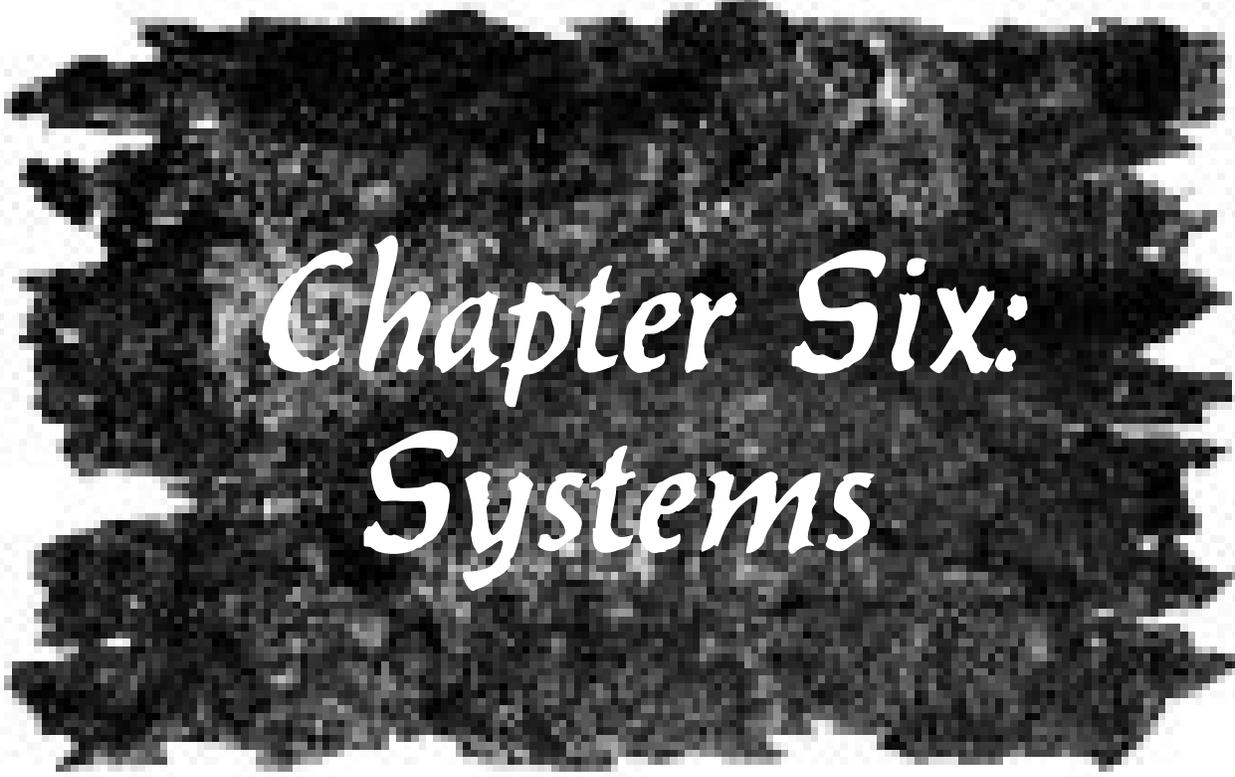


The Apocalypse





Chapter Six: Systems

"You're not allowed animals. It's a rule."

"Rules to which I am not subject!"

—A Maid and #6, The Prisoner, "Dance of the Dead"

This chapter discusses some of the additional rules and complications that sometimes come into play in **The Apocalypse**. It also describes a multitude of different systems for resolving character interactions. However, this chapter is more a set of permutations than a set of rules. There is *nothing* contained in the next several pages that you *need* to know, only things that you might *want* to know. These are complications that can add more detail and depth to the game.

Combat

"Finish him! Shang Tsung...wins. Fatality."

—Mortal Kombat II

The basic challenge system used in **The Apocalypse** has already been presented in Chapter Five. This section contains a few basic modifications to the combat system and elaboration on it.

Combat is the usual intent behind Physical Challenges. Essentially, combat involves two characters in physical conflict. The players agree what the outcome of the challenge will be, each player bids an appropriate Trait, and a test is resolved, determining the victor. The

following rules allow for variances to those basic rules, such as situations involving surprise or weapons.

The agreed outcome of a Physical Challenge usually involves the loser being injured. This is not, however, the only result possible. For instance, you could say that you want to wrest a weapon from your opponent's hands or that you're trying to trip him. The result can be nearly anything the two parties agree upon, whether that's simply raking someone with claws or dramatically throwing someone through a window. The results of a combat challenge may also be different for both participants. (For example, a frenzied Silver Fang elder is trying to rake a Child of Gaia fostern with his claws—the Child of Gaia might try to restrain him instead of hurting him).

Surprise

If a player does not respond within three seconds of the declaration of a Physical Challenge, the player is considered surprised: he is not fully prepared for what's coming. Sometimes a player is busy with another activity, doesn't hear a challenge or is playing a character who just isn't prepared for an attack (e.g., the character is led into an

ambush). It is considered highly improper to sneak around whispering challenges to try to get an element of surprise.

Surprise simply means that the outcome of the first challenge in a fight can only harm the surprised defender, not the challenger. For instance, if a player did not respond in time to an attack, but still won the challenge, the challenger would not be injured. Furthermore, if the challenger loses the test by risking another Trait, she may call for a second challenge, since she was operating from the benefit of surprise. With the second challenge, play continues as usual and winners and losers of a challenge are determined as normal.

Surprise is only in effect for the first challenge of a conflict; all further challenges are resolved normally, as explained below.

Weapons

No real weapons are ever allowed in **Mind's Eye Theatre** games, for obvious reasons. Even nonfunctional props are forbidden if they can be mistaken for weapons. This system does not use props of any kind, nor are players required (or allowed) to strike one another. Weapons are purely an abstraction in this game. Weapon Cards, which display the facts and statistics of a particular weapon, can be used instead. The damage a weapon inflicts is limited only by mutual agreement, although it is generally assumed that an injury incurred from a blow reduces the target by a Health Level.

A weapon gives its wielder extra Traits. Sometimes this advantage is offset by a disadvantage in terms of a Negative Trait. Each weapon has one to three extra Traits; these may be used in any challenge in which the weapon is employed. These Traits *cannot* be used in place of your Traits when placing your initial bid. Instead, they add to your total when comparing Traits, such as in case of a tie during a test or an overbid. In addition, some weapons have special abilities which may be employed.

Disadvantages are weaknesses inherent to the weapon. These can be used by the wielder's opponent in precisely the same way as Negative Traits. The weapon's Negative Traits can only be used against the wielder of that weapon. Negative Traits for a weapon must be appropriate to the situation. For instance, if you are firing a gun and your opponent wants to apply the gun's Negative Trait: Loud against you, that Negative Trait could be ignored if you have taken the time to find some means of silencing the weapon.

If a Negative Trait of your weapon is named by your opponent, and that Trait applies to the situation, you suffer a one Trait penalty (i.e., you are required to risk an additional Trait). If your opponent calls out a Negative Trait of your weapon that doesn't apply to the situation, your opponent suffers a one Trait penalty in the challenge. (This can't really be done in multiplayer challenges, however.)

Statistics for weapons are written on cards and carried along with your character card. Weapon cards specify the capacities of each weapon. Weapon cards allow other players to see that you actually possess a weapon—when you have a weapon card in your hand, you are considered to be holding the weapon. Each weapon has a concealability rating. If the weapon is not concealable, you must have that card on display at all times. You cannot, for example, pull a rifle out of your pocket. Instead, you would must carry that card in hand at all times or, optionally, you could pin the card to your shirt, indicating that the rifle is slung over your shoulder.

Some weapons have special abilities, such as causing extra wound levels of damage or affecting more than one target.

Bidding Traits with Weapons

During a normal hand-to-hand fight, you bid your Physical Traits against your opponent's Physical Traits. However, if you're using Firearms, you use Mental Traits instead. If your opponent is also using a Firearm, he will bid Mental Traits as well. If your opponent is not using a Firearm and merely trying to dodge, then the attacker uses Mental Traits to attack, while the defender uses her Physical Traits to dodge. This is one of the few instances when Traits from different attributes will be used against one another.

Weapon Examples

- **Knife** — This easily-concealed weapon is very common.
 Bonus Traits: 2
 Negative Traits: Short
 Concealability: Pocket
- **Club** — This can be anything from a chair leg to a tree limb.
 Bonus Traits: 2
 Negative Traits: Clumsy
 Concealability: Jacket
- **Broken Bottle** — A good example of a weapon made from scratch.
 Bonus Traits: 1
 Negative Traits: Fragile
- **Sword** — This long-edged blade is nearly impossible to conceal.
 Bonus Traits: 3
 Negative Traits: Heavy
 Concealability: Trench Coat
- **Klaive** — An artistic, powerful weapon favored by the Garou
 Bonus Traits: 3
 Disadvantage: Bulky (this Trait does not apply when the character is in Crinos form)
 Concealability: Jacket
- **Pistol** — This covers nearly any sort of handgun.

Bonus Traits: 2

Negative Traits: Loud

Concealability: Pocket

- **Rifle** — Impossible to conceal

Bonus Traits: 3

Negative Traits: Loud

Concealability: None

- **Shotgun** — This powerful weapon fires a spray of pellets, making targets easy to hit and ballistics checks nearly impossible.

Bonus Traits: 3

Negative Traits: Loud

Concealability: Trench Coat

Special Ability: A shotgun may affect up to three targets if they are standing immediately next to each other and are further than ten feet from the person firing the shotgun. This is resolved with a single challenge against a group. The Traits are risked against the entire group. Up to three separate tests are performed (one test for each target). In this fashion, it is possible to simultaneously wound up to three opponents in a single challenge. The Trait risked by the attacker is used against all three opponents. If any of the three opponents win, the attacker loses that Trait. However, that Trait still applies to all three tests within that group challenge. Thus, a character can challenge up to three opponents while only risking one Trait with this weapon. Also, a shotgun can cause two wound levels to a single target standing within five feet.

- **Submachine Gun** — Though difficult to conceal, this weapon is very powerful.

Bonus Traits: 3

Negative Traits: Loud

Concealability: Jacket

Special Ability: a submachine gun may affect up to five targets if they're standing immediately next to each other and are further than ten feet from the person firing the submachine gun. This is resolved with a single challenge against a group (as described under the section on shotguns).

Ranged Combat

Many weapons allow you to stand at a distance from a target and engage him in combat. In such situations, you still go over to the target (after shouting "Bang!") and engage in a challenge.

If you have surprised your opponent, even if you lose the first test, you have the option of calling for a second test. Once the second challenge is called, play continues as normal. Your target is considered surprised for the first attack, and if he has no ranged weapon with which to return fire, he is considered "surprised" for as long as you can attack him without facing resistance (that is, if he wins on a challenge, you don't take damage).

If your target is aware of you before you make your initial ranged attack and has a ranged weapon of his own, he is not considered surprised for your first attack. He may shoot back right away, and the challenges are resolved as stated below.

After your first shot is fired (the first challenge is resolved), your target may attempt to return fire (assuming he is armed). The loser of a firefight challenge loses a Health Level.

If the defender is unarmed, he may declare his victory condition as escape (providing he is not cornered). If the defender wins the challenge, the attacker is still unharmed, but his target, the defender, has escaped from view and must be searched out if the attacker decides to press the attack. In instances such as this, a new challenge cannot be made for at least five minutes.

Cover

Fighting with hand-to-hand weapons—clubs, knives, klaves and swords—requires that combatants be within reach of each other. Fighting with ranged weapons allows combatants to stand apart; participants can therefore "dive for cover." When you resolve each ranged combat challenge, you can present one Trait of cover to add to your total number of Traits. These cover Traits may not be used for bidding, but they do add to your total if Traits are compared. This cover can take the form of whatever obstacles are around and within reach of you (you *don't* actually dive for them). A Narrator might be required to tell you what cover is around, but if combatants know the area, they can agree upon what cover is available. In some instances, there may be no cover around, leaving a combatant in the open with only his own defensive Traits.

If cover is extensive— a brick wall, perhaps— it may be worth more than one Trait for one challenger. The number of Traits available for cover is left for challengers to agree upon, or for a Narrator to declare. Hiding behind a car, for example, might be worth two cover Traits, while hiding behind a thin wall might only count as one. If one combatant goes completely under cover— he cannot be seen at all and is thoroughly protected— he is considered to be impossible to hit. The attacker must change his position to get another clear shot.

Renown

Among the Garou, Renown governs Ranking. Your Rank determines what level of Gifts you're able to learn, as well as how well you are respected and known among Garou society.

There are three kinds of Renown Traits that you can collect: Honor, Glory and Wisdom. Each auspice has its own requirements for rising in Rank. In general, as a Garou, you try to excel in the areas of Renown that are favored by your auspice.

Honor is adherence to the Litany and how well you uphold your own word of honor. It is also traditional “chivalry,” as well as remaining true to yourself and your ideals. The Philodox of a sept are chiefly concerned with matters of Honor, and they are the ones who nominate a Garou to receive Honor Renown.

Glory is willingness to throw yourself headlong into the fight against the Wyrms. It represents bravery, prowess and success in the face of certain doom. A truly glorious Garou has fought well and often and continues to make a name for himself time and time again by defeating the Wyrms in a manner that shows his style. The Ahroun of a sept are chiefly concerned with matters of Glory, and they are the ones who nominate a Garou to receive Glory Renown.

Wisdom is inner strength and inner knowledge. When disputes are solved without bloodshed, when the Wyrms are defeated by simple means rather than violent ones, when a Garou devotes himself full-time to the service of his totem or to spiritual meditation, a Garou is considered Wise. Since the Theurges of a sept are chiefly concerned with matters of Wisdom, they are the ones who nominate a Garou to receive Wisdom Renown.

Nominations

These can be decided on by the auspices making the nominations. This can either be done as a majority-rule vote, or one elder of the auspice can decide who gets the Renown.

Renown Awards

The following list can be used as guidelines for circumstances that could warrant a Renown award from a Theurge, Philodox or Ahroun. These are by no means set in stone, and they are always up to the individual interpretation of the characters involved.

Glorious Actions

- Surviving an incapacitating wound
- Gaining a Battle Scar
- Surviving a toxic waste attack
- Attacking a minion of the Wyrms without regard for personal safety
- Defeating a minion of the Wyrms
- Travelling beyond the Near Umbra to another Realm and surviving
- Performing or participating in a Rite of Caern Building
- Owning a klaive (this is awarded once, after three moons of use)
- Helping to prevent the caern from being overrun by the Wyrms
- Dying while defending a caern (posthumous).

- Without any assistance, preventing the Wyrms from overtaking the caern (a Garou can receive more than one Glory Trait for this action)

- Accepting a sept position
- Telling a good story at a moot

Scandalous Inglorious Actions

- Cowering from a foe
- Begging a minion of the Wyrms for your life
- Participating in a failed Great Hunt
- Suffering the Rite of Ostracism
- Not preventing a caern from being overrun by the Wyrms

- Refusing a sept position

- Suffering from a fox frenzy (running in fear)

Honorable Actions

- Showing restraint in the face of certain death
- Performing a Moot Rite
- Performing a Rite of Passage
- Performing a Rite of Caern Building
- Performing a Punishment Rite
- Owning a klaive (awarded once, only after three moons of use)
 - Helping to guard a caern, even when you’d rather be somewhere else
 - Helping to prevent a caern from being overrun by the Wyrms
- Teaching another Garou a valuable lesson
- Reciting part of the Silver Record at a moot
- Gaining the position of Pack Leader (awarded once)
- Serving in a sept position faithfully for one year
- Upholding the Litany during a controversial issue
- Mediating a dispute fairly and impartially
- Consistently keeping your promises
- Being truthful in the face of adversity
- Telling an epic story at a moot
- Showing mercy to a wayward Garou
- Protecting a helpless human or wolf
- Supporting a person being accused of a crime (who is later proven innocent)
- Making sacrifices to protect the Veil
- Repairing the Veil

Scandalous Dishonorable Actions

- Falsely accusing anyone of being of the Wyrms
- Refusing to perform a Moot Rite
- Suffering the Stone of Scorn
- Suffering the Rite of Ostracism
- Accidentally breaking or losing a klaive
- Not staying on watch at a caern when a more tempting activity presents itself
- Refusing to help guard a caern



- Not preventing a caern from being overrun by the Wyrms

- Refusing any sept position
- Challenging someone too far above or below your own Rank
- Mediating a dispute unfairly
- Failing to keep your promises
- Being deceptive
- Speaking poorly of the Garou as a whole
- Speaking poorly of one's tribe, auspice or pack
- "Crying Wolf" (i.e., summoning the Ahroun of a sept when there is no real danger present)

- Not protecting a helpless Garou
- Not protecting a helpless wolf or human
- Performing heinous acts while in the Thrall of the Wyrms

- Abandoning your pack in a time of need
- Harming/rending the Veil

Wise Actions

- Besting someone (even a spirit) in a riddle contest
- Showing restraint in the face of certain death
- Ending a threat without serious harm to any Garou
- Revealing with certain proof that a Kinfolk or Garou is "of the Wyrms"
- Purifying a Wyrms-tainted object, person or place
- Successfully completing a spirit quest in the Umbra
- Giving a prophetic warning that later comes true
- Discovering ancient Garou Lore

- Performing a Rite of Caern Building

- Discovering/creating a new rite
- Discovering/creating a new Gift
- Creating a fetish
- Sacrificing a fetish for the good of the sept or tribe
- Keeping a caern safe through trickery or imagination
- Teaching another Garou a valuable lesson
- Upholding the Litany
- Consistently giving good advice
- Healing a fellow Garou (non-pack member) selflessly

Scandalously Unwise Actions

- Attacking a much more powerful force without aid
- Falsely accusing another of being "of the Wyrms"
- Failing to complete a spirit quest in the Umbra
- Giving a prophetic warning that does not come true
- Giggling, joking or otherwise being disrespectful during a rite (leeway is given on this one for a Ragabash)
- For a homid, ignoring one's wolf nature for too long
- For a metis, attempting to hide one's deformity
- Living alone or away from your pack
- Breaking the Litany
- Consistently giving bad advice
- Having trickery backfire
- Injuring a fellow Garou during a frenzy
- Having poor relations with nearby Kinfolk



Confirmation

When all is said and done, and all Renown nominations have been made at a sept, the elders of each auspice present the Galliards with their nominations. At that point, the Galliards must make a decision. Will they confirm the nominations by singing of the new Renown, or will they negate the nomination by refusing to recognize the story which the Renown Trait represents? Ultimately, the elder Galliard has veto powers, and can cancel a nomination at any time.

Scandal

Finally, even after a Renown Trait has been awarded, a Ragabash can attempt to destroy your Renown by speaking scandalously of you. These scandals must have an element of truth and must be agreed upon by the Ragabash elder of the sept, so, in a sense, the Ragabash must prove the scandal. Still, it is the Galliards who also must confirm the scandal, thus solidifying the loss of Renown. Only one Renown Trait per scandal can be affected.

The Wurm often finds out when a scandal among the Garou has occurred. A Bane might approach a Garou to “help” the Garou through his crisis by offering him revenge or more power to gain back his lost Renown.

Loss of Rank

It is possible for a Garou to gain Rank and then lose it later through scandal. This is the way of the Garou—a werewolf must purify himself before attempting to rise in Rank.

Benefits of Renown

Aside from the fact that you need to accumulate Renown Traits in order to be able to challenge for Rank, Renown Traits will give you a few other benefits.

First of all, Renown Traits can be used in place of Social Traits during any Social Challenge. In order to use the Trait, you must somehow work the Trait appropriately into the roleplaying. For example, an Ahroun trying to intimidate someone might say, “You must realize what you are doing. Are you going to deny Alaric the Glorious? I’ve fought and killed a Nexus Crawler!” Even if the Traits are temporarily lost during a challenge as part of a session, such a loss does not reduce your Rank in any way.

Each Renown Trait that you gain also gives you the opportunity to learn a new Gift, as long as your character has sufficient experience. You must petition the spirits to teach you a Gift, and the spirits do not always listen.

To clarify: you cannot learn a new Gift unless you have a new Renown Trait to show your eligibility. If you wish

to learn a Gift that is outside your tribe, auspice or breed, you must have two Renown Traits to gain permission.



Tokens

A Garou can represent “favor” by creating a Token: a small gift of some kind, usually a necklace, bracelet or other piece of jewelry. This can also be as simple as a keyring, a computer disk, a trading card or a seashell, as long as it is easily identifiable—each Token you make should look roughly the same so that it can be identified. By creating a Token, you can temporarily loan one of your Renown Traits to another Garou, to be used either in Social Challenges or to otherwise represent your interests. As long as a Garou has one of your Tokens, you may not use that Renown Trait in challenges, but it still counts toward your Rank. The number of Tokens that can be created is determined by your Rank: a fostern can only make one, an adren can make three, and an elder can make five. A Token cannot permit you to learn a new Gift, and it does not count towards your total Renown Traits needed to rise in Rank. It does give you more authority, however, and many adren who carry out sept positions get Tokens from their elders.

The Ranks

In general, your method of gaining Rank is based on your auspice, but Rank is also a measure of the respect and loyalty that the Garou feel for you. Rank has its privileges, as well as its duties.

Cliath (Cub)

This is the lowest Rank; it is not the normal starting-point for playing *The Apocalypse*. However, it can be fun to play someone who’s just gone through her First Change. You have to roleplay learning all about the Garou and discover the secret lore of your auspice or tribe. There are benefits to being a cub: first of all, no one is allowed to challenge you. Everyone will likely come to your aid if you get into danger. However, cubs are only allowed to learn their breed and tribe Gifts. Cubs learn their auspice Gift after their Rite of Passage. At many septs, there is a Garou with the title “Den Mother” or “Den Father.” A Den Mother watches over the cubs and makes sure that they respect their elders and don’t get into trouble.

This is an excellent way to become introduced to the game as a whole. If your local Troupe is set up with a Den Mother, you can easily join the story and be tutored in the game as a matter of course. Learning about the Garou this way can be a lot of fun.

Gifts Available: None (at start)

Renown Requirements: None

Duties: You are required to learn as much as you can.



Fostern

This is typically the most common Rank at a sept. A fostern has undergone the Rite of Passage and now stands as an adult Garou amongst the Garou. Fostern are expected to attend moots, fulfill their duties as described by their auspice and learn the ways of their breed and tribe.

Gifts Available: Basic

Renown Requirements

- Ragabash: Any Three Renown Traits
- Theurge: Two Wisdom, One Honor or Glory
- Philodox: Two Honor, One Wisdom
- Galliard: One Glory and Two Wisdom or Honor
- Ahroun: Two Glory, One Honor

Other Requirements: You must know your three initial Gifts and swear an oath of loyalty to your sept or tribe, usually at a ceremony that takes place after the completion of your Rite of Passage.

Duties: You are required to give service to the sept on a regular basis. This service can entail minor jobs, such as aiding the Keeper of the Land with his duties or patrols, accepting guard duty, or helping an adren or elder with an upcoming Rite. Essentially, your Garou “job description” is “other duties as required,” and since you are lesser in Rank than most Garou, you have usually have little choice but to obey.

Privileges: You are allowed to perform Basic Rites, can petition for justice, can challenge for a higher Rank (when you have enough Renown Traits) and are usually allowed access to the caern. You can also request that a Moon Bridge be opened to the destination of your choice, but the request will not always be heeded— Moon Bridges are sacred things and are not to be used frivolously.

Note: This is the starting Rank for a player. While you are of this Rank, the Garou expect you to be out making a name for yourself. Fostern are always getting into trouble, but that’s just part of being a fostern. The elders watch the fostern specifically to make sure they don’t screw up so much that they’ll be denied adrenship.

Also note that the word “fostern” is used to refer to your pack brothers and sisters, your family by choice. In the sense that all members of a pack are “family,” the members of a Garou’s pack can be referred to as his “fostern,” regardless of their Rank. Sometimes unity is more important than social standing.

Adren

You have gained prestige and renown, and now you are expected to take a larger part in the affairs of the sept.

Gifts Available: Basic, Intermediate

Renown Requirements

- Ragabash: Any Eleven Renown Traits
- Theurge: Five Wisdom, Three Glory, Three Honor
- Philodox: Five Honor, Four Wisdom, One Glory

- Galliard: Four Glory, Three Wisdom, Three Honor
- Ahroun: Five Glory, Four Honor, One Wisdom

Other Requirements: You must be in training to fill one of the positions at a sept. You must challenge and defeat another adren. Note that defeating this adren does not have any effect on this adren’s glory, though being defeated may affect yours. This challenge may take whatever form the adren desires, and may be made appropriately easy or difficult depending upon how worthy the adren feels you are.

Duties: You must give service to the elder who is training you. This takes most of your (out-of-game) time. Adren are considered eligible to become minor sept leaders for positions like Keeper of the Land, Gatekeeper, Guardian and Den Mother, positions that do not require a lot of authority. They are required to train fostern and often must spend more time at the caern than they would like. This is one of the toughest Ranks to obtain, because adren often have the responsibilities of an elder, but don’t always have the authority to carry them out.

Privileges: Fostern must address you with a term of respect. If you know the Rite of Binding, you are allowed to create talens for yourself and others. Your name will be known outside your sept soon, probably among members of your tribe. You are able to do Intermediate Rites on your own. You can demand that the sept must provide a place for you to live, even if it is just communal living quarters. (This is for people with very low Finances.)

Note: you are seen to be in line for one or more sept positions. Everyone watches what you do, and the Ragabash in particular will try to catch you doing something scandalous. An adren is expected to set a good example. This can be quite a stressful time for a Garou.

Elder

You are at a peak in your achievement as a Garou. Others look up to you as a paragon. You command respect and obedience from those around you.

Gifts Available: Basic, Intermediate, Advanced

Renown Requirements

- Ragabash: Any Twenty-One Renown Traits
- Theurge: Eight Wisdom, Seven Glory, Five Honor
- Philodox: Eight Honor, Seven Wisdom, Five Glory
- Galliard: Seven Glory, Seven Wisdom, Six Honor
- Ahroun: Eight Glory, Seven Honor, Five Wisdom

Other Requirements: You must fill one of the elder positions at a sept. These are: elder of an auspice, elder of a tribe, elder of a breed, Sept Leader, Warder, Master of the Rite or Master of the Challenge. One can be both the Sept Leader or Master of the Rite and the elder of a tribe, auspice or breed— the duties can overlap. You cannot advance if one of these positions is not available to you. Either you must challenge the elder for his position and defeat him or wait until he vacates the

position. In the latter case, you may have to contend for the position.

Duties: As an elder of an auspice, tribe or breed, you are simply required to watch out for the interests of your auspice, tribe or breed among the sept. As an elder of an auspice, you have the power to veto Renown nominations. As an elder of a tribe, you have the ability to accept new members into the tribe and to ban certain Garou from the tribe. As an elder of a breed, you are responsible for all external liaisons with others of your breed—the metis elder is a position rarely filled, but if it is filled, the metis elder must watch over and give aid to all metis characters in the sept. Other positions are described in section on “The Sept.”

Privileges: Elders can only be judged by a council of other elders. They are free to pretty much do what they will as long as they fulfill their duties. Elders can “get away” with quite a bit and still command respect and obedience from everyone around them.

Note: If you don’t have many players, it’s best if elders are Narrator characters. Too many elders in a game will disrupt it.

Facedown

In Garou society, when a conflict occurs, the combatants lock eyes in a test of wills before a conflict actually comes to blows. This is an honored tradition among the Garou; it is known as the Facedown. A Facedown occurs when two plays meet eye to eye for the purpose of intimidating an opponent and forcing him to back down. This is common among Garou society, and this activity is used to settle minor disputes, scold pups and show leaders discontent. It is a tradition in Garou society that the winner of a facedown is given the respect deserved for being successful in such a contest.

Success in a facedown is determined two ways. First, if one of the players relents while roleplaying this action, the other player is considered the winner and is allowed to gloat over his victory as he pleases. If one of the players does not relent during a facedown, then a Social Challenge is necessary to determine the victor. The Social Challenge proceeds as normal with the loser breaking eye contact and losing the contest.

This is an excellent opportunity for good roleplaying. Even if the contest comes to a challenge, that’s no reason to break eye contact until the matter is resolved and a winner is determined. Roleplay it to the hilt.

Frenzy

Frenzy is an uncontrollably violent state suffered by all Garou. It is the taint of the Wurm within them that causes them to go mad, destroying and ravaging everything within their reach. Frenzy can happen at any time and can be provoked by anything. When it happens, it is

sudden, bloody and often fatal. Not even the Stargazers are calm enough to forsake this horrible curse of the Changing Breed.

The trigger to a frenzy can be almost anything, depending upon the player in question. For a Fianna Galliard, it could be a member of an audience mocking him as he performs; for a Wendigo Ahroun, it could be an ignorant, prejudiced white man; for a Get of Fenris, it could be a bad moot. What triggers frenzy is entirely up to the personality of the character and the discretion of the Narrator.

A character can also try to instill frenzy in another character by taunting him and calling for a Social Challenge. If the attacker, the taunting character, wins the challenge, then the defender will frenzy. If the defender wins the challenge, nothing happens, and the story continues as usual.

Once in the state of frenzy, the character attacks all those around him violently and without discretion. A frenzied character does not suffer penalties from wound levels. (If the character is wounded, he does not have to spend extra Traits to make attacks.) This simulates the blind, uncontrollable anger of the character. Frenzies usually last only about 10 minutes or until the object or person that triggered the frenzy is removed from the character’s vicinity. The frenzy can also end if the character is mortally wounded, at which point she will collapse.

A character may also enter frenzy by spending a Rage Trait to do so. Such an action can prove useful in a combat situation when frenzy would prove to be helpful in achieving victory.

Note: Be cautious when roleplaying frenzy. Do not jump about screaming at people unless you are on private property where others will not be disturbed. Remember, although frenzy is a violent state of mind, you absolutely cannot physically strike other players, even in jest. Just because your character is in an uncontrollable rage does not mean that the player should forget the rules and become reckless. Use your own discretion, but act it out as much as the environment allows without upsetting your fellow players.

The Many Forms

The Garou have three forms which they may assume: Homid (pure human), Crinos (towering man-wolf creature) and Lupus (pure wolf). Each of these forms gives the Garou a different set of advantages and disadvantages.

Changing forms takes time. Generally, the amount of time required to change forms is one second for every Social Trait which the Garou possesses. This may be altered at the Storytellers whim—changing forms might take less time during a moment of stress or might even be instantaneous during a full moon.

Alternatively, the Garou may elect to spend a Rage Trait to make the change instantaneous. The player of

the Garou should be certain to make those within sight aware that the change is taking place so that other characters can act out an appropriate reaction.

Although Garou can have difficulty communicating with humans and wolves, they can always communicate with one another freely. The language of the Garou is a combination of human phonetics and lupine snarls.

Homid: The Human

Trait Adjustments: None

Change Description: This is the normal state for characters who wish to interact with human society. This form is in all ways identical to human form. A Garou in Homid form does not regenerate damage, but may carry silver items without harm.

Crinos: The Wolf-Man

Trait Adjustments: The character gains the following additional Physical Traits: Ferocious x 2, Robust, Relentless, Brawny and Quick. These Traits may be bid just like normal Traits. Once lost, they are gone for the duration of the story. A Garou also suffers the following Negative Traits while in this form: Bestial x 2 and Tactless.

Change Description: Garou in this form often grow to a towering nine feet or more in height. The Garou's body is covered in a thick fur, and her head becomes that of a snarling canine. The claws and fangs become pronounced and ready for combat. This form is most often assumed when the Garou is preparing to enter into great danger. While in Crinos form, the character is built for combat. Both the claws and teeth cause aggravated damage.

Roleplaying: When in Crinos form, the character is taking an appearance that evokes horrific racial memories in humans; any human seeing the Garou in this form will be affected by the Delirium. Saying anything more complex than a few words will require the expenditure of a Mental Trait. In addition, while in Crinos form, the player must hold her arms above her head with her fingers curled as claws and generally be as menacing as possible.

Lupus: Wolf

Trait Adjustments: While in Lupus form, the character gains the following Physical Traits: Ferocious, Tireless and Quick. The character also gains the Mental Traits: Alert x 2, but the Traits may only be used in challenges involving perception. He also possesses two Negative Traits: Bestial x 2.

Change Description: In this form, the Garou assumes the form of a wolf, usually a near-perfect specimen. The exact type or form of the wolf is usually determined by the character's tribe. A character in Lupus form may not cause aggravated wounds with his claws, but may still do so with his teeth. In addition, a Garou in Lupus has exceptional senses. She may attempt to perform sensory feats which would be nearly impossible to a human:

seeing in near darkness, tracking by scent, exceptional hearing, etc.

Roleplaying: While in Lupus form, a character is driven mostly by instinct. A Lupus will usually prefer to flee rather than fight a battle. Lupus cannot speak to humans; however, they may speak freely to wolves. While in Lupus form, the player must hold his hands in front of his chest with his hands bent down (like a begging dog) to show others that he is in Lupus. He should also try to crouch down whenever possible.

Beyond the Velvet Shadow: Spirits and the Umbra in Apocalypse

The spirit world plays an active role in the life of the Garou. A Garou can travel from the physical world to the spirit world, allowing him interact with the spiritual landscape. As a member of a pack, a Garou shares a mystic connection to the spirit world by his relationship to his Pack Totem; this totem also binds the pack together. Spirituality can be a part of anything a Garou does. Even the most cynical Glass Walker living in the heart of the most blighted city in the world can see spirits everywhere she looks. To the Garou, the entire world is alive with the spirit of Gaia.

As a Narrator, it is your job to bring out the spiritual side of werewolves when you play *The Apocalypse*. It's a rich and rewarding aspect of the game, but one that can be impractical to play if it's not handled correctly.

The Spirit Keeper

For any game in which spirits play an important role, you should have a Narrator whose job is to adjudicate and administer all spirit-related Gifts and rites, Umbral travel, totems and spirit combat. This Narrator, called the "Spirit Keeper," is also in charge of all the spirit plot-lines and anything having to do with the spirit world. The Spirit Keeper should prepare for any *Apocalypse* setting by defining any pre-existing spirits in the area and creating some spirits just in case some are summoned. The Spirit Keeper also needs to know what the Umbra is like in all of the playing areas.

The Umbra

There is a spirit world outside of the perceptions of normal humanity. It lies alongside our own world, separated from this world by a wall of reality called the Gauntlet. One must pass through the Gauntlet to reach the Umbra or return back to earth. The Gauntlet is said



to be a membrane woven by the Weaver to separate physical reality from the Umbra.

Any Garou has the power to step sideways into the Umbra. In order to do this, however, the Garou must be at rest and focus his eyes on a mirror or reflective surface. Next, the player must begin counting quietly to himself for ten seconds for each level of the Gauntlet in the area (the Spirit Keeper should be able to relay the general Gauntlet level of any given place in the play area.)

If a Garou is attacked while stepping sideways, she must successfully make a Static Mental Challenge against a difficulty dictated by a nearby Narrator before the character can vanish into the Umbra.

Garou enter the Umbra holistically, but only the clothes they are wearing and the stuff in their pockets goes along with them unless they have dedicated a tool or weapon with the Rite of Talisman Dedication. Regardless of whether or not their travels are “real,” their bodies are real, physical things in the Umbra, not astral forms like those of psychically projecting vampires in **The Masquerade**.

A Garou in the Umbra can, by standing still and focusing, peer back through the Gauntlet and see things in the physical world. This requires a Static Mental Challenge at a difficulty based on the local Gauntlet rating. This action is called “Peeking.”

In order to exit the Umbra, the player must first Peek through the Gauntlet and then focus on her eyes on a mirrored surface. The player counts in the same manner

he did when his character entered the Umbra. The character then returns to the physical world.

Once a player’s character is in the Umbra, the player must tie a red bandanna or other red marker around her left arm to signify this. The character may not interact with people who are not in the Umbra unless some special Gift or Fetish is used. The Spirit Keeper will probably want to be kept informed as to who is in the Umbra, as those characters will be available for special plot developments, such as Umbral storms, Bane attacks or spirit visitations.

One of the advantages of the Umbra is that Garou can do battle in the Umbra without endangering the Veil. The Umbra also makes an excellent “escape route,” although the Umbra can sometimes be more dangerous than the physical world. There are locations in the Umbra that correspond to places on Earth, although exact distances can become confused in the spirit world.

As a Storytelling device the Umbra is without equal. The Umbra is a metaphoric reflection of our world. Where there is pollution on Earth, in the Umbra there are seething masses of Wyrms-tainted power called Hellholes. Where there are great monuments to the Weaver, such as skyscrapers, bridges and sprawling cities, there are Webs everywhere, and Pattern Spiders travel to maintain them. Outside the cities, the Umbral wilderness glows with an internal light, and the power of Mother Gaia is shown in her full glory.

During the day, the Umbral sky is dark; in the nighttime, it is lit only by the light of Luna. If one were to travel far enough, one would soon pass through the areas of the Near Umbra and approach the boundary that separates the Near Umbra from the Deep Umbra. The Deep Umbra is a strange and wild place whose position corresponds to deep space in the realm of the physical world.

There are rumors that there are two other Umbras accessible from Earth: a realm of rational spirit (sometimes called the “High Umbra”), and realm of dark spirits and wraiths, called the “Dark Umbra”.

The Umbra in Play

The Spirit Keeper may wish to create a separate area that’s set up to evoke the atmosphere the Umbra. Atmosphere can be created by using such elements as dry ice fog, special lighting, mood music and other special decorations. The Spirit Keeper should prevent anyone from entering the area who is not “in the Umbra.” Many dramatic and important scenes can be played in a place where it actually appears as though the players are no longer in this world.

It is also possible that players will try to abuse their advantage by constantly entering the Umbra to escape potential danger. This is unwise. The Umbra contains dangers unlike anything found on the Earth. In the Umbra, a Spirit Keeper has free reign to throw Banes and other dangers at escaping Garou.

Spirits

Spirits are entities born of the Umbra who dwell there most of the time. There is a tremendous diversity of spirits in the Umbra. Every single thing on the Earth has a sleeping spirit associated with it, and some things have awakened spirits associated with them. For example, a particularly well-loved ’57 Chevy might actually have a wakeful spirit of “Speed” attached to it. The difference between a waking and sleeping spirit is that one has an active consciousness and the other does not. The Apocalypse focuses on awake, active spirits only. Sleeping spirits are not dealt with unless the special Rite of Spirit Awakening is used (see “Rites” in Chapter Four).

Types of Spirits

The Garou think of Spirits in terms of their general level of power. The weakest and smallest spirits are called Gafflings. These are mere extensions of the power of larger spirits. The more powerful spirits are called Jagglings. These are common, everyday spirits with which the Garou interact. One type of Jaggling, called an Engling, can provide Garou with Gnosis. The spirits that are commonly found as servants of the Wyrms are called Banes.

The Incarna

There are a number of spirits who have grown in power to the point where they command many Jagglings and have a great supply of personal energy. They tend to have their own realms in the Umbra, and are often fragments of ancient Gods, Goddesses and other mythic beings. These spirits are called Incarna, as they are often incarnations of powerful forces and archetypes. Many of the Incarna are very ancient.

Totem Spirits

Some of the most ancient of Incarna are the animal spirits that were allies to the Garou when they were first born. These animal spirits pledged that they would forever lend their wisdom, their power and their spirit children to the aid of the Garou, Gaia’s noble sons and daughters.

These animal Incarna are called totems, and they have left their lasting mark on the tribes and packs of Garou. Occasionally, a totem will send one of its avatars, an extension of its will, to serve the Garou directly. This always occurs as a result of a pack forming, as the Totem Avatar becomes bound to the pack as part of the Rite of Passage or the Rite of the Pack. Each tribe, caern and pack has a totem associated with it, and many Garou adopt individual, personal totems that they quietly follow.

The Celestines

Finally, above the level of the Incarna are the Celestines—powerful, incredibly large and eternal spirits that embody fundamental forces in the universe. Gaia herself is a Celestine, as are Luna and Helios. Celestines are the least “normal” appearing of the spirits. They appear in abstract forms and communicate in strange ways. These entities are so transcendent and distant that it is difficult to describe them in simple terms.

The Spirit Revealed

Although the Garou do not know the full mystery of spirits and spirit lore, as a Narrator, you must be prepared and know all of the Traits that make up each spirit you will use.

A spirit can have Physical, Mental and Social Traits, although not all spirits have all three. They also have a pool of Power Traits they use to activate special magical abilities called Charms. Some spirits also have Rage, Willpower and Gnosis. (In *Apocalypse*, both Gnosis and Power can be used to empower Charms.)

In order to create a spirit for use in the game, you must first decide what affinity the spirit has. A spirit’s affinity is the fundamental theme or mood for the spirit—it is indicative of the spirit’s purpose, personality and powers. For example, a spirit of war might be particularly good at

fighting, have excellent Physical Traits and have the Charm: Materialize, which allows the spirit to affect enemies on Earth. Virtually anything can describe a spirit affinity. Spirits who have a totem or an Incarna as their affinity are considered servants of that totem or Incarna. For example, a spirit with Wolf affinity is considered to be allied with the Wolf totem.

A spirit's affinity can be discerned with certain Gifts, such as Detect Spirit. If a character has the Enigmas Ability, Affinity can also be perceived with a Mental test. Optionally, you may simply wish to ask a spirit its affinity—it might actually tell you.

Next, you must decide what type of spirit it is: commonly, most of the spirits a Garou uses are either Gafflings, Jagglings or Totem Avatars.

Use the spirit creation rules below to flesh out the rest of a spirits' Traits. Spirits may use Negative Traits to increase their other Traits or buy new Charms. Basic Charms cost one Negative Trait, Intermediate Charms cost two, and Advanced Charms cost three.

Gaffling

These are the smallest and weakest of all spirits.

Traits: Seven, in any two categories

Negative Traits: No more than two

Power Pool: 3

Charms: One Basic

Health: 2

Willpower: 1

Example Gaffling:

Pixel, a Net-Jagging

Affinity: Light/Computers

Type: Jagging

Traits: Mental 5, Social 2

Negative Traits: Annoying, Curious

Power Pool: 4

Charms: Break Boundary, Possess Tech

Health: 2

Willpower: 1

Pixel is a small Net-Spirit who wanders aimlessly through various network systems and occasionally takes a liking to a user. Computer security blocks are nothing to it because of its small size, but even the tightest security can be defeated by its Break Boundary charm. Garou must defeat Pixel in a Mental Challenge to get it to remember any information it has passed by or through. Communication with Pixel is possible through computer monitors: it has the ability to possess a monitor for a time to provide pretty light shows and display information. Pixel is not too intelligent, but it can offer help.

Jagging

These are the most commonly found spirits in the Umbra.

Traits: Twelve, in any category

Negative Traits: No more than three

Power Pool: 5

Charms: Two Basic, One Intermediate

Health: 4

Willpower: 3

Rage: 0-2

Example Jagging:

H'resh, a Trash Skrag Bane

Traits: 7 Physical, 1 Social, 4 Mental

Negative Traits: Hateful, Hungry, Disgusting

Power Pool: 8

Charms: Affinity Attack, Obscure, Reform

Health: 4

Willpower: 3

Rage: 2

H'resh lives in a waste disposal facility. It particularly loves covering people in spirit-slime by using his Affinity Attack, which does aggravated damage to Garou. In addition, it can create a cloud of trash smoke (Obscure Charm) and is fond of retreating to the nearest Hellhole when it is outnumbered (using the Reform Charm). H'resh particularly loves his home, and will often revel in the foulness of a trash heap.

Totem Avatars

These are the more powerful servants of Totem Spirits.

Example Totem Avatar:

Rhett, an Avatar of the Rat Totem

Traits: 8 Physical, 6 Social, 8 Mental

Negative Traits: Sneaky, Nosy

Power Pool: 8

Charms: Airt Sense, Materialize, Affinity Attack, Insubstantial

Health: 11

Willpower: 5

Rage: 4

Rhett is a Totem Avatar for a pack from the Sept of the Green in Manhattan. He is constantly watching his pack from the Umbra and always knows the best ways to go through the city. He will occasionally Materialize to aid his Pack. He is also fond of taunting other, more powerful spirits and using his Insubstantial Charm to avoid their attacks. Rhett appears as a giant glowing Norway Wharf Rat with a slight hint of a human mustache. He speaks in a fake French accent.

Charms

Charms are spirit powers. They usually require a challenge of some sort. Charms can be borrowed with certain Advanced Gifts, and a Theurge can command a spirit to use its Charms to aid a Garou.

A spirit that buys a Charm during creation must pay a number of Power Traits equal to the cost listed.

Basic Charms

These Charms can be bought during creation by any spirit.

- **Break Boundary**

Power Cost: 1

The spirit must make Static Physical or Mental Challenge versus a lock or other security feature.

- **Possess Tech**

Power Cost: 1/minute

The spirit controls one item of technology and can operate it as a human might. Of course, Mental Challenges may be required.

- **Affinity Attack**

Power Cost: 2/attack

This is a catch-all attack ability. It is associated in some way with the spirit's affinity. For example, a fire spirit will have a fire attack. It is up to the Narrator to define the damage and Traits required to use this attack.

- **Affinity Defense**

Power Cost: 1/challenge

This is a catch-all defense ability. The defense must be associated with the spirit's affinity. For example, an air spirit may cause a wall of swirling wind to protect against an incoming attack. It is up to the Narrator to define the type of defense for each spirit.

- **Healing**

Power Cost: variable

This is the ability to heal beings in the Umbra. Normal wounds can be healed at a rate of one Gnosis Trait per wound. Aggravated wounds can be healed at a rate of two Power Traits per wound. Both Garou and spirits can be healed.

- **Obscure**

Power Cost: One per minute

This provides a spirit with an obscuring cloud or fog that keeps it from being recognized or identified.

- **Airt Sense**

Power Cost: 1

This enables a spirit to determine the best path through the Umbra and can help the spirit find secret hidden realms in the Umbra.

- **Steal Gnosis/Rage/Willpower**

Power Cost: One point per attempt

This enables a spirit to attempt to drain Gnosis (which can be converted to Power), Rage or Willpower. A Social or Mental Challenge must be won against the Garou or spirit that is the target for this Charm.

- **Mindspeak**

Power Cost: 1 per scene

This enables a spirit to speak directly with the mind of someone nearby, even if he is not in the Umbra.

- **Affinity Ward**

Power Cost: Variable, plus one per challenge

This enables a spirit to create an area of the Umbra that is protected from other spirits of their affinity. The area is usually circular in shape. The initial Power cost is the number of Power Traits the spirit wishes to invest in protection. These Traits are added to the difficulty of a Static Physical Challenge to any spirit attempting to enter the area. These invested Traits are lost when the Ward is abandoned.

Intermediate Charms

These charms are for more powerful spirits.

- **Materialize:**

Power Cost: Variable (plus one per minute)

In order to Materialize, a Spirit must first make a static test of his Power against the local Gauntlet. When a spirit is Materialized, it can then make physical attacks against targets on the Earth.

- **Reform**

Power Cost: 4

This enables a spirit to "teleport" far away from its current position to a predetermined place, usually in a place of power for its master or others of its kind.

- **Possess Animal**

Power Cost: Three, plus one per minute

This enables a spirit to possess an animal. First, a Mental Challenge must be successful. The animal is totally controlled by the possessing spirit until the animal is slain, the spirit runs out of Power, or someone banishes it (as with Rite of Cleansing). This is usually the first step in creating a Wurm-infested animal, such as a demon bear.

- **Spirit Static**

Power Cost: 5

This increases the strength of the Gauntlet by one in a particular place for a long time (usually for days).

- **Affinity Sense**

Power Cost: 2

This enables a spirit to sense things in both the Umbra and on Earth that are appropriate to its affinity. For example, the Affinity Sense of a Glade Child (the spirit of a tree) might be Forest Sense, which would enable it to detect the changes made to an area around the forest, intruders to the area and so on.

- **Dreamwalk**

Power Cost: 3, plus one per minute

This enables a spirit to enter a person's dream and use Mental Challenges to change the nature of the dream. This can be used for communicating dark portents and dream omens, as well as walking through someone else's dream.

- **Shapeshift**

Power Cost: variable



This enables a spirit to change its size, shape, color or appearance. A shapeshifting spirit may transfer Traits from one category to another by spending one point per Trait transferred.

Advanced Charms

Available only to the most powerful spirits.

- **Informational Link**

Power Cost: 3

This power enables a spirit to connect into the cosmic switchboard and gain information about virtually any subject. A Static Mental Challenge, the difficulty of which is equal to the complexity or specialty of the information sought, determines the level of detail for the information.

- **Intangibility**

Power Cost: 4, plus one per minute

This power protects from all attacks. A spirit can be seen and heard, but not touched or harmed. The spirit cannot simultaneously use the Charm: Reform.

- **Possession**

Power Cost: 3, two per command

The spirit engages in a Mental Challenge with its target and must defeat her. A Willpower Trait spent by the target will repel any attempt. After that, Social Challenges are attempted in order to command the target's body to move about and do things. At this point, the spirit possesses her and can use some of its power through her.

- **Suffocate**

Power Cost: 3

This Charm chokes the target and can be used even if the target is on Earth and not in the Umbra. The spirit initiates a Physical Challenge with the target and must win three challenges in a row in order to slay the target (this is, of course, based on the assumption that the target needs to breathe to stay alive).

- **Conduit**

Power Cost: 5

This Charm enables a spirit to materialize its powers on Earth. It must focus on a specific person or must project these powers from someone who is currently being possessed. This Charm can also be used to channel Rage, Gnosis or Willpower given freely from one Spirit or Garou to another.

Spirit Combat

Spirit combat takes place in the Umbra and is performed just like normal combat, using Physical Traits. Spirits have Traits just like everyone else. If destroyed, a Spirit dissipates and reappears, less powerful, in the Realm that spawned it. Anytime a spirit is destroyed by a Garou, that Garou receives an automatic Notoriety Trait (see Notoriety, listed below).

Notoriety



Notoriety represents the reputation that a Garou has among spirits in the spirit world. For each Notoriety Trait a Garou has, he receives a one Trait penalty when he is summoning Spirits. The Spirit Keeper assigns or takes away Notoriety Traits based on her estimation of the way spirits perceive the character, Notoriety comes and goes depending upon the character's actions. If a Garou gets enough Notoriety Traits, Wyrms spirits might show up to offer him power, or an Incarna might send Avatars to see why an offending Garou is messing with her children.

A good rule of thumb about Notoriety is that you receive a Notoriety Trait every time you damage or otherwise alter a spirit, summon a spirit for no good reason, or treat a spirit with disrespectful or abusive behavior. Of course, this is not always true: if a Bane attacks you, and you strike back, it's not likely that you'll get Notoriety for that. But if an Owl spirit is set to watch a caern boundary, and you intimidate it out of your way, you may very well receive Notoriety.

The only good thing about Notoriety is that it can be used in a Social Challenge if a Garou is attempting to intimidate a spirit into obeying him. Of course, doing this may very well earn the Garou another Notoriety Trait.

Geasa

Sometimes a spirit may request that a Garou take on a geas, that is, a restriction or requirement that the serves the spirit's needs. This can be done as part of a bargaining process to get the spirit to do something, or as a potential means to erase Notoriety (the spirit will help erase the Notoriety if the Garou in question submits to a geas).

Minor geasa include: never entering a particular color door, always wearing a specific Token, never eating a particular kind of meat, never speaking a spirit's name aloud, always wearing a particular color, and so on.

Major geasa include: performing a sacrifice, getting a tattoo or brand, swearing an oath, agreeing to a quest or sacred journey, agreeing to adopt a new name (thereby "giving up" your old name) or freeing another captive spirit.

This often explains why so many Theurges adopt strange "superstitions" and customs.

If you break a Geas, then you automatically receive two Notoriety Traits in addition to regaining any Notoriety (if any) that was removed by the spirit. In addition, for a time, no spirits will trust your word. You may even lose Honor or Wisdom Renown from the members of your sept, who will be informed by the spirits of your indiscretion.



Delirium

Delirium is a state of mind that afflicts humans who see a Garou in Crinos form. Reactions vary greatly. Some humans run in sheer terror, while others cower on the ground in front of Garou. A few completely disbelieve the incident ever happened. There are also those who become quite curious about the event and attempt to gain more information. Therefore, it is important that characters are careful when changing forms or running about as something other than a pure human or wolf. The integrity of the Veil must be preserved.

Experience

Humans learn from experience. As sentient beings, we collate the information that is presented to us in our daily lives and hopefully become better people for our experience. Some of us do, while some of us ignore our lessons and must repeat the same mistakes again. During our life, we learn from the mistakes of yesterday and prepare for the challenges of tomorrow.

Experience in *The Apocalypse* is represented by giving each character one to three experience points at the end of each story. The number of points awarded is based on how well the character performed during the course of the story and how active the player was in the game. The Narrator will decide how many points each player receives upon completion of the game. Most players will receive one point—this is standard. Exceptional roleplayers, those who played an exceptionally memorable part, will receive two. Three points will be awarded to those characters who portrayed acts of incredible insight and courage, making the game more memorable for the Narrator and other players. On a normal night, each player will receive one experience point.

Some basic guidelines for awarding experience follow— if you are a Narrator, you might want to adjust awards to suit your needs, but be careful. Awarding too many experience points can make the characters in the game too powerful and make your task as Narrator very difficult in future chronicles. It can also “spoil” the players and make them overconfident, which can make them difficult to deal with.

Awarding Experience

Awarding experience points requires a delicate balance between satisfying the players and maintaining the balance of the game. If you follow the guidelines below, you probably won't get into too much trouble, but feel free to experiment.

- **Automatic** — Each character receives one experience point per game. This represents the acquisition of common everyday knowledge.
- **Roleplaying** — Narrators should encourage roleplaying. The best way to do this is by rewarding it. This



point should be automatically awarded to players who have all of their Traits left at the end of the night. These players obviously roleplayed well, and didn't have to spend any Traits in challenges. The best roleplayer in the cast usually receives this bonus.

- **Leadership** — You should award one point to players who played a major part in the story. They got involved, and their efforts propelled the plot. The player who was the most involved in advancing the plot usually receives this award. It should be noted that if more than one of the players were integral in the progression of the story, then each of the players who showed such leadership could be awarded this point.

Using Experience

After experience points have been awarded, they may be spent to purchase new Abilities, Traits and Gifts, improving upon the character and giving the player a sense of satisfaction as he watches his character grow and improve. The following chart list the cost of improving Traits, Abilities and Gifts:

- **New Attribute Trait**— One experience point per Trait.
- **New Ability**— One experience point per Ability Trait.
- **New Gift**— Three experience points for Basic Gifts, six for Intermediate Gifts, and nine for Advanced Gifts. (Note— you must be of the appropriate Rank to take a Gift.) It costs an additional point to learn a Gift outside of your breed, auspice or tribe.
- **New Gnosis**— Three experience per Trait.
- **New Rage**— Three experience per Trait.
- **New Willpower**— Three experience per Trait.
- **Buy off Negative Trait**— Two experience points per Trait.
- **Buy off a Notoriety Trait**— Two experience points per Trait.

Only one Ability, Trait or Gift should be gained per session.