

The Apocalypse



THE APOCALYPSE™



*By: Geoffrey Fortier, William Spencer-Hale,
Sam Chupp, Mike Tinney, Jan Lemke*



Credits

Authors: Geoffrey Fortier, William Spencer-Hale, Sam Chupp, Mike Tinney, Ian Lemke

Development: Mike Tinney, Ian Lemke

Editing: Brian Campbell

Art Direction: Richard Thomas

Layout and Typesetting: Aileen E. Miles

Cover Design: Larry Schnell

Photographer: Debora Brown

Models: Cindy Dimmitt (Black Fury), Sherri Sutton (Bone Gnawer), Kathy Su (Children of Gaia), Anna Burrell (Fianna), Nathan Altier (Get of Fenris), Harley Gould (Glass Walker), Debora Brown (Red Talon), Jamie Stith II (Shadow Lord), Josh Hancock (Silent Strider), Jerry Weldon, Jr. (Silver Fang), Jennings Sheffield (Stargazer), Daniela Gomez (Uktena), Brian Wicker (Wendigo), Kristy Stith (Black Spiral Dancer) and Tom Persing (Fomori).

Special Thanks to:

Fill "Orthographer" **Brewkatto** — for his creative misspellings of his co-workers' names.

Rob "35,999" **Hatch** — for knowing when to cash in on his automobile warranty.

Brian "Angst" **Campbell** — for making it into an art form.

Andrew "Oh, Chun Li!" **Greenberg** — for what he does with his Street Fighter action figures.

Ken "gurgle, gurgle, glug, glug, boog, boog" **Cliffe** — for the noises he made just before passing out at the last party.

Bill "The Pusher" **Bridges** — for keeping *Civilization* on his computer, and making it available to the rest of us.

Jennifer "Better Off Dead" **Hartshorn** — for accepting her position as Wraith Developer.



4598-B STONEGATE IND. BLVD.
STONE MTN., GA 30083
U.S.A.

© 1994 by White Wolf, Inc. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purpose of reviews. *Mind's Eye Theatre* and *The Apocalypse* are trademarks of White Wolf, Inc. All characters, names, places and text herein are copyrighted by White Wolf, Inc.

The mention of, or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Because of the mature themes involved, reader discretion is advised.

Sanctioning Information

If you would like to run a *Mind's Eye Theatre* game at a convention or similar large venue, you need to obtain sanctioning from us in advance. Our support materials are top-notch, and our costs are low. Recently, Night Owl Productions has become an official subsidiary of White Wolf Game Studio. Night Owl is the place to inquire concerning sanctioning for Live-Action games. We can be reached at:

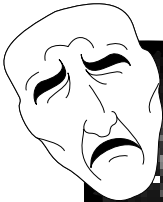
Night Owl Productions
4598 Stonegate Industrial Blvd.
Stone Mountain, GA 30083

THE APOCALYPSE™

Contents

<i>Legends of the Garou</i>	4
<i>Chapter One: Introduction</i>	10
<i>Chapter Two: Setting</i>	16
<i>Chapter Three: Character</i>	26
<i>Chapter Four: Characteristics</i>	36
<i>Chapter Five: Rules</i>	114
<i>Chapter Six: Systems</i>	122
<i>Chapter Seven: Advice</i>	138
<i>Appendix</i>	147

The Apocalypse



1977



LEGENDS OF THE GAROU

Blood Dance

The night was darker than most. Shadows danced through the thick, gray fog like restless ghosts, moving through the darkness like spirits intent upon goals no mortal should know. The howling wind carried hollow, mournful whispers into the night. A chill breeze snaked about the forest and into the trees, causing the leaves to rustle as if in fear. The fire that burned in the small clearing added little comfort to the figures gathered there. Its crimson flames were delicate and pitiful against the formidable, penetrating silence of the night. It was a night for tales, tales of loss and horror, fear and death, nightmares and murder. It was a night to remember stories that were best forgotten.

Sean O'Flaherty, known as Laughs-at-Blood by the Garou, stepped suddenly into the clearing, causing everyone gathered to start at the gnarled figure that stepped into the firelight. Many members of the sept regarded him with uncertainty because of his metis nature. Laughs-at-Blood chuckled quietly to himself as he allowed a smile to cross his pale, gaunt features. He loved a good horror story. He carelessly flicked an auburn lock from his face with a delicate, scarred hand and took his place in the center of the gathered circle. As a Fianna loremaster in the Sept of the Singing Sword, it was his place to tell stories and pass on tales to be remembered for all times. Telling tales was his passion in life. He enjoyed capturing and holding an audience's attention as he wove his stories. Laughs-at-Blood also had a hunger to be the center of attention— after all, he was Irish.

The gathered Garou glanced up at the loremaster as he gazed into the fire; his bright emerald eyes reflected the flickering flames. Despite the demanding presence of the Fianna Galliard, the circle maintained a vigilant watch, mindful of the creeping blackness of this haunted night. Something did not seem right. Those gathered this night were from all tribes. Even the Red Talons sat growling in the glow of the flames. This was a night for brothers and sisters, one where differences could be cast into the fire and all could be of one spirit. Come morning, when the sun would rise and the fire would be nothing more than a gray, smoldering memory, prejudices would be proudly plucked from the ashes and worn again like badges. Yet, in the darkness of this night, tomorrow did not exist.

Laughs-at-Blood cleared his throat and threw his hands into his pockets to keep them protected from the night's chill. He bowed his head solemnly and, in a hoarse whisper, began his tale...

"There are things in the shadows that writhe and hiss, spitting their contempt for our kind. They wait, ever so patiently, for one of our kind to be caught alone and unaware."

One of the gathered Garou, a Stargazer pup, stood at the edge of the clearing. She had risen from the circle and had taken a few steps into the darkness. As Laughs-at-Blood spoke these words, she quickly turned and rejoined the gathering. This time, she sat a little closer to the fire. Laughs-at-Blood smiled, turning his face from the child as he continued his tale.

"We all know of these beasts. The Wyrms and its brothers wish to destroy us. Only then will the Wyrms be



able to succeed in its foul plan. If this happens, then all is lost. We must be strong.

“Remember, though, that there is more to the Wyrms than its scheming, black minions. Aye, much more. The Wyrms is among us even as we speak, its tentacles moving silently between us. The Wyrms is everywhere.” The small crowd sat closer together, sharing glances with one another and casting their gaze into the dancing shadows of the night. “This is not a tale of the Wyrms we see. Instead, it is a story of the Wyrms we don’t see—the Wyrms that is able to live among us, tricking us into believing it is Garou and then dragging us into the night to eat our souls *one by ONE!*” The sudden shout sent a wave of horror into the souls of everyone gathered.

This time, Laughs-at-Blood did not smile.

“This tale is about those who take our form to spill our blood. This is a tale of the Skin Dancer.” All was quiet now. Even the owls and the crickets ceased their midnight symphony, as if they wished to hear the tale as well. Night cloaked the gathering, and the fire’s protection seemed small and insignificant by comparison.

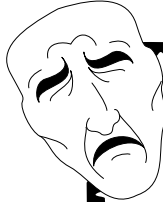
“In the days of my youth, when I was no older than some of you, the Sept of the Singing Sword was stalked by one who disguised himself as one of us. To the Sept, he was known as Gloom... just Gloom. He only spoke when he was spoken to, preferring silence to any form of conversation. He had arrived from afar. In fact, no one knew of his origin. He had appeared at the sept one day

asking for shelter. As he was of the Changing Breed, we were obligated to comfort him. Little did anyone know, a deceiver had stepped into our lives, one who was intent upon dragging us all screaming into hell.

“I remember that as he walked into the sept, he did so with an arrogant stride. His black eyes surveyed everything with a quiet, purposeful evil. As he walked, his gaze caught mine, and, as I was just a pup, I ran to the elders, seeking safety in their company. Shrouded in his weathered cloak under a black hood, he was quite frightening to a child. For me, this was only the beginning of the terror.

“For those of you who may not have heard of Skin Dancers, let me explain. Skin Dancers are like people, I guess, except that they’ve been tainted by the Wyrms. This causes them to become evil, giving them the desire to destroy any who would oppose the Wyrms... mainly us. Humans become Skin Dancers through a horrific ritual involving Garou blood and the pelt of a slain werewolf. Exactly how this is done, I don’t know. I’m glad that I’ve never witnessed such a ritual, because if I did, I’m sure the rage would grip me and I would feast on the flesh of all involved. Hmmm, not a bad idea, really. Anyway, back to my point...

“For a while, all was quiet, and the stranger kept to himself. Life at the sept went on as usual. We accepted the stranger into the fold, despite his odd ways. Of course, we had no idea of the darkness that was in his soul, only




that he was a bit aloof. No one spoke to him, and he kept to himself. After a while, it was as if he was not even there. That was our greatest mistake.

“In the months that followed, horrible things began to happen. The first to fall to this villain was a pup no older than some of you. She had ventured into the forest alone, as we often do, only this time she did not return. The next day, concerned members of the sept gathered and called a hunt to find the missing child. Unfortunately, they did.

“What was left of her was nauseating. She had been ripped open from neck to navel. Her entrails had been spread around the small clearing that her body was found in. She had been completely skinned. Her muscles and tissue were naked to the morning sun, and they glistened with blood. Although I was too young to hunt with the adults—I had yet to reach the age of my Rite of Passage—I can still imagine how she would have looked on that morning. At times, those images still haunt my dreams.”

Laughs-at-Blood stepped from the circle and into the darkness of the night. For many long moments, he stared into the night, his thoughts unknown to all. The moon illuminated his face, and a tear could be seen making a purposeful trek down his face. Laughs-at-Blood stared into the face of Luna and whispered something that no one else could hear. He then angrily wiped the moisture from his face and stepped back into the circle. His face was devoid of emotion.

“Her name was Rolls-in-Clover,” Laughs-at-Blood continued, “and she was my Song-Sister. We had made



our vow of the song when we were very young, as the Fianna do. It was the first time that I had felt the rage rise within me. I remember the bittersweet taste of it in the back of my throat as I howled my sadness at her loss. Yet, since I was not old enough and was not considered an adult to the sept, I could do nothing to avenge her. I could only mourn.”

Laughs-at-Blood bit his lip hard as he stared into ground. A small trickle of blood, a shiny, crimson trail of despair ran down his chin as he remembered. This was a tale that was difficult to repeat, but one that had to be told.

“The Ahroun called together a war party to hunt down and destroy this minion of the Wyrn that waited just outside our door. Gloom, silent and sullen as always, joined the war party with the other warriors. Little did anyone know that the killer was among their ranks. They went into the woods, howling and screaming their rage into the sky until, at last, the sept was silent. Only the very old and the very young remained behind.

“The hunt was useless, of course. There were no monsters lurking in the forest. As the warriors hunted their imaginary horrors and those who remained at the sept surrendered to sleep, Gloom slipped quietly away from the war party and made his way back to the sept. Quickly, he crept about the sept, avoiding the light of the moon as he stalked his next victim.

“Outside my hut, I heard the soft sounds of feet scraping lightly on the ground. The sound mixed with





the other noises of the night and filled my heart with terror.

“Remember, I was but a child, and monsters were very real to me. Yet this time, the terror was not my imagination. This time, the terror was but a heartbeat away.

“The door opened slowly, and through the moonlit crack, I spied a pair of sinister red eyes in the darkness. Without hesitation, Gloom entered my small room and quickly closed the door behind him, blocking my escape and leaving me isolated from the rest of the sept. A wicked grin crossed his face as he looked down on me. He stood silently at the door, crouched as if he was waiting to strike. From the folds of his weathered black cloak, he pulled a long knife. Its blade gleamed with silver in the moonlight, and the edge measured at least a foot in length.” Laughs-at-Blood pulled a knife from his belt, holding it above his head and displaying it to all. He then lowered it and began to slowly walk around the fire as he continued his tale.

“I tried to scream, but before I could, Gloom pounced upon me and smothered my face with his huge hand. I struggled beneath his grip, but to no avail. He was three times my size, and he used his weight to pin me to the ground. I remember the glint of the moonlight on the blade as he raised it above his head, preparing to thrust it into my bowels. I could only watch in terror as he did so. Above me, the monster paused and smiled, relishing in the terror he instilled in me.

“As the blade began its descent, the noise from the returning war party filled the clearing. When the sounds reached his ears, he stopped. The blade hovered just inches from its mark. I bit into his hand, catching him off-guard, and he swiftly retrieved his hand from my face. Knowing this to be my only chance, I screamed at the top of my lungs, warning the war party of my danger. Gloom paused for a moment, glaring at me in pure hatred before releasing me and bounding for the door. Before he reached his goal, the door burst open, and the war party rushed into my small hut and came to my rescue.

“Several members of the sept grabbed Gloom and held him captive while the leader, Sings-of-Death, questioned me about what had happened. I told him everything as the tears ran down my face. I shook uncontrollably in fear. Once I had completed my story, Sings-of-Death stood and approached Gloom, meeting him eye to eye in the darkness.

“Sings-of-Death reached down and wrenched the dagger from Gloom’s hand, breaking his wrist and filling my room with screams of pain. I could only smile. He then commanded the others to release him so that Gloom would have the opportunity to defend himself. It is not the way of the Garou to destroy a defenseless opponent. For many long moments, they stood face to face, each glaring into the eyes of the other, before Sings-of-Death lost his patience with the coward. He thrust the blade into the coward’s gut, twisting the knife so as to open a

wound large enough for the villain's intestines to spill out onto the floor. Again, I could only smile."

As Laughs-at-Blood told the story, he used the knife to show his anger, cutting and thrusting at the night air to demonstrate how Sings-of-Death disemboweled Gloom so many years ago. The gathering sat quietly in awe as he did so, rejoicing in the slaying of one so evil.

"However, Sings-of-Death did not kill Gloom— that was an honorable way for warriors to die, and this beast did not deserve such honor. Instead, he removed the knife and threw it onto the floor. Gloom slumped to the floor with a look of pain and horror etched on his face, the look men have when they know they are about to die. Sings-of-Death took me by the hand and began to lead me from the room, but I told him that I wanted to watch. I wanted to appreciate the death of the one who murdered my Song-Sister. Sings-of-Death allowed me to stay, but sent the other members of the war party from the room. As they left, they spit upon him and cursed him one by one, asking Gaia to dispose of such garbage accordingly. Within moments, all that remained in the darkened room were Sings-of-Death, the dying coward, and myself.

"I watched him as his breathing became short and labored. I knew that it wouldn't be long until death overtook him and only his lifeless shell remained as a reminder. I approached him carefully, retrieving the blade from the floor and placing the cold steel against his throat. I knew that the only thing worse than not being allowed to die in battle was to be slain by a child, a mere pup with no warrior's skills. I looked to Sings-of-Death. He nodded his approval, knowing my intentions, and allowed me to reap my revenge on the beast.

"I did not wish to slay him quickly, as I was sure that he did not allow Rolls-in-Clover a merciful or an honorable death. On the circle of floor around where he lay, I began the Blood Dance, the dance of frenzy before battle. Granted, it was choppy and unpracticed. I was only a child, but the dance exclaimed the dishonor of his death. Sings-of-Death sat back against the wall and waited.

"Once my dance was complete, I lunged at the deceiver, plunging his own dagger into the hollow of his throat and twisting it violently. For a few seconds, he gurgled and blood spewed forth from the wound as he fought for breath. It was to no avail. After a few moments, he slumped silently and died on the cold floor. I wiped the tears from my eyes and left the room, leaving behind a warm corpse, a proud sept leader and the last step of my youth. At that moment, I became an adult. My Rite of Passage followed soon after that night.

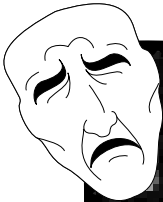
"It was this knife that took the life of my beloved sister and later wrenched the last breath from her murderer. I will carry this blade for the rest of my life, and, when death finally takes me to Gaia, I will give it to Rolls-in-Clover to show that her death was avenged."

Laughs-at-Blood contemplated the blade as moonlight glistened off its lethal, silver surface. He then tucked it back into his belt and stepped outside the gathering.

"Always remember," Laughs-at-Blood said as he made his way into the forest and away from the gathering, "that the Wyrms are everywhere. It does not only dwell in the big corporations, and it does not always make itself known. Sometimes it is a subtle evil that stalks in darkness. Sometimes the Wyrms live among us, disguising its true self. Sometimes the Wyrms live in our own hearts." With these words, Laughs-at-Blood turned and walked into the depths of the forest, disappearing from view and becoming one with the night.

Around the fire, the remaining Garou sat silently for many long moments, listening to the sounds of the night and reflecting on the events of the evening. Each one in turn left the circle, returning to the forest and pondering thoughts known only to them. Before long, all that remained was the smoldering embers of the fire and a wispy trail of smoke that lifted from the coals to mingle with the mist-shrouded darkness. In the forest, all was quiet.

The Apocalypse



Chapter One: Introduction

*“Doomsday... the Final Battle...
Doomsday... Apocalypse...”*
—Ministry, “Grace”

What is Mind's Eye Theater?

This game is probably different from anything you've ever played before. Within the pages of this book, you'll find all the information necessary to catapult your imagination beyond the boundaries of traditional tabletop games. Rather than sitting around a table and rolling dice to determine your character's actions, you create the action; as stories unfold, you become both actor and screenwriter.

Mind's Eye Theatre is akin to improvisational theatre: you are given, or create, a character who has a personality and goals. You enact a story that takes place in a live setting. The players interact with one another as though they are their characters. Narrators occasionally step in to play the parts of antagonists or adjudicate rules disputes. Often, though, especially in larger games, the players themselves play the antagonists. Most scenes are played out in real time. Interruptions are only made when there is a rules dispute or a change of scenes.

In **Mind's Eye Theater**, there are no limits to the worlds you can explore. In this game, no dice conven-

tions or bulky rulebooks hamper your freedom of expression. This is the quintessential environment for telling stories. Through this game, you will come to discover the impending Apocalypse that threatens the world. You will assume the persona of one of Gaia's guardians and learn what it is to be a Garou. **Apocalypse** is a living embodiment of storytelling.

The Art of Storytelling

Many years ago, long before compact discs, Dolby stereo and cable television, there was storytelling. It was a social activity, one where families and friends could gather in comfort and share the experiences of life, passing on the wisdom gained from living. Storytelling was a proud tradition, a tradition that brought entire communities together to share stories and celebrate in the joy of being alive. As time passed, however, storytelling eventually took a distant backseat to other art forms; television, radio, film and multimedia assaulted our senses.

We do not intend to condemn the modern world. On the contrary, the wonders of today's civilization have given us the ability to disseminate ideas and receive information from all parts of the world. Technology has also brought us closer to the written word, allowing



everyone access to the triumphs and failures of our history. The purpose of this book is to convey the idea that storytelling can still be a vital medium in the modern world, and maybe, just maybe, it can give us a broader understanding of our world, along with the ability to make it a little brighter.

Live-action storytelling is a step up from tabletop gaming. Instead of having a gamemaster direct you through various encounters created by her imagination, you are free to guide yourself through another world. You have control over the character you play, and the decisions are still left to you. A mediator, known as the Narrator, will settle conflicts with other players and detail the world with which you interact. Beyond that, everything depends on you.

There are no secrets to pass on about storytelling, no great mysteries that remain shrouded and forgotten. Storytelling cannot be taught. The art of telling stories must be practiced and experienced. There are fantastic stories hidden within us all, tales screaming for escape and waiting to claw their way into the light of day. They're waiting to be experienced by others. **The Apocalypse** gives us the ability to tell our stories and share our dreams with others. Live-action is our device for reaching into the past and bringing the art of storytelling to its rightful place in the present.

The Narrator

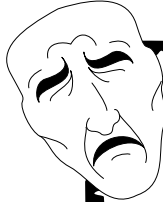
The Narrator is, without a doubt, the foundation of the stories told in **The Apocalypse**. It is her responsibility to detail the world that the players live in and settle disputes when they arise. The rules in any game are important, but in **The Apocalypse**, a game played in a live setting, the basic rules are even more important. It is mandatory that the players do as the Narrator instructs to prevent any disruptions to the story.

During the course of a story, the Narrator will be called upon to play many roles. It will be her task to assume the personas of all the characters the players meet. In **The Apocalypse**, she will play many roles, ranging from the most loyal of allies to the most hated of villains. Her portrayal of these characters must be believable. If she can do that, she will add greater depth to the game and heighten the enjoyment of it for everyone.

As a rule, it is advised that there be one Narrator for every six or seven players. Although this number may vary, this guideline allows for the Narrator to interact more often with the players and helps them to delve deeper into the story.

Responsibilities

As a Narrator, the content and flow of the story is dependent on you. Indeed, the players have gathered to explore and conquer the world you have created for them. There is a lot riding on what you do and how you




do it. Don't let this discourage you—the rewards of narrating are great, and although the task can be exhausting, the sense of accomplishment gained from a successful story makes the whole process worthwhile.

The Narrator has the responsibility of hosting the game and getting the story started. In addition to this, the Narrator must keep the story going, insuring that it does not bog down or get out of control. She must make sure that the players have plenty to do and do not become bored. During the course of a game, you will be called upon to do a variety of tasks, such as settling disputes, roleplaying a wide variety of characters and setting the stage for the various scenes. Throughout all of this, you must remain patient and attend to your players. After all, without them, your story would be nothing.

Another responsibility of the Narrator—without a doubt, the most important responsibility—is safety. The Narrator must make sure that the area chosen for the game is safe for play and must ensure that all the players abide by the rules.

In the end, the goal of **The Apocalypse** is to have fun. As a Narrator, you are a storyteller, a judge and a member of the supporting cast. Although you have your work cut out for you, the rewards are worth it. If you can tell a great story, your players will be appreciative. They'll also admire you because of the hard work you undertook for their enjoyment. Don't be intimidated. Weave a tale you and your players will always remember.

The Character



The characters in **The Apocalypse** represent the majority of the characters involved in the story and ultimately control the outcome of the game. A character can be anyone from any walk of life. A character is nothing more than a reflection of the person who plays him, and the facets that make up the entirety of any given player are infinite. The only limit to a character is the player's imagination.

Creating a character for **The Apocalypse** is easy and only takes a few moments. Unlike other games, there are no extensive character sheets to fill out with volumes of statistics and abilities. Instead, only a few abilities are necessary to define a character. However, once this step is completed, the character is only a skeleton. It is up to the players to flesh out and breathe life into the character, defining her personality and determining her role in the story. To do this, the player must reach within herself and find a spark of life that will make her character complete. Only then

will the character be ready to join the story.

Responsibilities

As a player, your responsibilities are not as varied and demanding as those of the Narrator, but you play an important part, nonetheless. Players are the heart and soul of a story. Without you, all the patient efforts of the Narrator would be for naught. Appreciate the efforts of the Narrator by respecting the rules and, first and foremost, take an active part in the game. Have fun.

Winners and Losers

Unlike most games, the object of **The Apocalypse** is not to “win”. In fact, there are no rules covering such events. The goal of **The Apocalypse** is to tell stories, not to achieve superiority over the other players. Your character possesses motivations and ambitions that make her a vital part of the story. When coupled with the depth of the other characters who take an active part, it makes the game complete, ensuring that everyone is a winner no matter how well their characters “succeed”.

Ultimately, the goal of **The Apocalypse** is to have fun. After all, this is more of a story than a game.

Props

In order to compliment your storytelling and increase your enjoyment of the game, props may be used. Props can be anything that helps to define your character, including costumes, makeup and jewelry. It is forbidden to use guns, fake guns, stakes, staffs or anything that can be misconstrued as a weapon in **The Apocalypse**. These items could bring undue attention from people outside the parameters of the game and could also prove dangerous. Have fun and employ any props that you feel are necessary to enhance your character. However, if you have any doubts as to whether a prop will be allowed, consult your Narrator and heed her decision.

Elegantly Simple

This game was designed to be simple to play. The rules are intended to be easy to understand and use. In this game, the story is more important than the rules, and, to a certain extent, the rules are elements of the story. We use the words “elegantly simple” to describe our goal in game design.

The Apocalypse is a storytelling game and, as such, might be different from other games you have experienced. The rules are aimed at resolving conflicts quickly and allowing players to remain in character without losing track of the story. Indeed, the rules are created so that players can resolve confrontations without ever stepping outside the confines of the story or their characters. We have made every effort to create rules that maintain the integrity of the story and the background in which the story is set.

The rules are intended more as guidelines than absolute laws and are meant to be used at your discretion. This game is yours. Make of it what you will. Modify and adapt this game as you see fit.

With this book as your guide, you will be able to tell stories about the horrid blight that plagues the world as you and your werewolf brethren frantically heed Gaia’s cry for help. Welcome to **Mind’s Eye Theater: The Apocalypse**.





The Rules of Safety

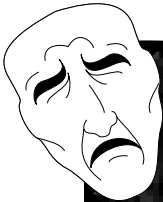
Due to the nature of this game, certain rules as to the conduct of the players must be heeded. You have to be very careful as to how you conduct **The Apocalypse**. Behave yourself so that you and your fellow players can enjoy the game. Do not bring attention to yourself from outsiders. This game is to be played in the home, at conventions or at other safe locations. Caution must be taken for the preservation of the story.

- **Don't Touch!** You should never actually carry out any sort of physical contest. This is the stage where you need to start playing pretend. Act out only those things that don't require contact. This doesn't mean you can't shake hands, but it does mean you should give other cast members a lot of space.

- **No Stunts!** Don't get physical. Never climb, jump, run, leap or swing during a game. Use the rules when you want to do something even slightly outlandish—keep your roleplaying low-key. Werewolves are violent creatures, but the need to represent such things as violence and combat is the reason we have rules: players have to resolve conflict without physical contact. Avoid attracting attention, and use your imagination to its fullest.

- **No Weapons!** Fake and real weapons of any sort are absolutely forbidden. This includes staffs and guns of any sort, or anything used to represent a weapon. Use your imagination! Things can get out of hand when such props are used, and they can give other people wrong impressions.

The Apocalypse



Chapter Two: Setting

"I went to the place where Luna shone/ on her sister's creations/ and I saw apes who were like wolves / and wolves who were like apes / and knew that nothing would ever be the same again."

—The Silver Record

A World of Darkness

The world of *The Apocalypse* is, in many ways, just like our world. Children are born, grow up, go to school, follow careers, grow old and die. The sun rises and sets day after day. In the World of Darkness, however, everything is just a little grittier, a little more corrupt and a little more tainted. Gang warfare is rampant. Poor areas are more impoverished. Even the "nice" places are tainted with a hint of something dark and corrupt. This darkness is expressed in the ambiance of Gothic Art, demonstrated by the feelings expressed in the architecture of high cathedral ceilings, gargoyles and towering grotesque structures that pierce the night sky. It is also expressed in raw rage, random violence and rebellion— basic elements of the Punk Movement. That is why we call the World of Darkness our "Gothic-Punk" setting, because it combines these two styles. Gothic-Punk is a synthesis of both styles, and, in *The Apocalypse*, it's represented in a very different way.

Mystic Modern Primitive

Werewolves are not the same creatures who walked across the black-and-white movie screens in the heyday of Lugosi and Chaney. No, these are creatures of far-reaching mythic status. They are both heroes and monsters, a combination of wolves and men. Unlike the werewolves of the movie screen, a Garou is born either as a wolf or a human, and the Garou only learns to take on other forms after she matures. A crucial fact of the Garou's birth— whether her mother was a wolf or a human— is important to her basic nature. This determines her "breed". Being a Garou is not the result of some lycanthropic disease that's passed from person to person. The Garou are an ancient species with a lineage that reaches back before history, and they can trace their bloodlines back to the days when humans first stood erect on two legs and used fire to drive back the darkness.

In the modern world, they have adapted to modern ways while retaining their old mythic roots. In this respect, they are both modern and primitive, and their mystical nature (especially in the world of spirits and



totems) is also very important to them. The Garou, as they call themselves, are honorable, noble, savage, canny, proud, angry, heroic, monstrous, inhuman, egotistical, shortsighted, adaptable, wise, mysterious and tenacious. As a species, they are perhaps the most hardy and the most foolhardy of all the earth's creatures. They believe themselves to be the defenders of Gaia, an all-powerful godlike being. If you ask a Garou who, or what, Gaia is, you'll get several different answers, and all of them are considered correct. The Garou defend Gaia from the Wyrn, a very real evil creature bent on consuming, tainting and destroying all of Gaia. Not only is the Wyrn real, but its evil spirits are powerful and prevalent everywhere, especially in the dark cities. Perhaps this is why we call this "The World of Darkness." Indeed, the Darkness has allies. The Darkness is everywhere. Without the vigilance of heroes, the Darkness will win.

The Silver Record: A History of the Garou

In one of their most sacred writings, the Silver Record, the Garou describe how their race emerged from the raw earth and were given gifts by Luna, the crazy sister of their mother, Gaia. The Record is a collection of Garou glyphs and symbols, each of which mark an important stanza in a long poem about the Garou. The Record speaks of when the Garou were appointed to be the defenders of Mother Gaia, who can be seen as the entire Earth, all of exist-

ence, or both. The Record tells of when the Garou were given the power of shapechanging, the strength of Rage, the insight of Gnosis, and the freedom of spirit-walking. These were the birth-gifts given by the Four Winds.

The Garou's Birth-Gifts

A Garou can control the shape he wears. He chooses to be in a specific form, a form that is part of a spectrum ranging from human to wolf. The most powerful (and frightening) form of the Garou is the Crinos form, the half-wolf, half-man shape. In this shape, they are towering monsters, but they are also deadly warriors.

Garou are creatures of Rage and Gnosis. Their Rage enables them to be deadly warriors and can literally cause them to move and act faster than the eye can see. Their Gnosis allows them to tap into the spiritual wealth of Gaia and use spiritual magic in her service. The Garou are beings of two worlds: the Earth and the spirit world, called the Umbra. They can step "sideways" into this spirit world, where the spiritual is real and our reality is only a shadowed reflection.

The Record also speaks of the Gifts that their mother's sister, Luna, gave to the Garou. Luna is revered for her mystical knowledge, but is also reviled for the consuming madness that she brings. Luna waxes and wanes, growing full and slipping away to nothingness. The Moon symbolizes the Garou's own mystical side, and their changing nature as well. It is said that great Luna took the first

Garou to her lodge in the sky and taught them secret knowledge. She looked into each Garou's heart and saw what phase the Moon was in at the Garou's birth; she provided the Garou with Gifts to fit the personalities and strengths of the different phases.

This fact defines a Garou's role among her people, called the auspice. A Garou's auspice determines not only the Garou's role in society, but also some of the secret lore with which they are familiar. The auspice is determined by the phase that the Moon was in on the day of the Garou's birth.

The Sacred Ways of the Garou

Over the centuries, spirits have given wisdom and knowledge of special powers to the Garou. These powers and secrets are shared among the other members of a Garou's breed and auspice, and also serve to further define a Garou's purpose and role within a tribe.

The Tribes

The Record speaks of the tribes, fifteen groupings of Garou that originally formed out of pack differences and changes in pack hierarchy. Among the first of these were the *Silver Fangs* (rulers and warrior-heroes), the *Shadow Lords* (beta-wolves, the schemers and politicians) and the *Black Furies* (the alpha females, who followed their own path). Several of the more mystical, philosophical Garou, those who watched the skies for portents and omens, formed their own tribe, one they called the *Stargazers*.

In the Garou's far travels, the Record tells of the Garou splitting into more tribes: the *Fianna* of Ireland, the *White Howlers* of Scotland, the *Get of Fenris* of the Saxon, Norse and Germanic areas, the *Silent Striders*, who vanished for a time into the dark continent of Africa, only to re-emerge later, and the *Bunyip*, who travelled to and dwelled on the continent of Australia. The Record also speaks of the far-travellers: the *Uktena*, the *Wendigo* and the *Croatian*, who journeyed far across what would become Russia and traversed the same Bering Land Bridge that the original Native Americans (some of them related to the Garou by blood) crossed. During pre-history, the Silver Fangs ordained that the Garou would watch over the humans in much the same way a shepherd watches over his flock, except that they encouraged the Garou to cull the weakest and oldest from the human herds by ravaging their villages and encampments. As a result of this practice, which the Garou called "The Impergium", two tribes formed: the *Red Talons*, who were all bred by wolves and favored the policy (they had grown to hate the hunter humans), and the *Children of Gaia*, who sought peace among the Garou and an end to the Impergium, knowing that somehow the Impergium would haunt them until the end of their days.

When cities rose up, two more tribes of Garou emerged: the *Glass Walkers*, who learned to use the tools of humanity, and the *Bone Gnawers*, who had grown tired of eating the leavings from their Silver Fang betters and sought refuge and a new life in the cities. For a time, all Garou prospered, and the Wyrms were held at bay.

But the Wyrms were merely gathering its coils, like a cobra waiting to strike. When it did, it took several tribes down with it. The Garou's own inner rage caused the death of the *Bunyip* tribe in Australia as the rest of the Garou waged an unholy war against them and killed them all, believing them to be tainted. The *Croatian* were also completely and totally lost in a supreme self-sacrifice to defeat a powerful minion of the Wyrms.

The most heinous betrayal, however, was that of the *White Howlers*. They joined with the Wyrms, although to this day, no one knows why. They went to the lair of the Wyrms, and there they were introduced to an insane labyrinth known as the Black Spiral. They danced the Black Spiral and went over completely to the Wyrms, whom they now serve. These creatures are called the *Black Spiral Dancers*, and they are the incarnation of all that is evil in Garou. Their name has been removed from the Silver Record, and they will be reviled forever.

Now only thirteen tribes remain, and the number of Garou is shrinking yearly. A tribe can mean a great deal to a Garou, especially if his heart and mind can accede to tribal policies. The tribe is part heritage and part community. When a Garou is among the members of his tribe, he is not only participating in Garou society, he is connecting himself to the wisdom of the Garou in the same tribe. The tribe shapes a Garou's political outlook, his viewpoints on human society and the way other Garou relate to him.

Those without a tribe are called the Ronin, for they have no tutor or master. These people are usually renunciates, and they do not seek to help or hinder the Garou. Many of them are lost wolves, having lost some vital element that makes them Garou. Many are also of the Wyrms. The Ronin are mysterious, shadowy and distrusted, but some of them are among the greatest of Gaia's heroes.

The War for Gaia

The Garou are at war with the Wyrms in the defense of Gaia. Many also believe that these are the last days of that war, that the prophecies of the Apocalypse are coming true and that the end of all things, even the end of Gaia, is near. This threat of Armageddon influences all of the Garou's actions. Patience is in short supply, and understanding even more so. The Children of Gaia, peacemakers among the Garou, have quite a job on their hands. Garou at this time tend to fluctuate between two extremes: frenzy, in which they are totally consumed with the hatred of the Wyrms and of all corruption, and

Harano, in which they are totally overwhelmed by the imbalance of the fight they wage and become utterly depressed. Somewhere between frenzy and Harano is the balance that the Garou strive to attain, caught as they are between them. Many Garou seek to strike this balance by learning from their elders and from ancient lore.

The Legacy of Lore

The signs of the Apocalypse are foretold in prophecies, and many of them have already come true. It is hard to doubt that these are the last times. Because of the immediacy of the War against the Wyrms, the Garou have had to adapt their ways and traditions. Before this time, the Garou had grown quite separatist, uniting along tribal lines. Now all the tribes have been thrown together, and they must find ways to interact without provoking either frenzy or Harano. In addition to the Silver Record, the Litany is an ancient collection of laws given from the very first Garou onward. The Garou have created the Litany to help them combat the Wyrms within, as well as the Wyrms without.

Among the proscriptions in the Litany is the restriction that Garou shall not mate with Garou. When two Garou mate, they produce a sterile, disfigured breed of Garou called a metis, although sometimes such a fetus will not even come to term. Mating with another Garou is a taboo similar to incest. Since the presence of a metis is a direct result of a violation of the Litany, metis Garou aren't well received and usually have to put up with the stigma of being a metis for their entire lives, especially if their disfigurement is obvious.

Another important idea in the Litany is "the Veil", a custom which dictates that the Garou must forever hide their presence from the mass of humanity and keep their existence and sacred knowledge secret.

This is aided by the power of the Delirium, an effect caused by the Garou's prehistoric participation in the Impergium. This effect is useful in keeping the Veil, because humanity has a hard time remembering the presence of a rampaging Garou. When a Garou reveals himself in its half-wolf, half-man shape, it triggers an ancient memory in humanity and results in an all-consuming fear and loathing. The human mind usually responds by rationalizing and blocking out the memory of the Garou.

Finally, many Garou legends and stories are preserved as a means to keep history, illuminate Garou wisdom and serve as object lessons for Garou wanting to become just as famous. Yet the Wyrms continually captures and devours bits and pieces of the vast legacy of lore that has been left for the Garou. This is part of the Wyrms' ultimate plan to destroy them.

The Shadow of the Wyrms

Like Gaia, the Wyrms is a difficult entity to describe. It is a part of the Triat, a powerful spirit that embodies a

fundamental force in the universe. Some see it as the power of corruption and oblivion. The Wyrms is both a physically real thing and a spiritually corrupt ideal. It seeks to devour all of Gaia.

The Wyrms' hunger for Gaia is explained by its history. The Wyrms used to be the balancing factor in the Triat, maintaining balance between the Weaver, which governs patterned reality and order, and the Wyld, which governs chaos, magic and pure creative energy. However, at some point in the past, the Weaver went mad, and the Wyrms responded by trying to balance its madness. The Weaver responded by trying to weave the Wyrms into its web. Caught in this web of madness, the Wyrms changed. This corrupted the Wyrms and caused it to embody corruption. The Wyld became disconnected, even as the Weaver grew powerful enough to try weaving it into her web. Now the Wyrms is unbalanced and seeks to consume everything; it is no longer satisfied by merely keeping the Weaver and the Wyld in check.

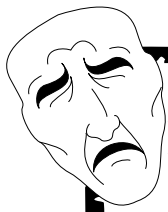
The Garou believe that humans are children of the mad Weaver, flaunting their technology, cities and societies. They also believe that wolves are of the Wyld, as are all natural and untainted places in the wilderness. Those Garou born to wolves are thought to be more mystical, even if they aren't of a mystical nature. Consequently, many feel that the metis, the breed that results from a breaking of the Litany's rules on mating, are of the Wyrms. This is not necessarily the case, although it is true that all metis bear some disfigurement. Disfigurement is a mark of corruption among many Garou.

The Wyrms manifests itself in many forms; some forms are physical, although the actual Wyrms resides in a metaphorical Pattern Web. The spirit army of the Wyrms consists of corrupted Incarna, Bane soldiers and Wyrms Elementals, evil spirits that represent the Wyrms' corrupting influence and power.

The Wyrms is also a corrupt ideal, a source of hate, defilement and taint in the world. Many humans unknowingly serve it when they do corrupt or destructive things. Through Wyrms-taint, its power can be sensed by the Garou in many mundane things. Soft drinks, book publishing, the movie industry—the list goes on and on. Indeed, the Wyrms lies waiting for anyone seeking escape from the troubles of this world.

The Wyrms is quite powerful in these Last Days. Not only does it have its own evil spirit armies in the spirit world and in Malfeas, but it also commands a number of Wyrms-infested humans called fomori. These humans have powers and mutations because of their alliance with the Wyrms. The Wyrms also has a number of followers in the major corporations of the world, especially a powerful corporation called Pentex. The company is almost completely possessed by the Wyrms and is ruled by a board of directors that is thoroughly corrupt.

Among the Garou, the Wyrms is an ever-present threat, and its Black Spiral Dancers are everywhere. The Wyrms



has also revealed ancient evil lore to twisted humans, humans who are Kinfolk to the Garou. The Wyrms has taught them a ritual to change themselves into Garou using the prepared skins of werewolves. These Skin Dancers, as they are called, are in many ways worse than Black Spiral Dancers, as they cannot be easily detected for what they are. The Skin Dancers appear as normal Garou to all but the keenest mystical senses, while it is obvious by just looking at most Black Spirals that they are of the Wyrms.

And yet, in *The Apocalypse*, the chief threat of the Wyrms is not monstrous beings—it is the Garou themselves, for the Wyrms also resides within them. It is said that the power of Rage, that which causes frenzy, comes from the Wyrms. It is the Wyrms that calls out to each Garou and corrupts sacred ways and holy quests with its own agenda. The Garou are always in danger of falling into its jaws. Whenever any Garou seeks selfish power over selfless honor, dark lore over Gaia's wisdom, or terrorized infamy over respected glory, the Wyrms wins a small but important battle

in its war, and the Garou in question is one step closer to utter corruption. Intertribal prejudice and fighting between Garou also serve the Wyrms' purposes, although the Garou are loathe to abandon such flaws. Ultimately, each time the Wyrms causes a Garou to step from the Silver Path, Gaia's Way, the Wyrms scores another decisive victory against the Garou, and hence, all of Gaia. Among of the greatest victories the Garou can achieve over the Wyrms are conquering distrust, hatred and corruption among themselves.

Others Who Dwell in Darkness

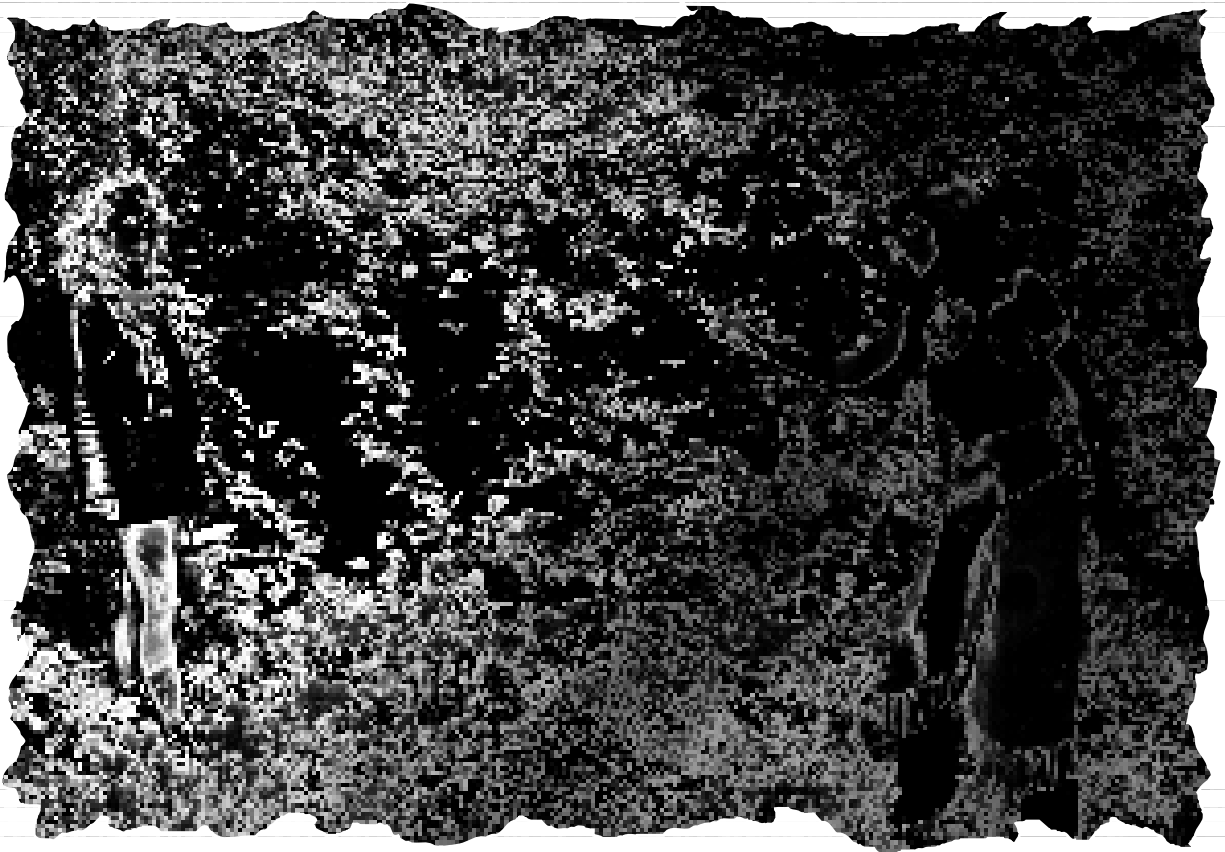
The Garou claim the whole Earth as their territory and can turn up almost anywhere. They aren't restricted to the cities or banned from them. However, the Garou are not alone in the World of Darkness. They must contend with many other supernatural peoples and entities.

One of the traditional enemies of the Garou are the Kindred of Caine, the vampires, also known as the Leeches. Because vampires feed on blood, employ dark powers, and dwell in the rotten Wyrms-infested cities, the Garou believe them to be "of the Wyrms". In many ways, however, the Leeches and the Garou are alike: they are both predators, expertly adapted to their home environment. They are both concerned with their human protectorate. They both hide from the presence of humanity and work to maintain the illusion that they are not real. Both are prone to frenzied

rages. Both employ magical powers. And yet, perhaps because of their similarities, the Garou and the Kindred are constantly at war.

Clearly the mostly-civilized Kindred are not the wild primitive warriors that the Garou are, but the vampires have powers of the mind and powers of blood magic that the Garou do not have. In the end, the Garou and the Kindred could easily assure each other's destruction. Thus, the Garou tend to watch the vampires of an area and often seek to limit their influence without openly assaulting them, although occasional flare-ups are expected. Usually, members of the Gangrel clan of vampires





interact most successfully with the Garou, as they are closest to them in temperament.

The Garou also share the World of Darkness with mages, who sometimes seek to drain the power of their sacred lands. Cloaked in mystery, and often working as servants of the Weaver, the mages are widely distrusted and disliked by the Garou, although there are a few mages who speak for Gaia. These mystics have found some acceptance among the Garou.

The dark spirits of the dead, called wraiths, are often glimpsed hovering just outside the range of Garou perception, although what they wish of the Garou is still clouded in mystery. They seem to be particularly attracted to huge Garou battles, so much so that they have been called “war crows,” as they often hover in the Dark Umbra around battlefields.

Many Garou have relations with the faerie folk, particularly the Changelings of Earth who, born as humans, have discovered their faerie origins and now lead dual lives. The Fianna particularly have good relations with these enigmatic but powerful and slightly mad creatures. Truly, the Changelings are the daughters and sons of Luna herself, and, as such, are cousins to the Garou. Still, their bizarre and hard-to-understand codes of conduct and ethics make it difficult to interact with them, and many Garou believe that they serve the Wyrms through their seemingly neutral stance in the War for Gaia. The Changelings have, however, lost a lot to the advance of

the cities and will often aid the Garou, particularly if it results in less civilization and more wilderness.

Other shapechangers also inhabit the earth. In ancient times, the werebears (Gurahl), wererats (Ratkin), wereravens (Corax), werecoyotes (Nuwisha), werocats (Bastet), werelizards (Mokolé), werespiders (Ananasi) and other lycanthropes grew and prospered alongside the Garou. The Garou grew jealous of their power, and, claiming the right of genocide from Gaia, started a great War of Rage against the other werereatures. Now these other shapechangers are mostly in hiding, and their numbers are few. Only the Nuwisha and the Corax have peaceful regular dealings with the Garou.

There are some humans who take it upon themselves to hunt the Garou. They see them as monsters who wantonly destroy human life. Perhaps they are attuned to the racial memories of the times when the Garou used to cull their ancestors from their “herds”. Perhaps they are simply reacting to the Delirium in a more violent fashion. Perhaps they serve the Wyrms, or perhaps they see Garou as some kind of diabolic evil that must be cleansed. Some are no doubt thrillseekers and glory hunters, for the Garou are certainly the most dangerous game one can hunt. Whatever their motive, werewolf hunters can be deadly, despite their mortal nature. Some have toughened themselves against the Delirium, and some of them are Kinfolk to the Garou and are thus immune to the Delirium. Many of them use magical weapons or stolen Garou artifacts. Nearly all of them use

silver in some fashion. A Garou must step lightly when dealing with these hunters: one misstep may result in ripping the Veil into tatters.

Despite the presence of many enemies in the World of Darkness, it is the Garou themselves who are their own worse enemies. This is in part because of the nature of Garou Society.

Garou Society

Garou Society is complex, partially because the Garou see themselves as the center of many connections. Aside from the normal bonds of family, romance and friendship, the Garou also have the bonds of pack, tribe and sept. The Garou are both human and wolf, a synthesis of the two. The wolf-nature is strong, especially in society. Issues of dominance, station, territory and the pack are strongly influenced by this lupine heritage.

The Pack

First among all their relations, the pack is more than a family to a Garou. Anyone who is a member of a pack will gladly risk her life to protect a packmate. A Garou must stand by her pack in all things, even when she does not completely agree with them. In fact, many Garou do not totally get along with their packmates, although they usually fall into accord when they are threatened from outside the pack.

The pack is bound together by a mystical bond. Many Garou instinctively know when a member of their pack is in danger. Over time, the bond strengthens. Packs move as one, and they often perfectly integrate themselves in any action they do. A pack of Garou soon learns to fight as if they were one, not many. In addition, a pack totem is attracted to the pack and simultaneously adopts and is adopted by that pack. This totem watches over the pack and helps it discover its purpose. In these last days, every pack has a quest that it must eventually solve. This quest dominates the thoughts and actions of the pack.

Many packs are formed out of a group of Garou who undergo the Rite of Passage together. The Rite of Passage is what marks a Garou's passage from childhood to full adult status. Sometimes, however, a pack will lose all its members except for one or two, and Garou can adopt new members into their pack with the Rite of the Pack, a modified version of the Rite of Passage.

Packs adopt a name that is appropriate to their ethics and beliefs and to the quest they believe Gaia has assigned them. For example, a pack called the "Messengers of Unity" might be interested in increasing cooperation between all Garou, or a pack called the "Ghost Runners" may be a group of spirit-warriors.

Tradition once held that packs were to be made up only of other Garou in your Tribe, but that is no longer the case. There are so few Garou that most packs are multitribal. The most successful packs have most, if not all, of their auspices

represented. If a pack contains a metis, the pack will usually defend the metis from discrimination and attacks when no other Garou will. As Garou grow more powerful and higher in rank and station, they tend to live apart from the rest of their pack, even though they will be in touch constantly with one another: they are family. For many Garou, a pack is the only family left.

Not all Garou are in packs. Some are never accepted. Sometimes all the packless Garou in a sept will get together and form their own pack, but this is rare. Usually, a Garou without a pack has some problem associated with him. It is up to the sept to see that these "lone wolves" either get accepted into a pack or at least have something to bide their time. The Wyrms loves an idle Garou, and many of these "lone wolves" get turned into tools of corruption.

There are many packs in a sept. Sometimes, a pack will come to hold all the key positions in a sept, and such septs can be particularly strong.

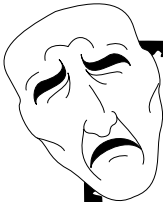
The Sept

All around the world, hidden in secret places in the wilderness or hiding in the parks of cities, high atop massive skyscrapers or deep within crumbling buildings, there are places of power that the Garou recognize as sacred to Mother Gaia. These sacred places are called caerns, for they originally were piles of stones dedicated to the honored dead of the Garou. Now they are more than that. A caern serves as a gathering point for all the Garou in an area. If a moot is to be held, it will be held at a caern. If a caern is held by the Garou, most likely it will be held by a sept. A sept is a group of Garou who take and hold a caern against the Wyrms. Each sept has traditional offices that are usually filled by the most capable Garou around— although in these days, it is difficult to find a competent Garou for every position.

In addition to being a sacred place of Gaia, a caern is also a means of transportation. Garou can step into a Moon Bridge, a magical tunnel through the spirit world, and can travel long distances between caerns in the twinkling of an eye. It is possible for a Garou to travel all the way around the world without ever relying on terrestrial transportation.

Most of the powerful, ancient caerns were discovered long ago. However, there is a way to utilize spirit magic and open a brand new caern: through the Rite of Caern Building. This rite is exceedingly difficult to successfully accomplish, but the end result is another sacred stronghold for Mother Gaia, and so it is often attempted these days— with an almost frantic frequency. Some old Ritualists worry that the Rite of Caern Building is being abused, and they seek to limit the number of new caerns that are opened.

The sept is the main focus of all Garou society, for it is at the sept that we see the Garou at their most social. Many septs are ruled by a council of elders, which includes sept



members who hold positions of authority, as well as councilors from all the represented tribes in the area. Some septs are ruled by a single tribe; some are governed by Garou from a diverse collection of tribes. Justice tends to be a local affair at a sept: there is usually not enough time to send messengers to the nearest Silver Fang sept to ask questions as to whether something is legal or not. The Master of the Challenge and the Sept Leader must make a decision about what is to be done about infractions against the Litany or about intersept conflicts.

The Garou are ruled as a Nation by many powerful tribal septs. Generally, the Silver Fangs hold the most power, although the Shadow Lords are continually at their heels. In effect, it is the Children of Gaia who are the most instrumental in maintaining Garou peace and keeping the Garou on an even course, going so far as to balance some of the crazy ideas that the Silver Fangs have. Many Ragabash and most of the Silent Striders serve as messengers between caerns and heralds for the great septs, and Philodox judges of respected rank follow complicated Moon Bridge "circuits" to bring Garou justice to even the farthest reaches of the world.

Septs define protectorates, areas that are under the direct protection and care of the Garou. They also define hunting territory and settle disputes between packs and individual Garou. They enforce punishment for judgments against violators of the Litany, especially those

who threaten the Veil. They are the ultimate clearinghouse for Renown, marking the rise and fall of Glory, Honor and Wisdom among the Garou of their sept.

In short, without a sept connection of some kind, a Garou has no way to gain Renown, is in danger of treading on another's territory and has no legal presence in the protectorate that the sept claims. Furthermore, important rites like the Rite of Accord, the Rite of the Pack, the Engling Rite and the Moot Rite are not generally available, as these virtually require the presence of many Garou and the presence of a caern at the site. In addition, many elder Garou are generally available at a sept; it's a good place to seek a tutor for a Gift or rite that you're interested in learning.

It is traditional to announce one's presence in an area through howls or direct presence. If the sept is threatened or otherwise in danger, the Warder may ask you to join the guardians of the sept, if only temporarily. A sept will often refine its particular rules of etiquette. When a Garou decides to join a sept, she asks the Warder of the Sept to mention her name at the next Moot Rite. Usually the Galliards will use this opportunity to tell what stories they know about the Garou.

All in all, the sept is a complicated place, full of action, intrigue, fellowship and danger. **The Apocalypse** focuses on the sept as the stage on which many of your of your **Mind's Eye Theatre** stories will be played.



Sept Positions

Not every sept has all these positions. Indeed, these are the Last Times, and many septs find that they do not have adequate personnel to fill all of the important roles. In this case, roles are either “doubled up” or simply ignored, to the detriment of the Garou as a whole.

Sept Leader

This is the Garou who is ultimately in charge of the sept and its day-to-day running. Although the Sept Leader is an elder, it is a position set above all the other elders, indeed, all the Garou in the sept. It is a position of respect and honor, and the Sept Leader has the right to demand obedience of all who serve the sept.

Warder and Guardians

This is the Garou who is in charge of protecting the caern and keeping the sept safe. Under her are the Guardians, “adren” Garou who aid the Warder with sept security. Conflicts sometimes arise between the Warder and the Leader: the Warder has the authority to “close the caern” in times of danger. This power supersedes even the Leader’s authority.

Master of the Rite

The Rite Master (or Mistress) has authority over all rites at a sept. Depending on the individual Rite Master, this Garou may demand that all Garou ask permission of him before a rite is performed. The Master of the Rite also has the power to demand that anyone learning a new rite must ask his permission first. Generally, it is the Rite Master who decides who will take the various roles in the Moot Rite. Depending upon who takes this position, it can be a position of great power and strength.

Master of the Challenge

The Master (or Mistress) of the Challenge is the elder who decides when and where a Challenge will take place. She also judges the outcome of challenges and makes sure that challenges are conducted honorably. You must apply to the Master or Mistress of the Challenge if you wish to challenge for Rank.

Gatekeeper

This is the elder or adren who is in charge of all the Moon Bridge travel to and from the sept. It is the Gatekeeper who decides to whether someone may use a Moon Bridge. The Gatekeeper must be in constant contact with the caern totem, who ultimately controls Moon Bridges and can disobey the Gatekeeper.

Keeper of the Land

This is the elder or adren who is in charge of keeping the land around the caern beautiful and clean. While this may seem silly to some people, the Garou believe that spirits need clean and beautiful places to live and that by maintaining a forest glen or rocky crag in its natural state, the Keeper of the Land can attract good spirits to the caern. The Keeper can recruit other Garou to help in the duties of keeping the land, especially if they uproot the Keeper’s favorite tree by accident or offend the Keeper in some way.

Den Mother or Father

This is the adren who is in charge of the cubs at a caern. He is responsible for the cubs’ initial training and introduction into the lore of the Garou. He also protects the cubs during wartime and keeps them from getting into dangerous mischief. This not exactly a coveted position, but one can earn much Wisdom and Honor Renown by taking it.

The Apocalypse



Chapter Three: Character

*"I saw a werewolf drinkin' a piña colada at Trader Vic's...
and his hair was perfect!"*

—Warren Zevon, "Werewolves of London"

So you want to be a Garou? You've come to the right place, lad.

Before you can play **The Apocalypse**, you must first create a character. A character is, quite simply, the person you portray each time you play **The Apocalypse**. Your character can continue from one story to the next, or you can play a different character each time. The choice is up to you... with the approval of your Storyteller, of course. Character creation shouldn't be a fast-paced, cut-and-dry process. You should spend time cultivating ideas and nurturing thoughts so that you can create an intriguing and vibrant persona. The more creative effort you put into your character during his creation, the more depth he'll have when the story begins.

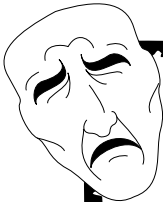
This chapter contains all the information you need to create your Garou character. The process is relatively simple and proceeds in a step-by-step fashion. It begins with a basic concept of who your character is and where he comes from, and then takes you into aspects of the game that define your character's limitations and abilities. Complete descriptions of all Traits and Attributes can be found in Chapter Four.

Creating a Pack

Possibly the most important part of character creation is creating the pack to which your character belongs. This should be a group effort between the Storyteller and the players. Both parties should work together to create a concept and purpose for the pack.

The pack should help to compose the overall theme of the characters. It should become their common ground, the reason for them to work together. The pack, or packs, should become the focus of the chronicle. As the needs of the many sometimes outweigh the needs of the few, it is important that the players agree on what type of pack they would all like to play. However, it is also necessary that the type of pack fit within the scope of the chronicle that the Storyteller intends to run. The players decide a great deal concerning their pack, but it is the Storyteller who must guide them through this process.

A pack is often formed during the Rite of Passage of inexperienced characters. In the past, these types of packs would have all been in a single tribe. However, many caerns are multitribal now; therefore, there are a lot of multitribal packs going through Rites of Passage. Other packs are formed out of a common purpose. For



characters, this common purpose can be nearly anything they can agree upon. It could be anything from simply surviving in a hostile environment to leading a campaign against one of the Wyrms's many tendrils. Again, the Storyteller needs to guide the players during these stages so that the purpose of this pack is something that fits within the Storyteller's intended theme for the Chronicle.

In the Beginning...

You need to first decide upon your concept: who you are at heart, what your heritage is and how you came into this world. You can go about this one of two ways. If you want, you can simply choose your breed, auspice and tribe and then define your background as a result of these choices. The alternative is to develop your character's background and history first, and, by doing so, get a general idea as to which breed, auspice and tribe would best suit your background. Generally, it is assumed that you are a young Garou who has recently undergone the Rite of Passage and is now an assimilated member of a pack. Beyond that, your character's background is left open for you to decide.

It is possible that the Storyteller may limit your character creation choices for the purposes of the story she wishes to tell. It is also possible that she will offer you choices not listed here. Many times, a story will have certain roles that need to be filled, and you may be asked to create a character to fill one of those roles.



Character Creation

Step One: Character Concept

Before you can begin to create a character, you must develop a concept for who that character is. Once you have a concept in mind, the rest of the character can be built around that structure.

The initial development of the your character begins with choosing your personality. This is defined by a "Nature and Demeanor" (listed below), as well as the character's breed, auspice and tribe. Once these four aspects of your character have been chosen, you have a framework on which to build the rest of your character. The more care that is taken in choosing these aspects, the more detailed and complete your character will be.

Nature and Demeanor

Your character's Nature and Demeanor define the basic tenets of your personality. Nature and Demeanor are, quite simply, the disposition and image of your character.

A character's Nature is her true inner self, while her Demeanor is the front that she shows to people—it is the mask your character shows to the world. It is not unheard of for a character to have the same Nature and Demeanor; however, it is unlikely. Few people are that honest with other people, or even themselves.

Character Creation Process

- **Step One: Character Concept**

Choose Nature and Demeanor, breed, auspice and tribe.

- **Step Two: Select Attributes**

Prioritize your three Trait categories: Physical, Social and Mental (7/5/3).

- **Step Three: Select Advantages**

Choose Abilities (5), Gifts (one each from breed, auspice and tribe), Backgrounds and Renown (by auspice).

- **Step Four: Finishing Touches**

Record Rage (determined by auspice), Gnosis (determined by breed) and Willpower (determined by tribe)

Choose Negative Traits (if any)

Nature and Demeanor (select one for each):

- **Alpha** — You are a born leader.
- **Autist** — No one can understand the real you.
- **Bravo** — You're a bully.
- **Caregiver** — You like to help others.
- **Child** — You never really matured emotionally.
- **Competitor** — You must be the winner.
- **Confidant** — You're a good listener.
- **Conniver** — Why work for a living?
- **Curmudgeon** — You're dry and cynical.
- **Deviant** — You don't quite fit in.
- **Director** — You prefer to take control and organize things.
- **Fanatic** — You are obsessed with a cause.
- **Gallant** — You love attention.
- **Hedonist** — You live to experience life's many pleasures.
- **Jester** — You find humor in everything.
- **Judge** — You're a rational arbitrator.
- **Loner** — You exist on the periphery.
- **Maker** — You wish to create things of lasting value.
- **Martyr** — You continually make sacrifices for your beliefs.
- **Masochist** — You enjoy suffering, especially your own.
- **Penitent** — You wish to atone for who or what you are.

- **Predator** — You are the quintessential hunter.
- **Rebel** — You are free-willed and free-thinking.
- **Reluctant Garou** — You long for a normal life.
- **Show-Off** — You get your self-worth from others.
- **Survivor** — You always pull through.
- **Traditionalist** — You are conservative and bound to tradition.
- **Visionary** — You see beyond the boundaries of the conventional.

Breed

The Garou are the Changing Race, torn between two worlds: the world of wolves and the world of men. However, the very nature of their existence prevents them from truly having a home with either race. Indeed, they are doubly cursed, for Garou cannot mate with Garou, and thus, the Changing Breed must dwell within, yet never truly be a part of, the worlds belonging to both man and wolf.

It is against the oldest of laws for Garou to mate with one another. The product of that union is always sterile and usually malformed. Garou must continually mate (or breed) with those outside their race. The Garou keep track of the humans and wolves with whom they breed and watch for signs of the change. The product of a Garou mating with a human or wolf is not usually a Garou. Typically, the child or pup is completely normal. The genes of the Changing Breed are recessive, and very few children breed true and pure enough to undergo their First Change.

Once a Garou has been identified, however, he is tracked down. Only then is he told what he really is. After a young Garou completes his Rite of Passage, he is fully accepted into the pack.

See also *Breeds*, pg. 37.

- **Homid:** You were raised as a human, by human parents. You did not know that you were a werewolf until you were nearly an adult and underwent the First Change. (Nickname: Ape)

Initial Gnosis: 1

Breed Gifts: Persuasion, Smell of Man

- **Metis:** Both of your parents were Garou. You are malformed and sterile as a result of their forbidden union. You understand Garou culture more deeply than other breeds do. (Nickname: Mule)

Initial Gnosis: 2

Breed Gifts: Sense Wyrms, Create Element

- **Lupus:** You were raised in the wilds as a wolf. You did not become aware of your true nature until you were nearly fully grown. (Nickname: Feral)

Initial Gnosis: 3

Breed Gifts: Heightened Senses, Catfeet



Auspice

Your auspice is the phase of the moon under which your character was born. This aspect is held in astrological reverence by most Garou. It does more than predetermine certain aspects of your personality—it also helps to define your role in Garou society.

There are five auspices from which a character can choose. Each has its own special strengths and weaknesses. Many ideas about auspices can be considered superstitious, but there is a certain truth behind these ideas as well.

Some truly exceptional Garou have rebelled against their moon. They have renounced their born auspice in favor of another one. These Garou are rare indeed, for one loses everything when one chooses a new auspice. Such a renunciate must start his education over again.

See also *Auspices*, pg. 39.

- **Ragabash:** New Moon—the Trickster

Initial Rage: 1

Auspice Gifts: Blur of the Milky Eye, Open Seal, Scent of Running Water

Beginning Renown: Three Renown Traits in any combination

- **Theurge:** Crescent Moon—the Seer

Initial Rage: 2

Auspice Gifts: Mother's Touch, Sense Wyrm, Spirit Speech

Beginning Renown: Two Wisdom Traits, One Glory or Honor Trait

- **Philodox:** Half Moon—the Mediator

Initial Rage: 3

Auspice Gifts: Resist Pain, Scent of the True Form, Truth of Gaia

Beginning Renown: Two Honor Traits, One Wisdom Trait

- **Galliard:** Gibbous Moon—the Moon Dancer

Initial Rage: 4

Auspice Gifts: Beast Life, Call of the Wyld, Mindspeak

Beginning Renown: One Glory Trait, Two Wisdom or Honor Traits

- **Ahroun:** Full Moon—the Warrior

Initial Rage: 5

Auspice Gifts: Razor Claws, Inspiration, The Falling Touch

Beginning Renown: Two Glory Traits, One Honor Trait

Tribe

A tribe is a character's family, of sorts. A character's tribe defines her lineage and heritage and says a great deal about who and what she is. Each tribe has its own beliefs, pursuits, strengths and weaknesses. There is a great variety of tribes: thirteen in all. The tribe determines much of your background and helps to define some basic facts about your ancestry and heritage.

See also *Tribes*, pg. 43.

- **Black Furies:** Composed almost entirely of women, the Furies serve the Wyld.

Initial Willpower: 1

Backgrounds: No restrictions.

Tribe Gifts: Sense Wyrms, Heightened Senses, Sense of the Prey

- **Bone Gnawers:** These Garou live on the city streets. They're usually well-informed.

Initial Willpower: 2

Backgrounds: Bone Gnawers may not buy Past Life or Pure Breed.

Tribe Gifts: Odious Aroma, Scent of Sweet Honey

- **Children of Gaia:** The most moderate of all tribes, the Children are mediators among the Garou and defenders of humanity.

Initial Willpower: 3

Backgrounds: No restrictions

Tribe Gifts: Mother's Touch, Resist Pain

- **Fianna:** Each member of this tribe is Irish in descent and fiercely proud of her heritage.

Initial Willpower: 1

Backgrounds: No restrictions

Tribe Gifts: Persuasion, Resist Toxin

- **Get of Fenris:** Savage and bloodthirsty, the Get are largely of Nordic descent.

Initial Willpower: 1

Backgrounds: No restrictions

Tribe Gifts: Razor Claws, Resist Pain

- **Glass Walker:** Living in skyscrapers and throughout the cities, the Glass Walkers are distrusted by many Garou.

Initial Willpower: 2

Backgrounds: Glass Walkers may not buy Past Life or Pure Breed.

Tribe Gifts: Control Simple Machine, Persuasion

- **Red Talons:** The Red Talons are composed entirely of lupus Garou and are almost always extremists.

Initial Willpower: 1

Backgrounds: Red Talons may not buy Influence.

Tribe Gifts: Beast Life, Scent of Running Water

- **Shadow Lords:** Very dominant and demanding, the Shadow Lords cover the leadership positions of the Silver Fangs.

Initial Willpower: 2

Backgrounds: No restrictions

Tribe Gifts: Aura Confidence, Fatal Flaw

- **Silent Striders:** They live their lives travelling and know many secrets of both the mortal and spirit worlds.

Initial Willpower: 2

Background: Silent Striders may not buy Past Life.

Tribe Gifts: Sense Wyrms, Speed of Thought

- **Silver Fangs:** The most noble of all tribes, the Silver Fangs rule the Garou. They are inbred, however, and tainted with sickness.

Initial Willpower: 2

Background: Silver Fangs must spend at least three of their Background Traits on Pure Breed.

Tribe Gifts: Lambent Flame, Sense Wyrms

- **Stargazers:** They search throughout the world for enlightenment and truth.

Initial Willpower: 3

Background: Stargazers may not buy Allies, Fetishes or Resources.

Tribe Gifts: Catfeet, Sense Wyrms

- **Uktena:** Uktena are sly and mysterious, and noted for their hidden knowledge. As a result, many Garou distrust them.

Initial Willpower: 1

Background: No restrictions

Tribe Gifts: Blur of the Milky Eye, Sense Magic

- **Wendigo:** The only Native American Garou tribe left. The Wendigo are still fiercely independent and somewhat extreme in their beliefs.

Initial Willpower: 3

Background: No restrictions.

Tribe Gifts: Call the Breeze, Camouflage

Attribute Traits:

Physical Traits: Athletic, Brawny, Brutal, Dexterous, Enduring, Energetic, Feral, Fercious, Graceful, Lithe, Nimble, Quick, Resilient, Robust, Rugged, Stalwart, Steady, Tenacious, Tireless, Tough, Vigorous, Wiry

Social Traits: Alluring, Beguiling, Charismatic, Charming, Commanding, Compassionate, Dignified, Diplomatic, Elegant, Eloquent, Empathetic, Expressive, Friendly, Genial, Gorgeous, Ingratating, Magnetic, Majestic, Persuasive, Seductive, Witty

Mental Traits: Alert, Attentive, Calm, Clever, Creative, Cunning, Dedicated, Determined, Discerning, Disciplined, Insightful, Instinctive, Intuitive, Knowledgeable, Observant, Patient, Rational, Reflective, Shrewd, Vigilant, Wily, Wise

Step Two: Attributes

Attributes define the basics of a character's natural abilities. They include the strengths your character was born with and the talents that come naturally to you. Are you brawny, relentless or quick? Are you creative, methodical or contemplative?

The first step is to prioritize your attributes. Are you more physically, socially or mentally oriented? You must choose which of these categories is your strongest suit. These choices may well be influenced by your auspice. For example, it would probably be to a Theurge's advantage to be more mentally gifted than physically talented—it would not be unheard of for a Theurge to excel in Physical Traits, but it would be unlikely.

Attribute Categories:

- **Physical Attributes** describe what you are capable of doing with your body. They encompass your power, quickness and endurance.

- **Social Attributes** describe your charisma and appearance, and they define how well you can influence and manipulate others.

- **Mental Attributes** define your character's mental capacity. They include things such as your character's awareness of her surroundings and her resolve and concentration.

Your attribute categories must be prioritized. Your strongest category is primary, your next-strongest category is secondary and your weakest is tertiary. Once you've chosen your priorities, you get to choose your actual Traits. You may choose seven Traits for your primary attributes, five Traits for your secondary attributes, and three Traits for your tertiary attributes. You are allowed to take the same Traits more than once to

illustrate that you're particularly gifted in a certain area (such as a character who is Quick, Quick and Quick.)

Step Three: Advantages

Advantages are Traits that help separate one character from another. They allow a player to take actions that would otherwise be impossible. There are four categories of advantages: Abilities, Gifts, Backgrounds and Reputation.

Choosing Abilities

Abilities represent the skills you've developed and the training you've had up until this point in your life. They summarize the ordinary things you can do. Many abilities allow you to perform specific tasks that are only possible through training, while others enhance your performance of everyday tasks and functions.

You may choose five Abilities from the list below. You can take the same Ability more than once to illustrate a higher degree of skill with that particular action.

Abilities:

Complete descriptions of the Abilities can be found in Chapter Four, pg. 81.

- **Animal Ken**— You have an affinity with animals and can train them.
- **Bureaucracy**— You can work within the governmental system to get things done. (*This cannot be taken by lupus characters.*)
- **Computer**— You can use a computer for information or infiltration. (*This cannot be taken by lupus characters.*)
- **Drive**— You can operate a car or motorcycle. (*This cannot be taken by lupus characters.*)
- **Enigmas**— You understand more of the mystical nature of the Garou and more about the universe itself.
- **Finance**— You can manage money and even have some limited resources to draw upon. (*This cannot be taken by lupus characters.*)
- **Firearms**— You can efficiently use and maintain a pistol or firearm. (*This cannot be taken by lupus characters.*)
- **Investigation**— You are a skilled detective, able to assimilate facts and information.
- **Law**— You understand and can manipulate the legal system. Alternatively, this could be an understanding of "wolf politics" for a lupus character or Garou Law for a metis character.
- **Leadership**— You are experienced at leading others.
- **Linguistics**— You are fluent in more than one language, and you might be able to understand and translate an ancient language as well.
- **Medicine**— You can heal others.



- **Occult**— You know many ancient rites and mysteries.
- **Performance**— You can act, dance, sing or play an instrument.
- **Primal Urge**— You are in touch with the beast and wolf within you.
- **Repair**— You can fix most things. (*This cannot be taken by lupus characters.*)
- **Science**— You understand technology, physics or another science. (*This cannot be taken by lupus characters.*)
- **Scrounge**— You can find what you need to survive.
- **Security**— You can set and remove alarms, locks and security systems. (*This cannot be taken by lupus characters.*)
- **Streetwise**— You can survive on the city streets and know your way around the underworld. (*This cannot be taken by lupus characters.*)
- **Subterfuge**— You can manipulate others.
- **Survival**— You can survive on your own in the wilderness.

Choosing Gifts

See *Breed, Auspice and Tribe*, above, for Beginning Gifts; choose one from each list (for a total of three Gifts). See also *Gifts*, pg. 84.

Note that the listed Gifts are simply the “Basic” ones. There are more powerful “Intermediate” and “Advanced” Gifts, although these are only possessed by more powerful Garou.

Backgrounds

Each character has background details that make her unique. Advantages like contact with Past Lives or societal Influence add depth and background to a character. Your character will be able to select five Background Traits. Certain tribes will be excluded from selecting certain Background Traits, and certain

tribes will be forced to take certain Background Traits. Players can select the same Background more than once to illustrate a stronger level of that Background.

A complete description of Background Traits can be found on pg. 110 in Chapter Four.

- **Purebreed**— You have an exceptional heritage.
- **Past Life**— You are in touch with and can draw upon ancestral knowledge.
- **Fetish**— You have a mystical Garou item.
- **Rites**— You possess an understanding of Garou rites.
- **Influence**— You have some sway and control over the world of humans.
- **Totem**— You (or your pack) has a totem spirit that watches over you.

Renown

A Garou’s renown defines his Rank and, therefore, his station within werewolf society. All characters begin with the Rank of “fostern”. Fostern are Garou who have undergone their Rite of Passage and proven themselves to their fellow Garou. They have become accepted into the pack and are treated as adults.

Renown is divided into three categories: Wisdom, Glory and Honor. A beginning player chooses Renown Traits for his character just as he would choose Traits for any other attribute. However, the type of Renown Traits he can choose depends on his character’s auspice.

See *Auspice*, above, for Beginning Renown. Also, see pg. 125.



Renown Traits

Wisdom: Crafty, Inspired, Inventive, Pragmatic, Profound, Respected, Revered, Sacred, Scholarly, Spiritual, Venerable, Wise.

Glory: Bold, Brash, Brave, Courageous, Daring, Exalted, Feared, Fearless, Glorious, Imposing, Impressive, Spirited, Superb.

Honor: Admirable, Commendable, Dutiful, Eminent, Esteemed, Fair, Honorable, Impartial, Just, Noble, Objective, Proud, Reputable, Trusted, Virtuous.

Final Touches

Your character should now have a basic form, but it might not be exactly what you envisioned. In the final stages, you have the opportunity to improve certain statistics and add more Abilities or Backgrounds. You'll also need to add the personal details and develop more of the character's personal history.

Rage, Gnosis and Willpower

These are determined as listed above: a character's auspice determines her starting Rage Traits, her breed determines her starting Gnosis Traits and her tribe determines her starting Willpower. See also *Rage* pg. 112; *Gnosis* pg. 113; *Willpower* pg. 111.

Negative Traits

The number of Traits and Abilities your character has can be increased by selecting Negative Traits. You can select a Negative Trait in any of your three attribute categories. In exchange, you'll be able to purchase an additional (positive) Attribute Trait or an Ability. You can take up to three Negative Traits.

Physical Negative Traits: Clumsy, Cowardly, Decrepit, Delicate, Docile, Flabby, Lame, Lethargic, Puny, Sickly.

Social Negative Traits: Callous, Condescending, Dull, Naive, Obnoxious, Paranoid, Repugnant, Shy, Tactless, Untrustworthy.

Mental Negative Traits: Forgetful, Gullible, Ignorant, Impatient, Oblivious, Predictable, Shortsighted, Submissive, Witless.



With one Negative Trait, you can:

- Take one additional Trait.
- Take an additional Ability.
- Take an additional Background.
- Take an additional Rage Trait.
- Take an additional Gnosis Trait.

With three Negative Traits, you can:

- Take an additional Gift from your Breed, Auspice or Tribe.
- Take an Additional Willpower Trait.

Fleshing It Out

• **Background**— Now you need to fill in all the little details, such as where your character came from and what he does on a regular basis.

What was your childhood like? Did you attend any sort of formal schooling after the Change? If you are a lupus, how well did you adjust to what you are, and how do you perceive the world of men?

You should also give some reasons for your character to be a part of the pack. Always consult your Narrator on this information. She might already be planning a story about how the group first got together.

• **Motivations**— What is it you wish to do? Is there more to your life as a Garou than merely fighting the Wurm? If not, should there be?

The Garou see the world they know of drawing to a close, but that doesn't absolve them of the responsibili-

ties of their lives. Many have goals inside and outside their pack. Most Garou have their own views of the world and opinions on how to affect it. Many are eager to earn the respect of their fellows.

• **Appearance**— What do you look like when you're in Homid form? How do you dress? How do you carry yourself?

Many of these details can be gleaned from your background, but even more should be added here. You ultimately should select an appearance (and costume) that reflects and represents every aspect of your character. Obviously, this is not intended to be taken literally, but a Bone Gnawer should definitely have a different wardrobe selection than a Glass Walker.

• **Equipment**— If you've already selected a Fetish, then that's something you automatically have. However, your character might have other odds and ends that she carries with her. Any selections must be approved by the Storyteller. Don't be surprised if you can't have everything you want. Some of it might not be appropriate to the nature or scope of the story. Your Storyteller has the final say on what you can and cannot have.

• **Quirks**— By giving your character quirks, you can add even more depth and interest to her personality. Quirks are personal details that make an individual unique. A quirk could be anything: a habit of laughing when under stress, an affinity for animals, an aversion to apologizing... anything that adds an extra splash of life to your character.

The Apocalypse



Chapter Four: Characteristics

“Remember your Marcus Aurelius, Clarisse: of any thing, ask yourself, ‘What does it do?’”

—Hannibal Lector, “Silence of the Lambs”

Breeds

A Garou’s breed determines part of his basic personality and often colors his perceptions and beliefs about the world around him. There are three breeds: homid, metis and lupus. The breed of a Garou is determined by the breed of the Garou’s mother. Breed also determines a character’s natural form and the number of beginning Gnosis Traits the character has.

Homid

The most common of all the breeds, homid Garou are born to a human or homid mother and suffer from her lack of connection to Gaia. Because humanity has separated itself from the Wyld and has become focused on the trials and tribulations of civilization, members of the homid breed have become disassociated from their wild inner selves.

This is why so many homids are lost cubs, Lunatics who do not know their true heritage. Many times the Kin Fetch (see “Baptism by Fire”) for a homid will be lost when she is young, and a homid child will have her First Change in a strange place without Garou aid.

Still, it might be argued that the homids are the most hardy of the breeds, able to adapt to almost any environmental threat. Many Garou believe that the homids will be the last breed to fall before the end of the Apocalypse.

Natural Form: Homid

Beginning Gifts: Persuasion, Smell of Man.

Beginning Gnosis: Homids begin with only one Gnosis Trait.

Lupus

This is a Garou whose mother is either a wolf or a lupus Garou. This breed is the least represented among the Garou population. It is a sad state of affairs when even the metis, who are considered abominations among some of the Garou, are more populous than the lupus. This is, in part, because of the nearly genocidal killing of wolves throughout North America and Europe.

Wolves once had the largest natural range of any terrestrial mammal except man. Currently, the only significant populations of wolves in North America are in Canada, Alaska and northern Minnesota.

Part of playing a lupus character is understanding her lupine nature. You must keep in mind some facts about

wolves that make lupus Garou different from homid or metis Garou.

Wolves are nocturnal or crepuscular (meaning that they come out at night or twilight), although diurnal activity, especially during cool weather and in winter, is not uncommon. Lupus Garou are often “night creatures” and tend to be lazy and sleepy during the day. They are almost entirely carnivorous. Some lupus Garou have adapted enough to eat foods other than meat, but they usually like their meat bloody, warm and freshly killed.

Lupus do not understand some human concepts at first. The concept of time is difficult, as is using money and operating technology (the lupus refer to it as “weavertech”). Human laws, bureaucracy and computers are totally alien to them.

Also, lupus do not communicate like humans do. In fact, they have to learn human tongues by painstakingly taking Homid form and trying to form strange words. They are used to howling, posturing and marking territory with their scent glands to get their point across.

Lupus characterize howl during mating, during courtship, as warning, as part of worshipping the moon and in celebration. In addition to howling, wolves also bark, growl and whine. The bark is associated with surprise and warning. Growling occurs during challenges and is associated with threatening others or asserting one’s rights. Whines are associated with greetings, hungry cubs, playtime and other signs of anxiety, curiosity or inquiry. These noises are intimate messages that lupus Garou make to other wolves and to each other.

Lupus will posture to show dominance: the most common pose for this is placing one’s paw on another lupus as that lupus rolls over to accept dominance. Lupus

also mark possessions and territories with their scent glands, which, in Crinos form, are located on the wrists and the neck.

The dominant members of a lupus pack are the alpha male and alpha female. In a lupus pack, only the alpha pair breeds with wolves, and this pair also suppresses breeding in all other pack members. However, all pack

members will help care for pups and feed them as well. Unlike homid and metis Garou, many lupus packs also have Kinfolk wolves as members.

Lupus Garou respect other Garou more when they take Lupus form to communicate with them. They generally have a hard time considering possible actions in terms of future results or as a result of past actions. They live in the present for the most part, and often take the most logical, most common-sense course of action rather than involving themselves in complicated schemes. They do not often make elaborate plans—instinct usually guides them.

They believe that Gaia watches over them, and that she will provide for them. They are perhaps the

most spiritual of the breeds. They are known to respect Theurges (of any breed) more than the other auspices, and in the Umbra, they show respect for all spirits encountered.

Natural Form: Lupus

Beginning Gifts: Heightened Senses, Catfeet

Beginning Gnosis: Lupus Garou begin with three Gnosis Traits.

Restrictions: A lupus cannot have certain Backgrounds or Abilities.



Metis

When a Garou mates with another Garou, the result is a metis. This mating is proscribed by the Litany and is usually considered a perversion among the Garou. In these last days, when so many Garou are dying and not many are born among the lupus or homids, it is very tempting for some of the remaining Garou to consider producing more Garou this way. Still, the fact that they are born disfigured is proof enough to most Garou that metis are somehow tainted by the Wyrms from birth.

Despite the stigma, metis do usually grow up fully aware of their Garou heritage and have the unmistakable proof that they are Garou from the day they are born. This is a powerful thing, largely because they do not have to go through the traumatic First Change as homids or the lupus do, and they are often taught Beginning Gifts before they even show signs of changing. They sometimes take their first trip in the Umbra as children, as it is a simple thing for them to step sideways even before they first learn to walk. It is a good thing that a metis has Garou parents—not many human parents could handle a toddler whose natural form is a growling Crinos. Garou

mothers usually assume Crinos form in order to give birth to metis, but the births are always difficult and dangerous.

Metis are considered to be the cursed of Gaia because of the sin that caused their birth. They are, by nature, infertile, and they each have at least one disfigurement. The disfigurement is always detrimental (see Metis Disfigurements, listed on the following page).

Natural Form: Crinos. Unlike homid or lupus Garou, metis always regenerate their damage in Crinos. They are truly an amalgam of human and wolf, and there is no true “natural” form for them to assume.

Beginning Gifts: Sense Wyrms, Create Element

Beginning Gnosis: two Gnosis Traits

Auspice:

The Touch of Luna

It is often difficult to explain the nature of auspice to those who don't have Garou blood coursing through

their veins. Some, in their ignorance, assume it to be some form of petty astrology. Others with some understanding of such things dislike the sense of destiny this idea suggests. Many young Garou who are disdainful of anything that hints at constraint make similar false assumptions. One's auspice is not a predestined and inflexible path a Garou is forced to follow. Instead, it is a silvery beacon that serves to illuminate her path through life. The influence of an auspice comes as much from within as it does from without.

Auspice also serves as an important focus of Garou social life. The Garou as a whole lack the vast diversity of potential interaction that their human counterparts enjoy.

Therefore, it is not

uncommon for Garou of the same auspice to gather together for fellowship. These meetings are informal and not at all closed to other Garou. The “Society” section provides more details on these meetings.

In addition to the distinctions of the phases of the moon, many werewolves notice a difference between a Garou with a waxing auspice and one with a waning auspice. When waxing, the moon provides a more positive, aggressive and direct auspice. When waning, the moon causes a more negative, introspective and indirect auspice. Thus, a waxing Galliard may be a great public performer, while a waning Galliard may only create songs for herself and dwell on things in quiet places.



Metis Disfigurements

You must choose a disfigurement from the list below or make up your own and have it approved by your Narrator. All mandatory Negative Traits *do not* count towards the normal bonuses gained by Negative Traits (you cannot gain extra Traits simply by choosing to play a metis).

Hunchback:

You cannot take any of the following Social Traits: Beguiling, Charming, Elegant, Friendly, Gorgeous, Magnetic, Persuasive or Seductive. You must take the Negative Trait: Repugnant.

Malformed Limb:

You cannot take the Physical Trait: Dexterous, and you must take the Negative Trait: Lame.

Widely Spaced Eyes:

You are automatically receive a one Trait penalty when bidding for ranged attacks, and you must take the Negative Social Trait: Bestial.

Musk:

You smell. Most humans attribute this to bad perfume, but it sets animals on edge, and it causes lupus Garou to avoid you. You are easily tracked by your smell, and you must take the Negative Social Trait: Obnoxious.

Madness:

You are slightly mad. Your mental “wiring” is a little bit off. When in a stressful situation, you must spend a Willpower Trait or have a temporary Derangement imposed on you by a Narrator. This can cause many Garou to distrust you.

Cleft Lip:

You have a cleft lip— at least you can snarl. You must take the Negative Social Trait: Repugnant, but it only applies to homid or human opponents. You should roleplay this disability: it’s hard for others to understand you when you get excited.

Bad Hearing:

You must take the Negative Mental Trait: Oblivious, and you must roleplay your disability. This can actually be useful: you can encourage other Garou to repeat themselves. Of course, many Garou have frenzied for simpler reasons.

Hairless:

You have no hair on your body. This is not necessarily a disadvantage in homid form, although you will probably attract some notice. In any other form, however, other Garou will shun you. You must take the Negative Social Trait: Repugnant, which applies to Garou only. When it is cold, you must also take the Negative Trait: Delicate, which applies to nearly every situation.

Lack of Claws:

You have no claws, and you do not do aggravated damage, ever. The only way you can fight efficiently in wolf form is if you create some kind of fetish that gives you weaponry in that form. Furthermore, you need twice the amount of Glory if Glory is a requirement for you to advance in Rank. It’s a wonder that you weren’t euthanized at birth.

Human Face:

You retain a human face in all your forms. This is disgusting to most Garou— take the Negative Social Trait: Bestial (only other Garou can use this Trait against you, however). You also do not gain any Trait bonuses for perception while in Lupus form.

It should be noticed that the brighter, more clearly-seen planets (Mars, Venus, Mercury and Jupiter) are sometimes also noted in the night sky on the day a Garou is born, as well as whether those planets are rising or falling in the sky. Saturn is ignored, as it is regarded as the “Star of the Wyrn.”

Ragabash

Nickname: Trickster, No-Moon

The penultimate outsiders, Ragabash are the breakers of boundaries, the outcasts, the rogues, the pranksters and the scapegoats of Garou society. They are always playing the fool, breaking rules and making new paths and new traditions.

Some Ragabash rebel just because it is their nature, while others do it out of a reasoned and essential need to question authority. Sometimes a No-Moon can go from a cynical hardcase to a trusting idiot in seconds. They are often adept at following their noses, listening to their instincts and trusting in their luck.

They're often found in the midst of trouble, and when they're caught, they usually claim innocence. Whether a Ragabash is responsible or reckless, it's quite likely that he can get himself out of just about any situation he uncovers.

The Coyote Totem has been known to consort with Ragabash, and they are fond of playing jokes not just on Garou, but also on mages, vampires and especially faeries.

Ragabash are not tied to tradition: indeed, they are expected to break it. They usually follow rules only when it suits them.

Beginning Gifts: Blur of the Milky Eye, Open Seal, Scent of Running Water.

Stereotype: A Ragabash is regarded as a shifty, untrustworthy prankster who must be watched every minute. In reality, however, only Garou who lack a sense of humor have something to fear.

Beginning Rage: A Ragabash begins with one Rage Trait.

Quote: "Just because the Moon is dark doesn't mean that we walk always in darkness. We hold within us the inner light of Gaia, and we find our way out of the darkness to new paths that were never before known. We are the pathfinders, the scouts for our Garou brothers. We will always be on the outside, but we are an intrinsic part of the Garou Nation."

Theurge

Nicknames: Seer, Shaman

Theurges explore the paths of the spirit and are most familiar with the spirit world. They serve as healers, prophets, warders, exorcists, diviners, spiritual counselors, purifiers, artificers and summoners. They use spirits to accomplish their magic, and many Theurges develop rites of their own to use when they reach elder status.

Because they are allied with the spirit world, they often have conversations with people who aren't there and develop complicated superstitions. Some of these superstitions are geasa laid on them by spirits. (See "Geasa" in the section on "Spirits" and as part of the Rite of Spirit Summoning.)

Beginning Gifts: Mother's Touch, Sense Wurm, Spirit Speech

Stereotype: Although Theurges are powerful in the spirit world, the more physically-oriented Garou often see Theurges as strange, unearthly and weak in combat. This is not the case: many Theurges learn the martial arts in order to potentially intimidate or do battle with spirits.

Still, it is not a coincidence that many of the Theurges of a sept will tend to gather together in Medicine Circles, for only a true Theurge can truly understand another.

Beginning Rage: Theurges begin with two Rage Traits.

Quote: "Quiet! Do you hear the wind? I've listened to its sighs every morning and every evening for the space of a moon. Do you know why? I await my messenger, who has been sent into the Deep Umbra to search out other realms and other places. What do you think it will say when it returns? Will it still speak my language? Will it hold secrets of a new race of people? Will it tell the tale of another Gaia-spirit out there in the void? Or will it never return, like a stone dropped in a bottomless well? Quiet! Listen! You may hear something..."

Philodox: Half-Moon

Nickname: Bard

Much about the Garou is a matter of balance: balance between wolf and man, spirit and flesh, and creation and destruction. Born when Luna's face sits on the threshold between light and darkness, Philodox are the physical incarnation of this balance. Among the Garou, they are known for their unbiased outlook. Indeed, the words of a Philodox are often taken to heart by the most radical of Garou factions. They value this honor and strive to maintain their image as fair and impartial judges in the eyes of other Garou. The Philodox who does otherwise may find himself ostracized by other Half-Moons.

A Philodox character is often the mediator and peace-maker in his pack. As she grows older and wiser, she should expect to be called upon as a judge and arbitrator for a wide variety of matters. And although a Philodox can not help but see the world in terms of balance, she is loathe to express her views unless others ask her. This reluctance to become involved often makes her seem unconcerned to other auspices. Sometimes, by "playing the devil's advocate," she actually hinders necessary split-second decisions. Such is her nature, however, and few would argue her inestimable value to the already fractious Garou.

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

Stereo Type: The Philodox are often seen as mediators. Of all the Garou, they are typically perceived as being the most honorable.

Initial Rage: A Philodox begins with three Rage Traits.

Quote: "You do not know of what you speak. Do you both truly mean the curses that you spit at each other? Would the two of you truly tear each other apart? Would you slay your own brother while the Wurm coils and readies to strike at us from the darkness? Have you no wits about you? Now is the time for unity, not strife— the Apocalypse is nearly upon us!"

Galliard: Gibbous Moon

Nickname: Moon Dancer

The Garou born under this phase of the moon are imbued with the spark of creation. The greatest poems, songs and tales of the Garou have sprung from their fertile minds. Their thoughts are like quicksilver, racing and fluid, dashing headlong into places where few other Garou give a passing glance. The Moon Dancers lead the sept in its howl during the time of the moot. Their energetic and inspirational performances infect the whole sept, filling them with a sense of belonging and tradition. This is an important role in time when so many Garou are losing their sense of direction and purpose.

The Galliard character is a creative and intuitive spirit. He will be the member of his pack most likely to come up with an original or previously unconsidered solution to a problem. This Trait, combined with the ability to quickly and powerfully communicate his unique views to others, often allows a Galliard to inspire his fellows to great accomplishments. However, his continual deviance from the norm threatens some conservative Garou. This lack of restraint is deeply ingrained into the Galliard auspice. A Galliard will sometimes have to force himself to stick with time-honored or direct solutions, even when they are the best options.

Beginning Gifts: Beast Life, Call of the Wyld, Mindspeak

Stereotype: The Galliard are seen as having little sense of restraint and no sense of self-control. Instead, they possess a great capacity to understand others and guide them.

Initial Rage: Galliards begin with four Rage Traits.

Quote: "Your traditions and customs confine you like chains. Who are you to question passion? That is the only truth before Gaia. I will be true to myself as I live my life."

Ahroun: Full Moon

Nickname: Spirit Warrior

The Ahroun are the undisputed battlelords of the Garou. Born under the power and majesty of the full moon, they are the first in battle and the last to retreat. Even as pups, those born under the full moon are taught the martial ways and take great pride in their warrior status. The impending Apocalypse requires strong warriors, both in mind and body, to assault the forces of the Wurm, and the Ahroun of all Thirteen Tribes are prepared to face that challenge. Most prefer death to defeat, and many have lived and died by this ideal. Unlike other auspices in the Thirteen Tribes, the Ahroun do not segregate themselves because of their tribes. They tend to be a close-knit family despite tribal politics. It is a familiar sight to see

Ahroun from all tribes congregate to share tales of glory while those of other auspices remain detached from their peers. Other Garou could learn a lesson from their example.

Beginning Gifts: Razor Claws, Inspiration, The Falling Touch

Stereotype: The Ahroun are seen as rugged individuals and leaders (at least in times of war). They are perceived as being socially inept, often showing too much of their wolf-like nature when in public.

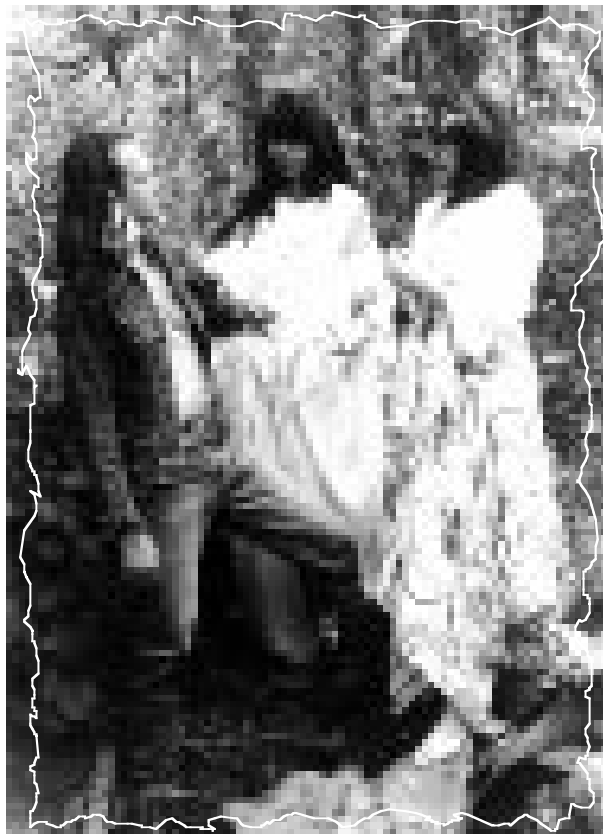
Initial Rage: Ahroun begin with five Rage Traits.



Quote: "Death holds no power over me, for I do not fear it. I will gladly meet her vicious onslaught and rend her very essence with my teeth and claws before she brings me down. These are the final days, the Apocalypse. My death is already accounted for in the grand scheme of things—it is only a question of when I will die in battle."

Tribes

There are 13 Garou tribes available to player characters. These tribes organize the remaining Garou who fight against the Wyrms. Originally, these tribes were more regional, with each tribe controlling and living in a certain portion of the world. However, in the recent centuries, as human civilization and transportation in general became more widespread and efficient, geography has mattered less and less. The Garou, nonetheless, still take pride in their origins. A Garou's tribe is her family and heritage.



Black Furies

The Black Furies exist as a counterpoint to the somewhat male-dominated Garou society. Ever since their ancestors left the rest of the Garou and went to the farthest places to establish a place where they could be alone, Black Furies have been separate and strong. They believe that their Goddess, Artemis (Luna in another guise), wants them to remain apart from men. The only men in their tribe are those who are of the infertile metis breed.

They believe that their tribe has remained strong and pure with their own heritage throughout the centuries, and they can trace their heritage all the way back to prehistoric times.

Among the Furies, there are many reactions to the current Apocalypse. Some choose to save everyone they can, some choose to defend only women, some search through the world looking for lost sacred places and missing artifacts, and some choose to worship Artemis as their Goddess. Despite these disparate goals, they are all united under one tribe, and when they are unified under a common cause and bring their might to bear, they are a powerful foe.

Totem: Pegasus

Initial Willpower: One Trait

Tribe Advantage: Sisterhood

A Black Fury can share Willpower Traits with any other Fury or any other female member of her pack.

Tribe Drawback: Protectors of the Daughter

The totem of the Black Furies will provide them with a spiritual warning whenever a woman in the area is in danger. This warning (or call) can come at any time and will usually supersede the Black Furies' other priorities. A Black Fury can ignore this call if she expends one Willpower Trait. However, she may lose Honor or Glory because of it.

Backgrounds: Black Furies may select any Background.

Beginning Gifts: Sense Wurm, Heightened Senses, Sense of the Prey

Wolf Form: Black Furies tend to be dark, with a glossy coat and white or silver streaks. A few of them have natural double-headed ax tattoos or birthmarks.

Organization: The Black Furies are run by two major bodies, called Calyxes. The Outer Calyx is made up of 13 ranked Black Furies from all over the world, chosen by lot. The Inner Calyx consists of five Furies chosen directly by Artemis herself. The Outer Calyx coordinates Fury actions all over the world and provides regional administrators. The Inner Calyx's five positions equate to the five auspices and act as a council, deciding policy, interpreting tradition and creating laws for the tribe. Those who Artemis calls for the Inner Calyx are of all ranks and abilities, not just the elders of the tribe, and this has caused some discord among the Outer Calyx, who believe that they should be chosen for service eventually.

Habitat: Wherever there is wilderness left in the world, the Black Furies will be there. Wherever there are ancient artifacts that might fall into the talons of the Wurm, the Black Furies will be ready to fight. Wherever there are women in danger, the Black Furies will come to their aid.

Protectorate: Black Furies see themselves as protectors of the Wyld, a force that embodies the source of mystery and the force of Nature. They tend the wild places that are left in the World of Darkness, and they have charged themselves with the recovery, protection and conservation of ancient, semi-mythical places and things. They see themselves as protectors of women and unspoiled places, and they will go to great lengths to uphold their duty to them.

Outlook: The Black Furies ally themselves with the Children of Gaia and the Silent Striders, as they usually work together well. They respect the Stargazers, the Wendigo and the Red Talons, but can't seem to get along with them. They dislike the Fianna, the Glass Walkers and the Bone Gnawers, but they will not usually raise talons against them. They dearly hate the Get of Fenris and the Shadow Lords, and they sorely resent the position of dominance the Silver Fangs hold, although they follow the wisdom of their leaders and generally only

attack these politically powerful Garou when they have permission. You can expect Black Furies to give most men "attitude." The stereotype of all Black Furies as hard-cases is misleading... even if it does contain a kernel of truth.

Quote: "Follow you? Why? You show as much common sense as a half-trained cub. I wouldn't follow you into a paper bag, because I'm sure you couldn't find your way out of one!"



Bone Gnawers

As hungry mutts, the Bone Gnawers have survived for centuries using their canny ability to sniff out food and sneak about unseen. It's possible that they were originally of jackal stock, although their legends say that they were the "runt" of the litter back in the old days: young, tough, and stringy. Today, they tend to play the role of convenient scapegoats, although the Children of Gaia tend to stick up for them in septs. A few Bone Gnawers have gained enough Renown on their own to form their own septs. They often discover or build caerns in the secret places of the city they use on their own.

Throughout history, Bone Gnawers have followed the dispossessed and the homeless. They hate slavery and oppression in general, but they're usually too busy just surviving to care about most of Garou politics.

Because they are allied with all the dogs in any given city (through a complex system of communication called the "Barking Chain"), and because they know many secrets about the sewers and the tunnels underneath the city, the Bone Gnawers are pretty much in the know about what goes on in any metropolitan area. This is as much a survival tactic as it is a strategic activity: they need to know when it's time to flee a sinking ship once things go wrong.

Totem: The Rat

Initial Willpower: Two Traits

Tribe Advantage: Finking

Bone Gnawers always have an inkling as to what is going on in the city in which they live. As a result, they can gain an instant Influence Trait in any area for the purpose of gathering information. This can be done once per session per level of Rank.

Tribe Drawback:

Bone Gnawers are often regarded as filthy, second-class Garou because of their lifestyles. Because of this, a Bone Gnawer must first gain the approval and sponsorship of an elder who is not a Bone Gnawer before he can gain any Honor, Glory or Wisdom Renown.

Backgrounds: Bone Gnawers may not take the Pure Breed Background or the Finance Influence.

Beginning Gifts: Scent of Sweet Honey, Odious Aroma

Wolf Form: Bone Gnawers look much like large street dogs. They often pass for them in open view of humans, although this has its own dangers: many Bone Gnawers have been caught by Animal Control units and taken to city pounds, where they orchestrate stealthy and ingenious breakouts. Their coats have reddish-brown or gray fur, and they're usually smaller than other Garou in that form.

Organization: Bone Gnawers live together in family groups that are usually the result of choice, not breeding. Because they are generally despised by the rest of the Garou for their apparent breeding (they're mongrels) and because of their smell, they tend to flock together and even form septs all their own. They are ruled by their Mothers and Fathers, respected elders who gain Renown among them by providing food (Honor), collecting interesting things (Glory) and staying alive (Wisdom).

Because of their status and the places they live, the Bone Gnawers often have positive relations with Nosferatu vampires. Indeed, it is believed by some that they often work together to achieve common goals, although the details of this are carefully guarded secrets.

Habitat: Bone Gnawers live wherever the homeless live. Some of them move out to the country to join their hillfolk cousins, but for the most part, they live and thrive in the city.

Protectorate: Bone Gnawers look after the people they live around: the homeless, dispossessed, insane and drug-afflicted peoples of the cities. Although they have rules against interfering in their lives, they usually interfere anyway.

Outlook: The Bone Gnawers like anyone who will give them half a shred of respect, but they can sense whenever someone is attempting to take advantage of them. They are very practical and tend to ignore the more high-minded tribes, even making fun of them from time to time. They don't care much about prophecies or

even the Wurm; they're usually too busy surviving on a day-to-day basis.

Quote: "Whatcha gonna do, send 'em chocolate and roses? Two days ago, I saw an entrance that could get you into that Pentex factory. If you want in there, you talk to me. Yeah, that's right... me. Ya got any grub?"



Children of Gaia

Amidst the sea of violence and anger that consumes the Garou race, there is an island of reason and restraint. These gentle and empathic souls are the Children of Gaia, so-named because of their self-professed claim to be the tribe closest to the true purpose of Gaia.

Children of Gaia believe, unlike the majority of Garou, that humans can be taught the error of their ways. They argue that by persecuting the blind, naked humans, Garou have only isolated these errant children from their place in Gaia's scheme. Caught between the ravages of the Impergium and the dangers of the untamed wilderness, it is no wonder that they sought shelter in the dark shadows of the Wyrn.

The Children of Gaia propose that cooperation and education are the best tools the Garou have to rectify the mistakes of the past and hopefully prevent what appears to be a darkening future. The Children only hope that it's not too late to avert disaster.

The other tribes often scoff at the pacifistic disposition of the Children, calling them hopeful dreamers. When cornered or defending what they see as a noble or just cause, the Children of Gaia can become a terrifyingly lethal force, even though they lack the blind fury that they despise in their brethren.

Totem: The Unicorn

Initial Willpower: Three Traits

Tribe Advantage: Diplomacy

The Children of Gaia are steadfast proponent of peaceful negotiation and discourse. To represent

this, Children of Gaia begin with the additional Social Trait: Diplomatic, which cannot be lost.

Tribe Drawback:

Children of Gaia do not cause a Delirium reaction and therefore must exercise great care not to break the Veil. Many Children see this as a mixed blessing, since it allows them more opportunities to interact freely with humans.

Backgrounds: Children of Gaia may take any Background Traits.

Beginning Gifts: Mother's Touch, Resist Pain

Wolf Form: Children of Gaia don't look much different from other Garou—the difference is in their demeanor. Instead of seeming like cold, feral animals, they instead seem more like large friendly dogs.

Organization: The Children of Gaia respect the experience and knowledge of others. However, they also appreciate the energy and originality of the young. At a meeting of the Children, anyone may speak, and everyone is expected to hear other what others have to say.

Habitat: The Children of Gaia have no apparent preference when it comes to territory and do not shun areas frequented by humans, like some tribes do. On the contrary, they actively look for opportunities to interact with human society to better understand and hopefully communicate with humans. Children of Gaia can be found among ecological movements and activist groups where they believe their message will be openly heard and spread.



Protectorate: The Children of Gaia will become involved in any segment of humanity in which they believe they can institute peaceful change. Some say the recycling movement and current attitudes of ecological awareness owe a great deal to the efforts of the Children of Gaia.

Outlook: Children of Gaia believe that it is their responsibility to mediate disputes arising among the other tribes. They fear that the eventual downfall of

all Garou will come from inner strife and turmoil rather than from external enemies. Were they not there to guide the Garou toward a gentler path, the Children feel, all would be lost.

Quote: "Each human we alienate, every careless frenzy we give into and every petty power play we engage in fills the bloated belly of the Wurm to the point of bursting and drowns us all in a flood of hate and putrescence."

Fianna

Known among Garou throughout Ireland, Britain and Europe as bards, storytellers and great warriors, the Fianna have earned their reputation through the centuries by mastering both sword and song. Although today the Fianna make their homes in many parts of the world, their graceful Celtic homelands are still dear to them.

The bards of the Fianna are considered by all tribes to be the most gifted, even by other Gibbous Moons. Taught from birth to master the glory of song, their memories reach back farther into Garou history than any other tribe (despite the claims of those who might contest this). Fianna Ahroun are also taught the glory of battle and prove to be difficult adversaries for even the most ferocious Get of Fenris.

Out of all the tribes, the Fianna seem to be more tolerant and hold fewer prejudices than any other tribe. They do have long-standing rivalries with both the Get of Fenris and the Shadow Lords, though, and they will go to great lengths to show up or embarrass members of those tribes. For the most part, the Fianna are content with a good song and a pint of stout, but they are quick to temper and dangerous when angered.

In recent years, there has been a division of loyalties among the Fianna. With the occupation of Northern Ireland by the British, Irish Fianna have lent their services to the IRA, while their British cousins have joined forces with the Provincial Army. This has been the greatest threat to Fianna security ever. The war rages on, despite pleadings from other Fianna for the fighting to cease.

Totem: The Stag

Initial Willpower: One Trait

Tribe Advantage: Heirloom

The Fianna are extremely close-knit and very family-oriented. As a result, all Fianna begin with an heirloom that can be used as a two Trait fetish. A player can spend additional Background Traits if she would like this Heirloom to be more powerful; however, a Garou can never have a fetish with more than five Traits.

Tribe Drawback: Heirloom

If a Fianna ever loses her Heirloom, or if it is destroyed, she automatically loses two Honor Renown Traits and will be unable to gain any further Renown until she has either recovered her Heirloom or received forgiveness from her Fianna elder.

Backgrounds: Fianna may select any Background.

Beginning Gifts: Persuasion, Resist Toxin

Wolf Form: In full Lupus form, the Fianna appear as huge blood-red or black wolves with green to greenish-gray eyes. They look very much like dire wolves.

Organization: Family is very important to the Fianna, as blood is everything to this tribe. Fianna and their Kinfolk meet once every lunar month to settle disputes and rejoice in their Celtic heritage, spinning tales of their deeds and bringing greater glory to themselves and to the tribe. The governing body that oversees this tribe, the Council of Song, is a group of elder Garou. Each one is elected by the tribe from a different Auspice. Their responsibility is to decide all matters concerning the tribe, affairs concerning intertribal politics as well as matters pertaining to other facets of society, both human and Garou. They are well-respected among the Fianna, and their word is considered law.

Habitat: The Fianna may be found in all environments, although they prefer rural areas. The elders and their kin prefer the quiet life of farming, while the youth are apt to live in the cities among the humans and follow their ways.

Protectorate: These Garou hold close ties to the Celtic way of life and, because of this, they protect the Irish and British with a fierce passion. Due to their migrations in recent decades, they have also taken the responsibility of protecting singers and entertainers of all types.

Outlook: You believe that all the world is your stage (or your pub), and believe in enjoying life to the fullest.

You tend to ignore your serious cousins in the other tribes. What do they know, anyway?

Quote: "I'm concerned as much about Northern Ireland as you are, but right now, why don't you sit your arse down and listen to the music? Damn! Bartender, another whiskey... Hey, I said shut up!"



Get of Fenris

Renown for their fierce tempers and bloodthirsty ways, the Get of Fenris have earned the reputation of being the quintessential battlelords of the Garou. As a rule, they are savage and merciless, giving no quarter to a fallen enemy. They believe mercy is for the weak.

Originally from Scandinavia, the Get migrated with the Vikings in their conquests throughout Europe and took what they wanted before destroying the rest, much like their Viking Kinfolk. They believe in the superiority of their bloodline, much like the Fianna, and even today, most of this tribe hails from Scandinavian and German ancestry. The Get believe that the other tribes are too weak to combat the forces of the Wyrms, and they feel that they must do it themselves. They are renown for intervening in battle, pushing their cousins of other tribes aside and taking the glory for themselves. At times, other tribes harbor great animosity for the Get.

Members of the Get of Fenris believe that the only way to defeat the Wyrms is all-out war; anything less is cowardice. They constantly push their philosophies at the moots and become irritated and violent when their ideas, considered brash and foolish, are ignored. The Get believe that those who do not rush into battle are weak and deserve only death. The battlefield is home for the Get of Fenris, and they do not fear death. They believe that if they fight bravely and embrace the glory of war, they will be lifted to Valhalla upon death and be given the Gift of eternal conflict. The Get have the highest casualty rate of all the tribes.

When the Get are not in battle, they are planning strategies or telling tales of glory around the fire. This tribe keeps mostly to itself, not caring to interact much with other tribes. They are long-standing enemies with the two tribes composed of primarily indigenous peoples, the Wendigo and the Uktena.

Totem: The Fenris Wolf

Initial Willpower: One Trait

Tribe Advantage: Pelt of Fenris

The Get of Fenris are some of the toughest warriors of all the Tribes. One reason for this is their thick pelt; when in Crinos or Lupus form, a Get of Fenris gains one additional wound level.

Tribe Drawback:

The Get are extremely secular and snide. They automatically begin with two Negative Social Traits. One of these must be “Condescending”; the other may be chosen by the player. No additional “freebie” Traits are generated by these, as they are qualities that all Get of Fenris have.

Backgrounds: The Get may choose from any Background except for Past Life.

Beginning Gifts: Razor Claws, Resist Pain

Wolf Form: The Get are probably most menacing in Lupus form, as they believe intimidation is mandatory to victory. They appear as gray northern wolves, although this is diminishing somewhat due to their crossbreeding with other cultures.

Organization: This tribe meets regularly on every full moon. These meetings are very strict, with an air of military discipline about them. The Ahroun are given the greatest respect among the Get, as they are the tribe’s fiercest warriors. However, each of the auspices has a role in battle. Even a Get of Fenris Ragabash can be a fierce opponent. During these moots, the Get plot war strategies and tell of deeds of great glory. They also settle any major disputes within the tribe by combat; sometimes the losers do not live very long.

Habitat: The Get tend to live in rural areas, making their homes with the same families they have bred with for years. Many of the younger Get have followed the humans and their ways in a disturbing manner, joining with skinhead and Neo-Nazi groups and bringing shame to their tribe.

The Apocalypse

Protectorate: The Get hate all humans. They also believe that those who are too weak to survive deserve death.

Outlook: Life is battle and war is glory. We were put here to fight, and that is what we will do. Mercy is for the

weak, and those who are not strong enough to stand by our side will receive no pity from Gaia.

Quote: "You've put up a good fight, but I'm through playing. Now I'm going to kick your ass and tell of my glory under the next full moon. Die well."



Glass Walkers

While the Bone Gnawers merely survive in the city, the Glass Walkers thrive there. They see the city as just another kind of wilderness: an ocean of concrete, a forest of skyscrapers or a coral reef of condominiums. They feel that the city has a kind of spirit and life all its own, and they seek to explore the diversity that this “new wilderness” provides.

The Glass Walkers originated in Mesopotamia, where they split with the Garou and came to live in the cities despite the proscriptions against doing so. They became enforcers and mercenaries for merchants in the Middle Ages and allied with guilds and the like. They were at the forefront of technological change during the Renaissance and later in the Industrial Revolution, learning that everything has spirits, even great steam engines and assembly lines.

The Glass Walkers developed Mafia ties as a result of their enforcer past, and in the '20s, Glass Walker gangs provided muscle to many Mob actions. With the advent of computers, the Glass Walkers learned about a new kind of spirit—the Net-Spiders, the computer spirits. Befriending these spirits, they found themselves in control of spirits that could alter and gather information from computers all over the world, and they discovered an entirely new world called the CyberRealm. The Glass Walkers believe it is their duty to guide the cities and technology of the world to a path allied with Gaia. Indeed, they see Gaia as a part of the city itself.

Totem: Cockroach

This may sound disgusting at first, but Cockroach is the most adapted animal in any city. Some Glass Walkers hold Spider in high regard as well.

Initial Willpower: Two Traits

Tribe Advantage: Weaver's Children

The Glass Walkers begin the game with one additional Influence Trait. Furthermore, a Glass Walker can purchase more Influence with experience (which is something other Garou cannot do). One Trait of Influence

can be purchased for three experience points—subject to Storyteller approval, of course.

Tribe Drawback: Touch of the Weaver

Glass Walkers are one bid down in all interactions with non-Weaver Spirits (they must bid two Traits to begin a challenge against one).

Backgrounds: Glass Walkers may not buy the Past Life or Pure Breed Backgrounds.

Beginning Gifts: Control Simple Machine, Persuasion

Wolf Form: Small-to-medium size wolves with mottled patterns in their fur (often with an “unnatural” tinge). Many of the cubs of this tribe indulge in Urban Primitivism, cutting their fur in strange shapes, piercing their bodies, submitting to silver brandings, accumulating strange tattoos and generally altering their bodies the way they want them to be.

Organization: The Glass Walkers are generally organized in a very human way. They tend to think of themselves as a corporation, with directors, middle-management and employees. Their caerns are usually located within cities, often in places that shock and alarm other Garou (such as the tops of skyscrapers or in the middle of abandoned factories).

Many of the old-guard Glass Walkers are still very much allied with the Mafia and tend to rule their septs like Mafia families. Many young Glass Walker packs have very loose structures—Garou hackers and Computer Theurges care more for knowledge and skill than they do for Renown. Some Glass Walker packs merge with other Glass Walker packs into large, roaming “Urban Primitive” tribes.

The Glass Walkers were once allied with the Bone Gnawers, but since 1929 and the Great Depression, they have fought off and on. Still, because they both live in the city, they are usually friends, or at least allies against a common outside evil.

Many Glass Walkers have positive relations with Ventrue and Toreador vampires, despite the Litany's

prohibition against dealing with the Kindred. These more civilized Kindred see the Glass Walkers as perhaps the last hope of making peace with the Garou, although competition in financial spheres has also caused conflict in the past.

Habitat: The Glass Walkers live in the cities, period. They hate the wilderness for the most part, and need civilized comforts wherever they go. Some Glass Walkers are seeking to beautify the city by planting hardy trees and creating arboretums, but this is as close to the wild as the Glass Walkers want to get.

Protectorate: The Glass Walkers watch over the city, but more specifically, in recent times, they have begun guarding and watching over the underworld of a city: the crime, drugs, prostitution and nightclubs. The younger Glass Walkers see it as their duty to watch over the worldwide computer Net—the Digital Web that stretches across the entire globe.

Outlook: Glass Walkers see themselves as the next stage in Garou evolution. They believe that Gaia is leading them to be the rulers of a new world where the Weaver has woven her webs all over the Earth. They believe that they can help humanity and the Garou

survive the coming Apocalypse by providing them with the technology and spiritual wisdom to survive. Because of this, they are somewhat arrogant. They are almost as subtle and crafty as their Shadow Lord cousins. Indeed, many conflicts between the Glass Walkers and the Shadow Lords are like great chess games using the other Garou as pieces. Their irreverence for tradition has earned them many enemies, especially among the Silver Fangs. Many tribes lust after their secret knowledge of city-spirits, especially the Uktena. The Stargazers find them interesting. They are hated severely by the Red Talons and the Get of Fenris, who have almost decided that they are of the Wyrms. The Bone Gnawers like them, but don't get too involved in their plots, if for no other reason than survival. Strangely enough, the Silent Striders and the Black Furies do not conflict with them as much as the other tribes.

Quote: "Okay, I was cool when you asked me to leave the Gameboy behind. And I can understand not bringing along an electric generator—they're heavy. But now you're saying that I can't bring my CD player into the caern because it's upsetting the spirits? That's crap! What do they want to hear? John Denver?"



Red Talons

The Red Talons are perhaps more intolerant of humans than any other tribe, even the Get of Fenris. They would enjoy nothing more than seeing the entire race utterly destroyed so that the blood of the humans could flow freely through the streets. The Red Talons were the most opposed to ending the Impergium and still attempt to convince other tribes to reinstate it. They believe humanity as a whole is “of the Wurm” and, as such, must be removed from the Earth. Only then will the Garou be able to defeat the Wurm completely.

The Red Talon tribe is composed entirely of lupus stock Garou, and although they tolerate the other breeds, they disdain being in their presence. Other breeds are considered to be weak, but are also seen as necessary in the war against the Wurm. The Red Talons are the least understood of all the tribes. They are the most wolf-like and take great pleasure in rituals that the other tribes could never fathom. They also keep to themselves as much as possible, and fighting among their own tribe members is very rare.

Humans are not the only creatures they despise. They’re so filled with hate that they’ve got plenty to go around. Vampires are at the top of their list and rival the hatred they hold for the humans. The Red Talons believe that vampires are little more than dead humans with too much power, a blasphemous manifestation of the Wurm whose only gift should be destruction. Younger members of this tribe have become more tolerant toward humans and believe that some of them may be worth saving. These

upstarts have become the targets of anger and violence from their elders, and many have been destroyed because of their beliefs.

Totem: the Griffin

Initial Willpower: One Trait

Tribe Advantage: Gaia’s Fury

Red Talons gain one additional Rage Trait during character generation.

Tribe Drawback: Wyld Child

A Red Talon is completely at home in the Wyld. Unfortunately, he cannot find peace in the cities. As a result, a Red Talon cannot regain Gnosis in any urban environment.

Backgrounds: Red Talons may not buy Influence.

Beginning Gifts: Beast Life, Scent of Running Water

Wolf Form: A large brown wolf with fangs and claws prominent and ready for battle. When they appear in Homid form, it is always an unpleasant sight: they are slouching, hairy and often ape-like in appearance. This is to convey their contempt for humanity.

Organization: As this tribe is very close to their lupine roots, any group is led by an Alpha. The strong lead and the weaker follow.

Habitat: The Red Talons are found in the wilds, far removed from human settlements of any kind.

The Apocalypse

Protectorate: The Red Talons protect the wolves of the world from destruction at the hands of the humans. They have sworn to destroy any who bring harm to their wolfen Kinfolk.

Outlook: The other tribes were weak to allow the humans to reign as they do. Bringing an end to the

Impergium was a mistake. Now the Red Talons must suffer under the talons of the Wyrn and the persecution of its host, the humans.

Quote: "Grrrrrrr. Me hate human, kill human, kill all human. Start with you first. Grrrrrrr."



Shadow Lords

The Shadow Lords are a tribe as dark, forbidding and unyielding as the lands of Eastern Europe that spawned them. Their deeply ingrained hierarchy gives them a strength that is sorely lacking in the other tribes. Their tales are filled with descriptions of their prowess, cunning and innate superiority.

Highest among Shadow Lord instincts is a sense of “manifest destiny.” They see the Garou as the ultimate lifeform on the planet. Therefore, Garou are the obvious rulers. Furthermore, among Garou, there is no greater tribe than the Shadow Lords. After that, it doesn’t take a genius to figure out this tribe’s agenda.

In the end, the only thing the Shadow Lords will respect from Garou of other tribes is power. Even then, they will always be waiting to seize the opportunity to displace their rivals at the slightest sign of weakness.

The dark strengths of the Shadow Lords are possibly their greatest weaknesses. Their boundless pride, perhaps better called arrogance, is easily warped by the Wurm. Under the Wurm’s maddening tutelage, the Shadow Lord’s pride blossoms into full scale megalomania.

Totem: Grandfather Thunder

Initial Willpower: Two Traits

Tribe Advantage: Will of Thunder

By spending one Willpower Trait, a Shadow Lord can double the total number of Social Traits she has bid in a Social Challenge. This includes doubling Traits to resolve a tie or crush an opponent in an overbid.

Tribe Drawback: Burden of Failure

Because of the unforgiving nature of their tribe, Shadow Lords suffer double Renown loss for any failing or transgression on their part.

Backgrounds: No restrictions.

Beginning Gifts: Aura of Confidence, Fatal Flaw

Wolf Form: They appear as massive dark gray or black wolves with massive, thick shoulders, much like pit bulls.

Organization: The Shadow Lords boast of a chain of command that would make any corporate division proud. No member is ignorant of his position, power or, more importantly, responsibility. At the lower levels, the eager young pups stand ready fill any vacancy that might open in the tribe’s ranks, including vacancies they sometimes create. Those already comfortable in positions of power are constantly on guard for capable upstarts, because they must constantly prove themselves. All in all, the Shadow Lord drive for dominance creates a constant current that inundates their hierarchy with the most capable members while washing away those who can no longer compete.

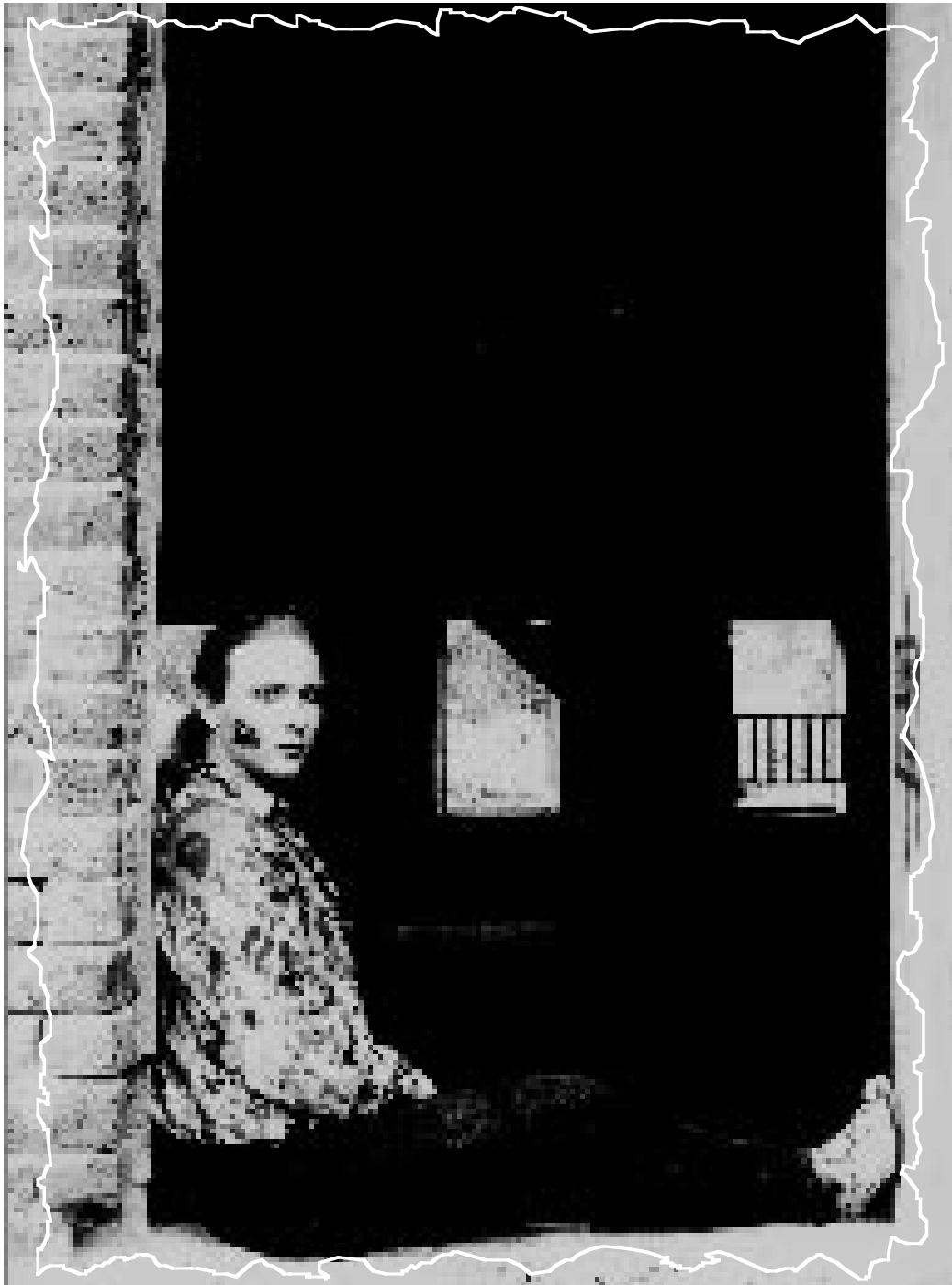
Habitat: The Shadow Lords are highly adaptable, not as much as the Glass Walkers or Bone Gnawers, but they more than manage. They can be found as lawyers, businessmen, crime lords, politicians or just about any profession where they can exert control over others.

Protectorate: The Shadow Lords respect only power, and the few humans they deal with must either respect it or wield it. Many of their well-established Kinfolk occupy complementary positions of power. As one would expect, vampires and Shadow Lords often find themselves at odds with each other, like two predators competing for the same ecological niche. It’s only a matter of time before the two realize they stand a great deal to gain from cooperation; some say they already have...

Outlook: The Shadow Lord character has to realize that while it is perfectly obvious to her that she is the obvious choice as leader, others may not see things as clearly. Some Garou will perceive the ambitious Shadow Lord as a potential tyrant. Nonetheless, if she is not chosen outright as the pack's leader, she must achieve that position (or a greater one) by some other means. Some choose to lead from behind the scenes, manipulating others in a

puppet show. In some cases, staging a coup is a simple matter of challenging the current, inept leader. Others must go as far as to humiliate and discredit the current leader. Regardless of the means you use, the end result will justify your means. Do not fail. Your superiors cast a grim eye upon failure.

Quote: "The meek may very well inherit the Earth, but not until we're finished with it."



Silent Strider

As their name would suggest, these enigmatic Garou skirt the boundaries of both Garou and human society. Quick minds, agile bodies and an unfathomable pool of knowledge are the hallmarks of these most mysterious of Garou. Their origins, both as individuals and as a tribe, are often nebulous at best. Their preference in names and in culture suggests strong ties to ancient Egypt. Among the other tribes, they are respected for their wisdom, but their solitary and secretive nature makes it difficult for other Garou to fully accept them.

The same nature that alienates the Silent Striders from many of their fellow Garou also makes them best-suited for the invaluable service they provide to the other tribes. Among Garou, the Silent Striders are the penultimate messengers and couriers. Striders cross regions other Garou would avoid, and they travel with an alacrity that rivals human contraptions. Without this service, communications among the already fractious septs would quickly erode.

The rigors of a nomadic lifestyle are not without their price, however. Few Silent Striders form lasting friendships with those outside their tribe.

Totem: The Owl

Initial Willpower: Two Traits

Tribe Advantage: The Omen of Doom

Once per session, a Silent Strider can choose to avoid a single situation as if he never uncovered it. This will only apply to the Strider, not to his companions or current allies. Examples include avoiding an alleyway where he will be ambushed, dropping a poisoned glass of wine or running out of ammunition when accidentally shooting an ally. The event is considered to have not occurred at all, and anyone involved will totally disregard it and any

information concerning it. To represent this power, the player is issued an "Omen of Doom" card at the beginning of the session; the card is destroyed when the power is evoked. These cards may not be accumulated and must be returned at the end of the session if they have not been used.

Tribe Drawback: Wandering Spirit

Because of their role as outsiders in the Garou community, Silent Striders may not support or contest any Renown nominations concerning themselves or others.

Backgrounds: Silent Striders may not buy the Past Life Background.

Beginning Gifts: Sense Wurm, Speed of Thought

Wolf Form: Silent Striders resemble the jackals of Egyptian art: huge, lean creatures with inscrutable expressions and regal countenances.

Organization: Among the Striders, a well-defined structure would be impractical, if not completely useless. Instead, they defer to those with the most experience in the matters at hand.

Habitat: The Silent Striders claim no land as their own and can be found in almost any corner of the world. They remain in one place only as long as is necessary and then leave, sometimes never to return.

Protectorate: Serving few individuals other than their fellow Garou, Silent Striders pay little heed to the tradition of protectorates. Unlike the Red Talons, they bear humans no particular malice and even hold a grudging respect for those who share their lifestyle, such as gypsies, circus performers and the few nomadic peoples left in this world.

Outlook: Silent Striders have an economy of behavior that belies their nomadic existence. They act and speak on what is pertinent and have little use

The Apocalypse

for what they see as frivolous. They always seem prepared for any situation and are rarely taken by surprise. Their directness of action leaves them little time or opportunity to make friends, and perhaps they prefer it that way. Once a Strider has com-

pleted a task at hand, he moves on, almost instinctively, to where he is needed next.

Quote: "I can handle the 'rain, sleet and dead of night' thing, but next day delivery? Into Malfeas? We've got to talk..."



Silver Fangs

It has been said that if one were to take the single best quality from each of the other twelve tribes and bring them together in a Garou, that Garou would be a Silver Fang. While many would contest this, none can deny that, more so than any other tribe, the Silver Fangs have been a rallying point for the Garou race. Leadership and valor are the bread and butter of the Silver Fangs. The palpable charisma and confidence they exude has made them obvious leaders among the Garou.

Of late, however, the rock-solid bearing of the Silver Fangs has suffered a terrible erosion. At best, they are reserved and overly cautious in their rulings. At worst, they are moonstruck. As a result, younger Garou are losing the time-honored respect for these once noble Garou.

A Silver Fang character won't just assume command, he will expect it. While they are hardly the heavy-handed tyrants the Shadow Lords portray, a Silver Fang will brook little disrespect for his ability as a leader. The character should lead by example. By best exemplifying the most noble Garou Traits—wisdom, courage and honor—she will inspire those around her to act likewise. Remember, the Silver Fangs know more about what it is to be a heroic Garou than most of the tribes.

Totem: The Falcon

Initial Willpower: two Traits

Tribe Advantage: Noble Birthright

Because of her traditional role as a leader and commander, a Silver Fang may retest any Social Challenge once.

Tribe Drawback: Inbreeding

The bane of the Silver Fangs, whether it be from centuries of inbreeding or the depredations of the Wyrms, manifests itself as insanity. Therefore, all Silver Fang characters have a permanent Derangement, chosen at character creation. This Derangement can be any of the following, but is not limited to those listed.

Background: Silver Fangs must allocate at least three of their five Background Traits to Pure Breed.

Sample Derangements

- **Amnesia** — In highly stressful and traumatic situations, you forget who you are.
- **Intellectualization** — You compulsively analyze everything and block out as many emotions as possible. However, when your fragile world of facts and figures is shattered by the supernatural, you usually freak out.
- **Manic-Depression** — You suffer from wild mood swings ranging from wild bliss to complete despair. You begin each story in one phase or the other and can switch back and forth for any number of reasons.
- **Multiple Personalities** — There are a number of different personalities housed within your head. You may switch your identity, Nature or Demeanor during times of great stress.
- **Obsession** — You tend to latch on to someone or something and make him or it the focal point of your life.
- **Paranoia** — You see the Wyrms' influence in everything. Don't the others see it too? Perhaps they've been corrupted as well.
- **Perfection** — You work hard to keep everything in your life going perfectly at all times. You use all of your energy to prevent things from going wrong and have been known to frenzy when things don't go in your favor.
- **Power Madness** — You are obsessed with control and dominance over others.
- **Regression** — You tend to revert to child-like behavior during times of extreme stress.
- **Vengeful** — When you have been wronged, you become obsessed with getting even and bent on making those who crossed you pay.

Beginning Gifts: Lambent Flame, Sense Wyrn

Wolf Form: They appear as stunningly beautiful silver wolves.

Organization: The Silver Fangs honor their aristocratic heritage in their tribal organization. Those with the best lineage and those who have been in power the longest are invariably heeded over others. While no one argues giving an elder her due, many young voices with new ideas have been drowned out by the rhetoric of the old guard.

Habitat: The Silver Fangs have a deep love for the unspoiled wilderness of whatever land they dwell in. In ancient times, they held fiefs with large tracks of wilderness set aside for their personal enjoyment. This isolation has done little to help them understand the dire peril Gaia is in.

Protectorate: The Silver Fangs are expected, not just by themselves, to persevere where all others would fail. As a result, they have developed a sort of *noblesse oblige* attitude that many Garou find condescending. However, you haven't seen determination until you've seen a Silver Fang wading through a swarm of lesser minions to face an enemy leader. Think of Lancelot with fur and claws.

Outlook: We have always ruled and will continue to do so. It is our heritage and our right. We must serve and guide our fellow Garou. As the Apocalypse draws near, our leadership is needed more than ever.

Quote: "Patience and birthright are apparently virtues you lack, pup. You would do well to follow me and my example."



Stargazers

The Stargazers are perhaps the most peaceful and contemplative of the Garou tribes. During the Impergium, they were among the Garou who believed the treatment of the humans was unjust and criminal and sought an end to their persecution. Their pleas fell upon deaf ears, so they withdrew from werewolf society to study and meditate on their own, hoping to find inner peace and enlightenment in a bleak, violent world. Their tendency to gaze thoughtfully into the night sky was the inspiration for the other tribes to give them the name they carry still today.

The Stargazers, despite their peaceful nature, can be as fierce in times of war as any other Garou. They merely have different ideals. Working unseen in the shadows, they protect humanity from the hideous minions of the Wyrms. This has brought them great animosity from some members of other tribes, but their wisdom is widely respected among the Garou. Despite this, the Stargazers are considered untrustworthy by many Garou.

The Stargazers live a very spartan life, shunning civilization completely. They do not hold to material wealth of any kind, considering it to be a burden to spiritual enlightenment. They seek only truth. Due to their spiritualistic nature, they have strained relations with the Glass Walkers, who are children of the city and followers of mankind's ways. The Glass Walkers cannot understand their tranquil nature, so they condemn them for it.

The Stargazers hold a special relationship with the moon. They believe that she guides them in all ways, watching over and protecting them from the horrors of the night.

Totem: The Chimera

Initial Willpower: Three Traits

Tribe Advantage: Inner Peace

A Stargazer may regain Willpower as well as Gnosis through meditation.

Tribe Drawback: Removed

All Stargazers have the Negative Social Trait: Untrustworthy because they are so removed from the rest of Garou society.

Backgrounds: Stargazers may not take the Backgrounds of Allies, Fetish or Resources.

Beginning Gifts: Catfeet, Sense Wyrms

Wolf Form: Varies from light brown to complete black.

Organization: They have no council or elders to whom they must answer. Instead, each Stargazer seeks her own path in the world. When they require wisdom, members of this tribe seek to gain audience with the aged among their kind.

Habitat: The Stargazers are wanderers, travelling the world and calling no place home. They journey from caern to caern, seeking wisdom and enlightenment during their travels. They breed with humans who have also cast away the evils of society: explorers, hermits and rustics who live far removed from the world of men.

Protectorate: Due to their nature, Stargazers feel a special bond with the loners and derelicts of human society. They protect them quietly, never allowing them to realize the true horrors of the Wyrms.

The Apocalypse

Outlook: We must guide our Garou cousins into a new era of peace. Only then, as one tribe with one goal, can we hope to destroy the Wyrn and its minions. Until they wish to see things that way, we shall leave them to their own folly.

Quote: "It is such a peaceful night. Listen carefully to the forest, and it will tell you of days long gone. Do not be so rushed; wisdom will find you. If you go through life at a lightning pace, it will never catch up with you. The choice is yours."



Uktena

The Uktena belong to one of the three tribes of Garou that came to America across the Bering Land bridge. They believe that open rage and narrow vision will be the downfall of Garou. They also believe that, by coming to understand the Spirit World, they will be able to spread wisdom and allow the Garou to purify the world of the Wyrms influence. The Wyrms is seen as a very real spiritual taint that spreads itself all across the world.

To the Uktena, the "real" world is not important. They would rather be in the Umbra than walking about on earth. Since the destruction of the Croatan Tribe, the Uktena's maxim is "Know Thy Enemy." They put their spirits on the line in order to venture into the heart of the Wyrms and discover its foul plans.

The Uktena were once purely Native American, but they have since begun accepting those who are alienated from other tribes. They have incorporated many magical beliefs and cultures into their tribal rites and moots.

They are also concerned with fetishes, as they see them as spiritual tools to strengthen themselves as spirit warriors and protectors. They also feel that it is their duty to watch over Wyrms-riden areas and protect other Garou from the Wyrms influence. They will often raid the holdings of mages, Tremere vampires and even Black Furies to recover fetishes they believe should be used in service to Gaia.

The Uktena are secretive among themselves and are often accused of allying with the Wyrms because of their close study of it. This is not the case, however, as the Uktena are probably one of the only tribes that knows enough about the Wyrms to begin seriously harming it.

Still, taint by the Wyrms is an ever-present danger, and all Uktena are aware of this fact. It is common practice for all Uktena to undergo the Rite of Cleansing regularly in order to clean themselves of Wyrms-taint.

Totem: Uktena, an ancient water spirit

Initial Willpower: One Trait

Tribe Advantage: Umbral Sight

You can peek *into* the Umbra from the real world at the cost of a Mental Trait. This also allows you to see others moving within the Umbra.

Tribe Drawback: Umbra Affinity

Your ties to this world are weak. You find it difficult to return here from the Umbra. You must spend a Gnosis Trait in order to leave the Umbra and return to Earth.

Backgrounds: No Restrictions.

Beginning Gifts: Sense Magic, Blur of the Milky Eye

Wolf Form: A smallish, darkly-hued wolf with strange patterns of a lighter and contrasting color on its back and flanks.

Organization: They operate very tightly-organized septs, relying heavily on their own messengers, their spirit-messengers, and the Silent Striders. They perform regular rituals just to renew their connection with the Land. It is rumored they have highly secret septs in carefully hidden places that are still as pure and as untamed as the land was during prehistoric times. They are ruled by a central Lodge that is a collection of elders from all the Uktena-dominated septs, although other Uktena are often invited to attend.

Habitat: The Uktena live as near to their caerns as possible, often building natural-material structures within the Bawn. This means they usually live in the wilderness, but many Uktena caerns are located on the repossessed land of their ancestors.

Protectorate: They are supposed to watch over the disenfranchised and oppressed people of the world; in practice, they only watch over those who could potentially be of use to them as a tribe. They have mingled with and integrated people of Asian, African and European heritage. Many of the younger members of the tribe are wild street gangsters, but these young warriors soon learn respect for their elders in one the Uktena septs and often turn to a path of wisdom.

The Apocalypse

The Uktena protect a version of the Silver Record which has been around since the early days of the Garou, and they refuse to let it fall into anyone else's hands.

Quote: "You cannot know the power of the Wyrms. Have you seen the fires reflected in its eyes? Have you

watched its fangs drool with poison? Have you heard its breathing? Until you have walked with me down that road, you will have to understand that there are some things that you do not wish to know. There are some things which would kill you if you found them out. Beware of what you ask of the spirits..."



Wendigo

The Wendigo see themselves as the last of the pure Native American tribes. Once part of the many tribes who called the Americas their home, they are, along with the Uktena, all that remain of the Pure Ones after the European colonization of the continent. Because of this, they still harbor resentment towards everyone of European descent, including their Garou cousins, for destroying the land that they love so dearly. They will, however, reluctantly come to their aid in times of need to wage war against the Wurm and its dark minions.

The Wendigo are very proud of their pure blood and stay as far away from those of European descent as possible, preferring to live in the wilds or, at the very least, on the reservations away from the cities. Their pride in the Native American heritage is strong, and they pass on tales of glory around the evening fire. The European invaders took their land, but they cannot break their spirit.

The Wendigo are masters of woodland survival, becoming one with the land and letting the spirits guide them through the wilderness. Such prowess has earned them great renown, even among other Garou, and they are sought out for their expertise. They are also experts at hit-and-run tactics and are well-known as some of the fiercest warriors among the Garou. After all, they have more than 200 years of practice gained from fighting the European invaders to fall back on. They enjoy causing trouble and love nothing more than to provoke conflict among their enemies. Their philosophy is simple: we don't need to fight the Europeans; they're quite capable of killing themselves.

Some of the young among the Wendigo believe that the world is not as bad as their elders say and believe that the differences between the Native Americans and the others can be overcome. They ignore the teachings of their elders and the bloody lessons that history has taught, preferring to go out in the world and learn for themselves. This has caused great unrest within the tribe.

Totem: Wendigo, the winter spirit of the north

Initial Willpower: Three Traits

Tribe Advantage and Drawback: The Wheel of Seasons

The Wendigo Gain one (or two) positive Traits and must choose one Negative Trait for each season of the year.

- Winter—Physical Traits: Tenacious, Rugged; Negative Trait: Callous, Dull or Witless.
- Spring — Physical Trait: Energetic; Negative Trait: Predictable, Tactless or Impatient.
- Summer — Social Trait: Charismatic; Negative Trait: Lethargic, Violent or Shortsighted.
- Fall — Mental Trait: Reflective; Negative Trait: Lethargic, Dull or Impatient.

Backgrounds: No restrictions.

Beginning Gifts: Call the Breeze, Camouflage

Wolf Form: The timber wolf: its fur varies from dark gray to brown and it is known for its fierce black eyes.

Organization: The elders among the tribe are given the utmost respect. They hold ceremonies on sacred ground, much like Native Americans have for centuries. Their moots are usually held on the crescent moon.

Habitat: They tend to live in the North Woods, despite the fact that it is shrinking under the white man's continuing expansion. They make their home wherever they roam, just as their ancestors have done for centuries. Many of the Wendigo live on the reservations, since this provides a haven away from the white men. One of the reasons the Wendigo are not as powerful as they could be is that one of their most powerful caerns, located in the Black Hills, has been denied to them by the United States Government. If it were ever to become open to the Lakota people who originally dwelled on the land and worshipped there, the Wendigo would be able to reclaim the powerful caern and potentially cleanse the land all around it. Many Wendigo seek to free the Black Hills for this very purpose.

Protectorate: The Wendigo protect Native Americans of all tribes and the lands on which they live. This

tribe is famous for organizing war parties with their Native American Kinfolk to drive the whites away from their lands. They still believe that the Wyrms is using the white man to manifest itself and eat away the world. Perhaps the best way to destroy the Wyrms would be to destroy its host as well.

Outlook: The other tribes are fine as long as they stay on their own land. We will survive without them. In fact, they are part of the problem; if they had not come to our land, the Wyrms would never have followed them. Now, matters are worse, and they are to blame.

Quote: "Welcome to the real America. Now go, before I kill you."



Nature and Demeanor

Humans instinctively roleplay. Every moment of our lives is spent playing a role. We are made up of many layers of personalities. Some of these we assume on purpose; others arise naturally.

In the Storyteller and Mind's Eye Theatre systems, archetypes are a way of defining personalities. They describe the roles that are characteristic of our identities, the personality types all people somehow share. The psychologist Carl Jung discovered the concept of archetypes as a way of describing any concept that resides in the collective unconscious of humanity. He believed that such complex symbols couldn't be rigidly categorized, but he did give names to some of the archetypes. Nonetheless, in order to incorporate the concept of archetypes into our systems, a modified version of this idea is used to describe personalities, so remember to take the following guidelines with a grain of salt.

Characters do not, in fact, fit into neat and tidy categories. Archetypes are the molds for an infinite number of different personalities and should not be seen as absolute standards.

An archetype is a basic pattern, a template, and each individual varies from that original in many ways. These archetypes are examples of the variety of human personalities and are intended to guide, not restrict.

The key to the use of archetypes is the interaction between the character's Nature and Demeanor. Nature is the inner personality, that which the character does not usually reveal to others. Most dare not reveal their true, inner selves, and therefore create a Demeanor—a false front—behind which the true self can be hidden. Demeanor may be as consistent as the character's eye color, or may change from minute to minute. Extraordinarily

open, honest or simple-minded individuals have the same Demeanor and Nature.

Archetypes have a practical impact on the game, for characters can be manipulated according to their personalities. The personality of a character can both protect the player and make him vulnerable. Archetypes must be chosen with care.



The following is an in-depth account of the Natures and Demeanors available. Choose one from the list that best describes your character's Nature, or inner self, and one from the list that best describes the front that you wish to present to the world. This will help you in creating a believable and sincere character from the statistical skeleton of your character sheet. These archetypes will help you build the foundation for the character that you will play in *The Apocalypse*. This is the spark that will breathe life into your creation and make her a real and active part of the story.

Although this list is quite detailed, it is not all-inclusive. The Narrator should encourage the players to develop their

own archetypes to describe their characters' Natures or Demeanors, giving them an opportunity to create truly unique personalities.

Alpha

You believe that you were born to lead and that instinct proves you correct. It is your driving goal to become the leader of the pack, the sept, the tribe or another group. You are an "alpha," a lead wolf. However, others do not necessarily recognize you as such. Thus, you feel the need to prove this to others constantly, in order to reinforce this idea in them and in yourself. This has

brought you many challenges, and will bring many more in the future.

Autist

You must hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you. No one can come close. Give away as little of yourself as possible— adopt a false personality if you like— but just make sure no one gets hold of the truth about you. Knowledge is power, and those who know you can do anything they like to you. This is a Nature found among many Uktena.

Bravo

You are a bully, a ruffian and a tough. You delight in tormenting the weak. You always demand to have things your way, and do not tolerate those who cross you. Power and might are all you respect; indeed, you heed only those who can prove their power over you.

You see nothing wrong with forcing your will upon others. There is nothing you like better than to persecute, antagonize, heckle and intimidate those for whom you feel contempt. The emotions of kindness and pity are not completely foreign to you, but you hide from your own sense of weakness through cruelty to others. While most Bravos despise the weak, others become their protectors.

Caregiver

You always try to help those around you, struggling to make a difference in the needs and sorrows of the unfortunate. People around you depend on your stability and strength to keep them steady and centered. You are the one to whom people turn when they have a problem. This is a Nature found among many Children of Gaia.

Child

You are still immature in personality and temperament. You're a kid who never grew up. Though you can care for yourself, you prefer the security of being watched over by others. You often seek out someone to look out for you, not as a parent, but as a caretaker of sorts. Some see you as a spoiled brat, while others see you as an innocent cherub unspoiled by the evils of the world. This is a very uncommon archetype for Garou.

Competitor

You are driven by the need to win at all costs. The thrill of victory is the only thrill that you recognize; it is the thing that drives you on. You see life as a contest and society as a dichotomy of winners and losers. You believe all the macho business proverbs: if you're not lead dog, the view never changes; there are no prizes for second place; eat or be eaten. You try to turn every situation into

a contest of some kind— it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest. You must be the leader, or the most productive, or the most indispensable, or the best liked— anything, as long as it means you win in some way or another. This is a Nature found among many Shadow Lords.

Confidant

You understand others, and more importantly, you like them. You are a facilitator who listens and advises. People confess to you, and, in return, you give them advice, most of it good (although sometimes your advice is more for your own benefit than for the benefit of the recipient). You are very interested in other people, including who and what they are. The personality, brutality and beauty of the Garou fascinate you.

Conformist

You are a follower. Taking charge simply isn't your style. It's easy for you to adapt, attune, adjust, comply or reconcile yourself to a new situation in which you find yourself. You are attracted to the brightest star, the person whom you feel will go the farthest. It is both difficult and distasteful for you to go against the flow, to rebel. You hate inconsistency and instability, and know that by supporting a strong leader, you help prevent chaos from occurring. All stable groups need some kind of conformist.

Conniver

What's the sense of working hard when you can get something for nothing? Why work when, just by talking, you can get what you want? You're always trying to find the easy way out, the fast track to success and wealth. Some people might call what you do swindling or even outright theft, but you know that you only do what everyone else does; you just do it better. Besides, it's kind of like a game to you, and you get great pleasure from outwitting someone. Connivers play many roles. You may be a thief, a swindler, a street waif, an entrepreneur, a con man or just a finagler.

Curmudgeon

You are an irascible, churlish old wolf at heart, taking everything seriously and finding little humor in life (though you may have a wickedly barbed wit). Cynicism is your middle name; it is the tool by which you judge everything in life. You have a very well-defined understanding of how things really work, especially when they involve the circus of Garou endeavor. Long ago, the foolish actions of others ceased to surprise you. This could be a false front to protect the true sorrow you feel at the coming of the Apocalypse, or maybe the Apocalypse simply feeds your cynicism and "I told you so" attitude.



Deviant

There are always people who don't fit in. You're one of them: you're a miscreant. Your beliefs, motivations and sense of propriety are the complete antithesis of the status quo. You are not so much an aimless rebel as an independent thinker who does not belong to the society in which you were raised. You don't give a damn about other people's morality, but you do adhere to your own strange code of conduct. Deviants are typically irreverent, and some can have truly bizarre tastes and desires.

Director

You despise chaos and disorder and tend to take control and organize things in order to suppress anarchy. You like to be in charge, live to organize, and habitually strive to make things work smoothly. You trust your own judgment implicitly and tend to think of things in black-and-white terms: "This won't work"; "You're either for me or against me"; "There are two ways to do this: my way and the wrong way." This is not the same as an Alpha, for a Director can be perfectly happy working under an Alpha— as long as she gets her way.

Fanatic

You are consumed by a cause; it is the primary force in your life, for better or worse. You are driven to accomplish the directives of your self-appointed mission. Every ounce of sweat and passion you possess is directed toward it. Indeed, you may feel very guilty about spending time on anything else. You let nothing stand in your way—

nothing that you cannot overcome, in any case. You and those around you may suffer, but your cause is everything. The end justifies the means. Before the game begins, make sure you describe your cause to the Storyteller and define how it may affect your behavior.

Gallant

You are as flamboyant as you are amoral. Some see you as a rogue, a Don Juan, a rake, a paramour or just a lounge lizard—you see yourself as all these things. As a consummate actor who loves to make as big a show of things as possible, nothing attracts your attention more than an appreciative audience. You love people, and you love to impress them even more. Although you may indeed be a superior lover, you enjoy the chase almost as much as you enjoy the consummation. Gallants vary widely in temperament and ambition, holding little more in common than their love of attention.

Hedonist

There is no point to life, no meaning or direction, so the best plan is to have as good a time as possible. Rome may burn, but you will drink wine and sing songs. You are a bon vivant, a sensualist, a sybarite and a party animal. The words austerity, self-denial, self-discipline and asceticism have no place in your life. You prefer instant gratification. You don't mind a little hard work, as long as a good time awaits when the work is done. Most Hedonists have low self-control, for they so dearly love going to excess.

Jester

You are the fool, idiot, quipster, clown or comic, forever making fun of both yourself and others. You constantly seek the humor in any situation, and always strive to battle the tides of depression inside yourself. You hate sorrow and pain and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget that pain exists. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and find true happiness, but most never find release.

Judge

As a facilitator, moderator, arbitrator, conciliator and peacemaker, you always seek to make things better. You pride yourself on your rationality, judgment and ability to deduce a reasonable explanation when given the facts. Your constant struggle is to promote truth, but you understand how difficult it is to ascertain. You respect justice, for justice is the means by which truth can reign.

In your view, people are resources, although they are sometimes difficult to manage and employ. You hate dissension and arguments, and shy away from dogmatism. Judges often make good leaders, but a lack of vision can sometimes cause them to adhere to the status-quo instead of searching for a better way.

Loner

You are always alone, even in a crowd. You are the wanderer, hunter and lone wolf. Though others might

think of you as lonely, forsaken, isolated or remote, in truth, you prefer your own company to that of others. There are many different reasons why this might be: you don't understand people, people dislike you, people like you too much, or you are simply lost in your own thoughts. Your reasons are your own. You prefer to walk alone and could care less about what others think or say about you.

Maker

Your sense of purpose goes beyond your own needs; you are trying to create something of lasting value for those who will come after you. People need many things, and you gain satisfaction by providing whatever you can. You are the type of person who makes an effort to build something of value: founding a sept, creating a caern or in some way leave a lasting legacy. Many American pioneers were of this Nature.

Martyr

Many people possess the instincts of martyrdom, but only a few act upon it. Even fewer live the life of a martyr. You, however, are one of those few. Your desire for self-sacrifice may stem from a poor self-image, a lack of control, or a profoundly developed sense of love. You are able to endure long-lasting and severe suffering because of your beliefs and ideals.

At the worst of times, a Martyr expects sympathy and attention because of his or her suffering, and may even feign or exaggerate pain or deprivation. In the best of times, a Martyr chooses to suffer injury or even death



rather than renounce religion, beliefs, principles, causes or friends.

Masochist

You like to push the boundaries of endurance and like to see how much pain you can tolerate before you collapse. There is a certain satisfaction gained out of suffering humiliation, degradation and even mutilation— especially when you are the cause of it and have some control over it. You know that these needs are somewhat perverse, but you also know that you aren't crazy; it's just the way that you are.

Penitent

You are unworthy. You are sinful. You are base, vile and lacking in virtue. You have no right to exist and are utterly without hope. Either because of a low self-image or because of a spectacularly traumatic past, you have to spend your life making up for what you are, what you lack or what you have done. You owe it to creation at large to make some kind of amends for the crime of your existence. You struggle incessantly to make up for your weaknesses, and your daily dream is finally to be able to overcome it. Nonetheless, you know you are weak and beyond hope.

Predator

The urge of the wild is strong within you. Kill or be killed, survival of the fittest— these age-old instincts are imprinted in the deepest recesses of your brain. Let the others talk of merciful Gaia all they wish. You know Mother Nature takes no prisoners. The surest way to render yourself safe from harm is to place yourself firmly at the top of the food chain. Whether this "food chain" is metaphorical or all too carnal depends on you.

Rebel

You are a malcontent, iconoclast and free-thinking recalcitrant. You are independent-minded and free-willed, and you're unwilling to join any particular cause or movement. You desire only the freedom to be yourself. You do not make a good follower and aren't usually a very

good leader (unless your followers are willing to go wherever you lead). You tend to be deliberately insubordinate to authority, even to the point of stupidity.

Reluctant Garou

Being a werewolf is cool, you guess, and you can understand the need for "change," but why does it have to be you? You were enjoying being a human (or wolf), and you can never go back. You want to have a normal life, go shopping without guilt, go to school, watch MTV, fall in love, have a family and a career— you want to live just like a normal person. Or, if you were a wolf, you would much prefer to roam the wilderness with your pack. Your eyes have been opened to

things you never wanted to see, and you miss being half-blind. Granted, there are certain compensations in being a Garou; still, given the chance, you'd rather have the life you've lost.

Show-Off

You get your self-worth entirely from others. You crave approval and praise and will go to extreme lengths to get it, even risking yourself and the things you love, if necessary. You do not think of protection, and you have no thought of using others' good opinions to your own



advantage. You simply crave approval for its own sake so that you can feel good about yourself.

Survivor

No matter what, you always manage to survive. You can endure, pull through, recover from, outlast or outlive nearly any circumstance. When the going gets tough, you get going. You never say die, and never give up—never. Nothing angers you as much as a person who doesn't struggle to make things better, or who surrenders to the nameless forces of the universe. You utterly despise quitters.

Traditionalist

You are an orthodox, conservative and extremely traditional individual. What was good enough for you when you were young is good enough for you now. You almost never change. You oppose change for the sake of change—what point is there in that, after all? You may be seen by some as a miser, a reactionary or simply as an old fogey. You strive to always preserve the status quo.

Visionary

There are very few who look beyond the suffocating embrace of society and mundane ideas to see something more. There are very few people who are brave enough, strong enough or imaginative enough. Society treats such people with both respect and contempt. The Visionary perverts the standards of society as she guides others into the future.

You may be a spiritualist, shaman, New Age, mystic, philosopher or inventor, but whatever you are, you are always looking for something more. You see beyond the bounds of conventional imagination and create new possibilities. Though you might have your head in the clouds and be of an impractical bent, you are filled with new ideas and perceptions.

Traits

"I am the very model of a modern major general, with knowledge of things animal and vegetable and mineral..."

—Pirates of Penzance

When a writer doesn't have the time or need to demonstrate what a character is like, descriptive words are used. These words must be carefully selected so that they reveal all the important features of the character's persona. These words are usually adjectives: "Vandalere was a *thin, frail* man—*weak* in body, but diabolically *clever* in mind."

In **The Apocalypse** we use these adjectives in much the same way. Indeed, they are the basis of the game system. We call them Traits.

Traits have two primary purposes. The first purpose is to enable you to describe your character concretely and

thereby empower your roleplaying. The second is to enable you to interact with other characters in the mechanics of the game system. The mechanics of **The Apocalypse** revolve around the Trait system. Challenges between characters are resolved using them.

The premise of this system is that a character who is described by a specific Trait tends to be pretty good at things that involve that Trait, and is certainly better at those things than someone who doesn't have the Trait. For example, someone who is Brawny is a better arm wrestler than someone who isn't. Likewise, a marathon runner needs to be Tireless in order to finish a race without being winded, and a child who is Persuasive has a good chance of convincing his mom that he didn't break a vase that's been shattered on the floor.

In theory, a player can choose any adjective and take it as a Trait. However, for a number of reasons, this is not suggested for any but the most expert. Many adjectives are unimportant, extraneous and impractical; there is no need for a Pyorrheal Trait, although it's possible that a vampire might get some form of gum disease. Still, the chances of that Trait being used in a bidding contest—the act of a challenge—are close to nil.

Allowing *any* adjective would play hell with the mechanics of the game. Players would have to carry around pocket dictionaries and flip pages every time some wisecracker bid the Trait: Vigesimal. If there are a set number of standard adjectives used as the Trait pool, everyone can be expected to know the meaning of every adjective and can know when each is applicable. For these reasons, **The Apocalypse** has a list of Traits from which to choose.

If you decide to add more Traits to the list, here are some guidelines: keep the number of new Traits low, make sure all players understand them, and make sure they don't duplicate existing Traits.

Attributes and Bidding Traits

Creative players can think of ways to use nearly any Trait in nearly any challenge. Though this is praiseworthy, people can sometimes go too far. To avoid this, the general rule on bidding Traits is very strict: you can only bid Traits from the category that best suits the nature of the challenge (i.e., bidding is done using one of the three categories—Physical, Mental or Social categories). Even then, however, not all Physical (or Mental, or Social) Traits are appropriate to all Physical (or Mental, or Social) Challenges.

For example, beginners might think they can use all their Physical Traits in combat. This is incorrect. If your character is trying to kick someone, Resilient is not an appropriate Trait to bid as part of the attack. Likewise, if your character is trying to sense the taint of the Wyrms, Creative might not be an appropriate Trait.

For such an “inappropriate” Trait to be allowed, both parties must agree. When an opponent bids a Trait that you feel is extremely inappropriate, politely tell her that you’re not going to allow its use. If she is insistent, reevaluate your grievance. If you still can’t agree, appeal to any witnesses of the contest. Then, if there is still deadlock and no one is willing to compromise, seek out a Narrator to make a ruling. Appeals to a Narrator, however, should occur very, very rarely. Learn to handle confrontations on your own, quickly and socially. **Apocalypse** is a social game, and compromise makes the game more entertaining for everyone.

To keep things simple, your group may choose to ignore the subtleties of Traits and use any Physical Trait in any Physical Challenge. This approach is particularly useful when you have a number of novice players. Eventually, you will go beyond this boring convention and only allow players to use Traits that are appropriate to the situation at hand. This method is more complicated, but it can be a lot more fun. Try it out.

Physical Traits

Athletic: You have conditioned your body so that it responds well in full-body movements, especially in competitive events.

Use: Sports. Duels. Running. Acrobatics. Grappling.

Brawny: Bulky muscular strength.

Use: Punching, kicking or grappling in combat when your goal is to inflict damage. Power-lifting. Feats of

Brutal: You are capable of taking nearly any action in order to survive.

Use: When fighting an obviously superior enemy.

Dextrous: General adroitness and skillful physical manipulation.

Use: Weapon-oriented combat (Melee or Firearms Ability). Pickpocketing. Punching.

Enduring: A persistent sturdiness against physical opposition.

Use: When your survival is at stake, this is a good Trait to risk as a second, or successive, bid.

Energetic: A powerful force of spirit. A strong internal drive propels you and, in physical situations, you can draw on a deep reservoir of enthusiasm and zeal.

Use: Combat. Quickness.

Ferocious: Possession of brutal intensity and extreme physical determination.

Use: After the bidding has already begun and you intend serious harm.

Graceful: Control and balance in the motion and use of the entire body.

Use: Combat defense. Whenever you might lose your balance (stepping on a banana peel, fighting on four-inch-thick rafters).

Lithe: Characterized by flexibility and suppleness.

Use: Acrobatics. Gymnastics. Dodging. Dancing. Attacking.



Nimble: Light and skillful; able to make agile movements.

Use: Dodging. Jumping. Rolling. Acrobatics. Hand-to-hand combat.

Quick: This Trait represents your speed and reactions.

Use: Defending against a surprise attack. Running. Dodging. Attacking. Reflexive response.

Resilient: This Trait represents hardiness or recuperative ability. You are able to recover quickly from bodily harm.

Use: Enduring adverse environments. Defending against damage in an attack.

Robust: Resistant to physical harm and damage.

Use: Defending against damage in an attack.

Rugged: You are hardy, rough and brutally healthy. You can shrug off wounds and pain to continue your struggles.

Use: When hurt and in pain, you have the will to continue with physical actions.

Stalwart: Physically strong and uncompromising against opposition.

Use: The second or higher bid when defending against a combat attack.

Steady: More than simply physically dependable, you are controlled, unfaltering and balanced. You have firm control over your efforts.

Use: Weapon attacks. Fighting in exotic locations. Piloting oil tankers.

Tenacious: Physically determined through force of will. You often prolong physical confrontations, even when it might not be wise to do so.

Use: You can use this Trait when it's possible to prolong any physical contest.

Tireless: You have a runner's stamina— you are less taxed by physical efforts than ordinary people.

Use: The second or higher bid in any drawn-out, strenuous action, like running away or fighting.

Tough: A harsh, aggressive attitude and a reluctance ever to submit.

Use: Whenever you're wounded or winded.

Vigorous: This is a combination of energy, power, intensity and resistance to harm.

Use: This Trait should be bid whenever possible if you might take damage from an attack.

Wiry: Tight, streamlined, muscular strength.

Use: Punching, kicking or grappling in combat. Acrobatic movements. Endurance lifting.

Negative Physical Traits

Clumsy: Lacking physical coordination, balance and grace. You are prone to stumbling and dropping objects.

Cowardly: In threatening situations, saving your own neck is all that is important. You might even flee when you have the upper hand, just out of habit.

Decrepit: You move and act as if you are old and infirm. You recover from physical damage slowly, you are unable to apply your full muscular strength, and you tire easily.

Delicate: Frail and weak in structure; you are easily damaged by physical harm.

Docile: The opposite of the Ferocious or Tenacious; you lack physical persistence and tend to submit rather than fight long battles.

Flabby: Your muscles are underdeveloped. You cannot apply your strength well against resistance.

Lame: You are disabled in one or more of your limbs. The handicap can be as obvious as a missing leg or as subtle as a dysfunctional arm.

Lethargic: Slow and drowsy. You suffer from a serious lack of energy or motivation.

Puny: You are weak and inferior in strength. This might just refer to being small.

Sickly: Weak and feeble. Your body responds to physical stress as if it were in the throes of a debilitating illness.

Social Traits

Alluring: You have an attractive and appealing presence that inspires desire in others.

Use: Seduction. Convincing others.

Beguiling: This Trait represents the skill of deception and illusion. You can twist the perceptions of others and lead them to believe what suits you.

Use: Tricking others. Lying under duress.

Charismatic: This is a talent of inspiration and motivation, the sign of a strong leader.

Use: In a situation involving leadership or the achievement of leadership. Public speaking. Inspiring others.

Charming: Your speech and actions make you appear attractive and appealing to others.

Use: Convincing. Persuading. Resisting Entrancement.

Commanding: Impressive delivery of orders and suggestions. This implies skill in the control and direction of others.

Use: Acting as a leader. In social situations, after an initial bid of a Trait like Dignified or Charismatic.

Compassionate: Deep feelings of caring or pity for others.

Use: Defending the weak or downtrodden. Defeating major obstacles while pursuing an altruistic end.

Dignified: Something about your posture and body carriage appears honorable and aesthetically pleasing. You carry yourself well.

Use: Evoking awe. Against vampires: Defending against Social Disciplines.

Diplomatic: You are tactful, careful and thoughtful in speech and deed. Few are displeased with what you say or do.

Use: Very important in intrigue. Leadership situations.

Elegant: You have a way about you that suggests refined tastefulness. Even though you don't need money to be elegant, you exude an air of wealth and a familiarity with high society.

Use: High society gatherings or parties with Toreador vampires. Might be important in some tribes for advancement. Defending against Social Disciplines or Gifts.

Eloquent: This Trait signifies the ability to speak in an interesting and convincing manner.

Use: Convincing others. Swaying emotions. Public speaking. Should be used as a later bid, after you've had something to say.

Empathetic: You can identify and understand the emotions and moods of people with whom you come in contact.

Use: Gauging the feelings of others. Against vampires: defending in Beast Within contests and Curse of Sutek contests. Not very applicable for defending against Social Disciplines (might actually make it easier to use them on you).

Expressive: The ability to articulate thoughts in interesting, significant, meaningful ways. If you want someone to understand your meaning, this is the Trait to apply.

Use: Producing art, acting, performing. Against vampires: resisting Curse of Sutek.

Friendly: You get along with everyone you meet. Even after a short conversation, most find it difficult to dislike you.

Use: Resisting entrancement. Convincing others.

Genial: Cordial, kindly, warm and pleasant. You are pleasing to be around.

Use: Mingling at parties. Generally used as the second or later bid.

Gorgeous: You are beautiful or handsome. You were born with a face and body that is good-looking to most people you meet.

Use: Modeling, posing. Against vampires: Beast Within contests.

Ingratiating: You know what to do to gain the favor of people who know you.

Use: Dealing with elders in a social situation. Against vampires: Entrancement contests. Defending against Social Disciplines.

Intimidating: A frightening or awesome presence that causes others to feel timid. This Trait is useful, particularly when attempting to cow opponents.

Use: Inspiring common fear. Ordering others. Resisting manipulative vampires.

Magnetic: People feel drawn to you; those around you are interested in your speech and actions.

Use: Seduction. Resisting mind control.

Persuasive: Your arguments and requests seem believable, convincing and correct. Very useful when someone else is undecided on an issue.

Use: Persuading or convincing others.

Seductive: You know how to entice and tempt. You can use your good looks and your body to get what you want from others.

Use: Romance, picking up people. Generally used as a later bid in a seduction attempt.

Witty: Cleverly humorous. Jokes and jests come easily to you, and you are perceived as a funny person when you want to be.

Use: Parties. Entertaining someone. A good first bid for most actions.

Negative Social Traits

Bestial: Your appearance belies your bestial, primitive self. If you're in Homid form, maybe you have claw-like fingernails, heavy body hair or a feral glint in your eyes. If you're in Lupus form, the "shaggy dog" routine just won't work. However your animalistic self manifests, you definitely seem inhuman.

Callous: You are unfeeling, uncaring and insensitive to the suffering of others. Your heart is a frozen stone.

Condescending: You just can't help it— your contempt for others is impossible to hide.

Dull: When others listen to you, they usually find you boring and uninteresting. Most people think that conversing with you a chore. You do not present yourself well to others.

Naive: You lack the air of worldliness, sophistication or maturity that most carry.

Obnoxious: You are annoying or unappealing in speech, action or appearance.

Repugnant: Your appearance disgusts everyone around you. Needless to say, you make a terrible first impression with strangers.

Shy: You are timid, bashful, reserved and socially hesitant.

Tactless: You are unable to do or say things that others find appropriate to the social situation.

Untrustworthy: You are rumored or perceived to be untrustworthy and unreliable (whether you are or not).

Mental Traits

Alert: You are mentally prepared for danger and can react quickly when it occurs.

Use: Preventing surprise attacks. Against vampires: resisting Command the Wearied Soul.

Attentive: You pay attention to everyday occurrences around you. When something extraordinary happens, you are usually ready for it.

Use: Preventing surprise attacks. Against vampires: seeing through Obfuscate when you don't expect it, and preventing Command the Weary Soul.

Calm: You can withstand an extraordinary level of disturbance without becoming agitated or upset. You are a wellspring of self-control.

Use: Resisting frenzy or commands that provoke violence. Maintaining control whenever a mental attack might upset you. Primarily for defense.

Clever: Quick-witted resourcefulness. You think well on your feet.

Use: Innovation. Brilliant strategies. Witty banter.

Creative: Your ideas are original and imaginative. This implies an ability to produce solutions to your difficult problems and creating artistic pieces. This is a requirement for any true artist.

Use: Creating anything. Defending against aura readings. If a Mental Challenge continues for over six bids, this would be a good Trait to bid to tip the scales.

Cunning: Crafty and sly, you possess a great deal of ingenuity.

Use: Tricking others. Word games. Gamecraft.

Dedicated: You give yourself over totally to your beliefs. When one of your causes is at stake, you stop at nothing to succeed.

Use: Useful in any Mental Challenge when your beliefs are at stake. Against vampires: resisting Forgetful Mind.

Determined: When it comes to mental endeavors, you are fully committed. Nothing can divert your intentions to succeed once you have made up your mind.

Use: Facedowns. Useful in a normal Mental Challenge.

Discerning: You are discriminating and can pick out details, subtleties and idiosyncrasies. You have clarity of vision.

Use: As a second or later bid, especially when using perception-based Gifts.

Disciplined: Your mind is structured and controlled. This rigidity gives you an edge in battles of will.

Use: Facedowns. Asserting your will. Concentration.

Insightful: The power of looking at a situation and gaining an understanding of it.

Use: Investigation (but not defense against it). Using Heightened Senses. Seeing through Blur of the Milky Eye or a vampire's Obfuscate when you expect it.

Intuitive: Knowledge and understanding somehow come to you without conscious reasoning, as if by instinct.

Use: Seeing through any form of unseen presence. Seeing true forms. Guessing.

Knowledgeable: You know copious and detailed information about a wide variety of topics. You have "book-learning."

Use: Remembering information your character might know.





Observant: This Trait signifies depth of vision, the power to look at something and notice the important aspects of it.

Use: Heightened Senses. Picking up on little secrets the Storyteller might have planted.

Patient: You are tolerant, persevering and steadfast. You can wait for a long time and maintain your composure.

Use: Facedowns and mental battles, especially after another Trait has been bid.

Rational: You believe in logic, reason, sanity and sobriety. Your ability to reduce concepts to a mathematical level helps you analyze the world.

Use: Defending against emotion-oriented mental attacks. Rarely used as an initial bid.

Reflective: Meditative self-recollection and deep thought. As a serious thinker, you are able to consider all aspects of a conundrum.

Use: Meditation. Remembering information. Defending against most Mental attacks.

Shrewd: You are astute and artful. You keep your wits about you and accomplish mental feats with efficiency and finesse.

Use: Defending against a Mental Discipline.

Vigilant: Alertly watchful. You have the disposition of a guard dog. Your scrutiny misses little. More appropriate for mental defense than for attack.

Use: Seeing through Blur of the Milky Eye or Blissful Ignorance. Discouraging Investigation. Very applicable

against vampires, such as when defending against Forgetful Mind or Command the Wearyed Soul.

Wily: You are sly and adept at using guile. Because you are wily, you can trick and deceive easily.

Use: Tricking others. Lying under duress. Confusing mental situations.

Wise: This Trait represents an overall understanding of the workings of the world.

Use: Giving advice. Dispensing snippets of Zen. Detecting a true form.

Negative Mental Traits

Forgetful: You have trouble remembering even important things.

Gullible: You are easily deceived, duped or fooled.

Ignorant: You are uneducated or misinformed and never seem to know anything.

Impatient: This Trait means you are restless, anxious and generally intolerant of delays. You want everything to go your way— immediately.

Oblivious: Unaware and unmindful. You'd be lucky if you noticed an airplane flying through your living room.

Predictable: Because you lack originality or intelligence, even strangers can easily figure out what you intend to do next. Not a very good Trait for chess players.

Shortsighted: You lack foresight. You rarely look beyond the superficial; details of perception are usually lost on you.

Submissive: You have no backbone; you relent and surrender at any cost rather than stand up for yourself.

Violent: An extreme lack of self-control. You fly into rages at the slightest provocation, and you're always close to a frenzy. This is a Mental Trait because it represents mental instability.

Witless: You lack the ability to process information quickly. In all seriousness, you are foolish and slow to act when threatened.

Abilities

Abilities are the skills, talents and knowledges of the characters in a live-roleplaying environment. Obviously, some do not translate well or do not apply to **The Apocalypse**. Others have been incorporated into the attributes of a character and can be performed by executing challenges.

Abilities allow the character to engage in, if not excel in, a type of challenge when she could not otherwise participate. Additionally, if a character is defeated in such a challenge, she may choose to temporarily sacrifice a level in the appropriate Ability to call for a retest. While any Traits you've risked are still lost, it is possible for you to still win the challenge. An Ability lost in this manner is recovered at the beginning of the next session. If a character loses all her levels in an Ability in this manner, she may not use that Ability until the levels are recovered.

Abilities can be chosen multiple times to represent a high degree of expertise in that skill or familiarity with a wide variety of specialties, such as the case with Performance, Science and Linguistics.

The use of Abilities is often accompanied by a challenge of one sort or another. Some of these will be performed with a Storyteller who will not only assign the relative difficulty of the challenge (measured by a number of Traits), but will actually perform the test with you. As a rule, no Traits or one Trait would be risked for trivial uses, two to four would be at stake in novel, unusual or challenging projects, and five or more would be risked by attempting taxing, groundbreaking or unlikely attempts. More details concerning difficulty and the factors that influence it are included with each Ability.

Other abilities, such as Subterfuge or Melee, can be used directly against another player and rarely need the assistance of a Storyteller to use.

Animal Ken

This Ability is not as common among the Garou as one would imagine—natural animals are just as susceptible to the effects of the Delirium as humans, if not moreso. A character with Animal Ken, however, has practiced long and hard to regain the ability to interact and cooperate with her feral brethren. Given time and access to an animal, she may train it to perform simple

tasks, e.g. fetching, guarding, attacking, etc. When the command is given, the animal must make a Mental Challenge to successfully understand and carry out the order. The Traits that must be bid range between one and three depending on the difficulty of the task. The character may also attempt to calm an injured, attacking or frightened animal by defeating it in a Social Challenge.

Brawl

You are proficient at using your hands (or claws) as weapons. You may possibly be skilled at some form of martial art or may have acquired your skill from numerous street brawls.

Bureaucracy

The world of homids is a complex place riddled with a staggering amount of complexity, paperwork and red tape. An enterprising character can find this Ability a godsend when trying to enlist the aid of organizations, from government bureaus to small businesses. Bureaucracy can allow the character access to appropriate licenses, use contractual agreements to his advantage, or recover, alter or destroy files (in a pseudo-authorized manner, of course). Bureaucracy often requires a Static Mental or Social Challenge, depending on the type of roleplaying the character performs or as a Storyteller sees fit. Difficulty depends on such factors as security, accessibility, nature of the information sought or cooperativeness of the target involved.

Computer

We live in an Information Age where data pulses and flows through silicon circuitry and fiberoptic lines. A character with this Ability has learned many of the secrets of this other world and can use them to her advantage. She can infiltrate systems, swap data, steal business and science secrets and access records. A Mental Challenge is required to accomplish these and other similar acts. Difficulty is based on system security and accessibility, equipment, time, and the rarity of information, as interpreted by a Storyteller. Failure can lead to investigation by natural and sometimes supernatural agencies that operate in the computer sphere.

Drive

The automobile is practically an essential aspect of our world. It shrinks our world, giving the average person the ability to regularly visit places her ancestors would never have seen. In the states, the majority of adults have at least some familiarity with these vehicles. A character who also has this Ability is an adept driver capable of tailing (and avoiding tails), avoiding collisions and using her vehicle as a weapon. These actions often require a Physical or Mental Challenge. Factors influencing difficulty could include the type of vehicle, road conditions and the sort of stunts attempted.

Enigmas

The character has a knack, if not a fascination, with the perplexing permutations of riddles and problems of both the physical and intellectual varieties. When posed with a conundrum of this sort, the player may request a Mental Challenge to gain insight into the solution. The Storyteller may require the player to risk a variable number of Traits, depending on the relative difficulty, character familiarity with the problem and existing information on the enigma.

Finance

Money talks, and you are fluent in its language. This Ability allows you to follow money trails, perform and verify accounting and understand such concepts as investment, buyouts and the like. These actions are a function of Mental Challenge that depends on any precautions taken by the subject, the amount of money in question and the availability of information.

Firearms

Sometime during your existence, you have spent the time to familiarize yourself with a range of guns and similar projectile weapons. You not only to understand how to operate them, but can also care for them, repair them and possibly make minor alterations. The most common use of this Ability is in combat, but a Storyteller may also allow a Mental Challenge to allow the character to use other functions, such as trick shots, hunting and so on.

Investigation

You possess the learned skills of a diligent investigator. This sort of attention to detail is often found among private investigators, police officers, government agents and insurance claims personnel. In any case, you can often pick out or uncover details and clues that other individuals would overlook or ignore. You may request a Mental Challenge with a Storyteller to see if any clues have been overlooked, piece together clues or uncover information through formal investigation.

Law

Laws, whether civil or criminal, are based on layer after layer of confusing tradition, precedence and procedure. Your experiences with it, however, allow you to make the system work for you. In the world of humans, you can use the Law Ability to write up binding contracts, defend clients, and know the rights of yourself and others. The difficulty of the Mental Challenges necessary to accomplish these tasks depends on factors like the precedence, severity of the crime, legal complexity of the subject and legal action desired.

Leadership

You have the gift of influencing and inspiring others. This is a function of confidence, bearing and a profound understanding of what motivates others. You may use this Ability to cause others to perform reasonable tasks for you. They must first be under your command or serve in some way as your subordinates. Examples include: an



Alpha and her packmates, an officer and his soldiers, a CEO and his employees or a crimelord and her henchmen. These requests should not violate the subject's Nature or Demeanor. The subject must first be defeated in a Social Challenge. If the action would endanger other characters who follow you, they should be given a choice, but a challenge can assist in roleplaying this out.

Linguistics

You have received tutelage in one or more languages other than your native tongue. This can be anything from ancient hieroglyphics to common national languages or complex dialects. The language known must be specified when the Linguistics Ability is chosen and may not be changed; one new language is chosen each time it is taken. This skill allows you and anyone who also knows the language to speak privately. Furthermore, you can translate data for yourself or others, though a Static Mental Challenge may be required, depending upon the complexity of the text.

Medicine

This Ability represents an adeptness at treating the injuries, diseases and various ailments of living creatures. You can allow a living being under the treatment of someone with the Medicine Ability to recover a single Health Level per night with time and a Mental Challenge. The difficulty is influenced by the severity and nature of the damage, equipment at your disposal and any assistance or distractions. Other uses of this Ability include forensic information, diagnosis and pharmaceutical knowledge.

Meditation

Meditation is the Ability of calming the emotions, controlling the mind and relaxing the body. Garou may use this to channel and renew Gnosis. For every ten minutes spent in meditation, the Garou may convert one Mental Trait into a Gnosis Trait (up to a full Gnosis Pool; see the section on "Gnosis").

Melee

You are skilled at armed combat. You are proficient in the use of a variety of weapons, from broken bottles to swords.

Occult

There exists, on the fringe of mundane society, a wealth of arcane and alternative knowledge, most of which offers enlightening insight into the nature of our mysterious universe. This Ability allows the character to tap that information and use it to her advantage. Examples of these uses include, but are not limited to: identifying the use and nature of visible magicks, rites and rituals, understanding basic fundamentals of the

occult, and having knowledge of cults, tomes and artifacts. Most uses of the Occult Ability require a Static Mental Challenge based on the obscurity of the knowledge, the amount of existing data, and the character's individual scope of understanding.

Performance

You have the gift to make your own original creations and/or express these creations to your peers. The genius of your creativity or the power with which you convey it is determined by a Static Social Challenge. Some particularly sensitive types (such as Galliards and Toreador vampires) can even become entranced by the use of this skill. They must first be defeated in a Social Challenge, of course. The area you are skilled in should be chosen before play begins.

Repair

You possess a working understanding of what makes things tick. With time, tools and parts, you can fix or slightly alter most of the trappings of modern society. This knowledge also allows you to excel at sabotage, should you choose to do so. Using this Ability usually calls for a Static Mental Challenge, the difficulty of which depends on such factors as the item's complexity, the tools and parts available, the extent of the damage and the time spent on the repairs.

Science

You have a degree of factual and practical expertise in a single field of the hard sciences. This knowledge will allow you to identify properties of your field, perform experiments, fabricate items, bring about results or access information a player could not normally utilize. A Static Mental Challenge is necessary for all but the most trivial uses of this skill. The difficulty depends on resources (equipment, data, etc.) available, complexity of the task and time. A field of study must be chosen when the Science Ability is taken. A few examples are Physics, Biology, Electronics and Chemistry. Other fields can be allowed at the Storyteller's discretion.

Scrounge

Scrounge allows the character to produce items through connections, wits and ingenuity. Many individuals who lack the wealth to purchase the things they desire or need develop this Ability instead. Materials acquired with Scrounge aren't always brand new or exactly right and often require some time to come by, but this Ability can sometimes work where finance or outright theft fail. A Static Mental or Social Challenge is necessary to use Scrounge. Some factors that influence the difficulty of the challenge include rarity and value of the item and local supply and demand.

Security

You have a degree of experience and knowledge of the variety of ways people defend and protect things. Not only can you counter existing security, such as locks, alarms and guards, but you can also determine the best way to secure items and areas. Other uses include breaking and entering, infiltration, safecracking and hot-wiring. Almost all applications of the Security Ability require a Static Mental Challenge. Difficulty depends on the complexity and the thoroughness of the defenses, the intruder's equipment and the time available.

Streetwise

With this Ability, you have a feel for the streets. You know its secrets, how to survive and how to use the network of personalities on the street. You can get information on current events on the street, deal with gangs and the homeless, and survive (if somewhat squalidly) without an apparent income. Some uses of Streetwise require a Static Social Challenge influenced by such things as composition of the local street community, familiarity with the area and the current environment on the street.

Subterfuge

Subterfuge is an art of deception and intrigue that relies on a social backdrop to work. When participating in a social setting or conversation with a subject, you can attempt to draw information out of him through trickery and careful probing. Information can be revealed by successfully using Subterfuge. This includes finding out someone's name, nationality, Negative Traits or friends and enemies. The first requirement to doing this is getting the target to say something dealing with the desired knowledge, such as entering a conversation about foreign culture to find out where the subject is from. If you can accomplish this, then you may propose your true question and initiate a Social Challenge. If you win, then the

subject must forfeit the information (hopefully by roleplaying his *faux pas*). To use the Ability again, you must once again lure them into a conversation. Furthermore, Subterfuge may not reveal more than one Negative Trait per session, and it may be used to defend against others with Subterfuge.



Survival

You have the knowledge and training to find food, water and shelter in a variety of wilderness settings. Each successful Static Mental or Physical Challenge allows the character to provide the basic necessities for herself or another living creature for one day. This Ability can also be used to track down someone in a wilderness setting. The nature and difficulty is usually set by a Storyteller. Important factors in the challenge are abundance or scarcity of resources, the time of the year, equipment used and type of wilderness.

Gifts

Gifts are normally taught by spirits. A Garou must either petition a particular spirit to teach him its power or ask an elder to summon that spirit and

petition for him. (Further ideas for this process can be found in **Werewolf Second Edition**.) Only spirits allied with the Garou will teach Gifts, and they will not teach them to Garou who have not attained the proper Rank.

Sometimes a Garou may teach another Garou a Gift he knows. Unlike spirit teaching, which takes only a short time, this can take quite a while of training. In addition, Gifts learned this way cost an additional experience point.

Additional note: although many Garou can affect spirits, there is a distinction between spirits and wraiths. A Gift that can affect a spirit will not necessarily have any affect on a wraith.

One Trait Down / One Trait Penalty

If a Gift places a Garou "one Trait down" after a challenge, the Garou has his total number of Traits reduced when ties are resolved. If a Garou receives a "one Trait penalty" as a result of a Gift, the victim must spend one extra Trait when initiating a challenge. Gifts like Smell of Man or Infest incur a Trait penalty; Gifts like Body Wrack or Chill of the Early Frost will put a Garou down a specific number of Traits when ties are resolved.

Breed Gifts

Homid

Basic Gifts

Persuasion— This Gift enhances the Garou's charisma and ability to deal with others in Social situations. The character may expend a Gnosis Trait for the three Social Traits that are added to his total in a Social Challenge. This Gift may be used once at the beginning of or during a Social Challenge. These bonus Traits only last for the duration of a scene.

Smell of Man— The Garou exudes the well-known scent of danger from her body. While man has grown dull to this warning, animals remember it and will act accordingly. A Garou may use this Gift at will, but no more than once on the same animal. When the Gift is first activated, the character may make a Simple Test to affect all nearby animals (20 ft. radius), including ghouled animals. If the Garou wins or ties, the animals flee immediately and will not approach her again that day. Even if she loses, the animal receives a one Trait penalty in any challenge it takes against the character.

Jam Technology— The Garou can temporarily disrupt the orderly logic of the Weaver upon which technological items depend. It costs at least one Mental Trait to activate this Gift. The Garou may choose to affect a single visible item within 50 ft. The exact number of Traits she must expend depends on the complexity of the item the Garou wishes to affect.

- One Gnosis Trait computer, phone, radio
- Two Gnosis Traits firearm, car, lock
- Three Gnosis Traits lever, wrench

Intermediate Gifts

Paralyzing Stare — The Garou may freeze an opponent in place with a piercing gaze. The Garou must make eye contact with the subject and win a Mental Challenge. If the attempt succeeds, the victim is stunned for five minutes. A stunned person may not move, speak or initiate a challenge. If the subject is assaulted, the spell is broken and the victim may act normally. This Gift costs a Gnosis Trait to use.

Disquiet— The Garou can cause a deep and profound depression to overcome her target. By expending a Gnosis

Trait and winning a Social Challenge, the Garou prevents the victim from recovering any Rage for the session or day. Additionally, this Gift will trigger the following Derangements (if already present) in a target: Manic-Depression and Regression.

Tongues— By drawing upon the shared knowledge of all intelligent beings, the Garou can attempt to understand languages previously unknown to her. This requires the expenditure of Mental Traits to use. The number of Traits varies with the difficulty of the language. The effects of the Gift last for one hour.

- One Mental Trait common or modern language
- Two Mental Traits obscure or heavy dialect
- Three Mental Traits unknown or forgotten language

Advanced Gifts

Spirit Ward— By concentrating intensely and expending a Gnosis Trait and a variable number of Mental Traits, the Garou sends a disruptive ripple through the Umbra as well as in the physical world. The total number of Mental Traits expended represents resistance against all spirits within 100 ft.: the spirits will be down that number of Traits in any challenges they participate in for the next hour. (The number of Traits they have is temporarily reduced.) If the number of Traits should equal or exceed the highest number of Traits a spirit has in a single area (i.e., Attributes), it must win or tie a Simple Test or flee immediately and not return for one full hour.

Reduce Delirium— The Garou can ease the minds of humans, sparing them from the danger of Delirium. The Garou and the target enter a normal Social Challenge, except that the target may not relent; she must bid a Social Trait. If the attempt succeeds, the effects of Delirium are ignored. The effects of this Gift last for as long as the Garou remains within a few feet of the subject, up to an entire session.

Metis

Basic Gifts

Sense Wurm— The stench of the Wurm and those close to it can be detected by a Garou with this Gift. If the Garou's target is an inanimate object or area, the Garou senses the taint of the Wurm (if present) on a Simple Test. Otherwise, the Garou must make a Static Mental Challenge. This Gift not only reveals Banes and the like, but some vampires as well. Vampires with more than two Beast Traits (see **The Masquerade, Second Edition**) or of an earlier generation than 9th bear the taint of the Wurm. The only exception to this is a vampire in Golconda— these Kindred never bear any trace of the Wurm.

Create Element — By expending a Gnosis Trait, the Garou may create one cubic foot of one of the four basic elements— fire, air, water or earth. The element appears either at the Garou's feet or in her hands.

- **Fire**— Causes an aggravated wound. A Mental Challenge is required to attack someone with the flame; if the attack is unsuccessful, the Garou suffers an aggravated wound

- **Air**— Causes a short, slight breeze or provides an entombed creature with a few more minutes worth of air.

- **Water**— Enough to extinguish a small fire or provide a days worth of drinking water for a single man, wolf or Garou.

- **Earth**— A small mound of fresh, dry dirt.

Shed— Once per session or day, the Garou may suddenly release all of her fur, making her slippery and difficult to restrain. The Garou gains the Physical Traits: Wiry, Lithe and Nimble. These Traits last for the duration of the day or session. In addition, the Garou also gains the Negative Social Trait: Repugnant for the remainder of the day or session.

Intermediate Gifts

Curse of Hatred— By focusing the anger and hatred within herself and directing it verbally at her opponent, the Garou may demoralize her foe. This power costs a Gnosis Trait to use. Furthermore, the Garou must defeat her opponent in a Social Challenge. If the attacker wins, her foe loses a Willpower Trait and a Rage Trait for the remainder of the session or one day (whichever is longer).

Grovel — When suffering at the hands of another Garou, the possessor of this Gift may draw upon the instinctive surrender reflex of the wolves to force an attacking Garou to stop offensive actions against the user. If the Garou spends a Gnosis Trait and wins a Social Challenge, the attacking Garou must back off and end her attacks. This effect lasts for one hour or until the user makes a move against the Garou who spared her (whichever comes first). The use of this Gift is not particularly glorious and could result in the loss of a Renown Trait at the next moot.

Mental Speech— By expending a Mental Trait for every dozen words sent, the Garou may project a Mental message to a person with whom she is familiar. At a Narrator's discretion, this Gift might work on a stranger if the Garou has sufficient information about her target. The range of this Gift is citywide or about ten miles. Note that passing notes and employing the aid of a Storyteller are acceptable ways to represent the use of this Gift.

Advanced Gifts

Wither Limb — By spending a Gnosis Trait and winning a Physical Challenge with her foe, the Garou may reduce one of the foe's limbs to a useless parody of its former self. The victim suffers a wound and gains the Negative Physical Trait: Lame. A Garou injured in this manner requires ten minutes to heal the limb and remove the Negative Trait. (A vampire can recover from this by spending a Blood Trait to heal.) A normal human affected by this Gift may very well be crippled for life.

Gift of the Porcupine— If the Garou needs them, she can grow long barbed quills from her body like those of a porcupine. If the Garou wins a Physical Challenge in unarmed combat against a foe, the Garou can try to win a follow-up Simple Test to inflict an additional wound. The Garou may make this follow-up challenge even if her foe won the initial combat challenge, but in this case, only if the foe was also unarmed (having claws does not count as being armed). This Gift requires the expenditure of a Gnosis Trait and lasts for ten minutes.

Madness — The Garou can cause an extreme, but thankfully temporary, insanity in a victim's mind. She must first expend a Gnosis Trait and then defeat the target in a Social Challenge. If successful, the victim gains a random Derangement she does not already possess; the duration is one day or the rest of the session.

Totem Gift — In an act of desperation, the Garou can plead to her totem for aid. The totem always exacts a price for this boon, in addition to the expenditure of a Gnosis Trait. Calling upon one's totem always requires a Storyteller. The exact nature of aid that the totem is willing to give is up to the Storyteller.

Totem	Type of Assistance
Bear	Peacekeeping, healing, strength in war
Coyote	Trickery, cunning, stealth
Dana	Faerie or Umbral matters
Pegasus	Defense of sacred places
Rat	Stealth, strength in numbers
Unicorn	Health, healing, peacekeeping
Stag	Help during hard times, sensing danger
Fenris	Help with bloodthirsty combat
Cockroach	Adaptability and survival
Griffin	Swiftness, alertness during battle
Thunder	Subtlety, strategy and power
Owl	Stealth, silence and quiet
Falcon	Honor, leadership and nobility
Chimera	Riddles, enigmas, solving problems
Uktena	Defense, secret lore or knowledge
Wendigo	Help with missions of vengeance

Lupus

Basic Gifts

Heightened Senses— This Gift allows the Garou to try to overhear distant conversations, recognize subtle scents and detect moving targets cloaked by Gifts or vampiric Disciplines by winning a Mental Challenge. This added sensitivity can be a disadvantage if the Garou is exposed to very intense stimuli.

Scent of the True Form — By inhaling the scent of a nearby subject (someone within a few feet), the Garou may attempt to ascertain its true nature. Vampires, faeries, mummies and other Garou may be detected this way by defeating them in a Mental Challenge. If this Gift is used on a mage or ghoul, the subject wins all ties, regardless of who has the most Traits.

Catfeet — The Garou gains the preternatural agility of this Gift's namesake. By spending a Gnosis Trait, she either avoids damage from falls of 100 feet or less or gains the Physical Traits: Athletic, Graceful and Nimble. These Traits can only be used in challenges that deal with balance and agility (not combat) and must be used within the hour or they are lost.

Intermediate Gifts

Detect Spirit— The Garou gains the ability to sense the presence and nature of unseen spirits (and reveal disguised ones). The Garou must first think to use the Gift, however, and must defeat her target in a Mental Challenge.

Beast Life— With the expenditure of a Gnosis Trait and a successful Simple Test, the Garou may call forth a group of a single sort of animal (subject to the availability of the animal). They must be given a specific and short term mission or they will disperse. Missions could include attacking an enemy, guarding a place for an hour or destroying an object. The group acts as one creature.

Rats, insects, snakes, wolves, dogs or cats can be summoned in this way.

Gnaw— The Garou's jaws and teeth take on a supernatural strength and resilience. She may chew through and destroy objects by chewing on them (remember that objects have Traits and Health Levels, just like people). If the Garou with this Gift declares she is biting an opponent and succeeds, she may try to win a second Simple Test to inflict a second wound.

Advanced Gifts

Venom— The Garou can cause her bite to become coated with a deadly poison. If the Garou successfully bites her foe, she may expend additional Physical Traits to further wound her foe. For every three Traits expended, the victim suffers an additional normal wound. This Gift does not affect Kindred.

Elemental Gift— In accordance with an ancient agreement, a Garou with this Gift may call upon and expect the aid of elemental forces. To do so, the character must expend a Gnosis Trait and win a Simple Test. Of course, there must be a plentiful supply of the appropriate elements nearby for this Gift to work. Use the following profiles for elemental forces:

Elementals

- **Fire Elemental**— Brutal x 2, Ferocious, Quick, Energetic; Burn Charm: a fire attack requires a Physical Challenge and inflicts aggravated wounds. If a fire and water elemental touch, they are both destroyed.

- **Water Elemental**— Enduring, Resilient, Tenacious, Vigorous, Lithe, Slow

Engulf Charm: if the elemental wins a Physical Challenge, a breathing opponent will suffer a wound from suffocation.

- **Earth Elemental**— Brawny, Enduring, Tough, Rugged, Stalwart, Lethargic

Entomb Charm: once the elemental wins a Physical Challenge against a foe, that foe is trapped and may not flee or engage others, and it can only fight the elemental from within.

- **Air Elemental**— Energetic, Graceful, Lithe, Quick, Vigorous.

Windstorm Charm: surrounds the summoner, deflecting arrows and thrown objects. The summoner's foes must first win a Physical Challenge with the elemental to close with the Garou.

Note: Elementals are mindless—they do not engage in Social or Mental Challenges. Furthermore, elementals can only suffer three wounds before being disrupted. They do not suffer from wound penalties.

Auspice Gifts

Ragabash

Basic Gifts

Scent of Running Water— The Garou may expend a Mental Trait and mask her scent. A foe attempting to use an olfactory sensing power, such as Heightened Senses, must first win a Mental Challenge. The effects of this Gift last for one hour.

Blur of the Milky Eye— The Garou can obscure her presence from others. To activate this Gift, the player must expend a Mental Trait and cross her arms in front of herself. At this point, other characters must ignore the hidden Garou and act normally. However, as soon as the Garou speaks or interacts with her environment (she can still move around), the glamour is shattered and she is visible to all. Otherwise, the power lasts for one hour. This Gift only affects other beings, not machines. Heightened Senses will discover someone using this Gift with a successful Mental Challenge. The power may not be activated if the Garou is being watched by others.

Taking the Forgotten— This Gift makes the Garou a most daunting thief. If she can steal an item from an opponent (with Streetwise or a Mental Challenge), she can then expend a Gnosis Trait to activate this Gift. The user and the victim then enter a secondary Mental Challenge. If the Garou wins, the victim forgets he ever had the item and will forget that the Ragabash stole from him. If violence is part of the theft, this Gift may not be used.

Open Seal— By expending two Mental Traits, the Garou may open a single, mundane lock or closure. The affected item shows no sign of tampering or the like (except for the fact that it is now is open). Magical or more complex locks will require a Mental Challenge with a Storyteller.

Alter Scent— The Garou may replace her scent with any scent she has experienced before by expending a Mental Trait. A foe with Heightened Senses is allowed a single Simple Test (no Traits are expended). If the foe wins the test, she uncovers her prey's true scent and cannot be fooled again for either the next day, the next evening or the next session. Otherwise, the foe falls for the deception for the same amount of time.

Intermediate Gifts

Blissful Ignorance— The Garou's powers of obfuscation have been developed so well that she can even fool electronic devices and spirits. Otherwise, the Gift works just like Blur of the Milky Eye and can still be uncovered by Heightened Senses.

Open the Moon Bridge— The Garou has the awesome power to open an existing Moon Bridge without the aid of the caern's totem spirit. A Pathstone fetish is still required, and the Gnosis required to open the bridge must either be supplied by the Garou or by the caern itself (if possible). In all other ways, this Gift functions as the Rite of the Opened Bridge.

Advanced Gifts

Fool's Luck— The Garou with this Gift has luck on her side. She may retest, at no cost, any test she loses as long as it involves trickery, coercion or stealth. A challenge may only be retested *once* in this fashion. If the Garou loses in this second test, the challenge may not be retested in any other manner. If a Storyteller rules that

the Garou is abusing the spirit of this Gift, it will fail utterly. Luck is capricious and doesn't like to be cheated...

Luna's Blessing— On nights when the moon shines openly in the sky, a Garou with this Gift may petition Luna to spare him the agony of silver. By spending a Gnosis Trait, the Garou no longer receives aggravated damage from silver. The effect lasts until morning. In addition, if an attacker loses a combat challenge against the Garou while wielding a silver weapon, the Gifted Garou may call for a second Physical Challenge. If the Garou wins, her opponent takes a normal wound, unless the opponent is also a Garou, in which case the damage is aggravated.

Whelp Body— The Garou may use this Gift

to drive strength and vitality from her opponent's body. Some Garou attacked in this way will only be satisfied with the death of the wielder of the Gift. For each Gnosis Trait spent by the Garou (declared before the challenge begins), her foe loses two Physical Traits. This requires a successful Mental Challenge, and the effects lasts for one full hour.

Violation— The Garou with this Gift can reach deep into to the mind of an opponent and shatter his confidence. The Garou must first win a Physical Challenge (in which no damage is inflicted) to touch her foe solidly. At this point, she must spend a Gnosis Trait and make a Simple Test. If she wins this test, she may make another and continue to do so until she loses or ties a test. The



victim may not spend Willpower or Rage for a length of time dependent on the number of tests the Garou won.

Number of Tests Won:

No Tests	No effect, Gnosis wasted
One Test	Next challenge only
Two Tests	Ten minutes
Three Tests	One hour
Four Tests	One day/night or session (whichever is shorter)

Theurge

Basic Gifts

Sense Wyrn— As the Metis power.

Spirit Speech— The Garou with this Gift has learned the spirit tongue and may converse with any spirits near enough to hear her. This, of course, is no guarantee that the spirit will be cooperative or even listen to the character.

Mother's Touch— The Garou's touch can act as a cool, soothing poultice that drains away pain and heals the injuries of others of his kind. The Garou need only touch the subject, concentrate for one minute and expend a Gnosis Trait. A single wound, whether aggravated or non-aggravated, will be completely healed. The Gift may not be used on the same person more than once per day, and the Garou may not use his healing power on himself.

Sight from Beyond— The Garou with this Gift is subject to unexpected and uncontrolled visions of the future. Sometimes, these visions and dreams warn her of imminent danger or herald great events. More often than not, however, these visions are cryptic and unclear. The Garou must make of them what she will. Once per session, the Storyteller may opt to give the Garou a strange, enigmatic preview of a possible outcome to the evening's play.

Name the Spirit— The Garou has a certain mystical adeptness at identifying the different types of spirits and their abilities. By spending a Mental Trait and winning or tying a Simple Test, she may learn the type, nature and powers of a single spirit that is present.

Intermediate Gifts

Command Spirit— The Garou can issue a simple, yet compelling command to a spirit. The subject must be able to hear and understand the Garou. The command itself cannot be blatantly suicidal, must be within the subject's ability to perform and cannot have effects that last longer than ten minutes. If a spirit is unwilling, it must first be defeated in a Mental Challenge. This Gift costs one Gnosis Trait to use.

Exorcism— The Garou can drive spirits from an area, even persistent spirits or spirits bound to items or locations. A Willpower Trait must be expended to make an Exorcism attempt. If the spirit has not been bound, driving it off is merely a matter of defeating it in a Mental

Challenge. If it is bound, however, it must still be defeated in a Mental Challenge, but it also receives a number of free Traits to bid equal to the number of Traits assigned to the fetish that houses it. The Garou may not attempt to use this Gift on the same spirit more than once per day.

Pulse of the Invisible— The Garou gains a dramatic insight into the spirit world and its inhabitants. She figuratively has her finger on the pulse of the spirit world. Any time a drastic change takes place, she will know it, but will not necessarily know the nature of the disruption. Furthermore, she may converse with these spirits at will. Storytellers should make characters with this Gift aware of any drastic increase, decrease or change in the behavior or activity of nearby spirits. For example, with a Simple Test, the Garou could detect if a spirit was just summoned or if someone has just stepped sideways. Gaining this information generally requires a Simple Test.

Grasp the Beyond— The Garou can reach through the Gauntlet to place objects in the Umbra. The larger the object, the greater the exertion from the Garou.

One Gnosis	Small (hand-held object)
Two Gnosis	Medium sized (rifle)
Three Gnosis	Large (man-sized)

The Garou must have complete possession of an object to use this Gift on it. Furthermore, conscious subjects may not be affected by this Gift at all. The object's position relative to the real world does not change (i.e., this Gift does not provide the Garou with an extra-dimensional duffel bag.)

Advanced Gifts

Spirit Drain— The Garou can tap into the personal energy reserves of a spirit and disperse those energies. The Garou must expend a Gnosis Trait to activate this Gift. If she can defeat a spirit in a Mental Challenge, she may continue to attempt to win further Simple Tests until she ties or loses. For every two tests won (rounding down), including the initial Mental Challenge, the spirit loses a point of power and the Garou gains a temporary Willpower Trait. Traits gained in this manner are the first to be spent and will be lost if they are not used within one hour.

Feral Lobotomy— The Garou can reach the part of an opponent's mind that houses the ancient bestial soul that resides in all of us and brings that animalistic nature to the forefront. The Garou must first expend a Gnosis Trait and defeat her foe in a Mental Challenge. If she succeeds, she may then expend a Willpower Trait and permanently transform one of the victim's Mental Traits into a Negative Trait. The victim may choose the Mental Trait that is transformed and the Negative Trait it becomes. The victim may choose from the following Negative Traits: Feral (Social), Bestial (Social), Impatient (Mental), Shortsighted (Mental), Submissive (Mental) or Violent

(Mental). This Gift does not give the Garou any knowledge of which Trait has been transformed or what it has become. Mental Traits lost and Negative Traits gained in this manner may be restored with the expenditure of experience.

Malleable Spirit— Many spirits are fickle and mercurial by nature. The Garou with this Gift can capitalize on that flaw in an attempt to completely warp the spirit to suit her needs. The Garou must expend a Gnosis Trait and overcome the spirit in a Mental Challenge. If the Garou wins, she may attempt to win further Simple Tests until she loses or ties. The total number of tests won determines the degree to which the spirit can be altered.

Characteristics (Traits, Abilities)
 Role (type of elemental or spirit)
 Disposition (benevolent, hostile, uncooperative)

Spirit Vessel— The Garou can draw upon the powers of the spirits of the Umbra and use them as her own. The Garou must expend a Gnosis Trait and win a Static Mental Challenge (the number of Traits equals the area's Gauntlet). If the Garou wins, she has gained the power for one hour. If she ties, she has failed and may not attempt to use the Gift again this evening. If she loses the test, she has become possessed by a Bane. A Storyteller will then instruct the Garou on the appropriate actions and behavior.

Philodox

Basic Gifts

Resist Pain— By expending a Gnosis Trait, the Garou may ignore wound penalties for the duration of a single conflict.

Truth of Gaia— The Garou may enter a Mental Challenge with an opponent to determine if the last statement the opponent made was true.

Scent of the True Form— As per the Lupus Gift.

Strength of Purpose— Whenever the Garou is dealing with a challenge that affects or deals with the very core of her auspice or tribe, she may expend a Gnosis Trait to gain two Willpower Traits. These Traits must be spent immediately or they are lost. Furthermore, she must spend the Traits in a situation that also deals with the essential nature of her auspice or tribe. This Gift may only be used once per session.

Intermediate Gifts

Call to Duty— The Garou can call a spirit to aid her in times of need. By spending a Gnosis Trait and winning a Simple Test, the Garou can beseech a spirit for help. The Spirit Keeper (one of the Narrators) determines the time the spirit takes to arrive, the type of spirit and its ability to serve, but in general, only minor spirits will answer this call and serve the Garou. This Gift may not be used more than once per session.

King of the Beasts— The Garou is able to call upon the aid of a single animal type (canines, big cats, rodents,

etc.) that is chosen when this Gift is learned. Specifically, the Garou can control a single animal of her chosen type that is within sight. The Garou must first expend a Gnosis Trait and win or tie a Social Challenge with the animal. This Gift will only affect normal animals, not Garou in Lupus form, Kindred in animal form, ghouléd animals, etc. The control lasts for one hour.

Weak Arm— A perceptive Philodox with this Gift can gain valuable insights about a foe's martial prowess by merely observing his style. By witnessing a single combative challenge in which the subject is engaged, the Garou may attempt to ascertain the style's inherent strengths and weaknesses. If the Garou wins a Mental Challenge with the subject, she gains three free Physical Traits to use against the subject in their next combative challenge. These Traits are expended regardless of whether the challenge is won. In addition, the challenge must take place within the next hour or the Traits are lost. The Garou may not use this Gift on the same individual more than once per session.

Roll Over— The Garou can exude a powerful aura of power and command. If anyone should attempt an offensive action against the Gifted Garou, the Garou may opt to expend a Gnosis Trait and demand a Social Challenge before he proceeds. If the attacker succeeds, he is not hampered by the attack or for the rest of the evening. If the attacker should fail, however, he may not attack the Gifted Garou for the next hour. Furthermore, a defeated foe who returns in the same session must still win a Social Challenge to attack the Garou, who is not required to spend Gnosis. Any offensive action by the defending Garou negates this Gift's effects. The Gift's range extends about four paces from the Gifted Garou's body.

Advanced Gifts

Take the True Form— This Gift allows the Garou to draw forth a shapechanger's true form. By spending a Gnosis Trait and winning a Mental Challenge with the foe, the Garou can force another Garou to instantly assume her breed form. This Gift will also force a vampire using the Discipline: Beast Form to instantly revert to human form. In neither case may the shapechanger assume a different form until ten minutes have passed.

Wall of Granite— The Garou may instantly erect a stony barrier by expending a Gnosis Trait. This barrier is three feet thick, up to nine feet tall and up to nine feet wide. The dimensions of the wall can be adjusted, except for the width. (The total size is then 243 cubic feet... more or less.) The wall has the Traits: Stalwart x 10 and can suffer five wounds before being destroyed. It may not be summoned above the ground floor in a building or an area already occupied by an object. The wall returns to the ground after one hour.

Geas — By catching a subject's eye, the Garou can implant powerful subconscious commands in the victim's mind. The Garou must first expend a Gnosis Trait and defeat the subject in Mental Challenge. These com-

mands may not be suicidal and cannot directly endanger the victim. Furthermore, they consist of a trigger and an effect, both of which must be easily understandable by the subject.

Examples include:

Trigger:

- Seeing a item, person or place
- Hearing a word or sound
- Performing a certain action
- Noting the passage of a length of time

Suggestion:

- Behave in a bizarre or inappropriate manner
- Deliver a spoken message
- Experience a single emotion
- Recall planted information

The suggestion cannot take more than ten minutes to perform. Until the trigger occurs, the subject has no knowledge of the Geas' presence. Once the suggestion has been triggered, the effects of the Geas are gone.

Galliard

Basic Gifts

Beast Life — As per the Lupus Gift.

Call of the Wyld — The Garou can issue forth a great howl that is audible to those nearby, but the affects will travel even beyond that, reaching Garou miles away in some cases. Most often, it is used to summon others to a moot or herald other important events, but it can serve as a general distress call (the Garou equivalent of firing a flare pistol into the sky). This last function of the Gift is quite embarrassing to Garou, and the user could lose a Renown Trait (depending upon the reason for the call, of course). A Garou wishing to use this Gift should contact a Storyteller. She will instruct the character to expend a Gnosis Trait and record the nature of the howl (which must be brief and to the point).

Mindspeak — The Garou can forge a telepathic communication between herself and other willing participants within visual range by expending a Mental Trait for each subject to be included. Other creatures, such as a vampire with the Discipline: Telepathy may listen in if she can defeat the Gift user in a Mental Challenge.

Intermediate Gifts

Call of the Wyrn — The Garou can issue forth a snide, taunting howl that beckons to the minions of the Wyrn. It costs one Gnosis Trait to use, and any minions of the Wyrn who do not win a Simple Test are obligated to go quickly (but not mindlessly) to the calling Garou. If they win, they may still come, but under their own terms and at their leisure. The Gift has a range of about 100 feet. The Storyteller in charge of Spirits and the Umbra (the Spirit Keeper) must be contacted to use this Gift.

Distractions — The Garou can harry and annoy his opponent to such a degree that her concentration in other matters suffers for it. If the Garou can defeat the subject in a Mental Challenge, the subject suffers a two Trait penalty on her next challenge. (The subject must risk three Traits to begin her next challenge.) This challenge must take place in the next ten minutes. This Gift may not be used on the same individual more than once an hour, nor are its effects cumulative.

Song of Rage — This power unleashes a fearsome, bestial nature in its host. The Garou must spend a Gnosis Trait and defeat the subject in a Mental Challenge in order to use this Gift. If successful, the subject gains an active temporary Derangement and flies into an uncontrollable rage for the next ten minutes. The Garou immediately regains one Rage Trait. This Gift seems to work equally well against other Garou, Kindred and humans. If the Garou fails, she may not attempt to use this Gift on the subject again for the remainder of this session.

Eyes of the Cobra — The Garou can lull the subject into a docile and amiable state. Eye contact is required to use this Gift. At this point, the Garou may expend a Gnosis Trait and attempt to win a Social Challenge with the target. If the Garou is successful, the target must remain civil and non-confrontational as long as the Garou maintains eye contact. If the victim is attacked by any source, the Gift's power is immediately broken.

Song of the Siren — The Garou can sing an entrancing melody that lulls the unwary into a passive stupor. If the Garou defeats the subject in a Social Challenge, the victim may do nothing else but peacefully listen to the Galliard's singing. The player must actually sing clearly and relatively continually or the Gift automatically fails. The effects of this Gift are broken if the subject is assaulted in any way, if the Garou stops singing, if he can no longer be clearly heard, or if ten minutes have past.

Advanced Gifts

Bridge Walker — The Galliard can open a minor Moon Bridge at will without the benefit of a caern or the Rite of the Opened Bridge. By spending a Gnosis Trait, the Garou disappears, only to reappear a split-second later a short distance away (only foes with Gifts that increase speed can attempt to prevent the use of this Gift). Once the Gnosis is spent, the player may take fifteen paces in any horizontal direction she wishes. The character is not hampered at all by Physical barriers, but magical ones will cause her to reappear immediately if she attempts to cross them. At the end of her journey, the character must make a Simple Test; if she loses, she has gained the attention of a Bane, which appears with her and attacks the character immediately.

Head Games — The Garou can drastically alter the subject's personality. By spending a Gnosis Trait and defeating the subject in a Mental Challenge, the Garou can assign the character a new, temporary Demeanor.

The effects of this Gift last for the entire session. The subject may spend a Willpower Trait to ignore the new Demeanor for ten minutes.

Ahroun

Basic Gifts

Razor Claws — The Garou can hone his claws to a razor sharpness by scratching them across a hard surface, such as a stone floor or metal dumpster. By spending a Rage Trait, the Garou gains two Sharp Traits for the duration of his next combat. These Traits also count towards the character's total number of Traits. This Gift is only usable in Crinos form, and the benefits are lost if the character assumes another form.

Inspiration — The powerful figure of an Ahroun serves to urge other Garou on to acts of greatness, especially if the Ahroun has this Gift. By spending a Gnosis Trait, the Garou may allow any of his fellow Garou nearby to retry a test. The Garou may not benefit from his own Gift.

The Falling Touch — The Garou can send his foe sprawling to the ground with but a touch. The Garou must spend a Gnosis Trait and defeat the subject in a Physical Challenge in order for this Gift to work. If the attempt is successful, the victim must sit down on the ground for a full fifteen seconds (count them out loud, please) and may not initiate any Physical Challenges during that time. They may defend themselves normally, however. Opponents with Celerity or Speed of Thought cut this time to eight seconds. Rapidity or Speed Beyond Thought reduces this penalty to four seconds. A vampire with the Discipline: Fleetness is unaffected by this.

Sense Silver — With a disdainful snort, the Garou can uncover the foul scent of the bane metal on an individual. At a distance of up to 20 feet, the Garou can detect whether or not a person is carrying anything made of silver. Winning or tying a Simple Test will reveal the

metal's general presence. The Garou would have to defeat the subject in a Mental Challenge to determine the silver's exact whereabouts. A character must then reveal to the Garou the presence of any silver items she possesses.

Intermediate Gifts

Stoking Fury's Furnace — The Garou may gain a Trait of Rage each time he is wounded.

True Fear — With a piercing gaze or bone-chilling howl, the Ahroun can drive her foe into a blind panic. The Gift costs one Gnosis Trait to use, and the Garou must win a Social Challenge against the subject. If the Garou is successful, the victim (the character, not the player) must flee as quickly as he is able for the next ten minutes (Running is not permitted in **Mind's Eye Theater** if the subject should walk quickly away). Furthermore, the victim may not initiate any challenges against the user of the Gift for the next hour. If the subject wins, she has faced her fears and may not be the target of the Garou's Gift of True Fear for the remainder of the session.

Silver Claws — By spending a Gnosis Trait, the Garou's claws inflict the searing agony of pure silver. This Gift can only be activated during a challenge, but do become active before the actual test takes place. If successful, the Garou's victim will suffer just as if hit by a silver weapon. If the Gift user is successful in the challenge, she receives one free Simple Test to cause an additional aggravated wound. This Gift lasts for one challenge.

Advanced Gifts

Strength of Will — The Ahroun's powers of inspiring confidence in her packmates during battle can reach epic proportions. By expending one of her own Willpower Traits, the Garou may make a Mental Challenge. For every two Mental Traits the Garou wishes to risk, a



Willpower Trait is generated that any member of the Ahroun's pack may use freely. This pool may only be used during the current combat encounter, and any remaining after this time are lost. This Gift may only be used once per session.

Kiss of Helios— The blessings of the day star are on any Garou with this Gift, for the Garou is totally immune to mundane flame. It costs a Gnosis Trait to activate this Gift, which lasts for one hour, but during that time, the Garou cannot be damaged by ordinary flame and ignores the first wound inflicted by magical flame, napalm or similar attacks. Furthermore, if the Garou wishes, she may immolate herself without suffering harm. However, she does cause aggravated damage with blows inflicted by her hands.

Tribal Gifts

Black Furies

Basic Gifts

Sense Wyrm — As the Metis Gift.

Heightened Senses — As the Lupus Gift.

Sense of the Prey — As the Ragabash Gift.

Intermediate Gifts

Song of the Siren — As the Galliard Gift.

Coup de Grace — The Garou with this Gift has the ability to land telling blows regardless of her foe's might. This Gift can be activated by spending a Gnosis Trait in the midst of a challenge before the actual test is performed. Even if the Garou loses the test, her foe suffers a wound (no additional damage may be added to this wound). The Fury still loses any Traits bid if she lost the test and still suffers the appropriate damage.

Wasp Talons — The Garou's claws become a lethal ranged attack. The Garou can propel her claws at terrifying speeds as if they were fired from a ranged weapon. Treat the barrage of claws as a shotgun blast with no Negative Traits. This power can only be used in Crinos form, and, while she waits ten minutes afterwards for her claws to regenerate, the Garou may not use her claws or claw-based powers.

Advanced Gifts

Body Wrack — The Garou can create crippling pain throughout an opponent's body, greatly disabling him. To use this Gift, the Garou must spend a Gnosis Trait and defeat the subject in a Mental Challenge. If successful, the victim will be four Traits down on his next challenge. (That is, he will be four Traits down if the players have to compare Traits.) In no case will this Gift lower the victim to less than one Trait.

Bacchantes' Rage— This maiming Gift can only be used in the deep wilderness, but it often ensures that the Furies will have the ability to defend those secluded spots. While this Gift is in effect, the Garou benefits from

a number of effects. She ignores the first wound scored upon her, and she wins all ties in any tests involving melee combat without resorting to comparing Traits. It costs one Gnosis to use this Gift, and it lasts for the duration of the conflict.

Gorgon's Gaze— The Garou takes on a horrifying visage like that of the mythological Gorgon, in appearance as well as in effect. The Garou must make eye contact with her victim to attempt to petrify him, but once she does, the two engage in a Mental Challenge. If successful, the Garou may attempt to win a Simple Test and continue to attempt to win Simple Tests until she loses or ties. If three Simple Tests are won, the victim is completely turned to stone (gaining five extra wound levels and five Stalwart Traits). Only powerful magicks or the intervention of a great spirit will reverse the process. Winning less than three tests will result in a partial ossification of the victim's body. In mortals, this will permanently cripple the poor soul. Regenerating creatures will recover from this "partial petrification" as if each successful Simple Test was an aggravated wound. In the meantime, they may not move or engage in Physical activities. They do benefit from two temporary extra wound levels and two Stalwart Traits. This Gift cost two Gnosis Traits per use. Any extra Traits or wound levels are lost when the victim recovers.

Bone Gnawers

Basic Gifts

Scent of Sweet Honey— The Garou can lay down a scent upon an object that insects and all manner of vermin find irresistible. This Gift costs one Gnosis to use. An object affected by this will be infested in five minutes. If used on a creature, the creature is allowed a Physical Challenge (against three Annoying Traits). If the victim loses, she suffers a one Trait penalty on any further challenges for the next hour.

Odious Aroma— By expending a Gnosis Trait, a Garou can put his natural defensive pheromone glands into a sort of overdrive. Anyone who can smell who approaches within ten feet of the Garou will be so overpowered by her stench that they will begin all challenges with the Garou with a one Trait penalty (that is, any opponent must spend two Traits to begin a challenge). Those using Heightened Senses at the time will suffer an additional one Trait penalty. The Garou using this power immediately gains the Negative Social Traits: Repugnant x 3. The effects of this Gift last for thirty minutes.

Intermediate Gifts

Blissful Ignorance— As the Ragabash power.

Gift of the Skunk— The Garou can quickly develop a set of musk glands similar to those of a skunk. She can use this musk to spray a subject. This Gift costs a Gnosis Trait for each use, and the Garou must win a Physical

Challenge to hit with the jet of foul-smelling liquid. If successful, the target suffers from the Negative Social Traits: Repugnant x 2, which can be called by any individual who can smell her. Furthermore, if the subject can smell (as is the case with a vampire with Heightened Senses), the subject may not initiate a challenge for ten minutes.

Gift of the Termite— The Garou may use this Gift to destroy objects made of wood. The objects rot and weaken until, in seconds, nothing remains except a pile of moist sawdust and splinters. This power costs a Gnosis Trait to use. The Garou must win or tie a Mental Challenge, the difficulty of which depends on the size of the object the Garou wishes to effect.

- One Trait stake, bat, cane
- Two Traits door
- Three Traits 10' x 10' wooden floor
- Four Traits small tree

Attunement— While in an urban setting, the Garou can petition the local spirits for information on her immediate surroundings with this Gift. Using this Gift requires the Garou to expend a Gnosis Trait and win a Simple Test. If she succeeds, she may ask one of the following questions and can expect an honest answer (unless the only spirits nearby are Wyrms spirits, who will always mislead the Garou). The Spirit Keeper (one of the Narrators) must be contacted to use this Gift.

Typical questions include:

- What is the general population of (a type of supernatural creature) in this area? (Note, however, that some very powerful creatures cannot be uncovered by these means.)
- Is (a person of a certain description) nearby?
- Are there any (objects of a general type) nearby?
- Roughly how many people have passed by (or have been in) this area in the last day?

...and so on. The key is to ask general questions about general subjects.

Infest— The Garou may call together a large number of a specific type of vermin in a certain nearby area. The creatures merely arrive and then react in the most instinctual manner possible. Possible vermin include: roaches, ants, rats, flies and so on. The area infested determines the Gnosis cost. Normal humans and animals must make a Mental Challenge at a difficulty of five Traits to bring themselves to remain in an infested area.

- Small room or car interior One Gnosis Trait
- Average home Two Gnosis Trait
- Department store Three Gnosis Trait

Advanced Gifts

Survivor— The Garou can stand up to some of the most destructive forces known to man and walk away from them intact. Whenever the Garou suffers damage that would normally result in her death, she may permanently expend three Physical Traits or a Willpower Trait

to avoid the killing damage altogether (although this will not remove other damage).

Children of Gaia

Basic Gifts

Resist Pain— As the Philodox Gift

Mother's Touch— As the Theurge Gift.

Calm— By expending a two Social Traits, the Garou may take away one of a target's Rage Traits. (The Trait is gone, but it can be regained as normal. No, the frustration of losing a Rage Trait will not cause it to be regained. Nice try.)

Intermediate Gifts

Luna's Armor— The Garou can channel the fortifying energies of Luna into her body for a short time. For every two Gnosis Traits expended, the Garou gains an extra wound level. Gnosis spent in this way may not be recovered until the Gift has been used up or ends. The effects of this Gift last until the wounds are suffered (damage is applied to the Gift's wound levels first) or the end of the session.

Eyes of the Cobra— As the Galliard Gift.

Spirit Friend— The Garou can pacify and placate spirits to a degree. For each Gnosis Trait expended, the Garou gains three additional Social Traits when dealing with spirits. The Gift lasts for one hour and is not cumulative with other similar Gifts.

The Guilty Mind— The Garou can draw forth a state of guilt or remorse in her target. The Gift requires the Garou to expend a Gnosis Trait and defeat the target in a Social Challenge. If successful, the target gains the active Derangement: Undying Remorse for the next thirty minutes.

Serenity— The Garou can spread a soothing calm upon her target. The Garou expends a Gnosis Trait and must win a Mental Challenge with the subject. If the user of the Gift wins, the target may not spend any Rage for the next thirty minutes.

Beast Life— As the Lupus power.

Advanced Gifts

Unicorn's Grace— The Garou can attain a state of balance and calm not usually found in Garou. By expending a Gnosis Trait, the Gift user can no longer frenzy (voluntarily or otherwise) for the remainder of the evening. However, she may not spend more than one Rage Trait in any one conflict or at any time.

Halo of the Sun— The Garou projects a glowing nimbus of near-blinding sunlight from her body. This Gift costs three Gnosis to use and lasts for ten minutes. The Garou causes aggravated damage with her bare hands even in Homid or Crinos forms. She wins all ties. Vampires within ten feet of the Garou will suffer three aggravated wounds every full minute (or one aggravated wound if they merely pass through the effect). Each level

allows the attacker to attempt to win or tie a Simple Test to avoid the wound.

Fianna

Basic Gifts

Resist Toxin— The Garou may call upon incredible recuperative powers to stop diseases and poisons that may enter her body. When affected (or infected) by a toxin or disease, the Garou may spend a Gnosis Trait to cancel the effects of the invading substance. In the case of extremely potent or magical diseases or toxins, the Storyteller may call for a Physical Challenge of some sort.

Persuasion — As the Homid Gift.

Intermediate Gifts

Howl of the Banshee— The Garou issues a terrifying howl that evokes a primal fear in everyone nearby. This power costs one Gnosis Trait to use. When used, each individual within twenty feet must win or tie in a Simple Test (at no cost to the user of the Gift) or flee in terror. The victims may stop their flight once they're out of sight of the Garou, but they may not approach her for the next ten minutes. Any assault on the victim cancels this effect. If a victim expends a Willpower Trait, she does not need to flee and is not affected by this Gift for the rest of the night or session.

Faerie Kin— By expending a Gnosis Trait, the Garou may issue a call to a spirit whose name she knows or one with which she has become very familiar. The Spirit Keeper (one of the Narrators) must be contacted to use this Gift. The spirit is under no obligation to come unless the Garou also risks Social Traits in the Gift. In this case, the spirit must win a Social Challenge to resist to Gift. Whether faeries or changelings will respond to this is up to the Storyteller.

Woadling— The Garou has learned the art of the ancient Celtic symbols and runes of war. By painting them on his body, the Garou may bewilder and confuse his foes when fighting in close quarters. The power lasts for ten minutes and costs a Gnosis Trait to use. While the Gift is effect, the first melee wound landed by an opponent has no effect. This Gift works only once on each opponent per use of the Gift. The effects of this Gift are not cumulative, and it can only be used in Homid form—the effects are immediately canceled if the Garou assumes any other form. The player must mark her face with obviously visible markings to use this Gift.

Faerie Blood— The Garou can mystically alter her blood to that of a faerie. While this negates the normal penalties to silver, the Garou now suffers the same penalties from iron. The Gift costs a Gnosis Trait to use and lasts for fifteen minutes.

Advanced Gifts

Troll's Bridge— The Garou can set up small, enclosed area as a last line of defense. Examples include the end of a hall, a small room or closet, or a ditch or gully.

The Gift costs a Gnosis Trait to use. To enter the area, attackers must first spend one appropriate Physical Trait and win a Simple Test, but after they do so, they may enter and leave the area unhindered. The effects last for one hour and the effects of repeated invocations are not cumulative.

Balor's Gaze— The Garou can evoke mind-numbing pain in a target merely by glancing at him. The Garou must spend one Gnosis Trait and one Rage Trait and defeat the target in a Mental Challenge to use this Gift. If successful, she may try to win a Simple Test, and if she does, she may try to win another until she loses or ties. Depending on the number of tests won (including he initial test), the target takes on the following penalties:

Two Tests	Hurt
Four Tests	Injured
Six Tests	Incapacitated

The subject does not suffer any actual wounds from the use of this Gift, just the associated penalties. Powers that negate wound penalties are equally effective against this Gift. Furthermore, if in danger of attack, the victim may spend a Willpower Trait to shake off the effects for a single conflict. The effects of Gift last for fifteen minutes and are not in any way cumulative.

Gift of the Spriggan— The Garou can grow to enormous size with the use of this Gift, increasing his ability to take and receive damage. To use this power, the Garou must spend two Gnosis Traits. She then grows to twice her normal size. She gains an additional wound level and causes an additional wound level when she hits an opponent with a melee attack. The Garou may only use this power on herself once. The effects of this Gift last for ten minutes.

Get of Fenris

Basic Gifts

Razor Claws— As the Ahroun Gift.

Resist Pain— As the Philodox Gift.

Snarl of the Predator— The Garou's intimidating growl weakens his foe's resolve and determination. The Gift costs a Social Trait to use. If successful, the target suffers a two Trait penalty against the Garou for the next ten minutes (that is, he must spend three Traits to initiate a challenge with the Garou). The effects of this Gift are not cumulative.

Intermediate Gifts

Halt of the Coward's Flight— The Garou can use this on a foe she has been fighting and prevent him from fleeing from the fray. If a foe who has engaged the Garou decides to break combat by any Physical means (even Celerity), the Garou may spend a Gnosis Trait and demand a Mental Challenge. If the victim wins, he may flee as normal and is not subject to this Gift until the two engage in a different fight. If the Garou wins, the victim

may not flee and must engage in at least one more combat challenge.

Venom Blood— The Garou can cause her blood to take on toxic properties. Anyone biting the Garou or partaking of her blood runs the risk of suffering damage. She must win a Simple Test or the opponent will instantly suffer an aggravated wound. If the victim is drinking the Garou's blood, he must make one Simple Test per Blood Trait consumed or suffer damage. This Gift costs a Gnosis Trait to use and lasts ten minutes.

Might of Thor— The Garou can draw upon deep stores of physical energy, at a cost. Using this Gift costs a Gnosis Trait and a Rage Trait and it lasts for ten minutes. While the Gift is in effect, the Garou gains the Traits: Brutal, Ferocious and Tenacious. Furthermore, she does not suffer the effects of wound penalties. However, for one hour after using the Gift, the Garou has only one Physical Trait (regardless of any other powers) and may not initiate any Physical Challenges.

Advanced Gifts

Berserker's Song— The Garou can sing himself into a controlled frenzy. While in this state, the character gains all the benefits of frenzy, but does not attack allies. He may also end his frenzy at any time. This Gift costs one Rage to use, and the player must sing loudly (and appropriately) while it is being used. The Gift lasts for ten minutes.

Fenris' Bite— The Garou can deliver a devastating bite that severely cripples her foe. Once the character successfully bites her opponent, she can choose to immediately spend a Gnosis Trait and a Rage Trait to activate the Gift. Once she has done so, she may make a Simple Test. If she wins, she inflicts an additional wound upon her target and may make another Simple Test. If she wins this second test, the victim loses one of her four limbs (depending on where he was bitten). A vampire can grow the limb back by spending three Blood Traits and resting for an hour. An-

other Garou can heal this by retrieving the limb and resting for one day. In the meantime, the victim should roleplay the loss and has the temporary Negative Physical Trait: Lame.

Glass Walkers

Basic Gifts

Control Simple Machine— The Garou can control very simple technological items. The Garou can cause nearby, non-electronic machinery to turn on and off and/or perform a normal range of functions. Using this Gift to affect one item costs a variable number of Gnosis Traits. Each command requires the Garou to win or tie a Simple Test. The Gift ends when the Garou loses one of the Simple Tests or a full minute has passed. This Gift costs a variable number of Gnosis Traits.

One Gnosis
Lock, doorknob, pistol or small lever

Two Gnosis
Rifle, safe door or hydraulic jack

Three Gnosis
Crane or watermill

Persuasion— As the Homid Gift.

Cybersenses— The Garou may alter his senses to a degree to gain access to a range of sensory information he could not normally comprehend. This power cost a Gnosis to use and lasts for ten minutes.

Sight:

- Infrared— See heat sources, ignore most darkness penalties or detect a vampire (unless they've fed in the last hour or they've been in a very warm area).

- High band transmissions— Watch television programs as transmissions pass through the air; the Garou must win a Simple Test to find a specific station.

Hearing:

- Radio Band— Listen to random radio transmissions; the Garou must win a Simple Test to find a specific band.

- Radar— See immediate surroundings, ignore darkness penalties.

- Supersonic/Subsonic— See motion-sensor beams.



Touch:

- **Electric (Stream)**— Feel the transmission of electricity, find live wires, or tap a phone line or intercom by touching the wiring.

Note only one effect of this Gift may be in use at a time.

Intermediate Gifts

Heat Metal— The Garou can quickly heat a metal object to the point of damaging anyone touching the object. By spending a Gnosis Trait, the Garou may drastically raise the temperature of a small object that she can readily see, such as a knife, pistol, doorknob or wristwatch. The victim must make a Simple Test. Winning means the object and anyone touching it will avoid damage. A tie means the object heats up, but anyone holding or touching may let go or drop the object to escape harm. Losing the challenge means the object heats up and there is no chance to let go before being burned. Each level of Celerity (Celerity, Rapidity or Fleetness) allows the character to retest a loss, but not a tie. Damage suffered is aggravated. The object returns to normal temperature in one minute, but if the number of times the object is exposed to this Gift exceeds the number of Traits it possesses, it is ruined.

Power Surge— The character can make a large surge of uncontrolled electricity overload existing lines, possibly causing an outage. The Garou must spend a varying amount of Gnosis Traits and win a Mental Challenge. The minimum number of Traits risked depends on the area to be affected.

Medium sized room	Two Traits
Small house or single story	Three Traits
Large building	Four Traits
City block	Six Traits
Neighborhood	Nine Traits

Control Complex Machine— As the Gift: Control Simple Machine, except electronic devices can be controlled as well. The Gnosis costs are as follows:

Phone, calculator, watch or light fixture	One Gnosis
Computer, arcade games, TVs and VCRs	Two Gnosis
Cars and industrial machinery	Three Gnosis

Attunement— As the Bone Gnawer Gift.

Doppelganger— The Garou may take on the likeness of an individual she has had the chance to closely study or examine. By spending a Gnosis Trait, she may assume the subject's Physical appearance, not including clothes or other belongings. Someone familiar with the original person will sense something is amiss, and if he wins or ties a Simple Test, he will realize that he is dealing with an impostor. Those with powers that reveal the hidden may uncover the truth if the individual thinks to use her power. The Gift lasts for one hour.

Advanced Gifts

Long Distance Running— The Garou can take advantage of time-slippage associated with the Gauntlet,

drastically reducing the travel time between two points in the physical world. Spending more Gnosis can make the journey quicker. However, once the trip begins, it may not be interrupted or any bonuses will be lost. This power may only be used once per session.

One Gnosis	Multiply travel time by 3/4
Two Gnosis	Multiply travel time by 1/2
Three Gnosis	Multiply travel time by 1/4

Phone Travel— The Garou may travel through a physical phone line to reach a destination. This power only works over physical lines and cannot be used with satellite relays, cellular systems, pagers or the like. Furthermore, the Garou must know the number. The phone on the other end must actually be picked up— an answering machine or a computer modem isn't good enough. Otherwise, this Gift provides almost instant transportation. It cost a Gnosis Trait to use.

Calm the Flock— The Garou can negate the effects of the Delirium in normal humans near her. For each Gnosis Trait spent, the effects of Delirium are suspended for one hour.

Red Talons

Basic Gifts

Beast Life— As the Lupus Gift.

Scent of Running Water — As the Galliard Gift.

Babble— The Garou can temporarily steal the Gift of language from a person. The Garou must spend a Gnosis Trait and win a Mental Challenge with the target. If the attempt is successful, the victim cannot read, write, speak intelligibly or understand the speech of others. Not even hand gestures are possible. The effects last for thirty minutes.

Beastmind— The Garou can implant a powerful, animalistic nature in the victim. By spending a Mental Trait and defeating the target in a Mental Challenge, the Garou can force the victim to adopt the following temporary Negative Traits: Bestial x 2 and Shortsighted. The effects of this Gift last for ten minutes.

Intermediate Gifts

Sense of the Prey — As the Ragabash Gift.

Quicksand— The Garou can temporarily transform a patch of ground into a treacherous quagmire. The Garou must spend a Gnosis Trait and win a Simple Test. If successful, she can alter a 10' x 10' area of earth or natural stone (not wood, concrete or processed materials) into a sticky trap. Anyone entering or already in the area runs the risk of becoming trapped. Each individual must make a Simple Test. If a victim wins, he is free from the danger or somehow avoids it. If he ties, he is stuck and may try to test again in one minute. If he loses, he falls deeper into the trap and must win an additional test to free himself. A Static Physical Challenge against five Traits will allow a person to leap completely over the area (space permitting). The Gift lasts for ten minutes.

Rot Weavertech— The Garou can quickly ruin the trappings of human science and technology, but not relatively primitive items. Anything developed solely after the Renaissance is fair game for this Gift. A Simple Test is required to affect the item. Success indicates the destruction of the item, a tie means the item is unaffected, and a loss means that the device not only survived, but that it may not be subjected to the Gift again, ever. Gnosis cost depends on the size and complexity of the item.

One Gnosis— flashlight, pistol, minor appliance, lock

Two Gnosis— rifle, video equipment, stereo, wiring in a single room

Three Gnosis— computer, wiring in a small house or car

Advanced Gifts

Curse of Dionysis— The Garou can evoke a powerful transformation, changing her target into a wolf. The Garou must spend three Gnosis Traits and defeat her target in a Mental Challenge. A Garou can reassume his preferred form after 30 minutes. In normal humans, the effect is permanent. Only vampires with the Discipline: Beast Form are affected by this Gift. If subjected to this Gift, a vampire may resume his normal shape after 30 minutes have passed.

Shadow Lords

Basic Gifts

Fatal Flaw — The Garou may enter a Mental Challenge with an individual to uncover a weakness. If successful, the Garou learns one of his target's Negative Traits or a Derangement (the target chooses which one). This Gift costs a Gnosis Trait to use, and the Garou may not use it on an individual more than once a session.

Aura of Confidence— The Garou bolsters his natural aura so that Fatal Flaw and similar powers do not reveal his weaknesses. Furthermore, those who can see auras will find the Garou's emotional state to be solidly confident while the Gift is in effect. It does not hamper the other powers of Aura Perception whatsoever. The Gift costs a Gnosis Trait to use and lasts for one hour.

Clap of Thunder— By forcefully clapping his hands together, the Garou can produce a stunning shockwave. Everyone within ten feet of the Garou must make a Simple Test. If the defender wins, he is unaffected. If the defender ties, he is stunned and may not initiate a Physical Challenge for one full minute. If the defender loses, he must not initiate any sort of challenge for one full minute. This Gift costs one Gnosis to use.

Disfigurement— Through vile whispers, the Garou can create a ugly, unsightly blemish or mark upon her target. By spending a Gnosis Trait and defeating her opponent in a Social Challenge, the Garou can bestow

the target with the Negative Social Trait: Repugnant. This Gift lasts for one session and is not cumulative.

Intermediate Gifts

Luna's Armor— As the Children of Gaia Gift.

Icy Chill of Despair— As the Philodox Gift: Roll Over.

Paralyzing Stare— As the Homid Gift.

Open Wounds— The Garou can cause the victim to bleed profusely from the next wound she inflicts upon him. Immediately after inflicting a wound to the subject, the Garou may spend a Gnosis Trait to make a Simple Test. If the Garou wins, the target suffers another normal wound. A vampire affected by this Gift does not suffer another wound, but she does lose a Blood Trait.

Advanced Gifts

Strength of the Dominator— The Garou may steal Rage from another Garou. If the user of the Gift defeats her opponent in a Mental Challenge, the target loses a Rage Trait to the user of the Gift. If the defender wins, the user of the Gift may not try to steal her Rage again that session. Stolen Rage, if it is not spent, returns to its user in ten minutes.

Obedience— The Garou can issue powerful Mental commands to an individual. The Garou must defeat her target in a Mental Challenge, and if she does so, she may spend a number of Mental Traits depending on the command given. The Gift cost a Gnosis Trait to attempt.

One Trait Perform a preferred act, or one directly in line with the target's nature

Two Traits Unlikely actions, or ones that do not oppose the target's nature

Three Traits Disliked actions, or ones completely against the target's nature

Five Traits Dangerous, but not suicidal or possibly fatal actions

Seven Traits Dangerous, potentially fatal actions

Silent Striders

Basic Gifts

Sense Wyrm— As the Metis Gift.

Speed of Thought— The Garou may spend a Mental Trait and gain the following Traits, which can only be used in reference to land movement: Quick, Quick and Tireless. If these Traits are not used within the next hour, they are lost.

Messenger's Fortitude— The Garou may travel great distances without experiencing hunger or fatigue. The Strider must continue to run to continue using this Gift. The Garou can run for up to three days non-stop, but must sleep for one week afterwards. The power costs a Mental Trait to use, and for a Gnosis Trait, another Garou may benefit from this Gift as well. In the game, this means that Garou using this Gift can cover long distances in a third of the normal time.

Intermediate Gifts

Blissful Ignorance— As the Ragabash Gift.

Summon Talisman— The Garou may summon forth a hand-sized item that has been dedicated specifically to her by the Rite of Talisman Dedication. This power costs a Gnosis Trait to use and cannot access items from the Umbra, unless the Gift: Grasp the Beyond is also known and used by the Garou.

Message Glance— The Garou can send quick, short messages to targets that are nearby and in line of sight. The Gift costs one Gnosis Trait for every five words sent. Because of the burst-like manner of this transmission, Telepathy cannot be used to listen in on these messages. A note or private conversation may be used to represent this Gift's use.

Adaptation— The Garou can overcome the harshest of conditions and survive in environments that would kill lesser beings. The Garou can resist the effects of high and low pressure, poisonous atmospheres, vacuum or extremes of temperature. The Gift costs one Gnosis Trait to use and lasts for one hour. For an additional Gnosis Trait, another Garou may benefit from this Gift.

Garou under the effects of this Gift are immune to natural sources of these types of damage.

Tongues— As the Homid Gift.

Speed Beyond Thought— The character possesses supernatural agility and coordination, demonstrating speed that outclasses human athletes and even her fellow Garou. If the character is aware of an upcoming physical threat, she may spend a Gnosis Trait to pre-empt the actions with an action of her own. Some examples of such threats include: melee attacks, falling objects, gunfire, oncoming cars or thrown objects.

During combat, a character may spend a Gnosis Trait to activate this Gift, which gives her an additional chance of harming her opponent (i.e., an extra attack). After the first test is resolved, the character with Speed Beyond Thought may perform an additional test to attempt to damage her opponent. This is a Simple Test. Note that the use of Speed Beyond Thought must be declared at the beginning of a challenge.

Attunement— As the Bone Gnawer Gift, except that it only works in the wilderness.

Advanced Gifts

Long Running— As the Glass Walker Gift.

Open Moon Gate— As the Ragabash Gift.

Reach the Umbra— By using this Gift, the Garou may simply and easily move from this world to the Umbra. The Gauntlet does not matter and a reflective surface isn't necessary. The Garou, however, must spend a Gnosis Trait and win or tie a Simple Test.

Silver Fangs

Basic Gifts

Sense Wyrm— As the Metis Gift.

Lambent Flame— The Garou emanates a silvery shower of light from her body, illuminating an area with up to a hundred foot radius. The light itself is harmless, but anyone engaged in melee against the Silver Fang must make an initial bid of two Traits to attack. Ranged attackers, on the other hand, act as if they had two additional Traits to their total. The Gift costs one Gnosis Trait to use and lasts for ten minutes.

Paralyzing Stare— As the Shadow Lord Gift.

Intermediate Gifts

Luna's Armor— As the Children of Gaia Gift.

Roll Over— As the Philodox Gift, but it costs no Gnosis Traits to use and only effects other Garou.

Silver Claws— As the Ahroun Gift.

Wrath of Gaia— The Garou can evoke terror and panic in the minions of the Wyrms. The Garou must spend a Gnosis Trait and defeat the target in a Mental Challenge to use this Gift. If successful, any creature that is of the Wyrms must flee in terror (some vampires are affected by this). They may stop their flight after ten minutes or when they are no longer within sight of the user of the Gift.

Mastery— The Garou can call upon the ancient rites of leadership to demand that other Garou obey her. She must expend a Gnosis Trait and defeat her foe in a Social Challenge. If successful, the subject must obey the command, as long as it is not suicidal, is straightforward, and can be executed quickly and immediately. The task may not take more than ten minutes to carry out.

Advanced Gifts

Ignore Wound— After suffering a grievous wound, the Garou can choose to ignore and thus dispel its effects entirely. Immediately after suffering the effects of a single combat challenge, the Garou may spend a Willpower Trait to totally disregard those effects. No other aspect of the challenge is altered. This Gift may only be used once per session.

Mindblock— The Garou can fortify her mind against the manipulations of others. While in use, this Gift provides the Garou with three Traits with which to resist any form of supernatural control represented by Mental or Social Challenges. Furthermore, the Garou wins any ties in challenges to resist that control. The Gift costs one Gnosis Trait to use and lasts for ten minutes.

Paws of the Newborn Cub— The Garou can temporarily cancel out a special combat power of a foe. The Gift costs a Gnosis Trait to use, and the Garou must defeat the victim in a Mental Challenge. Once the Garou has done so, she may cancel out one of the target's special combat powers, such as aggravated damage (one source only), claws, a Gift, the use of Blood Traits or regeneration.

Other powers may be affected at the Storyteller's discretion. Only one power per use may be affected in this way. The power returns after one full minute.

Luna's Avenger— The Garou can transform into a fierce engine of destruction in times of great need. By spending three Gnosis Traits, the Garou transforms her body into purest silver. In this form, the Garou avoids the harmful effects of silver, gains an extra Health Level, and augments her hand-to-hand damage so that it inflicts damage in the same manner as silver. The Gift lasts for ten minutes.

Stargazers

Basic Gifts

Sense Wyrm— As the Metis Gift.

Catfeet— As the Lupus Gift.

Surface Attunement— The Garou may spend a Gnosis Trait to activate this Gift, and for the next hour, he may pass effortlessly over mud, water, grease, oil, snow, ice, quicksand or similar substances without leaving a trace. The attunement can also be used to resist Gifts that mimic the effects of these surfaces.

Intermediate Gifts

Merciful Blow— If the Garou wins a normal combat challenge, she may choose to stun her opponent instead of inflicting damage. If so, the Garou must expend a Gnosis Trait. The foe is stunned for one full minute and may take no action except to defend herself against further attacks.

Clarity— With the expenditure of a Gnosis Trait, the Garou can see through obscurments, such as fog, smoke, complete darkness or even magical obscurement. The Gift lasts for ten minutes. Alternatively, the Gift can be used to see through someone else's personal disguise or Obfuscation. In this case, a Gnosis Trait must be spent, and the individual must be defeated in a Mental Challenge.

Preternatural Awareness— The Garou gains an uncanny insight into danger directed at her person. Anyone wishing to attack the Garou must first make a Simple Test. If the attacker wins, he is not impeded. If he ties, he suffers a one Trait penalty when attacking the Garou. If he loses, he suffers the penalty and his first attack misses entirely (neither party suffers a wound or loses Traits). The one Trait penalty lasts for the duration of the conflict. This Gift costs a Gnosis Trait to use and lasts for one conflict.

Advanced Gifts

Wisdom of the Seer— The Garou can contemplate the nocturnal heavens for the answer to a single, direct question. The cost is between one and three Gnosis Traits and is assigned by a Storyteller, along with the answer. Answers are often cryptic or unclear.

Circular Attack— The Garou can turn the supposed advantage of numbers against his attackers. This Gift

only works if the Garou is fighting alone and is attacked by two or more assailants. For every attacker beyond the first, the Garou gains a Trait to add to his total while his opponents lose any Traits they gained for attacking as a group. These Traits must be used in the immediate challenge, but the Garou will receive Traits for every challenge in which there are multiple attackers. This Gift does not cost Gnosis Traits to use and may be used as frequently as possible.

Uktena

Basic Gifts

Sense Magic— The Garou can expend a Gnosis Trait and tell if an item or a particular area is magical or enchanted (the area affected is quite small). To use this Gift on another individual, a Mental Challenge is required.

Spirit of the Fish— The Garou may breathe water and travel unhindered underwater. The Gift costs one Gnosis Trait to use, but lasts until the Garou surfaces or breathes air again.

Blur of the Milky Eye— As the Ragabash Gift.

Intermediate Gifts

Call Flame Spirit— The Garou can summon forth a fire spirit from an existing fire source to attack a foe of the Garou's choosing. The Garou must spend a Gnosis Trait and perform a Simple Test to use this Gift. If she loses the test, the spirit will attack her instead. Use the statistics for fire from the lupus Gift: Elemental Gift.

Secrets— The Garou may unearth one secret from a subject, ranging from relatively mundane knowledge to deep dark secrets. The Garou must first defeat the subject in a Mental Challenge. The Gnosis cost varies depending on the darkness of the secret.

One Gnosis— creature type, real name, embarrassing fact

Two Gnosis— alliance, sire, affair with another Garou, minor treachery or wrongdoing

Three Gnosis— Diabolist vampires, spying for the Wyrm or betrayal of a sept or tribe

Call Elemental — As the lupus Gift: Elemental Gift.

Advanced Gifts

Pointing the Bone— The Garou can channel energy into an old bone to cause her foes damage at a distance (within the same city or a few miles). The Garou must spend a Gnosis Trait and defeat her foe in a Physical Challenge. If the Garou wins, the victim suffers a wound. If the Garou fails, however, the victim is unharmed and may not be subjected to this Gift for the remainder of the session.

Fetish Doll— The Garou can create a small doll and use it to damage a foe over great distances at little risk. The doll requires part of the victim (or a close personal effect) and three Gnosis Traits to create. The Garou can then make Simple Tests to inflict damage upon the



target. One test may be made per minute. Winning inflicts an aggravated wound, tying inflicts a normal wound and losing destroys the doll completely.

Wendigo

Basic Gifts

Call the Breeze— The Garou may call up a strong, cold breeze at will. This breeze lasts only for a moment, but it will blow away insects or loose paper and extinguish candles, torches and oil lamps. This Gift costs one Gnosis Trait to use.

Camouflage— As the Ragabash Gift: Blur of the Milky Eye, but only usable in wilderness settings.

Cutting Wind— A painfully frigid wind blasts forth from the Garou, chilling opponents to the bone. The area of effect is ten feet wide and twenty feet long. Those within this area must make a Simple Test. If the defenders win, they are unharmed. If they tie, they suffer a one Trait penalty on any Physical Challenges. If they lose, they suffer a two Trait penalty on any Physical Challenges. The Gift costs a Gnosis to use and is over in an instant. The penalties, however, remain in effect for ten minutes.

Speak with the Wind Spirits — The Garou may beckon the nearby air spirits to bring him words spoken by others. The Garou may use this Gift to listen in on conversation of others nearby (fifty feet or so) as long as

there are no obstructions in the way. This Gift costs a Gnosis Trait to use and lasts for ten minutes.

Intermediate Gifts

Chill of the Early Frost— From the far north, the Garou calls forth the dreaded cold of midnight winters. The magical cold causes all creatures to suffer while out of doors and exposed to the numbing effects. If a victim is adapted to these conditions (like Crinos and Lupus Garou), the Gift will not affect him. Any other victim braving the hostile weather must make a Simple Test for every ten minutes spent outside. If the victim succeeds, she avoids any ill effects. If she ties, she is two Traits down on any Physical Challenge. If she loses, she suffers a wound and further penalties. Half-an-hour indoors is required to cancel these penalties. This Gift takes a hour to evoke and may only be used in winter, early spring or late fall if the location is anywhere other than Arctic or Antarctic regions. Each Gnosis Trait spent will increase the duration by one hour.

Attunement— As the Bone Gnawer Gift, but only in wilderness.

Counting Coup— The Garou can perform great feats of daring bravery when faced with a superior foe. The Garou attacks as normal, but instead of inflicting damage, she makes a Simple Test. If she wins, the victim temporarily loses a Renown Trait (if he has any). Furthermore, if the Gifted Garou goes on to overcome her opponent, a Storyteller may allow her to petition for a

Renown Trait at the next moot. This Gift may only be used in real life-or-death combat, not in brawls or mock fights. No foe can be the subject of this Gift more than once per session.

Advanced Gifts

Invoke the Spirits of the Storm— The Garou may call up any type of weather possible in the area at that time of the year. The Gift costs three Gnosis Traits to use and takes one to three hours to activate, depending of the severity of the weather change. If lasts for one full day or one game session.

Heart of Ice— The Garou can direct the icy vengeance of Wendigo himself into the heart of his foe. To use this power, the Garou must first know the victims full, true name, but range is not a factor. She must then spend three Gnosis Traits and defeat the foe in a Mental Challenge. If successful, she may try to tie or win a Simple Test each minute to inflict an aggravated wound upon the victim. The Garou may continue to do so until she loses a challenge or the victim dies. A vampire loses Blood Traits instead of suffering wounds— when the number of Traits is reduced to zero, she enters torpor. No individual may be subjected to this Gift more than once by the same Garou.

Rites

Rites are the formal yet highly-individualized mystic ceremonies of the Garou race. They are like recipes, utilizing the bounty of Gaia to create a spiritual repast for her most beloved children. Like a recipe, a rite bears the flavor of the auspice or tribe that performs it. No one would mistake the reflective meditations of a Stargazer rite with the savage pageantry of a Get of Fenris ceremony.

Regardless of the trappings of the rites, they share a common direction and bent and are often recognizable by other Garou in even the most unfamiliar of forms.

Rites can be broken down into several categories. As one would expect, the different auspices show an affinity for certain categories. Most noteworthy among these are the Theurges (Mystical, Seasonal and Caern Rites) and the Philodox (Accord and Punishment Rites). Other auspices often learn assorted rites befitting their natures, but not nearly as often as the Philodox and Theurges, who are expected to learn this ancient lore.

Enacting a Rite

All but the simplest of rites are performed by a group of three or more Garou. One participant coordinates the effort and is designated as the Ritemaster. The Ritemaster is the only member of the group that must know the rite, and, as a result, she directs the actions and channels the energies of the others.

Rites often demand intense, if not total, concentration. If undisturbed, a competent Ritemaster can cast a rite in about ten minutes for each level of the rite. Basic Rites require approximately 10 minutes, Intermediate Rites take approximately 20 Minutes and Advanced Rites can take up to 30 Minutes or more. An untested or inexperienced Garou can take twice as long.

Each rite has a requirement of a minimum number of Traits. This means that the Garou attempting the rite must match this minimum Trait requirement before he can perform the ceremony. These Traits are not spent—they are merely the minimum number of Traits the character must have in order to perform the ceremony. If the Ritemaster does not have enough Traits, but is within three Traits of the number required, then he can still make an attempt. If this is the case, the rite will take require as much time.

Additionally, a rite can take less time to perform if the Ritemaster has more Traits than needed. For every two Traits over the minimum needed, the Ritemaster can subtract five minutes from the time it takes to perform the rite.

Involving more Garou makes the rite easier to perform. For every two Garou beyond the minimum number necessary, a free additional Trait is gained by the Ritemaster to use in the ceremony. The following table shows the type of Traits that are used in different types of rites.

Rite	Type:
Accord	Social
Caern	Social
Death	Varies
Mystic	Mental
Punishment	Social
Renown	Social
Seasonal	Varies
Minor	Varies

Rite Level	Minimum Traits	Minimum Participants
Basic	5	3
Intermediate	8	5
Advanced	11	7

Minimum Participants

Some confident or desperate Garou attempt rites even when they do not have the necessary resources. If a rite does not have the minimum number of Garou necessary to complete the rite, the Ritemaster must spend a number of Mental Traits equal to the number of participants he is lacking.

Minimum Number of Traits

If a ceremony requires a minimum number of Traits from the Garou present, this pool of Traits is separate from the Traits that are actually risked. This is not part of the actual test, and the Traits of attending Garou are not actually part of the bid. The Traits risked in a rite are those of the Ritemaster.

Rites of Accord

These rites draw their power from connecting to the primal state of Gaia. That cycle is characterized by harmonious coexistence and rejuvenation.

To channel this power, the Garou must utilize an object that is unspoiled by the ravages of man or the Wym.

Basic Rites

Rite of Cleansing—The Wym and its minions leave their indelible taint on everything they touch. While this rite cannot affect the Wym or its minions directly, it can remove the taint of their presence. Once the taint is removed, the area, person or object may not be further infected for the rest of the session. The Gnosis cost varies with the area the Garou wishes to affect.

One Gnosis— one person or one man-sized object

Two Gnosis— small room

Three Gnosis—a large building

If a minion of the Wym is present in the contaminated object or area, it must first be defeated in order for the rite to work. Also, if the minion is not banished in time, it can reinfect the target.

Rite of Contrition—A Garou performs this rite when she has committed a slight, either real or imagined, against another Garou or spirit. This is an elaborate form of apology. When used on a spirit, it soothes its anger, and attacking the caster becomes difficult. The Garou must have an aspect of the subject (clothing, fur, a representation, etc.) The caster can then expend a Gnosis Trait and perform the Mental Challenge. She may bid additional Traits after the initial bid. For each additional Trait bid, a one Trait penalty is levied against the rite's subject, should he choose to ignore the rite. The effects of the rite end when the Garou initiate any sort of attack, when the spirit is insulted or when the session ends.

Rite of the Pack—In these last days, many packs are decimated by the raking claws of Death. Sadly, more than one Garou pack has been reduced to only one member after a surprise attack. For this reason, it has become important to create a means by which a pack may be made out of the fragments of other fallen packs. This has become a triumphant rite to perform, however. The Rite of the Pack is a statement of a renewed commitment to Gaia and a promise that the fight against the Wym will never end until victory is won.

If Garou are adding a member to their pack, they have to all agree to the addition. The Rite of the Pack is begun by telling the tales of the fallen comrades who are no longer with them. Then the pack's Alpha (or the last remaining member of the former pack) will go to each Garou and ask the totem of the pack to recognize the new pack member. At the end of this rite, the new pack howls as one, and they go immediately to the nearest tribe or sept elder and announce their new name and members. Usually a feast or hunt is planned for this occasion.

If an entirely new pack is formed, the Garou may attract a brand new totem and may also acquire a brand new quest.

Rite of Renunciation—Once in a rare while, a Garou will find herself unable to fulfill the role of the auspice under which she was born. This rite allows the Garou to take on a new auspice while leaving the old auspice (and any previous Rank) behind. It is also used by those wishing to leave some great shame behind and experience a rebirth of sorts. Those partaking of this rite are often frowned upon by the more conservative factions of Garou society and may even experience open hostility. The rite itself is easily performed, requiring no challenge or Gnosis cost. The subject must do this of her own free will. She can no longer learn Gifts of her previous auspice, but she does retain any old ones. For all other purposes, she is a fostern of her new auspice, with the minimum number of Renown in her chosen auspice. She may learn the appropriate Gifts of her new auspice with experience.

Intermediate Rites

Rite of the Opened Sky—When this rite is performed, a cool, cleansing rain showers down over the caern. The cost and effect of this rite is similar to the Rite of Contrition. Also, for every two additional Gnosis Traits spent, all Garou present are healed of a single wound, aggravated or otherwise. The Garou must sacrifice something of great personal value to enact this rite.

Caern Rites

These rites are aligned with the most sacred sites of Garou and Gaia. Caerns are the bosom from which all Garou are nourished. If the caerns were left to ebb and die out, the death of the Garou race would not be far behind.

These rites may only be performed while within a caern. This implies having the permission of the presiding Garou, as caern piracy is one of the foulest breeches of Garou etiquette. Furthermore, for every level of the caern, the Ritemaster receives a free Trait to use in the rite's contest. This is in addition to any other bonus Traits.



Basic Rites

Moot Rite— This rite must be performed to prepare the spirit realm surrounding a site for a coming moot. The ceremony is an integral part of the Opening Howl. If it is not performed, the moot will be cursed with ill-fortune and poor fellowship, and spirits will shun the event. It must be performed at least once per month or the strength of the caern will wane. During the course of the rite, two Gnosis Traits must be sacrificed for each level of the caern. For each month this rite is ignored, the caern will drop one level of power until it is dormant. These Gnosis Traits are spent during the Revel stage of the moot and may come from any Garou present for the moot.

Intermediate Rites

Rite of the Open Caern— Caerns are founts of enormous mystical energy. Each caern has its own power. Knowledge, Strength, Healing, Gnosis, Rage and Defense are a few examples. A brave Garou can attempt to harness those energies with this rite. The Garou must enter a Social Challenge with the caern's rating (one to five) with benefit of the caern's extra Traits. If she wins, the Garou can utilize a single use of the caern's power or add the caern's rating, as Traits, to her own in a future challenge appropriate to the caern's special purpose (this is not cumulative). If the Garou fails, she suffers a number of aggravated wounds equal to the caern's rating divided by two (round up). These wounds may be reduced to normal damage if a Gnosis point is spent on each one.

The Dagger's Darrow— The Garou can use this rite to forge a mystic sense between herself and the area about the caern. No challenge is necessary to enact this rite, but interpreting its results can be difficult. For every Mental Trait the Garou expends, she can ask a yes/no or short answer question. Each question is accompanied by a Static Mental Challenge, which must be won or tied to receive an answer. This rite may only be used once per session, and questions may not be repeated. Furthermore, questions can only concern the caern, its nearby surroundings, contents, current state or historical events about it.

Advanced Rites

Rite of the Opened Bridge— This well-protected rite has served the Garou since ancient times, helping distant septa keep in touch with each other and providing a means of quick travel in times of dire necessity. The rite coerces the guardian spirit of a caern to establish a portal to another caern. A rare Pathstone or Moongem is needed at each end of the Moon Bridge for this ritual. The Garou must spend a Gnosis point and win or tie the challenge to open the Bridge. If successful, a bond is formed between the two caerns, and either the Rite of the Opened Caern or the Gift: Open Moon Bridge can activate the Bridge at any time for the next full year. If she loses, all future attempts to that particular caern are one Trait higher (this is cumulative) and the Storyteller should make a second secret Simple Test. If the result is

a tie, anyone using the bridge is instead transported to a undesired location. If the result is a loss, the caern may not be the start or end point for any bridge for a full year, and the Ritemaster may be subjected to the Rite of Ostracism. The maximum range of the bridge is 1000 miles.

Rite of the Shrouded Glen — The Garou can create a concealing veil over a small area in the Umbra. To observers outside of the field, the area appears to be empty and unremarkable. The cost varies with the size of the target area.

One Gnosis	Small room, fire circle
Two Gnosis	Large room, small glade
Three Gnosis	Small copse, large home, field
Four Gnosis	Football field, mansion

Creatures with exceptional powers of perception can try to penetrate the shrouded area by winning a Mental Challenge against the caster.

For every Mental Trait expended, the rite lasts for thirty minutes.

Rite of Caern Building — In times of old, before the Wym gained its stranglehold about Gaia's neck, Garou would use this rite sparingly. Today, its use is hardly ever seen. Its benefits are almost always outweighed by its difficulties and dangers. First of all, an enormous quantity of Gnosis is needed (50 Traits at best). Once engaged in the rite, the Ritemaster is helpless and must be defended from the numerous minions of the Wym that invariably arrive to prevent the rite. If less than 50 Gnosis Traits are available, Garou participating will begin to suffer aggravated wounds. Each will suffer a wound, which will in turn provide three more Gnosis points until the requisite 50 is made. Every hour, the Ritemaster may make a number of Simple Tests equal to the total number of Gnosis Traits available. Once all 50 Simple Tests are made, count up the total number of successes. If twenty or more Simple Tests are made, all is well— see below for newborn caern's rating.

20+ Successes	Level One
25+ Successes	Level Two
35+ Successes	Level Three
40+ Successes	Level Four
50+ Successes	Level Five

If fewer than twenty successes were made, divide the number of successes that were needed among the participants (round up) as levels of aggravated damage. The rite fails.

To have participated in such a rite is a legendary feat deserving of Renown, even though it might be a posthumous reward.

Rites of Death

Having spent their lives so close to the spirit world, Garou understand death as an essential part of Gaia's

cycle and show the appropriate homage for it instead of showing fear or ignorance.

Basic Rites

Gathering for the Departed— The rite eases the passage of a fallen Garou to the Umbra and his totem. If it is neglected, the spirit may become lost and haunt his old companions until they give her this honor.

Rite of the Winter Wolf— There comes a time in a Garou's life when he can no longer serve the tribe or find purpose in this world. In a solemn and serious ceremony, the tales of his life is sung by his fellow Garou. The ceremony ends as the Garou retires to a secluded place where he will take his own life. This rite is immediately followed by the Gathering for the Departed.

Mystic Rites

These rites call forth spirits and Umbral entities to the Garou that performs them. This is considered a solitary affair, as it is performed by a lone Ritemaster (a ceremony can be performed somewhere else). The results often occur in complete privacy.

Basic Rites

Baptism of Fire— This rite is used to help Garou keep track of their young, the cubs who will one day share in task of defending Gaia. It leaves a permanent spiritual mark upon the child that is only lifted upon the completion of the Rite of Passage. Until that time, she may be found as if the caster were using the Ritual of the Questing Stone. Rumor has it that Black Spiral Dancers (and worse) may be taking advantage of this rite to track down Garou young for their own purposes.

Rite of Spirit Awakening— This rite awakens the sleeping spirit in an object or a place. If the rite is performed on an object, the sleeping spirit will "wake up." The spirit is now available to be commanded or bound. Usually an object's spirit is a Gaffling or Jagging. If this rite is done to a fetish or talen that has been discovered, it allows the Ritualist to speak briefly with the inhabiting spirit and perhaps learn some of the secrets of the fetish or talen. In addition, natural herbs that have been specially dried and treated with this rite gain special powers of various kinds. These herbs are assigned a Gnosis Trait rating based on how much of the herbs are gathered. For example, properly prepared yaupon banishes fatigue and negates the need for sleep. Plantain can heal a number of wound levels equal to its Gnosis pool. The Spirit Keeper will have to decide what sacred foods and herbs do in the context of her story and decide what is available in a given area.

When this rite is used on an area or larger object, like a car, it awakens its spirit in the Umbra and allows the Garou to interact with it. So, a Rite of Spirit Awakening done on a Garou's apartment building may cause the

building's spirit to awaken and discuss with its Garou tenant how it could be helped by a few coats of paint and a new heating system (as well the spiritual benefits that could be achieved if that loud young man on the third floor would just turn his music down). It can be useful, however, to be a friend of the spirit of the place in which you live, or the spirit of the car that you drive. Glass Walkers are particularly adept at speaking to technology spirits, and often Awaken even the floppy disks they use.

Rite of the Cup— This rite allows Garou to exchange Gnosis with each other, either receiving it or giving it. It requires two Garou, or one Garou and a spirit.

The Rite of the Cup requires that each Garou participating spends one of the following Mental Traits: Calm, Disciplined, Insightful, Intuitive, Patient, Reflective or Wise. If the Garou in question does not possess one of these Mental Traits, he may not take part in the rite.

A ritual cup is prepared: it can be any kind of cup, from a styrofoam coffee cup to a crystal goblet or a beer stein. The container is filled with water. At this point, everyone decides where their Gnosis is going. If there is a dispute, than the person who is performing the rite decides where the Gnosis goes. Once the rite begins, the Gnosis cannot be removed. The Gnosis then travels through the water into the Garou and the rite is over— the Garou do not have to drink the water to get the Gnosis.

Gnosis may be stored by performing this rite with the assistance of an invested, bound spirit who agrees to hold the Gnosis and is accessed again by another use of the rite (Investiture is discussed under "The Rite of Binding"). There is no effective limit to the amount of Gnosis that can be transferred, but Garou cannot possess a number of Gnosis Traits higher than her Gnosis Pool.

Ritual of the Questing Stone— By enacting this rite, the Garou forms a sympathetic magical link between the subject and either a piece of the subject or a close possession. This trinket is necessary to successfully cast the rite and is destroyed in the casting. The Ritemaster will feel a slight tug by the trinket in the direction of its owner. The subject must be within one mile for the rite to work. The magic fades after one hour. After the rite has been performed, the player whose character is the Ritemaster may ask any other player or Storyteller (out of play, of course) where the subject was last seen. The person who answers must answer honestly.

Rite of the Talisman Dedication— Normally, when a Garou changes forms, her possessions are left behind or destroyed. This rite is used to convince a minor spirit to inhabit an item so that it will change with the Garou. The exact cost varies.

One Gnosis— set of clothes, low tech item (knife, jewelry, etc...)

Two Gnosis— handgun, small electronic device, body armor

Three Gnosis— rifle, laptop computer

The rite is permanent unless the spirit is somehow destroyed or released. In no case may a Garou have more Traits worth of items bound to her than her total Gnosis score. (Note that if an "inappropriate" technological item, such as a Nintendo Game Boy or a power drill, is bound by a Garou who isn't a Bone Gnawer or Glass Walker, that individual may lose Renown.)

Intermediate Rites

Rite of Becoming— This powerful rite can only be performed at an Anchorhead domain. It allows the Garou to travel into the Deep Umbra. The Umbra is a potentially dangerous place; the Deep Umbra is worse. Garou hurling themselves into this realm better be well-prepared and capable of dealing with malefic entities. In addition to the normal challenge, this rite costs three Gnosis Traits to use.

Rite of Summoning— One of the most potentially powerful of rites, the Rite of Summoning, enables a Garou to call up a spirit from the Umbra. The Rite of Summoning is possible because of the respect that most spirits have for the Garou: they are, after all, the Defenders of Gaia. It is only when this respect is abused or when the Garou do not return respect that problems develop.

The Rite of Summoning takes at least thirty minutes of game time. It is not something that is done in the middle of combat. Part of the rite involves going to the Spirit Keeper and informing her that you will have begun preparations for a Rite of Summoning.

She will ask you the following questions:

- What type of spirit are you trying to summon?
- What is the affinity of the spirit are you trying to summon?
- Have you summoned this spirit before? If so, do you know its name?
- Are you searching for any spirit that meets this description, or are you willing to accept any spirit that comes?

She will then do a Static Gnosis Challenge with you. The difficulty should be based on the type and affinity of the spirit being called. Here are some guidelines. The Spirit Keeper will need to tailor the difficulty to fit the situation. Certainly a Ritualist should not be able to guess the difficulty too easily.

A Garou can choose to spend Gnosis Traits before the challenge to reduce the difficulty.

Unless the Garou is in the Umbra, she must first overcome the Gauntlet in order to summon a spirit. This is done either by spending a Mental Trait or a Gnosis Trait. Summoning the spirit in the Umbra is much easier, however. The Garou must step sideways first.

After approximately 30 minutes passes from the time when the Ritualist first contacted the Spirit Keeper, she will approach the Ritualist with either a "hat" with slips of paper representing the potential spirits being sum-

Spirit Type	Basic Difficulty
Jagging	4
Gaffling	5
Totem Avatar	6
Incarna Avatar	7
Affinity	Difficulty Modifier
Healing	+1
War	+2
Enigmas	0
Tribal Totem	-3
Pack Totem	-2
Wyrm	+3
Weaver	+2
Wyld	+3
Miscellaneous	Modifier
Summoned the spirit before	-1
Knows spirit's name	-3
Lupus breed	-1
Theurge auspice	-1
On a mission for Gaia	-2
To fight the Wyrm	+2
To fight another Garou	+3
Will take any spirit	-4
Per extra Gnosis Trait spent	-1
Each Notoriety Trait of the summoner	+1

moned, or will simply prepare a "spirit sheet" for this rite. She may wish to roleplay the initial contact with the spirit. At any rate, Garou can choose to use one of six basic tactics to get a spirit to serve him:

- You may politely *request* that a spirit do something. This is usually followed up by an offer of reward (bargaining requires a Social Challenge). A minor or major Geasa may be "thrown into the pot" as an initial bid or added later to an offer or counter-offer. This is the preferred method for both spirits and Garou, and actually sets up a potential future relationship between them.
- You may *command* a Spirit to do something, appealing to its sense of duty. This is usually followed by a threat of some kind. (Leadership Social Challenge)
- You may *challenge* the spirit to a riddle game or some other contest to vie for control, usually with some offer of a Geasa-burden made by the summoner to balance out the service of the spirit. (Enigmas Mental Challenge)
- You may use a *Gift* to command the spirit. Of course this has its own potential problems.*
- You may use your prowess and strength to *intimidate* the spirit (Intimidation Social Challenge).*
- You may *attack* the spirit and force it to agree to serve you. ("Bullying" requires a Physical Challenge).*

* You may gain Notoriety by using this method.

If the spirit wins the initial challenge, it may immediately depart. If the spirit loses, it will usually serve the summoner to the best of its ability and then depart. A Ritualist may use continued commanding tactics to get the spirit to continue to serve him.

The amount of knowledge that the Spirit Keeper will pass on to the summoner concerning the spirit she's summoned is pretty much determined by the relationship between the summoner and the spirit. If it's a good one, and the spirit is likely to do anything that the summoner asks, the Spirit Keeper can simply give a "spirit sheet" to the summoner. Otherwise, she has to arrange with the summoner exactly what he wants from of the spirit and decide what happens as a result of the spirit's decision to obey or disobey.

Rite of Binding— This rite binds a spirit to a specific real-world object or a specific place in the Umbra. The object must be brought into the Umbra after being dedicated by the Rite of Talisman Dedication.

There are three kinds of binding:

- **Anchoring**— This prevents a spirit from leaving and gives the Ritualist the power to communicate with the bound spirit. Thus, the spirit can use its charms and senses to report to the Ritualist. This Binding is temporary, although it can be made permanent. Septs often bind spirits in this manner to keep watch on the bawn in the Umbra.

The cost of this kind of Binding is one Gnosis Trait, plus one extra Gnosis Trait if the bound spirit is a Totem or Incarna Avatar. The Ritualist must ask and receive permission to bind the spirit in such a fashion. This can either be a result of roleplaying or a result of several successful Mental and Social Challenges. This version of the Rite of Binding does not gain the Ritualist Notoriety. To a spirit, this is the equivalent of "working a part-time job."

- **Investiture**— A spirit is bound into an item, which then becomes a specific talen. The affinity of the spirit is important for this. The enchanting Garou sacrifices a Gnosis Trait and one other appropriate Trait in the investiture, and must get permission from the spirit so invested (see #1, above). The result is a talen. A talen must have a spirit of an appropriate affinity (Bane Arrows must have spirits of War in them, etc.).

- **Imprisonment**— A spirit is bound into an item, which subsequently imprisons that spirit. The spirit cannot break free unless someone breaks the object or the binding. Usually a Garou wishing to imprison a spirit will beat the spirit into submission and then, when the spirit has only one Health Level remaining, enact the Rite of Binding and imprison it. The Garou can communicate with a spirit bound in this manner, although it cannot use its Charms. It can, however, use its Mental and Social Traits in challenges, particularly on unsuspecting Garou who might be persuaded to break the prison and set the

spirit free. Usually, by the time a spirit is freed after many years of imprisonment, it is restored to full health and power and is quite angry at the person who originally bound it.

Regardless of whether a spirit is evil when it is bound, the Ritualist gains an automatic Notoriety Trait just by performing this version of the Rite of Binding.

The Rite of Binding requires 10 minutes of game time and the attention of the Spirit Keeper.

Advanced Rites

Rite of the Fetish— The Rite of the Fetish takes a spirit and permanently binds it into a prepared object. The object then becomes a magical thing, a fetish with specific powers. The object must be appropriate to the fetish being created. It must be prepared with the following rites: Rite of Cleansing, Rite of Talisman Dedication and Rite of Spirit Awakening. This purifies the object, binds the object to the Ritualist and creates a spiritual “home” inside the object for the purpose of housing a spirit.

Usually, a spirit is then either summoned or released near the Ritualist in the Umbra. The spirit must be of a type and affinity appropriate to the Fetish being created. The Ritualist then must formally ask the spirit to enter the fetish, and sacrifice an appropriate Trait (Physical for a war-fetish, Mental for a mind-fetish, etc.). If the spirit complies of its own accord, freely, then the fetish is normal. If the spirit is compelled in any way, there is a chance that the fetish will become cursed or possessed. A cursed fetish can be cleansed through repeated Rites of Cleansing and Gnosis sacrifices to the fetish. A possessed fetish will use its powers only when it deems them to be necessary. This is actually not so bad— a Garou might think some people should not use the fetish. The Spirit Keeper decides whether the fetish is cursed or possessed.

Casting this rite requires an hour of ritual and one Gnosis Trait per “level” of spirit required. See the guidelines below for required spirit types:

Fetish Cost	Type
1	Gaffling
2	Jagging
3	Totem Avatar
4-5	Incarna Avatar

Using the Rite of the Fetish automatically gains a Ritualist two Notoriety Traits, regardless of how the rite is conducted, although these can be negated by the use of Major Geasa if the spirit is willing to allow that. Once the rite is finished, the fetish must be wrapped in red cloth (preferably silk) and sit for an entire month. This gives the Spirit Keeper time to devise the rules and game elements for the fetish.

Punishment Rites

In a race as isolated as the Garou, the regard and fellowship of one’s peers is of paramount importance. It is no surprise that their punishments for transgressions rely so heavily on the pack, tribe and sept. This is usually enough, but for truly heinous or repeated offenses, these rites may be brought to bear.

Basic Rites

Rite of Ostracism— This rite serves as a punishment by peers for those Garou who would commit lesser crimes in the eyes of other Garou. The length of the rite varies with the severity of the crime. It can be permanent, if necessary. While under this sentence, the Garou is ignored by other Garou, not allowed to participate in any functions and may not use her status Traits. For all practical purposes, they cease to exist. No challenge is necessary. Players whose characters are subjected to this rite will find themselves left out of plots and unable to participate in the Garou portion of a session.

Intermediate Rites

Stone of Scorn— This rite is one of the more creative punishments among the Garou and is reserved for crimes of honor. The rite binds minor spirits of suffering and shame to a large rock. The offender is positioned over it. Any member of the tribe may hurl insults at the guilty Garou. The punishment lasts one night, at which time the target loses a Status Trait. This Trait is not regained until the end of the next session. No challenge is necessary.

Voice of the Jackal— When the Garou is found guilty of an act of base cowardice, he can be subjected to this rite. When the rite is performed, the Garou is cursed with a shrill, high pitched voice (which she must roleplay) and is two Traits down on any Social Challenges involving speech. The rite which lasts for the entire session.

The Hunt— This rite is used on a Garou who is guilty of a terrible crime against her people that only death can exonerate. No Garou will offer the offender shelter or aid and all will hunt her. Upon the Garou’s death, her honor is restored. If the challenge is successful, the combat will begin (the hunted is inevitably killed). If the challenge fails, the prey has somehow escaped the area, but if she returns, she will be killed on sight.

Satire Rite— A favorite rite of the Half-Moons and the Moon Dancers, this ritual heaps ridicule and shame upon a Garou. These poignant insults and ribald tales go down in the permanent oral history of the Garou. No challenge is necessary, and a Garou who is subjected to this rite permanently loses a Glory or Honor Trait.

Advanced Rites

The Rending of the Veil— When used on a human, this rite dispels the protection of the Veil so that she can see the Garou in all their glory. The rite lasts for an entire night, but few will survive the fury of the Garou for that long.

Gaia's Vengeful

Teeth— This hideous rite is reserved for Garou guilty of the foulest and most horrible crimes, such as consorting with the Wyrms, killing or causing the death of her fellow Garou and the like. The rite is permanent and causes any natural surface the victim touches to transform into razor sharp silver with every step. Furthermore, it prevents the Garou from stepping sideways. The cursed Garou is then chased into the ground. Every step taken by the character requires a Static Physical Challenge against ten Traits; if the character fails, he takes an aggravated wound. Standing still will inflict wounds at a rate of one wound every three seconds.

Rites of Renown

These rites serve to reward Garou who distinguish themselves in any of the Garou virtues. Many Garou dream of frequently receiving the accolades of these rites.

Basic Rites

Rite of Accomplishment— When a Garou performs a great deed against the Wyrms or shows uncommon valor, her peers may choose to perform this rite in her honor. The Rite of Accomplishment is generally enacted in the Stories and Songs portion of a moot and is almost invariably presided over by Galliards. Its purpose is to award a Garou Renown for a recent deed. The Ritemaster

extols the virtues of the supplicant, and while no challenge is made, any Garou who wish to dispute the claim to Renown can do so. If the majority of Garou present agree, the subject receives the Renown Trait.

Rite of Passage— This rite serves as the “coming of age” ceremony for Garou. It is the time when their true nature is awakened within them. They are introduced to

their fellows as well as their heritage. Usually, some quest or trial must also be performed instead of a challenge. This trial can vary greatly. Without this rite, a young Garou may not question or challenge his elders and has no voice whatsoever within Garou society.

Rite of Wounding— This rite is held in high regards among the more martial tribes and auspices. It celebrates the first wound a Garou receives in true battle. It is generally presided over by Ahroun regardless of the subject's auspice. If it is neglected, other Garou will seriously doubt the new warrior's competence and prowess. This is particularly true of Ahroun, who will challenge any Rite of Accomplishment until the Rite of Wounding is performed.

Seasonal Rites

In ancient times, the Garou, men, women and wolves had to be keenly aware of the seasons. Failing to do so would mean starving in the bitter winter cold, broiling in the summer heat or not being prepared for the fertile spring or abundant autumn. On a grander scale, the seasons reflect Gaia's own mortal cycle of yearly renewal.



Basic Rites

Rite of the Hunting Grounds—The Garou using this rite may choose to mark a single area as her own. After doing so, Garou and natural wolves will instantly recognize this mark. Others with enhanced sensory powers will realize something is strange, but will not recognize its importance without an Occult Mental Challenge (risking two Traits).

Backgrounds

Backgrounds represent special advantages the character possesses by virtue of birth, hard work or plain luck. No more than five points may be allocated to a single Background. Backgrounds help to define the character and set him apart as an individual. They should be chosen to flesh out the player's conception of her character rather than bolster her character's power and effectiveness. Unlike Gifts, Attributes or Abilities, Backgrounds may be lost during the course of play. Furthermore, they do not generally increase through experience (although some do).

Pure Breed

The Garou hold their dead heroes and mystics in high regard. To actually share the same blood as one of these Garou of Renown bestows a great honor, as well as responsibility. All other Garou automatically sense the noble lineage within the bearer. A character with the Pure Breed background gains an additional Social Trait for each level of Pure Breed—these Traits may only be used in challenges with other Garou. In exchange, those “of the blood” are expected to live up to the standards of their famous ancestors and are given far less lenience than other “common” stock Garou.

Past Life

The Garou can call upon the knowledge of his dead ancestors in times of need. For each level of Past Life, the Garou may try to use an Ability she does not have or has already expended. To do so, the player must win a Simple Test. Additionally, the Storyteller may rule that certain Abilities are not accessible to the character in this manner. This may only be attempted once per session per level taken. Roleplaying this Background can be quite entertaining.

Fetish

Many cultures have a tradition of passing on physical items that are held in high regard by the young. Among the Garou, this tradition is especially important because the relics of their past are often totems of mystical power. A Garou who carries one of these items may draw upon its powers. Being chosen to carry one of these items is a great honor to the Garou and should be taken very

seriously. The Storyteller will assign a fetish appropriate to the level of Background taken.

Rites

The Garou has been introduced to the mysteries of the rites and celebration of her race. She knows the traditions and trappings of these rites and can identify them by drawing upon her knowledge of them (the player must win or tie on a Static Challenge). Furthermore, she may have been taught how to perform a few of these rites.

One Point — Has knowledge of Basic Rites

Two Points — Has knowledge of Basic Rites and can perform one Basic Rite

Three Points — Has knowledge of Basic and Intermediate Rites, or has knowledge of Basic Rites and can perform two Basic Rites

Four Points — Has knowledge of Basic, Intermediate and Advanced Rites, or has knowledge of Basic and Intermediate Rites and can perform three Basic Rites

Five Points — Has knowledge of Basic, Intermediate and Advanced Rites and can perform three Basic Rites and one Intermediate Rite.

Individual Rites may be learned by any Garou who can find a willing teacher and pays the appropriate experience cost. Teachers often ask would-be students for hefty favors or require difficult quests before passing on their guarded knowledge.

Influence

A Garou with Influence Traits has gained a certain degree of control in aspects of normal human society. While many Garou shun taking such an active role in human affairs, others see it as the only way to keep accurate tabs on certain organizations and groups. Other forms of influence can reflect access to contacts, allies or the aid of Kinfolk.

Possible areas of influence include the following:

- **Bureaucracy** — city government
- **Church** — religious establishments
- **Finance** — big business
- **Health** — hospitals, morgues, etc.
- **High Society** — rich dilettantes and art community
- **Industry** — unions, steel mills, etc.
- **Legal** — lawyers, judges, etc.
- **Media** — television, radio, newspapers
- **Occult** — cult leaders, occult bookstore owners, etc.
- **Police** — local law enforcement
- **Politics** — politicians
- **Street** — street-level crime
- **Transportation** — bus terminals, airlines, harbor masters
- **Underworld** — organized crime

One area of influence may be chosen for every level of this Background. Note that Influence does not give you knowledge of a particular area (Abilities handle that), but it does give you sway over a certain area of human society.

A character with influence is usually given Influence Cards to represent the areas of influence he controls. Influences may be spent during the game to affect an area of society. Some influences may even allow you to gain something that you desire. Turning your Finance Influence into quick cash is one example. In most cases where Influence is spent, a challenge is not necessary. Influence Cards spent in this fashion are returned at the beginning of the next session. Influence may also be loaned to others. In this case, the card is given to another player and is not returned to its owner until after it is spent or it is returned.

Totem

When a pack is formed, its members often choose a totem spirit to watch over them. This spirit is summoned by all the members of the pack and is created using the total score of the pack's Totem Background.

Costs to build the spirit are as follows:

- One point Provides three Traits to divide among the Totem's Willpower, Rage or Gnosis (minimum of one each)
- One point The totem can speak
- One point The totem can locate and appear in the presence of any pack member
- Two points The totem spend the majority of its time around the pack and is readily available to them.
- Two points The totem has a degree of respect among fellow spirits (may retest a single

Social Challenge with a spirit per session)

Five points Totem can contact and interact with the Physical world for brief periods of time when the need is great.

Willpower, Rage and Gnosis

The following Traits allow the Garou to perform miraculous feats beyond human capacity. These Traits are not represented as adjectives—they are a pool from which the character may draw. These Traits can be represented by cards—a card is torn up when a Trait is used.

Willpower

Within each of us, we have the ability to do incredible things. In times of catastrophe, ordinary people have been known to perform extraordinary feats. If the circumstances are just right, an average person could lift an automobile to save a pinned pedestrian or run through a burning building to save a trapped child. A determined man

can even fight death itself if he truly has the will to live. In **The Apocalypse**, this ability to do the near impossible is governed by a Trait known as Willpower. Willpower gives a character the extra strength necessary to overcome obstacles and succeed where others would give up and fail.

Each character begins the game with a number of Willpower Traits. For Garou, the number of Traits depends on the character's tribe. These Willpower Traits can be used for almost anything that the player deems important. A few examples of how Willpower can be used by Garou are listed below.



- Willpower can be used to negate the effects of frenzy (by using a Willpower Trait, the character gains a new tolerance of the situation that would ordinarily throw her into frenzy).

- Willpower allows the character to replenish all of her lost Traits in any one category: Physical, Social or Mental.

- Willpower allows a character to ignore the side effects of wounds, such as Incapacitation, for one challenge.

- A Willpower Trait can be expended to negate the effects of any one Mental or Social Challenge.

Once a Willpower point has been used, it is gone until the end of the story. At that time the character regains all Willpower used during the course of the story. It is possible that a Narrator may choose to give a character Willpower during the course of a story as a reward for exceptional roleplaying. Such a reward would be given for playing a Nature appropriately, acting out a Derangement in an appropriate fashion or any other reason the Narrator deems suitable. This should not, however, be a common occurrence.

Rage

Rage is the all-consuming passion inherent in every Garou. It is also what she uses to change form, turning from her natural state, Lupus or Homid, to the various forms known to the Changing Breed. Rage is a tool of destruction, of anger and violence. It can be a dark impulse pushing the Garou to acts of senseless bloodshed and murder. When used constructively against the forces of the Wyrms, this violence can be a useful thing, destroying the enemies of Gaia and protecting the world from destruction and the coming Apocalypse. But rage must be tempered, because if it overwhelms the wielder, then

she is no more than a mindless instrument of destruction—a perfect tool of the Wyrms.

Rage Traits are not described as adjectives. Each character has a Rage rating. Rage Cards can be used to represent a character's rage: a Rage Card is torn up when a Rage Trait is used.

Using Rage

Rage can be used in many ways, depending on the needs of the character. Several examples of how Rage can be used in the course of a story are listed below.

- **Changing Forms**— Changing forms is easier with the use of Rage. By expending a Rage Trait, you are able to change into another form immediately. Otherwise, changing into another form takes a number of seconds equal to the number of Social Traits you possess; you may, however, take your natural form automatically without spending Rage.

- **Extra Action**— Rage can give the character the ability to perform extra feats during a challenge. This means that a character can

challenge several players to different tests at the same time with no penalty. The number of players challenged depends on the number of Rage Traits spent.

- **Extra Attacks**— A werewolf can also use Rage to attack with greater frequency and ferocity. A Garou who has just won a Physical Challenge (attacking someone) can immediately expend a Rage Trait and do a second test to attempt to inflict a second wound on a foe. This test occurs before a new challenge can begin. Furthermore, the Garou who expended Rage cannot be wounded as a result of this second test, unless, of course, his



opponent has also spent Rage (or Celerity, in the case of vampires).

For example, if a character is being attacked by two opponents at the same time, the defending character can spend a Rage Trait to acquire an extra action. Thus, he will be able to defend himself against both opponents in a challenge while suffering no penalty.

- **Remaining Active:** When a character becomes Incapacitated from losing a challenge, she may use a Rage Trait to bring herself up one Health Level so that she may continue to fight.

Once a character loses all of her Rage, she is no longer able to change forms. She has “lost the wolf” within and will revert to her natural form, whether that is Lupus or Homid.

Regaining Rage:

- **The Moon:** When the character first sees the moon at night, something deep in his soul surges. The character regains one Rage Trait.

- **Confrontation:** At the beginning of any new conflict in which a challenge is involved, the character regains a Rage Trait. Only one Rage Trait is regained during the confrontation, regardless of the number of challenges.

- **Wounds:** The first time a Garou is wounded in an evening, he regains a Rage Trait. This is only done once per day.

- **Humiliation:** The character may regain a Rage Trait during a particularly humiliating situation. Awarding this Trait is the Narrator’s option.

Gnosis

Gnosis is the power of Gaia within a Garou. It is her power made real. Garou gain Gnosis as part of their connection with Her. They lose Gnosis when they use Her power to affect reality or make permanent changes.

Beginning Gnosis is determined by breed, because the birth of a Garou establishes his initial connection to

Gaia. You may gain extra Gnosis Traits by spending experience and becoming more spiritually aware in a roleplaying sense— either through meditation or guidance.

Gnosis Traits are used in Gifts and rites, and one Gnosis Trait can be spent to immediately step sideways into the Umbra (see “Spirit”, Stepping Sideways).

Garou have both Gnosis Traits and a Gnosis Pool. The Gnosis Pool determines how many Gnosis Traits a Garou can store within herself. Gnosis Traits can be bid and spent in Static Challenges just like other Traits.

Garou regain their spent Gnosis Traits in the following ways:

- **Meditation:** You must have the Meditation Ability to do this. A Garou may spend a Mental Trait and get a Gnosis Trait if she has ten minutes to meditate alone. Of course, this must be a relevant Mental Trait.

- **Fetish:** A Garou may gain Gnosis from a fetish, such as a Tear of Renewal (see “Fetishes”).

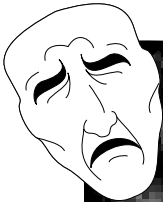
- **Spirits:** A Garou may gain Gnosis through an Engling spirit. Either by summoning the Engling or running across it in the Umbra, the Garou must convince the Engling to give itself up for the benefit of the Garou. If it agrees, the Engling will give itself up to the Garou, and, in death, it will recharge all the Gnosis Pools of the Garou participating. The Spirit Keeper has the option of complicating this process.

- **Rites:** A Garou may gain Gnosis through the Rite of the Cup (see Spirit Rites, below), although this Gnosis is actually shared Gnosis, and it must come from another Garou or a spirit.

In the Umbra, a Gnosis Trait may be spent to change the reality of the Umbra in some fashion— you may use one to step through an Umbral wall, hide your Umbral form briefly or provide some light in darkness.

Unless a Gift specifies otherwise, you may not spend Rage and Gnosis during the same challenge.

The Apocalypse





Chapter Five: Rules

“Rules! We’ve got some rules around this house...”

—Grandpa, “The Lost Boys”

There are times when a player will want to have her character do something that can’t be accomplished through simple roleplaying, such as attacking another person, picking a lock or even searching for a file in a computer system. When this happens, you need rules.

Rules are an important part of any game: they define what can and cannot be done. Without them, there would be no winners or losers— in effect, there would be no limits. Your limitations and parameters help to define who you are and give you a sense of accomplishment when you manage to triumph over others.

Still, the primary focus of this game is to tell a good story, and it’s always best to try to defeat your opponents through roleplaying and manipulation rather than by direct confrontation. When confrontation does occur, rules are necessary to govern those situations.

Time

Time in **Mind’s Eye Theatre** works as it does in real life. It moves forward inexorably, relentlessly. For the most part, everything is played out in real time, and players are expected to stay in character unless they have a rules question.

During the course of a story, it is assumed that a player is always “in character.” A player should never drop

character when interacting with other players. Doing so ruins the atmosphere for everyone involved. Challenges may be talked through, but a player is always considered to be active in the game. If a player needs to take a break, he should inform a Narrator. That player should not interact with any of the other players while out of character.

The only other exception is when a Narrator calls for a “time out.” This may be necessary to resolve a dispute or to change the scene if the story calls for it. When “Time Out!” is called, all players within hearing distance must stop whatever they are doing until the Narrator calls out the word “Resume.” Time outs should be kept to a minimum, since they interrupt the flow of the story.

Challenges

“Mr. Lee, are you ready?”

—nameless toady, “Enter the Dragon”

During the course of most stories, there will come a time when two or more players will come into a conflict that cannot be resolved through roleplaying alone. This system allows for the resolving of conflicts simply and quickly, whether they’re firefights or tests of will. This face-off is called a challenge. In most cases, a Narrator does not need to be present when a challenge is played.



Roleplaying does not necessarily have to end when a challenge begins. Experienced players can seamlessly integrate a challenge into their roleplaying so that outsiders don't know that anything unusual is going on. At the player's option, hand signals can be used to indicate when certain Traits and powers are being employed.

Lastly, in order for this system to work, players need to work together. Players need to educate each other on the rules and agree on what Traits can be used in a challenge. Compromise and cooperation are the bywords of the game.

The challenge system presented in this chapter is also part of the basic rules for the *Mind's Eye Theater* system. By combining *Apocalypse* with other games in the series, players can have werewolves interact with vampires, wraiths, mortals and other types of characters. This system of challenges is also included in *Masquerade Second Edition*.

Using Traits

Before you can begin to learn how challenges work, you must first understand what defines a character's abilities. A character is created by choosing a number of adjectives that describe and define that person as an individual. These adjectives are called Traits and are fully described in Chapter Three. These Traits are used to declare a challenge against another character or against a static force represented by a Narrator.

Initial Bid

A challenge begins by a player "bidding" one of her Traits against her opponent. At the same time, she must declare what the conditions of the challenge are, i.e. firing a gun, attacking with a stake, etc. The defender must then decide how she will respond. She can either relent immediately or bid one of her own Traits in response.

When players bid Traits against one another, they may only use Traits that could sensibly be used in that situation. Essentially, this means a player can usually only use Traits from the same category as her opponent's Traits. Most challenges are categorized as Physical, Social or Mental, and all Traits used in a challenge must be from the same category. Experienced players may offer each other more creative leeway, but that is strictly by mutual agreement.

If the defender relents, she automatically loses the challenge. For example, if she were being attacked, she would suffer a wound. If she matches the challenger's bid, the two immediately go to a test (described below). Those Traits bid are put at risk, as the loser of the test not only loses the challenge, but the Trait she bid as well.

Testing

Once both of the players involved in a challenge have bid their Traits, they immediately go to a test. The test itself is not what you may think—the outcome is ran-

dom, but no cards or dice are used. The two players face off against one another by playing Rock-Paper-Scissors. It may sound a little silly, but it works.

If you lose the test, you lose the Trait you used. The Trait is lost for the duration of the story (this usually means the rest of the evening). Essentially, you've lost some of your self-confidence in your own capabilities. You can no longer use that Trait effectively, at least until you regain confidence in your Traits.

The test works like the moment in poker when the cards are turned over and the winner is declared. From the test, there may be one of two outcomes: either one player is the victor or the result is a tie.

In the case of a tie, the players must then reveal the number of Traits that they possess in the category used (Physical, Social or Mental). The player with the least number of Traits loses the test and therefore loses the challenge. Note that the number of Traits you've lost in previous challenges, or lost for any other reason, *will* affect this total. The trick to the declaration is that you may lie about the number of Traits you possess, but only by declaring less Traits than you actually have—you may never lie and say that you have more Traits than you actually do. This allows you to keep the actual number of Traits you possess a secret, although doing so may be risky. The challenger is always the first to declare his number of Traits. If both players declare the same number of Traits, then the challenge is a draw and both players lose the Traits they bid.

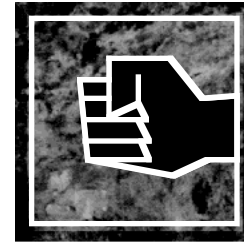
Example of Play: *Helen, a Black Fury, is attacking Grady, a Bone Gnawer. Helen begins by bidding the Physical Trait: Ferocious ("I am Ferocious as I sink my teeth into your shoulder..."); Grady, who is only interested in surviving her attack and escaping, bids the Trait: Resilient ("But even as you bite through my three layers of dirty t-shirts, I know I'm Resilient enough to shrug it off!") Helen and Grady decide to test. They both play "rock"— a draw. Helen, who is the attacker, must decide how many of her seven Traits she wishes to declare. She has nothing to hide, so she declares all seven. Grady, who is a Ragabash, only has five Physical Traits. He loses the test. Grady will also lose his Physical Trait of Resilient and will take one wound level. Furthermore, Grady will not escape, and Helen can attack him again if she chooses to continue.*

Incidentally, certain advanced powers allow some characters to use gestures other than Rock, Paper and Scissors. Before they can use the gestures in a test, they must explain what they are and how they are used.

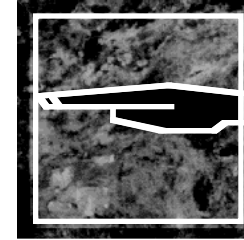
Rock-Paper-Scissors

If you don't happen to know (or remember) what we mean by Rock-Paper-Scissors, here's the concept: you and another person face off and, on the count of three, show one of three hand gestures. "Rock" is just a basic fist. "Paper" is just a flat hand. "Scissors" is represented by sticking out two fingers. You then compare the two

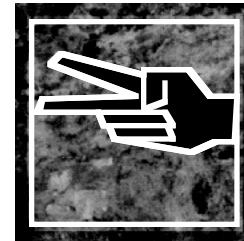
Rock



Paper



Scissors



gestures to determine the winner. Rock crushes Scissors. Scissors cuts Paper. Paper covers Rock. Identical signs indicate a tie.

Adjudication

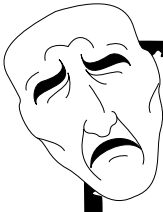
If you have question or argument about the rules or the conditions of a challenge, you need to find a Narrator to make a judgment. Try to remain in character while looking for a Narrator. Any interruption in the progress of the story should be avoided, so work problems out with other players if at all possible. If you don't know the exact correct application of a certain rule, it would be best to wing it rather than interrupt the flow of the story. Cooperation is the key to telling a good story.

Complications

There are a number of ways in which a challenge can be complicated. The above rules are enough to resolve most disputes, but the following rules help to add a few bells and whistles.

Negative Traits

Many characters have Negative Traits: these are Traits that can be used against a character by his opponent. During the initial bid of any challenge, after you have each bid one Trait, you can call out a Negative Trait that you believe your opponent possesses. If he does indeed possess the Negative Trait, your opponent is forced to bid



an additional Trait, although you must still risk your one Trait as usual. If he does not possess that Negative Trait, you must risk an additional Trait. You may call out as many Negative Traits as you wish during the initial bid phase of a challenge, as long as you can pay the price if you're wrong.

If your opponent does not have additional Traits to bid, then your Trait is not at risk during the challenge. Additionally, if you guess more than one Negative Trait that your opponent cannot match, you gain that many additional Traits in the case of a tie or an overbid. The same works in reverse, favoring your opponent if you do not have additional Traits remaining to match incorrect Negative Trait guesses.

Example of Play: *Ray, a Shadow Lord Galliard, is using his Persuasion Gift and challenging Camille, a Toreador vampire, in a Social Challenge. He bids his Trait: Commanding ("My Commanding tone of voice overwhelms you as a sudden breeze blows through the room."), and she responds with Alluring ("I stand by the door, aloof and Alluring, while you act like an arrogant fool."). Ray then suggests that she is also Condescending ("You may be Condescending, but I can tell you're intrigued."). However, Camille does not possess this Negative Trait ("I'm not Condescending, I merely detest your arrogance."). Therefore Ray would have to risk an additional Social Trait, such as Persuasive ("Perhaps I can be Persuasive enough to convince you to stay?") if he wished to continue the challenge.*


It can be risky to bid Negative Traits, but if you're sure about what you're doing, you can raise the stakes for your opponent, possibly even to the point where she relents rather than risking additional Traits. Just make sure your sources of information are dependable.

Overbidding

Overbidding is the system by which elder Garou (who often have considerably more Traits than younger opponents) may prevail in a challenge, even if they lose the initial test. An elder Garou with 18 Social Traits should be able to crush a cub with five. This system is designed to make that possible.

Once the test has been made, the loser has the option of calling for an "overbid." In order to call an overbid, you must also risk a new Trait; the original one has already been lost. At this point, the two players must reveal the number of Traits they possess, starting with the player who called for an overbid. If you have double the number of Traits as your opponent in the appropriate category, you may attempt another test. As with a tie, you may state a number of Traits less than the actual number you have and keep your true power secret. This can be dangerous, though, unless you are completely confident in your estimation of your opponent's abilities.

Example of Play: *Sir Godfrey, a Silver Fang Ahroun, has decided to crush a whelp Fianna Ragabash like a bug. A test was called, and Sir Godfrey lost. At this point, Sir Godfrey,*



confident of his abilities, calls for an overbid. Sir Godfrey is in Crinos form and has 15 Physical Traits, and the poor Fianna, Connor, is in Homid form and only has five Physical Traits. Sir Godfrey risks an additional Trait: Relentless. ("As I show my contempt for your insolence, I Relentlessly swing again!") They do a second test. This time they tie. Sir Godfrey clearly has more Traits and therefore wins. At the end of this challenge, Sir Godfrey has lost the initial Trait he bid from the first test. However, because he overbid, he has won the challenge and wounded Connor. ("You reel from the force of my blow!") Connor has also lost the initial Trait he bid because Sir Godfrey has won the second test. ("Show mercy on a poor Ragabash! I was only joking!")

Static Challenges

Sometimes you may have to undergo a challenge against a Narrator rather than against another player, such as when you are trying to pick a lock or summon a spirit. In such circumstances, you merely bid the Trait that would be appropriate, then immediately perform a test against the Narrator. Before the test is made, the Narrator decides on the difficulty of the task you are attempting. The test proceeds exactly as it would if you were testing against another character. Of course, you may overbid in a static action, but beware, because the Narrator can overbid as well.

Example of Play: *Steps-in-Gum wants to convince a spirit to help him. This would be a Social Challenge. Steps-in-Gum has six Social Traits, while the spirit, a Gaffling, has only four Social Traits. Steps-in-Gum does a Static Social Challenge with a Narrator and wins. Steps-in-Gum has successfully convinced the Gaffling to help him.*

Sometimes Narrators may leave notes on objects, such as books, doors or even fetishes. These notes indicate the type of challenge that must be won for something to occur (such as understanding a book, opening a door or identifying a fetish). With experience, you may learn how difficult it is to open a locked door. However, difficulty ratings can be as different as lock types.

Simple Tests

Simple Tests are used to determine if you can do something successfully when there is no real opposition. Simple Tests are often used when using Gifts. Most Simple Tests do not require you to risk or bid Traits, though some may.

When a Simple Test is called, a test (rock-paper-scissors) is done against the Narrator. Unless otherwise specified, the player succeeds on a win or a tie.

Health

A character in The Apocalypse has five Health Levels; these represent the amount of injury the character has suffered. These levels are: Healthy, Bruised, Wounded, Incapacitated and Mortally Wounded. If a healthy char-

acter loses a combat challenge, she becomes Bruised. If she loses two, she becomes Wounded, and so on.

- **Bruised** — When a character is Bruised, she is only slightly injured, having perhaps suffered a few scrapes and bruises, but little more until she is healed. In order to enter a new challenge, she must risk an additional Trait. Thus, to even have a chance in a challenge, a Bruised character must bid at least two Traits.

Example of Play: *Howls-at-Dawn has just been on the losing end of a challenge. Howls-at-Dawn is again assaulted by his foe, Logan. However, this time, Howls-at-Dawn must now risk two Traits in order to defend himself from Logan. Logan, however, only needs to risk one Trait.*

- **Wounded** — When a character is Wounded, she is badly hurt. She might be bleeding freely from open wounds, and may even have broken bones. She must bid two Traits to have a chance in a challenge. In addition, she will always lose on a tie, even if she has more Traits than her opponent. If she has less Traits, her opponent gets a free extra test.

Example: *Howls-at-Dawn has now been wounded by Logan. Logan continues to press the attack. Howls-at-Dawn is in pretty bad shape now. He must again risk two Physical Traits. However, Howls-at-Dawn has also lost the past two challenges to Logan. Because of this, Howls-at-Dawn has already lost three Physical Traits. He has considerably less Physical Traits than Logan, so he will not only lose on ties, but Logan will now get two tests to see if he can incapacitate Howls-at-Dawn. If Logan wins or ties either of these two tests, Howls-at-Dawn will be Incapacitated.*

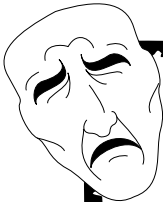
- **Incapacitated** — When a character is Incapacitated, she is completely out of play for at least ten minutes. Once awake, the character is still immobile and may not enter into challenges until she has healed at least one Health Level. She is at the mercy of other characters. She may not change forms until she is conscious.

- **Mortally Wounded** — When a character is Mortally Wounded, she is near death. She also immediately reverts to her breed form (her “natural form”). One Physical Trait is lost for every ten minutes she remains without medical assistance. Ten minutes after her last Physical Trait is expended, she dies.

Battle Scars

Each time a character is mortally wounded, she gets a battle scar. These battle scars can add up; each one is nastier than the last. However, battle scars are also worthy of renown, for they show, indisputably, that the Garou has faced great peril and survived. The first three battle scars are light scars. Light battle scars rarely bothersome—they will occasionally itch during winter. The next two battle scars are deep scars. Deep scars offer a one Trait penalty if an opponent specifically targets them. However, if an opponent does that, she will probably lose Honor Renown. Finally, after a character has been mortally wounded five times, serious, permanent injuries will begin to result. The following list includes some possibilities. The players or Narrators can choose one injury they feel is appropriate for the circumstances, or they can choose randomly.





• **Improper Bone Setting**—One of the limbs has been set improperly. The character has the added Negative Physical Trait: *Lame*.

• **Skull Head**—The side of your head was bashed in, and even though the wound has healed, part of your skull can still be seen. The character gains the Negative Social Trait: *Hideous*.

• **Broken Jaw**—Your jaw was broken and did not reset properly. You have trouble speaking and cannot always make yourself understood verbally. This should be roleplayed.

• **Missing Eye**—One of your eyes is gone. You lack depth perception. You must risk twice as many Traits involving any perception-based challenges or range-based challenges, such as noticing something hidden or operating a firearm at anything other than close range.

• **Collapsed Lung**—Your lung was punctured in battle and you now have trouble breathing. Wheeze a lot. You also gain the Negative Physical Trait of either *Deceit* or *Lethargic*.

• **Missing Fingers** — One of your hands has lost several fingers. Your claw attacks will only do aggravated damage if you risk an additional Physical Trait in a challenge. You also gain the Negative Physical Trait: *Clumsy*.

• **Severe Damage** — If a character already has several major Battle Scars, the Narrator may elect to give her more permanent damage. This could mean completely

losing a limb, suffering from spinal cord damage or even sustaining brain damage. The exact nature of the battle scar and its impact on the character are at the discretion of the Narrator.

Healing

Werewolves heal wounds at a very rapid pace, recovering one Health Level every five minutes, unless the damage is aggravated (see below). However, Garou in Homid form do not heal any faster than any other human. Additionally, a Garou must remain still while healing. He may not engage in any other actions or participate in challenges.

Aggravated Wounds

Wounds that cannot be healed by the Garou's natural healing powers are called aggravated wounds. Such wounds are usually caused by injury from fire, silver or the claws or teeth of another Garou, vampire or other supernatural entity. A Storyteller can deem any injury to be aggravated, depending on the circumstances. A full night of rest is required to heal one level of aggravated damage.

Silver

Silver is the bane of all Garou. All Garou suffer one Health Level of aggravated damage for every ten seconds they remain in contact with silver. Likewise, any wounds caused by silver weapons cause aggravated damage.





The Mob Scene

During the course of many stories, you are inevitably going to be drawn into a challenge in which several people want to be involved. Mutiparty challenges can be confusing, but if you follow these simple guidelines, you shouldn't have much difficulty. These rules are most useful in combat challenges, but they can be used with nearly any sort of group challenge.

The first thing you need to do is decide who is challenging whom. This is usually obvious, but when it's not, you need a quick way to work things out. Simply have everyone involved count to three at the same time. On three, each player points at the individual he is challenging.

The first challenge that must be resolved involves the person who has the most people pointing at him. Determine what the appropriate category of Traits would be—Physical, Social or Mental. Each player pointing at the defender must bid one appropriate Trait. This group must also choose a leader. The defender must then bid as many Traits as there are people opposing him. If he does not have enough Traits to do so, he automatically loses the challenge. If he does have enough Traits, a test is performed between the defender and the chosen leader of the attackers. The rest of the challenge continues as normal, although any comparison of Traits or overbidding may only be done by the group leader.

If the defender wins the test, he is unharmed, but he can choose to affect one member of the attacking group. Usually, as in the case of a combat, this would mean inflicting one wound. Additionally, all Traits bid by the attackers are lost. If the attackers win, they may inflict one wound, and the defender loses all the Traits he had risked.

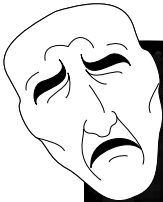
After the first challenge is concluded, go on to the next one. Continue the process until each character who has declared an action has been the target of a challenge or has donated Traits.

Order of Challenges

Some people question exactly what a player can respond with when he has been challenged. Typically, if someone initiates a Physical Challenge, the defender can only respond with Physical Traits, unless he possesses a Gift or some other ability which is considered to be always active. He cannot respond with the use of a Gift or another Ability until after the first challenge has been completed. Social and Mental Challenges work the same way.

The only exception to this is when a character chooses to spend Rage as a defensive action. A point of Rage will allow the defender to pre-empt the action and activate a Gift as a defensive action. However, keep in mind that a Garou cannot spend Rage and Gnosis in the same turn unless a Gift specifies otherwise.

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.”

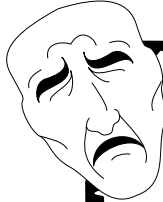
In order to exit the Umbra, the player must first Peek through the Gauntlet and then focus on her eyes on a mirrored surface. The player counts in the same manner

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.

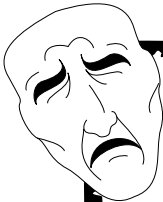
- **Dreamwalk**

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.

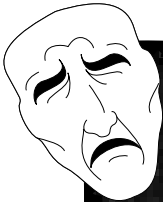
Using Experience

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.

The Apocalypse





Chapter Seven: Advice

*“Let’s have a party, there’s a full moon in the sky,
It’s the hour of the wolf, and I don’t wanna die.”*

—Oingo Boingo, “No One Lives Forever”

Hopefully, you now have a pretty good idea of what **Apocalypse** is all about. So far, we’ve detailed the core rules of the game, including character creation, basic rules and rules complications. However, the game is about much more than just that. It’s about roleplaying and telling good stories. Storytelling is not something easily taught or explained; it’s something you must learn. The best we can do is offer some practical advice.

Don’t expect the following guidelines to turn you into an accomplished actor overnight. This chapter merely gives you some advice that may help you make your story a better one, whether you’re a player or a Storyteller. What you make of this advice is entirely up to you.

Do’s and Don’ts

This game will put you into contact with a lot of different people. Some people are likely to be wired on adrenaline and consumed by the danger and mystery of the story. Under such circumstances, intensity can lead to disagreement and arguments. Listed below are some important guidelines to help keep tempers in check and the story flowing smoothly. Do your part to help make everything work.

- **Don’t go wild**— The idea here is not to get carried away and hurt yourself. Enthusiasm being what it is, a few new players occasionally get the impulse to climb balconies, run through traffic and do all sorts of really stupid things. Even if just one or two people run amok, the story quickly degenerates as others become “infected.” There are two situations that must never occur: you should never pretend to attack anyone physically, and you should never do anything remotely dangerous. Describe and pretend any action that could be considered to be at all dangerous.

- **Be a teacher**— It probably takes an evening or two of play before you become comfortable with using these rules. If you encounter a player who is just starting out, engage him in a minor challenge to help him get used to the challenge system. If he wants to take back a bid, let him. Achieving victory by taking advantage of someone’s lack of knowledge is completely without class. Teach the sucker every trick and nuance beforehand, then, if you must, backstab him with style.

- **Don’t use weapons** — Don’t carry representations of weapons. If you’re carrying around real knives or other weapons, you might be tempted to wave them around and threaten someone. Plastic guns tend to draw the

attention of law enforcement officials, so don't ever carry them.

- **Protect the Veil**— Don't perform illegal-seeming activities in public places. Large quantities of play money changing hands will draw far more attention to the story than you probably want. Arms sales, drug deals, bribery and blackmail may be a major part of your chronicle's intrigue, but be careful. Make sure you're using money that cannot be mistaken for the real thing, even at a distance, and make sure you use prop cards for any unusual materials that you might be trading.

- **Don't overact**— Don't act out strong emotions unless everyone present is aware of what's going on. This rule applies very strictly if you are in a place where a shouting match could be overheard and misconstrued. While a good story may have heated arguments and a scream every so often, the location of the game may not allow for that.

- **Stay in character**— Don't step in and out of character during the game. An emergency or question may occasionally require you to put the story on hold for a while, but try to avoid unnecessary interruptions. Respect those who need to step out of character for whatever reason, but don't encourage it. You should never abuse this privilege (such as saying you are inactive when you notice danger approaching).

Experienced players learn to weave the system of challenges into their conversation and be rather sly about it; they can avoid alerting the "mundanes" that anything is happening. This is the linchpin of **Mind's Eye Theatre**. Real people try to solve things calmly and collectively, not by slamming each other into walls. Characters should follow their example.

- **Don't debate the rules**— Don't start rules arguments during the game. If you and another player have a dispute about how to apply the rules, call for a Narrator. She will make a judgment on the situation. If you have a problem with a Narrator's call, wait until after the game to argue your case.

- **Foster intrigue** — The best way to add depth to a story is to add intrigue of your own making. Don't ever limit yourself to the goals and motivations the Narrator gives you at the start— take control. Make new friends and enemies, develop new intrigue and schemes, invent rumors and add to the general confusion and mayhem. Get involved in everything that is going on and then add your own spin. By staying aware of all the intrigue going on, you might get advance warning of plots against you. Dedicate yourself to finding out what everyone else is doing, then find a way to benefit from it all. As a Glass Walker, you might search the computer matrix to find incriminating information on another character. As a Fianna, you might sing a song and sway characters to your cause. As a Stargazer, you might preach the wonders of a peaceful existence and bring calm to the characters' lives. Get involved! After all, it's your story.

- **Create your own plots**— Don't limit your activities to the plots created for you by the Narrator. Create your own story and work other characters into it one by one. For example, you may decide that you want to become the sept leader. You may subsequently spend many enjoyable evenings pursuing that elusive goal and crafting schemes to gain power and impress your peers. Such a goal is invigorating and fun, but is not something that a Narrator is likely to supply. Of course, not all the plot twists you create need to be that grandiose. You may decide to dislike another character so much that your mission is to make her life difficult. Remember that you can plot against both protagonists and antagonists. It's fun to turn the tables on a Narrator character, especially if you can surprise her.

- **Watch out for other players**— Keep an eye out for players who look bored. Sometimes, this means that they've either accomplished all their goals or they're getting discouraged. If you need help solving a puzzle or keeping an eye on someone, a bored player is the perfect assistant. If you can't think of any way she can help you with your own plots, invent a wild goose chase or give her some false rumors about an enemy of yours. Bored players will do just about anything if it sounds interesting, and you can build a legion of allies by manipulating them. Perhaps in another story, one in which you find yourself without much to do, one of these players come to your rescue. Remember that some players who get really bored tend to have their character start killing other characters for no other reason than to have something to do.

- **Respect the Narrators**— Remember that the Narrators have gone to a huge amount of effort to create the story. Running a game requires a lot more effort than playing a single character. During a game, Narrators are besieged with questions, called upon to adjudicate rule disputes, and must roleplay a number of different characters as well. They're very busy and occasionally stressed out. Be nice to them. Request their help only when you really need it, and thank them whenever they do come to the rescue. Try to work out rules problems and the like with other players without calling for a Narrator.

- **Roleplay, roleplay, roleplay**— Not everything has to come down to a challenge. The best games often involve no challenges. Avoid "rulesmongering" and roleplay things out instead. Whenever possible, roleplay a social situation without resorting to rules. It is usually easier to win someone over person-to-person than through a Social Challenge. If you are obviously outclassed in a challenge, submit before it starts and plead for mercy. A challenge should be a last resort, when players cannot agree upon what should happen. It's much easier and more fun to agree. If you use the rules only as a contingency to fall back on, storytelling is emphasized.

- **Enjoy the surprises** — Be ready for surprises and learn to enjoy them. Other players are certain to plot against you without your knowledge, so don't be upset

when a trap is sprung. In order to keep the game interesting, the Narrator may introduce events and characters with powers that are not covered in these rules. Don't argue with a Narrator when he uses something new or even invents something on the spot. The world your character occupies is full of mysteries; you shouldn't know how everything works. Treat each situation as a puzzle, and attempt to deduce a solution. That's what your Narrator hopes you will do.

- **Be patient with changes**— Be patient when things change in midstream. The Narrator may tinker with the rules a bit to restart the story, or perhaps she didn't realize that you could use a certain power to undo her story completely. If you did a particularly good job creating your own plot, the Narrator may have to put your events on hold to think about what happens. Try to tell the Narrator about your plot ideas before the game, so she has time to decide how your plot will affect hers. If your ideas are good, the Narrator will probably thank you and write your plot into the next story. She is probably thirsting for ideas, and yours are essential to keep the game running.

Live Settings

The atmosphere of the game is of utmost importance. When deciding on a place to stage a story for **The Apocalypse**, be aware of several things. This game is primarily meant to be played in your home. Do not play anywhere that you feel that you cannot maintain control of the game. Do not play where your actions can be misconstrued and warrant an investigation by outsiders to the game. When playing **The Apocalypse**, be aware of the property you play on. Part of this game deals with understanding the natural world, and the great outdoors makes a wonderful setting for a story, but be careful not to trespass on other's property or play in public areas that will draw undue attention to your game. If you use your common sense, a game of **Apocalypse** can be a memorable and safe experience for all.

The Apocalypse can be played almost anywhere, but extreme caution must be used when playing outside the home. Never play in a place where the game will attract too much attention. This will not only distract the players from the story, but could also warrant unwanted attention from law enforcement officials who would not understand the premise of the game. Don't allow this to deter you from the game. There are plenty of great places that would make an optimum setting for the story. It is merely suggested that you consider the social dynamics of a particular setting before choosing it for a game.

The scale of the game should be considered as well. If you are planning a game with many players, say 20 or 30, a small, crowded coffee house would not be a proper setting. Instead, you would opt for a larger place where the players would have room to move about and interact. In another example, if you are running a smaller game,

perhaps with only five or six players, then you would not want to set the game in a large club where the players would be too removed from one another and the plot of the story would begin to drag. Again, you would opt for a smaller area of play, such as a conference hall or coffee house (or your home), that would better facilitate the story and the player's needs. By giving proper consideration to the play area, the story will run much smoother and the players will be able to assume their roles to a greater degree.

Make the setting as real as possible. Make the players believe that they are there by making the setting as vibrant and alive as possible. By putting a little effort into the setting, the players will be able to take their characters to greater levels and, in the long run, this will make the Narrator's task easier and more enjoyable.

While we suggest that **Apocalypse** should be played at home, or at least in a private setting, several suggestions of places where you can stage a game are listed below. If you do choose to play in one of these places, we strongly suggest that you obtain permission before doing so. Additionally, you should never play on private property without the owner's permission.

- **Party**— Raves, nightclubs, parties or anyplace where loud noises blend into the background.
- **Anarchy**— Warehouses, parking lots or anyplace that draws as little attention as possible.
- **Political Intrigue**— Hotels, coffee houses, conference halls, museums, shopping malls or your home. This style of gaming can be played just about anywhere, as it's typically low-key.
- **Moots**— Public parks, recreation areas, the woods on your property or any private location in a wilderness setting can prove to be useful for this type of game. Understanding the great outdoors is part of what **The Apocalypse** is all about.

Remember, **The Apocalypse** is a tribal game, one that conveys both sorrow and hope. The end of the world is approaching, and Gaia's warriors are working to save her. The settings will vary depending on the story. Below are several suggestions as to how you can add depth to your game by changing the play environment to one that suits the mood of the game.

Staging a game outdoors requires a little effort on the part of the Narrator. A bonfire roaring in a forest clearing can provide the setting for a moot, although care must be taken so as not to attract unneeded attention, and common sense is always required when building a fire. There the players can tell stories of honor and glory, tales of the past and of a hopeful future. Some of your games will work well in this environment. The outdoors sets the mood of **The Apocalypse** and is also safe for the integrity of the game, insuring that no outsiders will interrupt your story.

If you do not choose to play outdoors, your home will do just fine. Remember, mood and atmosphere are every-

thing to the telling of a good story. Decorate your surroundings as necessary in order to present the proper effect.

Set Dressing

Decorating your home can be a simple process. Dark drapes (or sheets over the window), indirect lighting and certain standing props can help turn your home into a nightclub or a cave. When decorating your home or apartment, consider the type of story you're telling. As stated before, mood and feel are essential. They must be conveyed to the best of your ability. A dark tablecloth and a candlelit room can dramatically change the familiar feel of a room and make it seem like someplace different.

Talk with your friends about "set design"; they may have access to a variety of unusual items to help decorate your home. Try to keep a central area open to allow players some freedom of movement. Clutter should be avoided. When decorating small meeting areas, try to contrast them to the main area. If you are using different areas of your home for different scenes and you're attempting to create a different location, decorate it so as to make it appear dramatically different than the room down the hall. This will help a lot in maintaining the mood and flow of the story.

If you must perform a set change during the course of the story, do so quickly. It is advised to have everything standing by, so that when you must change scenes, you

can do so quickly and efficiently without breaking up the flow of the story and allowing the players to slip out of character.

Music

Music can be an integral part of establishing the mood of the story. It lends a hand in creating drama and, when appropriate, tension. When planning your story, make certain to select music that complements your intended mood. Also make sure that you have a variety of music on hand in case the mood changes.

Be careful not to play the music too loud; players shouldn't be forced to shout to hear one another. Allow the music to complement the story, not hinder it.

Audio FX

Above and beyond music, certain sound effects can add depth to the story and catch the interest of the players. You can find sound effects albums at any music store, and you'll find that they'll help a great deal. Reproductions of sounds like screeching tires, screams, or dogs baying in the distance can capture the player's attention and make them take notice to elements of the story they otherwise would miss. In addition, many nature stores carry CD's that have sounds of nature, thunderstorms, streams, etc. These can be useful if you're playing a story which should be set outdoors, but is played inside. Use your better judgment as to what you add to your game. The final decisions are yours. Add as much



ambiance to the story as you like; it can be as complicated as you desire. The players will love it.

In the Company of Wolves:

How to Host A Moot

Welcome wolves, one and all, my Changing brothers and sisters, dancers in the high moonlight, welcome! I call thee, summon thee, bring you hence to witness this circle, this ever-widening circle, the moot that we call. Hear me! Hear my howl!

Although the Garou are constantly battling the Wyrn, they often enjoy fellowship with one another. This is because the only individuals who can truly understand their ways are other Garou. Only other Garou can understand their ways, their dreams and their needs. The Garou are a lonely folk, a dying breed. Their culture and their community are the last refuges that keep them sane and keep them alive.

Despite their intense duty and sense of obligation to Mother Gaia, the Garou cannot be her soldiers 100% of the time. They must gather together, speak to one another, decide on new paths for the future, and, for what it's worth, have fun. The future is uncertain, and these are the Last Times, but no Garou will survive if all spirits are broken.

Harano, the dark depression that comes from fighting the good fight and losing, is an ever-present danger to the Garou. Although it is chiefly the job of the Galliards to watch their kin for signs of this blackness, sometimes even their perceptive eyes cannot see it coming on. Therefore, it's important for a Garou to interact with other Garou and feel as if they're a part of their own kind.

The Moot

The moot is like an umbilical cord from Mother Gaia to her children, the Garou; it provides a lifeline of spirituality, strength, culture, law, tradition, honor and history that stretches back into the deepest primeval times, back to the First Pack.

The moot is structured in a special way that serves every part of the Garou's life. Each part of the moot is separate and distinct, although some septs combine parts to better serve the Garou.

Narrator's Note: the moot structure below should serve as a general guideline. Feel free to alter or add to it as you see fit. You should appoint one Garou of adren or elder level to be "in charge" of each section of the moot, and the Garou who is performing an actual rite (whether that individual is the Master of the Rite or not) is in charge of keeping the action moving. A moot can be an

uplifting, exciting experience or it can turn into a long, dismal bore based on whether or not the leader of the moot is willing to move the action along and keep the rites interesting. You should pay attention to the general energy level of your participants and remember that there are intentional "breaks" left in the schedule. The Opening Howl is very loud and raucous; the Opening of the Sky is meant to be a quiet moment; the Cracking of the Bone is another loud, quarrelsome, challenge-filled scene; the Songs and Stories are meant to quiet and calm while inspiring the Garou, and the Revel is always wild and crazy.

The Fool

There is a very old tradition among the Garou that a Fool should be appointed for any moot. What the Fool does and says is never held against him. He can caper and dance, make fun of the Litany and dispute the word of anyone without retribution. Many of the more traditional septs always have a Fool. The Fool is supposed to provide a counterpoint so that the other Garou can show their feelings— in return, the Garou are supposed to affirm their heritage by refuting the claims of the Fool. Of course, when a Fool agrees with a sept, that is also an insult: after all, he is a Fool. This is a sacred duty which must be taken seriously in the midst of its foolishness.

After the moot, the Fool's privileges are suspended, and his words in the moot are supposed to be forgotten and/or forgiven. This is often hard to do, which is why many Fools don't go completely overboard—a wise Fool nettles where he can do the most good. The Master of the Rite appoints the Fool for a moot; it's usually a Ragabash, although this is not always true.

The Opening Howl

All moots start with the Howl. From among the Galliards, a Master of the Howl is chosen. The Master of the Howl is honored for his participation, and his voice starts the sometimes booming opening howl. After the last strains of the howl die down, the Master of the Rite usually recites the Litany— this is increasingly omitted in these Last Times. The Fool usually reacts vehemently to the Litany, offering wild suggestions at every point.

Lately, among the Wendigo, Red Talons and Children of Gaia and septs where there are more than one or two lupus, there is a second Howl, a single, mournful song that is supposed to remind everyone of the dwindling number of wolf kin, a response to the main howl. It echoes the fact that these are the Last Times. A lupus may take offense at a moot if the Mournful Howl is not sung.

The Inner Sky

This part of the moot starts in silence, and a Theurge who has been named the Caller of the Wyld will step

forward and, sometimes with four other helpers, will address the five directions (North, South, East, West and Within) and ask for their presence as they aid in the moot (see boxed script, nearby). The Caller will then call up the totem or totems of the caern and ask for their presence.

There is a very old Tradition among the Garou that some Garou take the part of the totems of the sept, dressing in masks and costumes to reflect that. These *dramatis personae* are referred to as the “Shining Ones.”

The Inner Sky is meant to be a method by which the Garou renew ties of community and respect with their totem and the spirits around them. If it is neglected at a caern for more than nine months, the power of the caern will dwindle. (See the Rite of Caern Building and the Rite of the Opened Caern in Chapter Four)

Narrator’s Notes: This is a good time to honor and thank your Spirit Keeper for the work he does at the caern. Have him play the totem and receive homage from the Garou in this fashion. Every job should have its little perks.

Calling the Winds

One of the important parts of the Inner Sky portion of the moot is that it renews the connection that the Garou have with their spirit relations. Here’s a sample “script” for you to use during the Inner Sky.

Caller of the Wyld (CotW): We have gathered in this sacred place of Gaia, having called our brothers and sisters of Gaia, and we now call our brothers and sisters of Luna.

(She faces East)

CotW: East Wind! Bringer of the dawn of clear air! East Wind! You who showed us the mirror side, the other side of the Velvet Curtain, come to us! We thank you for your clear thought and bright light.

(She turns to her right, to the South)

CotW: South Wind! Bringer of the eternal fire! South Wind! You who gave us the fire of rage within, that we may strike swiftly against our enemies, come to us! We thank you for your fiery anger and your guardian protection!

(She turns to her right, to the West)

CotW: West Wind! Bringer of the rain! West Wind! You who gave us the Changing Ways, come to us! We thank you for the many shapes you’ve shared with us!

(She turns to her right, to the North)

CotW: North Wind! Bringer of cold from the mountain! North Wind! You who brought us the Gifts and the Sacred Ways, come to us! We thank you for your great wisdom and great strength!

(She stands with her hands above her and her eyes to the sky in the spring or summer, or with her hands pointing palm-down and her eyes to the ground in fall or winter.)

CotW: Inner Wind! Bringer of blessings from Gaia, from within us! You who hold our Mother’s power within us, come to us all! We thank you for your spirit, and your inner peace.

Cracking the Bone

As the moon rises towards its zenith in the night sky, the Master of the Howl signals for the stage of the moot known as Cracking the Bone. This is done with a high keening howl that ends in a jagged, shattering note, much like the splinter of a tough dry bone. This is the traditional time when those at the moot may make their grievances known, petition their peers for judgment on matters and propose or question sept policies.

Traditionally, a Philodox elder presides over the Cracking of the Bone and bears the coveted title of Truthcatcher. She alone recognizes those who would speak and gives them permission to do so, at least among the more structured clans. The eldest among those gathered is generally allowed to bring any grievance forth first. Some septs have a speaking bone that is passed about to remind those present of who currently has the right to speak.

Grievances can concern almost anything—arbitration between two Garou, accusations of violating the Litany, approval in endeavors or simple requests for advice. In any case, all the members of the sept are allowed to hear any part of the Cracking of the Bone. In some tribes, they serve as a jury of peers. The Truthcatcher can interrupt at any time to ask questions or demand clarification. Once all is said and done, she will be the one who hands down the final decision, makes the final ruling, and, if appropriate, metes the final punishment.

The different auspices showed marked behavior during the Cracking of the Bone. The Ahroun eagerly suggest trials by combat as the Theurges remain noble, if not a little distant. Philodox often become entranced by the quest for truth that they see as the core of this stage of the moot. The Ragabash shuffle impatient at the seriousness of the whole affair, while the Galliards nearly

burst as the Stories and Songs portion of the moot draws near.

Roleplaying Ideas:

- A stick, bone or other item can actually be used.
- Position the characters in a circle. Speakers rise and enter the circle to speak or appeal to the Truthcatcher.
- Utilize proper music (low key and somber) and lighting (pale in general, but bright for the Truthcatcher).
- If a bonfire is used, it should be well-tended and not too close to players; also check local codes and thoroughly extinguish any campfires at the end of a moot.

Stories and Songs

At this stage of the moot, the Master of the Howl once again assumes the mantle of authority and declares the beginning of the time of tales. At this signal, the Talesinger rises and leads the gathered Garou in a eloquent howl that runs the entire range of the wolf's scale, beginning with the highest inaudible whines and descending to a low, bass rumbling that is more felt than heard.

This is the time when all Garou are reminded of what it means to be the Chosen Ones of Gaia. In story and song, parable and poem, the antics, heroics and sacrifices of those who came before this generation are retold with an energy and pride that embues the listener with the strong sense of belonging that is at the core of Garou society. This is not just a time for the past, however. This is the time when new tales will be told about the Garou who are now sitting at this very gathering. This is the point when those among the sept who have excelled (or descended) beyond their peers may hear their name brought up by the Talesinger and her assistants.

The Talesinger is the moot position coveted above all others by the Galliards. To them, it is the ultimate canvas, the primary stage. By reciting the ancient lore of her kind, and adding her own verses, the Talesinger can achieve a sort of immortality in the annals of the Garou's oral legacy.

Few hopeful Garou of any auspice miss this stage, however, because being included in the evening's tales (in a complimentary fashion, at least) can mean gifts of Renown for the recipient. In some septs, any Garou may petition the Talesinger for the chance to tell a tale to the collected tribe. In other septs, this would be considered brash and boastful, and another Garou, preferably a Galliard, must be convinced or asked to speak on behalf of the petitioner.

Regardless of the method, those gathered listen to the tale, and once it is done, the Talesinger will ask if any present would speak against the supplicant. Offering opposition can be a very serious insult, akin to calling the supplicant a liar, but it is a grievance that must be born out. The challenger may tell her own tale, and once finished, the Talesinger will appeal to the collected Garou for a decision. Those who support the claim to

Renown call out first, and when their howls die down, those who dissent raise their voices. From this, the Talesinger then judges whether or not to award the Renown (and suggests which Traits should be bestowed).

This process is repeated for as many petitions as the Talesinger will grant, and if the "stage" is crowded, some may have to wait for the next moot.

Roleplaying Ideas

- Try to capture the feel of primitive theatre. Incorporate symbolism in props, motions and pantomime.
- Prepare tales to tell, especially ones that have a moral or bearing on current events in the chronicle.
- Encourage players to write tales to tell.

The Revel

While the members of the sept are still heady from the inspiring stories of the Talesinger, the Master of the Howl lets her gaze pass silently over the masses of Garou until she locks eyes with the Garou that might be this moot's Wyrms Foe. The Garou that leads the Revel represents the consummate warrior, and therefore the role of the Wyrms Foe is highly sought by many an Ahroun.

It's no surprise that many eager Ahroun will desperately try to catch the Master of the Howl's gaze. Once eyes meet, the would-be Wyrms Foe rises and closes with the Master of the Howl. The two circle each other in an intense staredown that the challenger must win before assuming the role of Wyrms Foe. In most septs, the Wyrms Foe is chosen beforehand, and the staredown is merely for show. In some septs, the Wyrms Foe has no such warning and the staredown is very real. If he is unable to defeat the Master of the Howl, another will be chosen.

Once the Wyrms Foe has secured her position, most of her fellows will erupt into a cacophony of howls and yelps; she is expected to quiet them with a howl that rises above the din and demands submission.

At this time, the primal passions of the Garou approach their climax and the Wyrms Foe is the only measure of control present. She calls for the mock battles, ritual hunts, displays of strength and wild and reckless dances that vary in popularity from sept to sept.

As the energy level reaches its zenith, the Garou present channel their Gnosis into the caern to maintain its connection to the Umbra. A caern requires two Gnosis Traits for each power level. The Garou present can be issued cards to represent their Gnosis Traits. They may rend or otherwise destroy these cards to represent the fueling process.

Roleplay Ideas:

- Write out hunting sequences
- Provide tests of grace and strength
- Use energetic, heavy beat music



Narrator's Notes: Preparing for a Moot

You may wish to hold your moots on private property outside, especially if the moon is going to full and bright, but if you can't do that, you may wish instead to create a moot area inside. Decorate the area appropriately and you may get across the primitive, primeval ritualistic feel of a moot.

Organize the people in charge of each segment of the moot, and if you've never done this before, you may feel the need for a rehearsal before the whole sept gathers.

The important thing about the moot is that you keep it moving. If, for some reason, you skip a section of the moot, just go on to the next— it's not going to be a disaster. If you stop to correct too many problems or to redo sections, you'll never achieve the roleplaying mood that you're supposed to evoke: that of being a Garou among other Garou.

Gatherings


Aside from the moot, there are many other gatherings that occur in and around the sept. Indeed, even though moots are rare once-a-month events, there are almost always Garou around a caern. They come for a sense of community. They come to share concerns, report to their elders, and simply to rest on Gaia's sacred ground. Here are some of the lesser gatherings that the Garou hold around their caern's fire.

Moon Circles

Each auspice elder will hold a gathering once during her phase of the moon. The Ragabash play jokes on one another, discuss dark trouble, play games, and go on scouting missions around the area. The Theurges exchange notes on spirit summoning, spiritual happenings in the area, occult lore and other bits of knowledge while they cast their divinations and tell prophecies. The Philodox engage in their monthly verbal swordplay, discuss various points of the Litany, and go over the politics of the caern and those around the caern. The Galliards hold a bardic circle in which all present must contribute a story or a song, or at least a poem. The Ahroun have contests and informal challenges, tease and insult each other, and test their strength and endurance against each other—a favorite contest is Moon-Leaping, which involves jumping as high as one can towards the moon.

Pack Tourney

Garou will get together in packs to serve as teams in a Tourney, a continuous party, contest and festival. The



packs stick together, and each competes for status and prized fetishes and talens. A Tourney is usually held after a particularly important victory against the Wym, or in salute to an honored visitor. A great feast of fresh game is prepared. Mead, cider, wine and the purest spring water is served. This is a good way to win Honor, Glory and even Wisdom Renown without unduly endangering yourself. Tragically, however, Tournies are often thought to be wasteful in these Last Days. Still, even the stern Shadow Lords and miserly Bone Gnawers will call a Tourney from time to time.

Turning the Sun

In order to "turn" the Sun, Helios, the Garou have four special holidays at the times of the solstices and equinoxes. Each holiday has a different meaning based on the time of year. In the Spring, there is a wild bacchanal to which many Kinfolk and Wolf-Friends are invited and out of which many Kinfolk are conceived. At Summer, the Garou dress in their greatest finery to honor Gaia on Her day, and many Baptisms of Fire are done on that day. Fetishes are blessed and hidden in the earth in her honor. In Fall, the quieting land is honored, and the dead of the past year are remembered. In the Winter, the Garou believe that the Wym's power grows strong until the Solstice, at which point Gaia begins to grow powerful and strong again. Winter Solstice is celebrated with a huge bonfire, and many Garou are invested with their new Ranks during this time— many of the fetishes blessed and created on the Summer Solstice are produced and given as presents to the cubs of the sept.

Tribal Moots

In addition to the Moot of the Sept, the various tribes at a sept may also hold a moot from time to time to discuss tribal business. These moots are called by the tribe's elder. It is unwise to miss these moots, for they provide the elder a chance to guide a Garou's path towards a higher Rank, as well as learning about things across the whole sept. Tribal moots tend to be less formal than sept moots.

The Council of Elders

From time to time, all the elders of the sept will be called together by the Sept Leader and cloistered in a clearing, cave or some similar area. The Garou elders will meet and discuss problems pertaining to the sept, and they will not emerge until they are all in agreement. A rattle, staff, or some similar symbol is passed from hand to hand. One may not speak unless the symbol is held. These meetings can go on into the late hours, and a hard-headed elder can keep people from leaving to rest.

Appendix

“Within each of us, there is an Owl, a Rabbit, an Eeyore and a Pooh. For too long, we have chosen the way of Rabbit and Owl. Now, like Eeyore, we must complain about the results.”

—The Tao of Pooh

Fetishes

Sometimes a spirit is bound to an item, thus giving the item part of the spirit’s power. A Garou may start with a fetish if she has bought levels of the Fetish Background, although most often, fetishes are acquired or even made during the course of a story.

Fang Dagger

Spirit Affinity: War, Wolf or Snake
 Cost: Three Fetish Traits
 Bonus Traits: Three
 Like a normal knife, but sharper. Very concealable.
 Also causes an extra wound level.

Moon Watch

Spirit Affinity: Luna
 Cost: One Fetish Trait
 Activation Cost: One Gnosis Trait
 Like a normal wristwatch, except that it shows the auspice of any one Garou nearby when it is activated.

Wise Bag

Spirit Affinity: Wisdom, Owl, Wolf or the North Wind

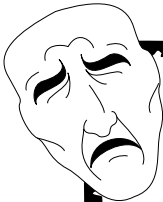
Cost: Three Fetish Traits

Activation Cost: Two Gnosis Traits

A Wise Bag is a bag of tokens, bones and other small chits. When the fetish is activated, the owner can reach inside and gain a small amount of wisdom about people in his surrounding area, one “fact” per activation. For example, the user could learn the breed and tribe of a specific Garou. This bag does not detect the Wurm, but it might tell if someone was a vampire, mage or changeling. A Garou can use the Wise Bag to gain knowledge of someone’s Negative Traits if he can defeat the person in question in a Mental Challenge. If any of the pieces inside the Wise Bag are ever missing for more than 24 hours, the bag becomes spiritually dead and no longer functions.

Rat’s Tooth Necklace

Spirit Affinity: Rat
 Cost: One Fetish Trait
 Activation Cost: One Gnosis Trait



When activated, the Rat's Tooth gives the user the temporary Physical Trait: Nimble, the temporary Mental Trait: Cunning, and the temporary Negative Mental Trait: Impatient. Whoever wears it gains the respect and admiration of all the Bone Gnawers in the area, who will constantly try to barter for it, if not steal it outright.

Sands of Sleep

Spirit Affinity: Lizard, Winter, Desert, Dream, Whale or West Wind

Cost: Three Fetish Traits

Activation Cost: Three Gnosis Traits

When the fetish is activated and slung in an area, all those in the area must immediately spend a Willpower Trait or fall asleep. Even if a character spends a Willpower Trait, he will suddenly develop the Negative Physical Trait: Lethargic. Those in Frenzy will either fall asleep (if they don't spend a Willpower Trait) or come out of frenzy (although they will not be lethargic at that point).

The sleep lasts until some loud noise or other outside stimuli wakes the sleepers, or until they have slept for their normal sleep period.

Baneskin

Spirit Affinity: Bane, Wyrms or Chameleon

Cost: Three Fetish Traits

Activation Cost: One Gnosis Trait

This leather-skin fetish causes other Wyrms spirits to think that a Garou in the Umbra is a Bane until the Garou acts differently than a Bane might act. It must be activated each time the Garou comes under scrutiny. This fetish also allows a Garou to use Social Challenges to command and manipulate Banes.

Tear of Renewal

Spirit Affinity: Wolf, North Wind, Engling


Cost: Three Fetish Traits

Activation Cost: One Gnosis Trait

These milky white tear-shape stones give a Garou Gnosis. By spending a Gnosis Trait to activate a Tear, a Garou will gain three Gnosis Traits, up to his maximum. The fetish can be used this way seven times before the spirit within it dies and the fetish becomes useless. The user may choose to "sacrifice" the Tear to a spirit while in the Umbra; this gives the spirit all of the remaining Gnosis, destroys the Engling Spirit, and gives the Garou one Notoriety Trait.

Klaives

The first klaive was created by Gwydion Wyrmslayer, a Fianna Ahroun. A klaive is a sacred sword of the Garou. There are many kinds of klaives, ranging from simple klaives to the special and powerful Great Klaives, of



which there are only seven in existence. Each klaive has a spiritual affinity with War, Thunder, Falcon or Stag. You must have a number of Honor Traits equal to the level of the klaive in order to be considered a "rightful owner" of the klaive: if you don't have the necessary Traits, Garou will be constantly trying to wrest the klaive from your possession, either through challenges or outright stealing.

Simple Klaive

Cost: Three Fetish Traits

Activation Cost: None

The simple klaive is a steel weapon with a war-spirit within it. Its bite is deep, and it causes aggravated wounds. It is always dedicated to the wielder and is usually tied to the wielder's wrist in case he is disarmed. Loss of a simple klaive in battle results in an immediate loss of one Honor Trait.

Bonus Traits: 3

Negative Traits: None

Grand Klaive

Affinity: War, Thunder, Falcon or Stag

Cost: Five Fetish Traits

Activation Cost: Four Gnosis Traits

The Grand Klaive is a large, usually two-handed weapon. Not only is it usually made of silver, but it is also much more deadly. Usually Grand Klaives have another spirit-power imbued in them.

Bonus Traits: 4

Negative Traits: Unwieldy

Grand Klaives typically have two powers. The first power is Luna's Fire, which can be activated to surround the blade with flame. This adds two bonus Traits and also causes an additional wound level. The second power is usually Summoning, which calls the blade to the wielder's hand through the Gauntlet. The weapon must be "stashed" in the Umbra nearby for this power to work: it cannot be summoned from far away.

Like all klaives, this type of weapon is dedicated to the wielder and is usually made of "friendly" silver.

Great Klaive

You can't purchase a Great Klaive; it has to be discovered or awarded. Their powers are legendary, and they are dangerous in the extreme. Each Great Klaive has a specific personality and is usually attached to one of the last Garou Heroes in the world. A Great Klaive can give the wielder five Traits in combat.

Talens

Talens are like fetishes, except that they are one-use items. One Fetish Trait can entitle a character a number of talens, depending on the Spirit Keeper's decision.



Clear Water

Spirit Affinity: Water, Purity, East Wind

Activation Cost: 2

This talen has a purifying spirit in a flask of water. When poured into a polluted body of water, the water is cleansed of taint. When consumed, it acts like the Gift: Resist Toxin.

Pine Dagger

Spirit Affinity: Pine/Tree, North Wind

Activation Cost: 2

This talen will destroy the Materialized form of a spirit upon contact. The spirit must immediately spend a Willpower Trait or will immediately be banished back to the spirit world. This dagger is made from the heartwood of a downed pine tree.

Bane Arrow

Spirit Affinity: Falcon, Snake, War

Activation Cost: 3

These act as normal arrows, but do not require a bow. When released, the arrow flies immediately to the closest Bane (either in the Umbra or materialized on Earth) and imbeds itself into the foul creature, doing normal damage. A Falcon's cry is usually heard as it strikes.

Moon Sign

Spirit Affinity: Wolf, Luna, Wyld

Activation Cost: 3

When a Moon Sign is thrown down before a Garou, he is forced to immediately change to Lupus form, costing the Garou a Rage Trait.

Death Dust

Spirit Affinity: Bear, Wisdom, North Wind

Activation Cost: 6

This dust, when sprinkled over a fallen animal, Garou, or human, allows the Garou using it to ask one question of the dead entity. As a side-effect, the Dust speeds decay of the body rapidly, reducing the body to almost nothing in about 10 minutes.

Wyrn Sign

Spirit Affinity: Chimera, Uktena, South Wind

Activation Cost: 6

This piece of unfired pottery is painted with a sigil of the Wyrn. It causes all creatures of the Wyrn in the area to be outlined in green fire and thus be immediately evident. It will cause fomori to scream in terror; other Wyrn creatures will react less stringently. If the sigil painted on the fragment is tampered with ahead of time, it will not function properly. This fact is generally known by the Skin Dancers, who hate Wyrn Signs.



Pack Totems

Pack totems are powerful Incarna who are intimately involved with the Garou and interact with them on a personal level. When a pack is formed, it is traditional that one of the totems takes a particular interest in that pack. During character creation, each character has a chance to buy levels of the Pack Totem Background.

Before you play your first game as a member of a pack, you must help your pack choose a totem by the fairest means available. First, total all the Pack Totem Traits that are available to your group. Then decide what kind of totem your pack should have. Each Pack Totem has an initial cost based on the rank of the spirit involved. Next, the spirit's affinity is purchased. Finally, Charms for the Pack Totem are purchased.

As long as you are a member of the pack, you will gain benefits based on the affinity of your Pack Totem, and your Pack Totem will be bound to both you and your packmates. If you leave a pack (which is accomplished not by physically leaving, but by formally declaring yourself to no longer be a member of the pack), then you take your Pack Totem Traits with you, and the Pack Totem suffers accordingly. If your pack takes in more Garou with Pack Totem Traits, you may purchase new powers for your Totem or upgrade its power level (Gaffling to Juggling, or Juggling to Totem Avatar). Anyone in the pack may choose to spend Experience Points to give the Pack Totem more Traits.

Pack Totems usually require a Minor or Major Geasa, depending on their unique personality and the power they offer in return. Pack Totems share their power in two ways: by using effects that apply equally to all pack members, or by giving a specific Trait to a single pack member for as long as she requires it.

Pack Totems can be divided into three categories: Totems of Respect, War and Wisdom

Buying a Pack Totem— The Cost

Purchasing a Totem Avatar costs a base of five Background Traits. Alternatively, a formed pack without a Totem Avatar can spend five experience points and adopt a totem later in their travels. Totem Avatars are actual spirits that serve the pack's Incarna Totem. These spirits are dependent on the pack for their power. The pack totem will never have more power than the amount the pack will give to it. In effect, the pack invests a bit of itself in the Incarna Totem and, in return, that Incarna sends a Totem Avatar spirit of appropriate might to aid and watch over the pack.

Five Background Traits (or experience points) will provide the pack with a basic Totem Avatar to watch over them. The more Background Traits and experience

the pack puts into the Totem Avatar, the more potent it will be, and thus, the more helpful it will be to the entire pack.

Basic Totem Avatar

When a pack gets a basic Totem Avatar, the spirit is weak. It possesses power roughly equivalent to that of a Jaggling. However, unlike a Jaggling, a Totem Avatar can increase in power through contributions made directly from the characters in a pack. Additionally, characters can purchase a special affinity for their totem. If they do so, the totem, drawing upon its affinity, will endow all members of that pack with unique advantages. Each avatar has its own unique contributions to offer. The bigger the contribution, the more costly the affinity.

A pack's Totem Avatar begins with the following basic statistics:

Traits: Twelve Traits—these can be divided between a spirit's Physical, Social and Mental Traits.

Negative Traits: No more than three

Power Pool: 6

Charms: Two Basic, One Intermediate

Health: Four Levels

Willpower and Rage: Four Traits can be divided between the spirit's Willpower and Rage.

Special Bonuses:

Additional Background Traits and Experience go a long way towards making a Totem Avatar stronger. Below is a chart that will show you the costs for purchasing additional Traits and Charms for your Pack Totem.

A Totem Avatar can take up to three Negative Traits in order to have more Traits.

Trait or Charm Purchased	Background Trait or Experience Cost
• Additional Trait (Physical, Mental or Social)	1
• Additional Willpower, Power (Gnosis) or Rage Traits	1
• Basic Charm	2
• Intermediate Charm	4
• Advanced Charm	6
• Additional Health Level	8

Totem Avatars

The pack can chose an affiliation for its Totem Avatar, and it is recommended that they do so. They must decide who their Totem Avatar will serve. Directing a Totem Avatar's affiliation can be costly to the pack, but it can also help provide strength. Listed below are the

different options and their costs. These costs are in addition to the five Background Traits (or experience points) that the pack initially spent on their totem in the first place.

Each totem has a contribution (or contributions) that she makes to the pack. In return for choosing the affiliation of the Totem Avatar, the totem refers to the members of the pack as her children. There are two types of contributions: general and exclusive. A general contribution can be used by the entire pack, such as giving each pack member an additional Trait or Traits. An exclusive contribution is used by only one member of the pack. The entire pack must decide who will benefit from this contribution and can use any means agreeable to decide. If the pack cannot decide who should gain the benefit of the exclusive contribution, then the Totem Avatar will withhold the benefit until the pack can reach a unified conclusion. The pack must cooperate, or they will lose the use of a very potent advantage. Once a pack member has the benefit of an exclusive contribution, it is hers until she either relinquishes it or is no longer a member of the pack.

Totems of Respect

• Pegasus

The only mythological Totem of Respect, the Pegasus is a noble winged horse who embodies the pure rage of the Wyld and the Wyld flying free.

Pegasus gives all of her children an extra Willpower Trait. Pegasus shares her knowledge of the Wyld by giving the Animal Ken Ability to her children.

Geas: Pegasus asks that her children always aid females of all species who are in need, especially young ones.

Cost: Three Traits

• Stag

To the Fianna, Stag symbolizes life, death and rebirth, and they follow his grand wisdom. Stag gives each of his children one Willpower Trait and shares with them his knowledge of the woods by giving each pack member the Survival Ability.

Geas: You must always aid faeries or their kin.

Cost: Four Traits

• Grandfather Thunder

Dark Thunder sits on his shadowed throne and calls the powerful Garou of the world to him. He sends his Stormcrows to places where his children need his aid, but he never travels to such places himself. Still, his Totem Avatars are just as powerful as those of other Incarna—they carry the might of Thunder. Thunder grants each of his children two Willpower Traits and shares his majesty by giving them the Social Traits: Commanding, Intimidating and Dignified. All Children of Thunder, however, must gain one Negative Social Trait: either Callous or Condescending.



Geas: You must never tell the truth to those you do not respect. You must never submit to unjust authority. You must display your strength.

Cost: Six Traits

- **Falcon**

Great Falcon, the raptor of the Silver Fangs, watches over Honor and Justice in the Garou world. Those who dare his high aeries come away with stories of Glory and Honor to match those of the greatest legends. Falcon sends his children to watch over the most promising packs, particularly where Silver Fangs are prevalent.

Falcon gives each of his children two Willpower Traits and lets them share his glory by giving them the Leadership Ability.

Geas: All Children of Falcon must have at least one Honor Trait. Falcon will not choose packs that are not honorable enough. If a child of Falcon ever loses all of his Honor, he must immediately perform the Rite of Contrition and do something, *anything* to regain it. Until then, Falcon will not aid the child's pack.

Cost: Four Traits

- **City Father/Mother**

This is typically a Glass Walker Totem. The City Father is the spirit of a city—the city embodied in spirit. For example, New York is a husky Italian man named Frank, while Atlanta is a slightly charred but still beautiful southern belle with flaming red hair.

The City Father Totem grants all of his children one Influence Trait having to do with his city: either Bureaucracy, High Society, Finance, Health, Industry, Legal, Media, Police, Politics, Street, Transportation or Underworld. In addition, the City Father shares his secrets by giving his children the Streetwise Ability. He will select one packmember to use this Ability, but may choose to pass it on to another one later.

Geas: The City Father will occasionally ask for “favors.” Do them, and do them quickly.

Cost: Five Traits

Totems of War

- **Rat**

Cunning and sharp, Rat is a Totem of survival, but can be fierce if cornered in a fight. Rat provides all his children with an extra Physical Trait: Brutal, and shares his will to survive by giving one member of a pack the Streetwise Ability.

Geas: You must never kill vermin.

Cost: Two Traits

- **Fenris**

Also known as Grandfather Wolf, Fenris is the warrior-wolf. He is the slaving, wild son of Loki. He expects no quarter and gives none. He provides all his children with the extra Physical Traits: Ferocious and

Tough. He provides no extra aid, preferring to make his children prove themselves to him.

Geas: You must never turn up the opportunity for a fight.

Cost: Six Traits

- **Griffin**

A mythological Totem of great rage, Griffin is the expression of the anger of all lupus, and he understands their hunger for blood. Griffin gives each of his children the Physical Traits: Ferocious and Tenacious, as well as the Negative Social Trait of either Bestial or Tactless. Griffin shares with one of his children the ability to speak to any bird of prey.

Geas: You must not associate with humans, and homids are not usually accepted by Griffin.

Cost: Three Traits

- **Wendigo**

This monstrous giant is the master of weather and strength in combat. He teaches Garou the wild tactics of the storm in battle. Wendigo gives his all his children two extra Rage Traits to spend and will share his knowledge of weather and insights into the wilderness by giving the Survival Ability to one member of a pack.

Geas: You must aid native peoples whenever they are in trouble.

Cost: Four Traits

- **Bear**

The Great Bear is a fierce warrior, but is also very wise in peacetime. Children of the Bear are all given the Medicine Ability and gain the Physical Trait: Stalwart. One of his children in a pack can share part of his healing powers and gain the Gift: Mother's Touch.

Bear is a totem that has fallen out of favor ever since the War of Rage, when the Gurahl (the werebears) fought the Garou. Therefore, it should be much harder for any Pack of the Bear to gain Honor Renown, and both the Narrator and the Philodox of a Sept should take this into account.

Geas: Bear lays no Geas on his children, wisely knowing that they are burdened enough.

Cost: Six Traits

- **Coyote**

The ultimate Trickster, Coyote first taught the Garou how to step sideways. All Children of the Coyote can step sideways in half the time it takes other Garou. They also gain the Mental Trait: Cunning and the Physical Trait: Nimble. One of Coyote's children can share his ingenuity by gaining the Gift: Open Seal.

Coyote will accept any old ragtag collection of Garou, even those who are not necessarily Garou. He will literally accept anyone who will have him. However, all Children of Coyote will soon discover that they are often used as scapegoats when bad things happen, as Coyote is seen by some to be bad luck. Packs who follow Coyote are

not considered to be especially Wise, and this should be noted by the Narrator and by the Theurges of a sept.

Geas: Coyote makes no demands on his children.

Cost: Seven Traits

Totems of Wisdom

- **Owl**

Stealthy and silent, Owl is a floating predator who flies mostly at night. He sees many things, knows many secrets, and keeps his silence. Owl grants all of his children the Mental Traits: Reflective and Wise. He shares the ability to soar in the Umbra with one of his children—effectively giving that Garou the ability to travel quickly in the Umbra by spending a Rage Trait or a Physical Trait.

Geas: Owl asks that his children leave animal sacrifices to him in the forest.

Cost: Five Traits

- **Unicorn**

Proud and powerful, this mythological Totem is the symbol of unity and mystical strength among the Garou. Although some think her gentle nature belies weakness, that is a foolish assumption. Unicorn's strength lies in her purity of purpose and the sharpness of her horn. Unicorn gives all of her children the Social Trait: Diplomatic and the Mental Trait: Calm. In addition, Unicorn gives one of her children the ability to cleanse by touch, although the child must first spend two Gnosis Traits. Use the rules for the Rite of Cleansing to represent this.

Geas: Unicorn asks that her Garou promote peace and understanding for all Garou, regardless of tribe, auspice or breed.

Cost: Four Traits

- **Cockroach**

Hardy, quick and adaptable, Cockroach has been around for a long time and will be around after the Apocalypse is but a memory. It provides two things to all its children: the Streetwise Ability and the ability to Peek into datastreams and onto computer disks, "reading" the information that is there. (See the section on "Spirits"). One of its children can share its computer access by giving the pack an Ability with Computers.

Geas: Cockroach asks that none of its brethren be slain by the pack.

Cost: Five Traits

- **Chimera**

Chimera is the ever-changing mythological totem of enigmas. She is a puzzle, as well: she appears in many forms, a different one each time she shows herself. She gives all her children the Mental Traits: Cunning, Insightful and Reflective, and each child must choose one Negative Trait: Forgetful, Oblivious or Shortsighted.

She shares her disguising ability with one member of the pack. That packmember can spend one Gnosis Trait

and appear as whoever or whatever she wants to impersonate, although she doesn't gain any of the special knowledges or abilities of that person or thing. This disguise lasts only for a short time at best (ten minutes) and can be seen through with a successful Mental Challenge.

Geas: Chimera will not seek you if you do not seek enlightenment.

Cost: Five Traits

- **Uktena**

This ancient water spirit watches over his children in the Umbra. He gives the pack a single Umbra Influence Trait, which can either be used to find out what's going on in the Umbra or to negate a Notoriety Trait. He also provides them with the Physical Trait: Tough when they are in the Umbra. He provides one of his children with the ability to step sideways instantly.

Geas: Uktena asks that his children hold and protect (and not use) lost artifacts and fetishes. He also asks that they be continually on the lookout for artifacts that are missing or lost.

Cost: Seven Traits

When Worlds Collide

In *Mind's Eye Theatre*, people who work against the players characters are called antagonists. Occasionally, players assume the roles of antagonists and face off against other players. This works especially well if the game has a large number of players. For the most part, though, antagonists are played by Narrators.

Elder Garou

Elder Garou are the individuals who are ultimately responsible for the safety of a caern. Though not technically antagonists, characters may come into contact with elders during the course of a story. Elders typically have 10 primary, 8 secondary and 6 tertiary Attribute Traits. An elder may also have from five to ten Gifts (including Intermediate and Advanced Gifts). Most have ten or more Abilities. An elder will also have access to many Rites, possibly even ones not listed here.

Elders wield great power in Garou society, and it would be foolish for a younger Garou to challenge one for any but the most important reasons.

Hunters and Humans

Humans present an interesting challenge to *Apocalypse*. Players encounter humans on a constant basis. Humans can be valuable contacts or deadly adversaries.

Some humans known as Kinfolk have close ties with the Garou. These humans have Garou ancestry, but did not inherit the gene that allows them to shapechange. Though most Kinfolk are wonderful allies for the Garou, there are a few who have become jealous of their brethren's

power and seek to steal it for themselves. These Kinfolk are among the most insidious of the Garou's many enemies and are known as Skin-Dancers (see below).

Another source of great danger to the Garou is Pentex, a massive megacorporation controlled by the Wyrms. There are some aspects of Pentex that are not of the Wyrms. Most of the lower-level employees are ordinary people, and many branches are run entirely by mortals engaged in legitimate business activities. Many of its upper-level agents, however, are controlled or possessed by Banes. Pentex Strike Teams and security agents are well-armed and equipped to deal with the Garou threat. In fact quite a few fomori (see below) are numbered among them.

Skin-Dancers

Very little is known these enemies of the Garou. It is said that they are Kinfolk of the Garou who have been transformed into Garou through the use of a secret ritual. Skin-Dancers are not inherently Wyrms-tainted, although most of them do bear some taint. Many of these "Garou" have undergone the transformation out of resentment for the power their brethren have.

Most Kinfolk have Attributes and Abilities similar to those of standard Garou. They do not, however, possess any Gifts unless they have allied themselves with a particular totem or received instruction by Banes. Those taught by Banes will certainly bear the taint of the Wyrms. (Further information on Skin-Dancers is contained in *Chaos Factor*.)

Fomori

Fomori are humans who have been become complete servants of the Wyrms. As such, they have been granted special powers and abilities. These abilities come with a price— each fomori has been twisted in a foul and perverse manner. Although this perversion is not always readily apparent to the eye, all fomori carry a reek of Wyrms-stench that is obvious to any who are able to detect it.

Most fomori have Attributes and Abilities similar to Garou, although many may have boosted Attributes in one or more areas, generally Physical. Each one will possess some strange mutant ability or power that they can use against opponents.

Vampires

Known as "Leeches" to the Garou, these undead beings primarily live in the Wyrms-corrupted cities. They are the traditional enemies of the Garou, although not all of them bear the taint of the Wyrms. In fact, some of them have been known to ally with the Garou.

The youngest members of their race have Attributes and Abilities similar to those of Garou characters, although their elders are creatures of incredible power.



They have their own powers, called Disciplines, which are similar to Garou Gifts. For further information on vampires in live-action, see *The Masquerade, Second Edition*.

Mages

Mages are practitioners of ancient arcane lore, also known as magick. Mages are humans of great power and most Garou avoid them whenever possible. However, a few Garou have been known to ally with mages, occasionally forming friendships. Mages practice their own form of the Veil, keeping them out of sight of mortals and most Garou.

Mages can add depth to a story, but they should generally be used only as Narrator characters. A mage can be a useful contact should a character seek an item of a mystical nature. It is possible that a mage could request a service of some sort in exchange for the item. Such contact with mages can lead to a whole series of new stories. A mage could even be a Garou's patron, offering rituals or enchanted objects in exchange for information the Garou can access, such as the names of spirits. Some mages seek to steal power from the caerns of the Garou by tapping caerns to fuel their magicks.

Mages have the usual Attributes and Abilities of the average Garou, with Mental Attributes being primary. They always have at least one Willpower Trait, as one must be strong-willed to work magick. They may use

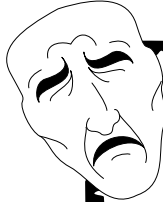
their magick to warp reality around them in whatever way the Storyteller sees fit, depending on the level of power of the mage.

Mummies

Mummies originated in ancient Egypt. They all have one thing in common: they have received the Spell of Life, an ancient Egyptian ritual that renders the recipient immortal. Of all the individuals inhabiting this dark world, Mummies are the only ones who experience the continuous cycle of life and death. They are therefore true immortals and are rarely extinguished.

Mummies rarely involve themselves in the affairs of others, although there is a distinct faction among them that works against a clan of vampires called The Followers of Set. Indeed, the very beginnings of the mummies can be found in Set's dark history. When a mummy does involve herself in Kindred affairs, it is often for personal reasons. Most mummies are aware of the existence of Garou, whom they call Lupines, and are aware of their various strengths and weaknesses. A mummy's typical role is manipulative rather than confrontational. However, their knowledge of Garou weaknesses and their centuries-old skills make them deadly adversaries. It should be noted, however, that they are exceedingly rare: there are only 43 mummies known to be left in the world.

Mummies have access to various potions and amulets (many of which can grant them additional Traits). A



mummy begins with 8 primary, 6 secondary and 4 tertiary Attribute Traits. Bear in mind that, because of their immortality, it is entirely possible for mummies to have considerably more Traits. Mummies can come from any profession in ancient Egypt and therefore vary widely in Abilities. Each has at least eight different Abilities. Some mummies even have magical powers at their disposal.

Ghosts

Ghosts are creatures of great passion, monsters who possess a will to live that defies even death. As they stem the tides of pain and suffering within their souls, they fight to maintain their ties to the physical world. Hidden in the Underworld, the dark side of the Umbra that lies just beyond the world of mortals, they exist trapped between a world that does not want them and a realm consumed by the growing force of Oblivion.

The Restless Dead live a tragic mockery of their former lives as they hold on to their feelings for the people and places that were important to them in life. The living deny the existence of the dead, yet the ranks of the dead still feed on the world of the living. Live-action rules for ghosts will be detailed in *The Oblivion*, an upcoming supplement for *Mind's Eye Theatre*.

Faeries

Sometimes the Garou encounter beings that have never been fully explained. A variety of beings draw upon

the power of magic to cross into this plane of existence from a realm called "Arcadia." Perhaps they are attracted to magic and magical places like moths to a flame. For the purposes of *Mind's Eye Theatre*, we shall refer to them as faeries.

Faeries exist in a magical realm. Arcadia, the Otherworld, Hy-Brasil, Tir-na'nogth—regardless of the name used for this realm, it is the place where the fey are all-powerful. Their forays into this world are but accidental intrusions. It is usually on days of special magical import, such as Samhain (Halloween)—the day that gates between the worlds are weakened—that faeries enter the mortal world. Some Garou, particularly the Fianna, have a sort of kinship with the fey, and may even at times call on faeries or the kin of the faeries for aid. As with all dealings with faeries, there is always a price.

Faeries prefer to not be seen in our world. They use a variety of natural Obfuscation powers. Faeries generally have high intelligence (Mental Traits are primary). Faeries also have their own form of magic, which no Garou has ever learned. Few things are known to harm faeries, but there is legend that cold iron may drive them back to their own realm. Knowledge of faeries is limited to legend, however. The secrets of their world remain to be seen.



Gift	Cost	Test	Page
Adaptation	Gnosis	n/a	99
Alter Scent	Mental	n/a	88
Attunement	Gnosis	Simple	94
Aura of Confidence	Gnosis	n/a	98
Babble	Gnosis	Mental	97
Baccantes' Rage	Gnosis	n/a	93
Balor's Gaze	Gnosis and Rage	Mental	95
Beastmind	Mental	Mental	97
Beast Life	Gnosis	Simple	87
Berserker's Song	Rage	n/a	96
Blissful Ignorance	Mental	n/a	88
Blur of the Milky Eye	Mental	n/a	87
Body Wrack	Gnosis	Mental	93
Bridge Walker	Gnosis	n/a	91
Call Flame Spirit	Gnosis	Simple	100
Call of the Wyld	Gnosis	n/a	91
Call of the Wyrn	Gnosis	n/a	91
Call the Breeze	Gnosis	n/a	101
Call to Duty	Gnosis	Simple	90
Calm	Social	n/a	94
Calm the Flock	Gnosis	n/a	97
Camouflage	Mental	n/a	101
Catfeet	Gnosis	n/a	87
Chill of Early Frost	Gnosis	n/a	101
Circular Attack	n/a	n/a	100
Clap of Thunder	Gnosis	n/a	98
Clarity	Gnosis	n/a	100
Command Spirit	Gnosis	Mental	89
Control Complex Mach.	Gnosis	Simple	97
Control Simple Mach.	Gnosis	Simple	96
Counting Coup	n/a	Simple	101
Coupe de Grace	Gnosis	n/a	93
Create Element	Gnosis	n/a	85
Curse of Dionysis	Gnosis	Mental	98
Curse of Hatred	Gnosis	Social	86
Cutting Wind	Gnosis	Simple	101
Cybersenses	Gnosis	n/a	96
Detect Spirit	n/a	Mental	87
Disfigurement	Gnosis	Social	98
Disquiet	Gnosis	Social	85
Distractions	n/a	Mental	91
Doppelganger	Gnosis	n/a	97
Elemental Gift	Gnosis	Simple	87
Exorcism	Willpower	Mental	89
Eyes of the Cobra	Gnosis	Social	91
Faerie Blood	Gnosis	n/a	95
Faerie Kin	Gnosis	n/a	95
Falling Touch	Gnosis	Physical	92
Fatal Flaw	Gnosis	Mental	98
Fennis' Bite	Gnosis and Rage	Simple	96
Feral Lobotomy	Gnosis/Willpower	Mental	89
Fetish Doll	Gnosis	Static	100
Fool's Luck	n/a	n/a	88
Geas	Gnosis	Mental	90
Gift of the Porcupine	Gnosis	n/a	86

Gift	Cost	Test	Page
Gift of the Skunk	Gnosis	Physical	93
Gift of the Spriggan	Gnosis	n/a	95
Gift of Termite	Gnosis	Mental	94
Gnaw	n/a	n/a	87
Gorgon's Gaze	Gnosis	Mental/Simple	93
Grasp the Beyond	Gnosis	n/a	89
Grovel	Gnosis	Social	86
Halo of the Sun	Gnosis	n/a	94
Halt Coward's Flight	Gnosis	Mental	95
Head Games	Gnosis	Mental	91
Heart of Ice	Gnosis	Mental/Simple	102
Heat Metal	Gnosis	n/a	97
Heightened Senses	n/a	n/a	86
Howl of the Banshee	Gnosis	n/a	95
Ignore Wound	Willpower	n/a	99
Infest	Gnosis	Mental	94
Invoke Spirits of Storm	Gnosis	n/a	102
Inspiration	Gnosis	n/a	92
Jam Technology	Mental	n/a	85
King of the Beasts	Gnosis	Social	90
Kiss of Helios	Gnosis	n/a	93
Lambent Flame	Gnosis	n/a	99
Long Distance Running	Gnosis	n/a	97
Luna's Armor	Gnosis	n/a	94
Luna's Avenger	Gnosis	n/a	100
Luna's Blessing	Gnosis	n/a	88
Madness	Gnosis	Social	86
Malleable Spirit	Gnosis	Mental/Simple	90
Mastery	Gnosis	Social	99
Mental Speech	Mental	n/a	86
Merciful Blow	Gnosis	n/a	100
Message Glance	Gnosis	n/a	99
Messenger's Fortitude	Mental and Gnosis	n/a	98
Might of Thor	Gnosis and Rage	n/a	96
Mindblock	Gnosis	n/a	99
Mindspeak	Mental	n/a	91
Mother's Touch	Gnosis	n/a	89
Name the Spirit	Mental	Simple	89
Obedience	Gnosis and Mental	Mental	98
Odious Aroma	Gnosis	n/a	93
Open Seal	Mental	n/a	88
Open the Moon Bridge	n/a	n/a	88
Open Wounds	Gnosis	Simple	98
Paralyzing Stare	n/a	Mental	85
Paws of the Newborn	Gnosis	Mental	99
Persuasion	n/a	Social	85
Phone Travel	Gnosis	n/a	97
Pointing the Bone	Gnosis	Physical	100
Power Surge	Gnosis	Mental	97
Preternatural Aware	Gnosis	n/a	100
Pulse of the Invisible	n/a	Simple	89
Quicksand	Gnosis	Simple	97
Razor Claws	Rage	n/a	92
Reach the Umbra	Gnosis	Simple	99
Reduced Delerium	n/a	Social	85

The Apocalypse

<i>Gift</i>	<i>Cost</i>	<i>Test</i>	<i>Page</i>	<i>Gift</i>	<i>Cost</i>	<i>Test</i>	<i>Page</i>
Resist Pain	Gnosis	n/a	90	Strength of Dominator	n/a	Mental	98
Resist Toxin	Gnosis	n/a or Physical	95	Strength of Purpose	Gnosis	n/a	90
Roll Over	n/a	Social	90	Strength of Will	Willpower	Mental	92
Rot Weavertech	Gnosis	Simple	98	Stoking Fury's Furnace	n/a	n/a	92
Secrets	Gnosis	Mental	100	Summon Talisman	Gnosis	n/a	99
Sense Magic	Gnosis	None or Mental	100	Surface Attunement	Gnosis	n/a	100
Sense Silver	n/a	Simple	92	Survivor	Physical or Willpower	n/a	94
Scent of Running Water	Mental	n/a	87	Take the True Form	Gnosis	Mental	90
Scent of Sweet Honey	Gnosis	n/a	93	Taking the Forgotten	Gnosis	Mental	88
Scent of the True Form	n/a	Mental	87	The Guilty Mind	Gnosis	Social	94
Sense Wyrn	n/a	Simple/Static	Mental 85	Tongues	Mental	n/a	85
Serenity	Gnosis	Mental	94	Totem Gift	Gnosis	n/a	86
Shed	n/a	n/a	86	Troll's Bridge	Gnosis	n/a	95
Sight from Beyond	n/a	n/a	89	True Fear	Gnosis	Social	92
Silver Claws	Gnosis	n/a	92	Truth of Gaia	n/a	Mental	90
Smell of Man	n/a	Simple	85	Unicorn's Grace	Gnosis	n/a	94
Snarl of the Predator	Social	Social	95	Venom	Physical	n/a	87
Song of Rage	Gnosis	Mental	91	Venom Blood	Gnosis	n/a	96
Song of the Siren	n/a	Social	91	Violation	Gnosis	Physical/Simple	88
Speak with Wind Spirits	Gnosis	n/a	101	Wall of Granite	Gnosis	n/a	90
Speed Beyond Thought	Gnosis	n/a	99	Wasp Talons	n/a	n/a	93
Speed of Thought	Mental	n/a	98	Weak Arm	n/a	Mental	90
Spirit Drain	Gnosis	Mental/Simple	89	Whelp Body	Gnosis	Mental	88
Spirit of the Fish	Gnosis	n/a	100	Wisdom of the Seer	Gnosis	n/a	100
Spirit Friend	Gnosis	n/a	94	Wither Limb	Gnosis	Physical	86
Spirit Speech	n/a	n/a	89	Woadling	Gnosis	n/a	95
Spirit Vessel	Gnosis	Static	Mental 90	Wrath of Gaia	Gnosis	Mental	99
Spirit Ward	Gnosis/Mental	n/a	85				



