeb
Dr. Jimmy
D-ral "Digitally Enhanced Foresight" Smith
Dustin Cobb
Dustin D Rippetoe
Edger Friendly
Eileen Dougan
el Mîko
Eli "Stalks the Electronic Jungle" Cohen
Emilio J. Sánchez-Sierra
Eric "Chasing Rainbows" Merring Silver Fang Ragabash
Eric "Chili-Mac" Pope
Eric "PANGEA" Collins
Eric "Thorskid" Pridgen
Eric Allen
Eric Baker
Eric Nail
Eric Smailys
Evan "JabberWokky" and Sarah Edwards
Fading Shadow
Falcon Windsor Warlord of the Garou Nation
flowerysong
Flys By Night
Forrest Spilker
Francis O. Prest III
Gabriel Miller
Galen Gentleheart
Gamerstable Podcast
Garrett "Face-of-Badger" Atkins
Genesis Rhapsodos
George Pitre
Gilbert Milner
Glen Adams
Grant Marthinsen
Greg Link
Gregory "Kagetora" Swensrud
Guy Reece
H.C. O'Neill
Hamlet Singing-Claw
Harry Dresden.
Harvey Forrester
Harvin Torres
He Who Speaks With Spirits
Heru-Rage-of-Khem
Hildred Castaigne
Hiryo, Kitsune Legend
Ian Smith
Iarlais
Ilse "Sees-the-Darkened-Mirror" Grey
Indraneel Dutt
Isaac Carr
J. H. Frank
Jacob Segal

Jakob "Laughter of Crow" Belanov
Jaleen Wallen
James "ChaoticCore" Roberts
James H. Ziegler IV
James Pulley
James Schall
James Shadow-Seer
James Spahn
James Surano
Janessa Tjara Portner
Jared Koon
Jarvis Mishler
Jason "Walks-in-Shadows" Inczauskis
Jason E. Robinson (OWbN)
Jason Marks
Jason Pennel "Teller of the Hidden Truth, Twilight Bubasti"
Jason Seitz
Jason W. Turner
Jeff Arnold
Jeff Wilson
Jeff Zitomer
Jeffrey Palmer
Jeffrey Pritchett
Jeffrey Taylor
Jenni Klumpp
Jeremy "JDazzle" Marshall
Jeremy Brown
Jeremy Kostiew
Jeremy Zimmerman
Jessica Leahs
Jody Bowman
Joe Sousa
Joe Terranova
John D. Kennedy
John Olszewski
John "King" Roberts
John Spainhour
John Stegall III
John W. Davis
JohnNick L Castor
Jon Uzel
Jonathan Fuller
Jonathan Grimm
Jonathan Morello
Jonathan Osterhaus
Jonathan Reichman
Jonci Aguillard
Josh "Shu Screaming-Dream" Pearce
Josh "Speaks With Gaia's Tongue" Parrish
Josh Dillard
Joshua Pluta
Justin McClure
Justin Quigley
Justin Sawai
Justin Speyer
Kamiki (Sarah Brown)
Kassandra Night
Katherine Harper
Kathleen Ryan
Katie Cooper
Katrina Bolden
Katy Crumb
Kevin Caldwell
Kim Miller
Kirk McNesby
Kirsten O'Connell
Kristopher Deters
Kyle Barrowman
Kyle Henderson
Kyle Miller
Kyle Shafer
Kyle Smith
Lana Proven-By-Honor
Layne Delp
Leaps-Before-Looks
Lee Leggett
Lethrack
Lewis 'Catches The Rat' Baustian
Liam MacManus
Little Fish
Logan "Hand-of-Flame" Kaysle
Lou Daniel,Jr
Lukáš "Wyrmbreaker, Cold Victory" Kvasnička and Danička Musil
Luxen Hawk Gauges Balfour
Lycaina..
Lydia Chosen-of-Golgotha
M.C. "Bladejaw" Marro, Esq
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Majdi "Wilder" Badri
Mark Cockerham
Mark Freeman
Mark N.
Marzio Ombra
Mathew Bengtson
Mathias Jack
Matt (Looks-in-Phonebook) & Miranda (Dapple) Gnepper
Matt Asbell
Matt Coleman
Matthew "Luna's Tempered" Jackson
Matthew C. Malis
Matthew Grant-Massaro
Matthew Hedge
Matthew Horoszowski
Matthew M. Middleton
Matthew S Boren
Matthew Strout
Melissa 'Sings to the Goddess' Bishop
Michael Atherton — Eater of Children — 5th Rank — Black Spiral Dancer — Ahroun
Michael Dyer
Michael Richards
Michael Todd
Michael Tousignant
Michael Watts
Michelle "Kefira" Flamm
Michelle & Patrick Cunningham
Mike "Skywise" Torrey
Mike Connolly
Mike Maughmer
Mike Nelson
Mike Ruch
Mirrorshy
Morgan Teza, Kinfolk
Nate Swalve
Nate Wetzel
Nathan Garrison
Nathan V.
NathanielStarr
Nicholas Cotton
Nick Esposito
Nik Kuhnle
Obsidian Atheme
Omer Ahmed
OmNom NomNom, Bone Gnawer Chef-Extraordinaire
Onyx Bana
Paige Ward
Patrick "Scarabus" Hanna
Patrick Koeppen
Patrick Sullivan
Pete "El Pedro" Alexander
Pete Woodworth
Peter Jacob
Peter Tidd
Phil Binkowski
Philip "Pip!" Martinez
Phillip Hillenbrand, Jr.
Phillip Prochaska
Pickle McDillsauce
Pip Padden
Preston Lee Bobo
Rachael Acks and Mike Wells
Raises-the-Bar
Rand Brittain
Randolph d'Amore
Razorwind, Elder Fianna Ahroun
Redapple
Reid D. Minyen
Reuben Israel Beattie
Rev. Pierce
Ric "Song of Wrath" Connely
Richard "HardwareJedi" Frost
Richard Alford
Richard deMorris
Richard Forest

Richard Johnson Sr.
Richard Pruiett
Richard Warren
Rick Cotten
Rick 'No, seriously guys, I'm really a were-wolf!' Gentle
Riley "Evac" Larson
Ritin Black
Rizzo Scratch-N'-Sniff (Ratkin)
Rob Gaffney
Robert "Jefepato" Dall
Robert "Rev. Bob" Hood
Robert H. Mitchell Jr.
Robert Hayward
Robin E. Burns
Roderick Tells-Of-Darkness
Rogan Hamby, Galliard of the Twenty Moons
Roland Mykle Douglas
Ronald Conner
Ron Ashcraft Jr.
Rose M. Bailey
Running Aemok
Ryan "Reason13" Seguin
Ryan Holdbrooks
Saleem Halabi
Sanja Forge-talker
Satyros Phil Brucato
Scott "Leaps-to-Attack" Coutcher
Scott Shnider
Se Hablo Kaboom!
Sean "Guardian at Pangaea" Logan
Sean "Sees the People" Connelly
Sean Lesley
Sean McBride
Sean Schbley
Sean Silva-Miramon
Sean "Deathstalker, Get of Fenris" Ward
Sees The Ways
Seven Tan
Shan "Shanathan" Morris
Shan Simpson
Shane Rose
Shane Wheeler
Shanfiata
Shaun D. Burton
Shawn Foster
She-Who-Watches-The-Skies
Shi-Hung Chen
Shoshana Kessock
Simon "Bal-Skegg" Nightingale
Skullhunter (Hakken Ahroun)
Snarls at Monitor
Stacy Dellorfano
Stephen Struharik
Steve Huntsberry
Steven & Katherine Magana
Stormchilde Nelsen
Stras "Shadow Wind" Acimovic
Tastes Like Chicken
Ted "Eye of the Storm" Rodgers
Ted Girouard
Ted Ludemann
Teron 'Warfang' Gray
The Jaczko Family, Terry Colligan
The Mauler
The Miracles
The Pentex 5
TheAIY
Thom Clancy
Thomas Greer, "final revelation," homid, athro, theurge, black spiral dancer
Tiffany Pusatello and Stacie Bullough
Tim "Laughs-as-the-Sun" Peterson
Tim Boser
Todd Branch
Todd Raul Ossorio
Trevor Stamper
Tricks-the-Night
Tristan Vann
Troy Warirngton
True of Mind and Heart
Tuan Silvertongue
Two Eagles "Wymcleaver"
Tyler Brooks
Uncle Slippy
Vassily Petranovich of the Seekers Outside
Viktor Metopolis
Viktoria Wyld-Reaper
Virginia Smith
Walks the Fabric, Tears the Seam
Walter F. Croft
Wendi 'Psyche' Bullis
Weston Hughes, aka WereWes
White Fang
Wilhelm "Opens the Way"
William Rodrigue
William Selcar
Willima "Icewolf" Fahrer
Wordman
www.noordinaryobsession.com
Zac Green
Zachary Davis

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"Bad News" Thompson
"Tor Thunderhowl Modi of the Get of Fenris"
A. Quentin Murlin
Aaragon Kiss
Aaron McDaniel (Wolf Munroe)
Aaron Nowack
Aaron Scott
Adam Mock
Alec McClain
Alexander "Tongue of Acid" Ravenoff
Amanda Spikol
Andres Lazcano, Mauricio Perez
Andrés Montañez
Andrew Hauptman
Andrew Jay Cardinal
Andy Kwong
Annida Christofi-Clark
Anubis Ren`ikthya
Arden Rainsong
Ares Athena Whiteghost
Asbjorn Shifting Moon
Ashitaka 'Firefoot'
Atamaski Watanabe "Fang-of-Dragons-Rage"
Axel Bloodmoon Snarls Unto the Edge
Baits the Hook, Legend
Ben J. Min
Benjamin "eSca" Reed
Benjamin Handelman
Berek Marcus
Bert Garcia
Bill Dittmar
Bill James
Billy Corde Pridemore
Binds Wyrm (Jay Levy) & Kephi (Stephanie Levy)
Blake Thomas
Blarf Lives-With-Honor
Blood Monkey
Bret Anderson
Brett "Broken Fang" Grimstad
Brian Chronowski
Brittany Jefferson (Sterling-the-Pure)
Bryce Hansen
Calvin Chin
Cameron 'Spirits are my Bitches' Turner
Cameron Wright
Carl Capler
Cason Snow
Charles E Miller
Charlie "PookaKnight" Cantrell
Chase Nailo "Serene Tempest"
Chelsey "White-Fall" Kyesinger
Chris "Cousin's Boyfriend's Roommate" Shaffer
Chris "Jade's Own Personal Seto Kaiba" Green
Chris Dyer
Chris Eggers
Chris Gunn
Chris Wagner
Christoph Schulz
Christopher "Walks A Beat" Greer

Christopher Bertell
Christopher Curtis Lawalin
Christopher K Anderson
Christopher Kyle
Christopher L. Irvin
Christopher Skowronski
Cody L. Dobbs
Colin Gunning
Crimsonred
Criss Walker
Crusher-of-Cities
Cup o' Blood
D Sonderling
Damien Eneas
Damon "The NightWolf" Poirier
Daniel "Hunting Moon" Weber
Daniel "Lead Collector" Gaghan
Daniel C. Barton
Daniel Yauger
Dante Laughing-Coyote
DarkBlaze
Darkstar
David "JustDave" Talboy
David Viars
David Witt
Dean Raspa
Dee Taylor
Dennis R. Mohr II
Devin and Linny
Dion Woods
Don Cleary
Donnie "Lord Aludian" Roos, Jr.
Doug Atkinson
Drew (Protect the Pack) Bennett
Drew McCarthy
Dustin Carpenter
Ed Moretti
Ed Reinhardt
Eidan Rodriguez: Screams-In-Darkness
Eric Brennan
Furies Fire, Jaws of Truth, Falling Shadow + RAT 18!!
Gabriel "Gabby" Ingram
Gaius Iulius Caesar
Gao, Hakken Ronin
Gary Berg
Genevieve Wintersteen
Gideon Drake
Glacier
Greg Bullard
Greg Meyer
Greg Valleau
Haroon
Haunts the Night
Heather Hulbert
Heather Shannon
Henry F. Bruckman Vargas
Hope Basoco
HPLustcraft
Hyde "Three Fingered" Thorson
Jack "Kinslayer" Heinrich
Jack Jones
Jack O'Connor, "Erin's Claws"
Jacob van Cleaf
Jake "Judge's Hammer" Monroe
James Heche
James Stands Tall
Jamie Pilgrim
Janelle Agincourt
Jared Tinker
Jarrett Heintz
Jason "Split Decision" Hoffman
Jason & Amy Berteotti
Jason Conners
Jason Dickerson
Jason Freston
Jason Geis
Jason Hales
Jason Jackson
Jason Kephart
Jason Saroff
Jay Collins
JAYSON "the14thguest" TURNER
Jeff Byrd
Jeff Pearson
Jeffrey Pittman
Jeffrey S. James
Jennifer Cogar
Jenny Langley
Jeremy "Storm of Wrath" Miller
Jhakanas
Jim D'Amario
Jim Flood
Jody Crouse
Joe "Brooklyn" Coyle
Joe Cottin
Joe Rayner
Joel "Pika" Keeney
Joel Sandoval
John "Thorny" Rosebush
John "Wolfe" Kelley
John Bellando
John Carnathan
John Enterline
John Henley
John P. Baggett — 包奇宏
John R. Trapasso
Jonathan "Hunts-Dark-Whispers" Perrine
Joseph "Moon-Road-Walker" Cowburn
Josh Heath
Joshua Hishon
Julian Krause
Justin Caletges
Kanin Beer-Swimmer
Karrie "Bernadette" White
Kat Stone
Kaylor Terrant of the Asystemis
Keith Morrison
Kelley Barnes
Kenneth Kier
Kevin C. Wong
Kevin DeVormer
Kirk 'Boots-with-Disk' Foote
Kitka
Kneedles
Kody Stinson
Kyle R Ricks
Lane Broadhurst
Lars Haymaker
Lego, aka Felicity Masterson
Lena "Hunts-for-Battle" Davidson
Levin Serra
Levoy "Booze-Up-and-Riot" Desoto
Lewis Cassidey
Lindsey Douglas IV
Lior Gonda =^_^=
LJ Nickerson
Luke Brewer
Luke Martínez
Luke T. Russell
M. Newton Moore
Mac Nirandorn
Majicou83@hotmail.com
Marcus Xavier Figuerola
Marian Blackwood
Mark Austin Fleming
Mark Garbrick
Mark Moore
Mark P. Redford
Martin "Ulfsarkar" Gattis
Martin Zecher
Mary D Grabhorn
Matt Betts of Black Hole Trebuchet
Matt Bresee
Matt MacLean
Matt Piasecki
Matt Thomas
Matthew "Divit" Rich, Anders Mejstrick, Cody Krueger, Soren
Matthew Dames
Matthew Dashner
Matthew Finco
Matthew Koelling
Matthew Laine
Matthew Lutz
Matthew S White
Maura Wren
Meagan Tovado

Melpomene White
Michael & Kimberly Osborne
Michael Dillon
Michael Greaney
Michael Herrinton
Michael J. Busha
Michael R. Innes
Mike Macary
Mike Montgomery
MoonDog
Mortain
Myke Diemart "Walks the Shadows"
Myron E. Cross III
Nancy Calvert-Warren
Nathan Kelly
Neil Hamre
Nicholas Muehlenweg
Nick "Thunderpaw" Stier
Nick Cler
Nickolaus Lemley
Nikolas Fangripper
Nikika Giovanni
Noah "Colors-Outside-the-Lines" Mendoca
Nyle Parr
Odile Clio
Oren Geshuri
Pariah77
Patrick Hannay "Truth From Shadows"
Patrick Walters
Paul (Farwalker) Smith
Perry T. Hamilton IV
Phoebe "Tree-Finder"
Rambo
Ramsey J. Daddis
Randall Crawford
Randy L Jeffries Jr
Ravenstorm
Rebecca and Kelly Walters
Regina Jo Lisak
Rheonx MoonGlow
Richard Berrigan Popham
Ricky LAN-Walker
Riffles Through Trash
Riley "Fetch and Carry" Miller
Rivalyn "Tears of the Fallen" Phoenix
Rob Gatlin
Rob Herman
Robert "Dice" Pierson
Robert C. Allen
Robert Farmer
Robert Stein
Roger Robinson
Ron Hills
Ryan J. Rawlings
Ryan Roper
Sameer Yalamanchi
Samuel Benke
Santino A. Crivello
Sarasota Smith
Scott E. Vigil
Sean K.I.W. Steele/Arcane
Seeks the Invisible
Sethreich Ardestahdt
Shawn "Sutekh" Glass
Shawn "Tezbak" Warren
Shey Ramsey
Silence of the Moors
Sleeps-In-Flowers, Silver Fang Ragabash
Sol Victor Hydroga
Soren Haurberg
Sylvanwulf
Taelsin
Taylor Dale Wright
The Bard
Thomas Hoover
Thor Thorson Jr
Tim Flannigan
Tracy Cook
Travis N. Thomsen
Trevor "Morningkill" Gruhot
Tristan Smith
Tykorandia
Vaughn E Allen
Vincent De Naples — Gangrel Alastor
Vladimir Voronova
Warren P Nelson
Warren Schnur-Holmes
Way-Finder
Wes Paugh
Whispers in Darkness
William "Skal" Forhan
William Carroll
William Coleman
Wyllerd
Xanya Volkova "Luna's-Vengeful-Claws"
Yoreck Kines
Zachary Becker
Zeeg
Zero Ishida
Zylo-Kills-The-Foe and Shylo

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"Demon jester" Sigurd
Absalón Benavides
Alex Cullum
Alex Ducharme
Alexander 'Shadow Walker' Jameson
Alexis Bosnolovitch
Alison Dorman
Almarion Sainclair
Andara Shadowfang
Anderson"Eisbrecher"Dean
André Jespersen
Andrew 'Whitenoise' Rogers
Anja Kraus
Arnaud "Khentar" MARTIN
Arno L Blanc "Dreamwalker"
Arthur Walks-the-lanes
Ash & Karen Meredith
Axia Maximus
Baptiste "Krazilec" Moulinier
Bárbara "Barbs" Zanetti Pugliese
Belisaire
Ben May
Ben Rayner a.k.a:Heart's Wisdom
Benjamin P Rowe
Benyi "Grath" Laszlo
Bill Heron
Bjoern
Björn "Brence" Bonten
Borderline
Boris "Menahune" Arendt
Borja García de los Ríos
Brendan 'Guides-the-Tracks' Kently
Brent Russell
Brett and Wes
Brother-to-Bears
Bruno Pereira
Brynjar Sigurðsson
C.James Blukacz
Caged Requiem
Calonlan Voice-of-the-Wyld
cantrip
Carsten Bolk
Chris "Hey Steve!" Harvey
Chris "Logris" Spiller
Chris Fitzsimmon (The Dragons eye Games)
Christoph "Chaki" Stumpfer
Claude Martel-Olivier
Claus Mahler Larsen
Clean Cut, Ragabash of the Shadow Lords
Cloud
Colin Anderson
Colin Janke
Colm O'Labhradha
Craig Bishell
Damian 'Bulya' May
D. L. Hector
Daniele "Chojin" Cappelletti
Danni Feveile Börm
Dara Mac Donnacha
David and Rebecca Bilsky
David K Wieczorek
David Karan
David Morgans
David van Nederveen Meerkerk
Dean McNabb
Deathsalker
Dênis Brandão

Docteur Half
Dominik
Donizeti da Silva Nunes
Dr Jack Favour
Egon Thorachrac
Emil Züricho-Rasmussen
Enzo Christiano
Erik 'Backstabber' Gärtner
Erik Doerrschuck
Evilnarutard
Fabricio Santos
Felipe da Segunda Cabala
Felipe Recka de Almeida
Franz Georg Rösel
Fuzzy
Galen "Berym" Sturgess
Gary Simpson
Gérald "Tsabrak" Gonzales
Gillian Locitelli
Glenn Hunter
Golpe Nocturno
Gregg "Britpop" Workman
Grito da Wild
Gunnar "VVolfsong" Kulleseid
H
Hakan Yücel
Hecates the-one-who-survive
Heimi
Henrik Kirchhoff Borre
Hidetoshi Hayakawa
Iain Jackson
Ignacio Granados Jiménez
Iker Eginoa "BatOutOfHell"
Ingo Beyer
ipsi
Isaac "Kin-Slayer" Wolf
Jaakko Nurro
Jakob "Song-of-Thunder"
James C. Golden
James Dyer
James Lavigueur
Jason C Marshall
Jason MacGillivray
Jason Parachoniak
Jaume Albertí Blázquez
Jean-F. "Glitch" Bouchard
Jean-Francois Ethier
Jeremy Putman
jiivonen
Joanna Kułakowska aka Trashka of Black Furies
Joe 'CRUD' Chapman
Johan Utstrand
John Yngve Fredrik Lundgren
Jonathan Marshall
Joonas Kainulainen
Jordan Lennard
Jose Luis Perez Zapata
Josue Insua
Julio 'Trashman' Ramirez
Kaisa Vitikainen
Karl Hagen Mann, Nils Pätzke, Ingo Zitzner
Keiko Weiss
Ken Blakey
Kergonan
Kieran Stones
Kirilee "Moonlost" Lester
Koulkrith
Krzysztof Zajkowski
Lachlan
Lachlan Smith
Laughes away the Rage
Laura Bennett
Laura Serra
Lee Arthur
Leigh Winters
Lilliane
Locke Bendekar
Luis Edvaldo Correa.
Luke Van Buren
Magnus Eriksson
Mandavar the Searcher
Marcello Extus
Marcelo "Toguro" Cabral
Marcus Wischik
Marino Santirso Ruiz
Marion Neige d'été
Mark Hope
Mark Otting
Mark ten Brink
Martin Bourque
Martin Brown
Matt Logan
Matthew "Random_Interrupt" Keevil
Matthew Barker
Matthew Sanderson
Meep
Melanie Hart
Michael Ehrhardt
Mieko Fukushima
Mike Holt
Mikko Leho
Millie "Lightning-Bringer" Preston
Mirko "Cormac" Hess
Nathan Hesson
Nibbio
Nicolas Schiller
Nik May
Nikica Puksic, Filip Cerovecki, Tomislav Ivek
Niklas Nordberg
Nikolaus "Nickel" Keuter
Nimrod Jones
Nuno Vargas
Odals-Per
Oliver Hambsch
Oliver Salgado
One Cure for the Common Code
Osmar "Silverpath" Brandão Junior
Palmi
Panu Laukkanen
Patrício Carlos Júnior
Patrick "Rain Dance" Chapman
Paul Rogers
Paweł "nimdil" Matysiak
Pegasus' Daughter
Pete Hurley
Peter "Faxe" Nielsen
Peter Blanchette
Peter De Kinder
Peter Gates
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Phil Hattie
Pierre gallois
Rachel Young
Rafael Machado Barbosa
Rasmus Nicolaj West
Rauferedis
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Richard "Spyder" Partridge
Richard Seiwerath
Rob Andre'
Rob!!!
Roberto Hiroshi Kina Filho
Rodolphe Duhil
Roger Meier
Rushes In: Won't Lie Down
Ryan Pater
Samuel Anubis Wolf
Samuel Gordon Mitson
Savary Nicolas
Sean Riley
Sebastián Ortiz Larrondo
Sebastian Pusch
Sergio Delgado
Shields from the Tempest
Simon Andrews
Simon Edwards
Sir Gor
Smikin II
Somalucard
Søren Berthelsen Holm
Speaks-with-Courage
Stalks-the-Reef
Stefano Miorelli
Stelio Passaris
Stephen Lea Sheppard

Stephen Nurse
Sun Chaser Ride in the Wind
Sven Bothe
Sven Ketelhut
Sweeter-Than-Honey-Ikthya
Sylvio S Maia Conde
Tamás Karcsú
Tara Faerie Eyes
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The Running River
Thiago Lyra Galvão
Thomas Delicourt
Thomas Schindler
Tisten
Tobias Amann
Tom Le Moullec
Tommi Saarela
Torgeir Johansen
Tshonka
Varghar Firoz-Khan
Wajanai Snidvongs
Wong Kai Chung, James
Yves Sprinke
ZoDDto
Zuilang Shepherd

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(un)reason
Aahi Blue-Ice-Moon
Adam Tullett
Adán Mendoza
Adrian Stagg
Alan Douglas
Alan McNevin
Alan Orr
Alessandro "Rosicaossa" Rossi
Alexander "Nintendo" Svartkrut
Alexander Barth
Alexander Kivle
Alexandre "Magnamagister" Joly
Alexis Hodieux
Ana Mizuki
Anders Holmström
Andrea "Austin" Miotti
Andrea Migone
Andreas "Zanity" Bengtsson
Andreas Bragd
Andrei Bressan
Andrei Gonzalez
Andrew Laliberte
Annsy "Brodicae" Betsch
Antonio Madrigal Ribes
ANTONIS RIGKOS
Antti Knutas
AnubisIII, Xan, Carlo Pelling
Aris Moraitis
Arnaud "Ragabash" Ball
Arthalon
Ashen Seether
Ashley Jade "Blaze" Wiles
Ashton des Seigneurs de l'Ombre
Ben Treeby
Benegot Kirberg
Bénichou
Benjamin L. Liew
Benoit Devost
Billy "whiskyBill" Colvin
Bruno Durivage
Bruno Jack
CALV
Carlos Gustavo Ojeda Stelin
Cédryck Mimault
Charlie, Ahroun de los Mil Hijos de Bash
Chris aka "Doom"
Christian A. Nord
Christian Jarry
Christofer Sandell
Christophe Larralde
Christopher "Tarquin" Grierson
Christopher Smith
Constantine Thomas
Correnteza do Destino
CSN
Dacar Arunsone
Dale 'Clayton' Millward
Dani "Sire of Shadows" Fernandez
Daniel "Aeyrulon" Bogdanoski
Daniel "DM" Martins
Daniel "Morthar" Wernered
Daniel "Silfer"
Daniel "Squid" Ericsson
Danny James Walsh
Dante of Toronto
David "Cyber-phoenix" Campbell
David "Wolfways" Taylor
David B. "Capricorne"
David Bryan
David Mann
David Pirez
David Rego
David Rose Fraser
Den Bittra Mannen
Dhaunae De Vir
djodjo
'Doc' Petter Smørås Stolba
Doibs
Doug Royson
Draugmyrn 'Claws of Rage'
Dustin A Watson
Ebrithil
Eder "Uivo Silencioso" Barbosa
Edouard Contesse
Eduardo Câmara
Eivind Kirkeby
Ekaterina Andreievna "Wyrm-taint? Nyet, that was just lunch..." Nikolayeva
Elisabeth
Elzo Tovani Benzaquen
Emmanuelle "Claudia Vonïgner" Nadin
Eoin Burke
Eriskyne McGray
Étienne Lapointe-Blackburn
Eva "Lady Sophia" Morrissey
F. Vilmot
Felipe "Cool-ler" Braga Oliveira
Felipe Marques
Ferdinand Freiherr Schenk zu Schweinsberg
Fist-Of-The-Umbra
Francesco Maestroni
François Labaye
Iván "Fuego del Cielo" Rodríguez
Gareth "Format C" Willcock
Gareth Clark
Geert-Jan Willems
Gobbos
Golpea Con Puño
Greyfur, Earthborn, Steadfast-Fury, born to Wolf under the full moon to the Children of Gaia
Groline Chadose
Guillaume "Lenny" Asset
Guillaume Paci
Gustavo "Brujah" Mattioni a.k.a Tuatha
Guy-Samuel Fournier
Hampus Åström
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Andrew McGraw
Andrew Richwine
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David Kaufman
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Derek Grimm
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Silverblade Banekiller
Snowstorm
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Spirit of Chantelouve
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Liana Winters
Mariano Alejandro Leonardi
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Peter George Coulthard
Picks-at-Flies
Ravyn "Kills-In-The-Shadows" Schmidt
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Name: **Breed:** **Pack Name:**

Player: **Auspice:** **Pack Totem:**

Chronicle: **Tribe:** **Concept:**

Attributes

Physical

Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

Social

Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

Mental

Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

Abilities

Talents

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

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Occult OOOOO
Rituals OOOOO
Science OOOOO
Technology OOOOO
_____ OOOOO

Advantages

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Gifts

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Gifts

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Renown

Glory

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Honor

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wisdom

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rage

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gnosis

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

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

Rank

Willpower

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Experience

Homid	Glabro	Crinos	Hispo	Lupus
No Change	Strength(+2)_____ Stamina(+2)_____ Manipulation(– 2)__ Appearance(– 1)__	Strength(+4)_____ Dexterity(+1)_____ Stamina(+3)_____ Manipulation(– 3)__ Appearance 0	Strength(+3)_____ Dexterity(+2)_____ Stamina(+3)_____ Manipulation(– 3)__ +1 Die to Bite Damage	Strength(+1)_____ Dexterity(+2)_____ Stamina(+2)_____ Manipulation(– 3)__ –2 Perception Diff.
Difficulty: **6**	Difficulty: **7**	Difficulty: **6** INCITE DELIRIUM IN HUMANS	Difficulty: **7**	Difficulty: **6**

Other Traits

_____OOOOO
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_____OOOOO

*Battle Scars:*_____

*Metis Deformity:*_____

Fetishes

*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____
*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____
*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____
*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____
*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____
*Item:*_____ *Level:*____ *Gnosis:*____
*Power:*_____

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:*_____

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These are the final days —
The signs are clear:
Even our pups know
That this is the age of the Apocalypse
The humans have Corrupted the Earth
Destroyed the Trees
Slaughtered the Beasts
Choked the Air
Poisoned the Soil
Clogged the Waters
Unleashed the Eternal Fire
Now, the Wyrm rises
To eclipse the Moon,
Devouring all within its grasp,
Hunting the hunters.
There is no garden to which we can flee.
There is nowhere to hide.
The end is upon us.
— When will you rage?
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