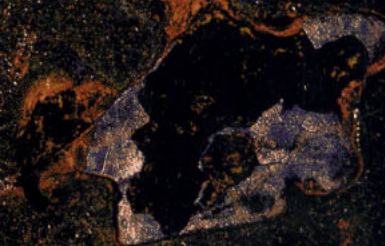
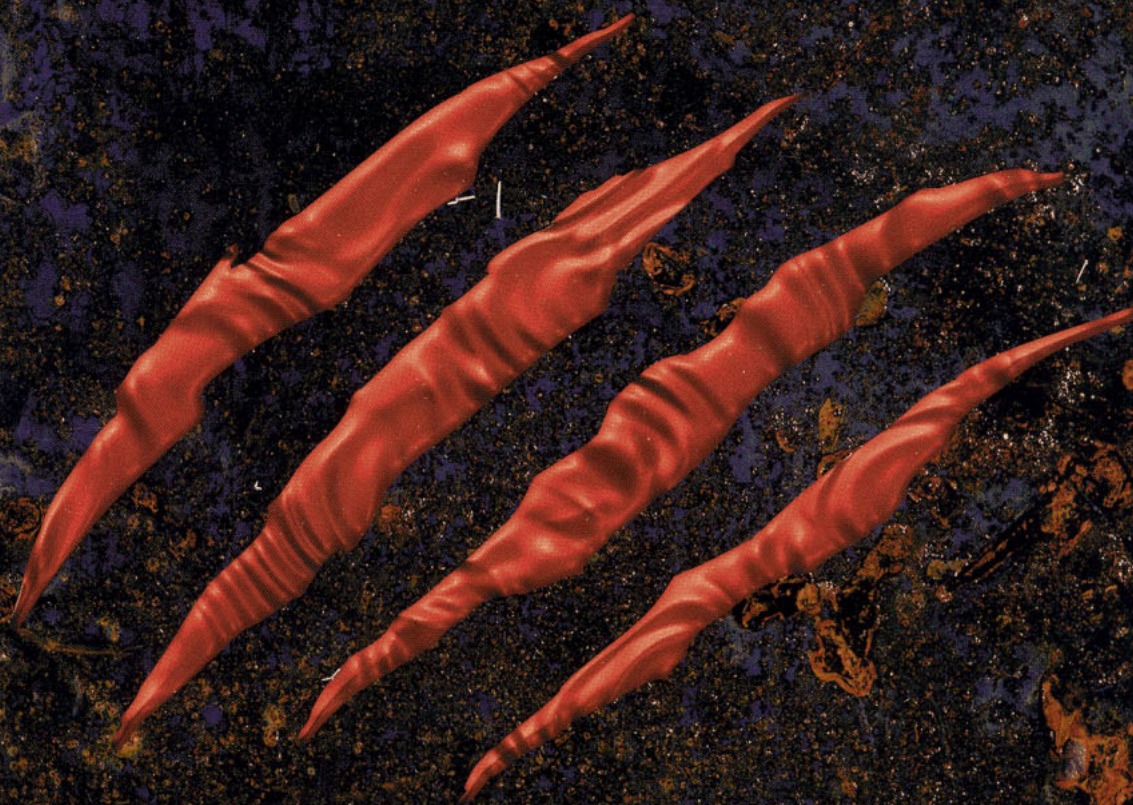


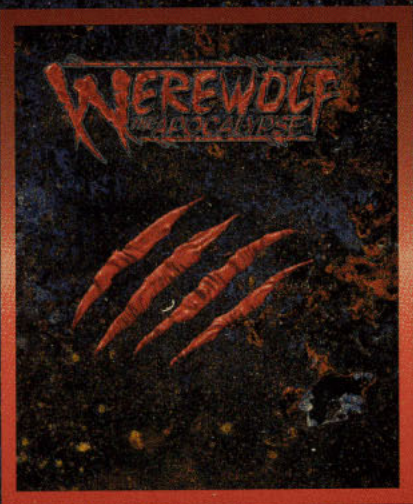
WEREWOLF

THE APOCALYPSE™



Free Introductory Kit

Werewolf: The Apocalypse is an elegantly simple game, but you can explore the World of Darkness and delve into its vastly detailed setting with the books below.

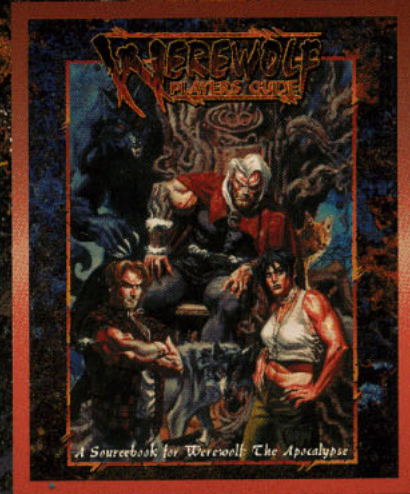


Werewolf: The Apocalypse

This hardcover rulebook, some dice, a few friends and your imagination are all you need to begin your adventure into Werewolf: The Apocalypse.

Werewolf Players Guide

The Werewolf Players Guide provides a wealth of information for expanding and detailing characters — information not available elsewhere.

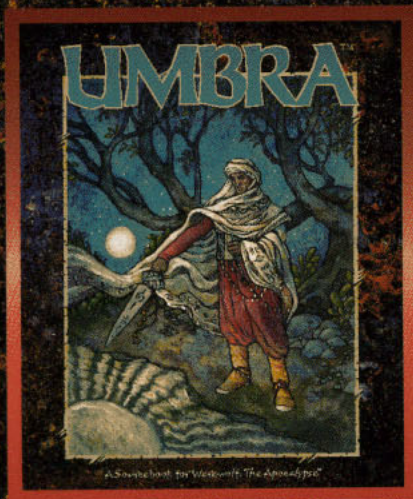


Werewolf Storytellers Companion

An essential accessory for any storyteller, the Werewolf Storytellers Companion provides information and game aids.

Litany of the Tribes Series

The Litany of the Tribes series reveals the secrets ways and modern plans that make Gaia's children what they are today.



Umbra Revised

The spirit realm of Gaia's chosen, the Umbra, holds myriad secrets and signs and reveals the true nature of the Garous' conflict.



for more information on Werewolf: The Apocalypse, visit www.white-wolf.com

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FREE



WEREWOLF

THE APOCALYPSE



Free Introductory Kit

Welcome to **Werewolf: The Apocalypse**, a storytelling game of savage horror. Within these pages is the tale of the Garou, the proud race of werewolves that lives outside human society and is engaged in a desperate war for survival. By the time you're finished, you'll have learned something about the Garou — and you'll even be able to try acting out the role of a werewolf yourself.

The following is a lexicon of terms specific to the world of **Werewolf: The Apocalypse** for you to refer to as you immerse yourself in the world of the Garou.

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

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

Bane: Evil spirits that follow the Wyrms. There are many different kinds of Banes, with many different powers.

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

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

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

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

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

Fomori: Humans who have turned to the Wyrms and draw supernatural power from it.

Gaia: The Earth and related Realms, in both a physical and a spiritual sense; the Mother Goddess, the great spirit that the Garou serve.

Garou: The term werewolves use for themselves.

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

Gnosis: The reserves of spiritual energy that fuel a werewolf's mystical powers.

Hispo: The near-wolf form of the Garou.

Homid: When capitalized, a werewolf's human form ("Stay in Homid form; we need to look inconspicuous."). When lower-case, a Garou of human ancestry.

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

Kinfolk: The human and wolf relatives of Garou, who often know about the werewolves' secret and work to aid their werewolf relatives.

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

Litany: The code of laws kept by the Garou.

Lupus: When capitalized, a werewolf's wolf form ("Take Lupus form — we need to run swiftly now!"). When lower-case, a Garou of wolf origin.

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

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

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

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

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

Rage: The supernaturally powerful anger that burns within a werewolf, driving him to violence and adding to his strength.

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

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

Stepping Sideways: Entering the spirit world.

Totem: A spirit joined to a pack or tribe and representative of its inner nature.

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

Tribe: The larger community of Garou. Tribe members are often bound by similar totems and lifestyles.

Umbra: The spirit world.

Ways, the: The traditions of the Garou.

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

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

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

Werewolf: The Apocalypse Introductory Kit

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

Based on the Werewolf: The Apocalypse game created by Bill Bridges, Sam Chupp, Andrew Greenberg, Robert Hatch, Mark Rein•Hagen, Joshua Gabriel Timbrook and Stewart Wieck.

Original Quickstart rules by Rob Hatch.

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

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Welcome to the world of **Werewolf: the Apocalypse**. **Werewolf: The Apocalypse** is a roleplaying game — a book that details the lives of a society of werewolves that live outside the bounds of human civilization. It offers rules for creating your own werewolf character and describes the world around your werewolf and the war that threatens to engulf him or her. The rest is up to you.

This booklet is a very simplified version of **Werewolf: The Apocalypse**; it's hard to get across even the nuances of the Garou's culture, identity and abilities in less than thirty pages. As such, the rules presented here are frequently altered from the actual rules in the name of simplicity. Everything here is the highlights, the basics of the **Werewolf** setting and rules — enough to get you started.

Try it out. If you like it, the rulebook is available in most book, hobby and comic stores. Once you're ready, your real Rite of Passage is waiting for you.

Storytelling

This pamphlet is an introduction to **Werewolf: The Apocalypse**, a storytelling game from White Wolf Publishing. With the rules in this kit, you and your friends can take the roles of werewolves, predators among the flock of humanity, and tell stories about these characters' triumphs and failures, their deeds of glory and darkest secrets.

In a lot of ways, storytelling resembles games such as *How to Host a Murder*. Players take the role of a character — in this case, a werewolf — and engage in a form of improvisational theater, saying what the werewolf would say and describing what the werewolf would do.

In a storytelling game, players take their characters through adventures, called (appropriately enough) stories. Stories are told through a combination of the wishes of the players and the directives of the Storyteller.

Players and Storytellers

Most people who play **Werewolf** are players. They create werewolf characters — imaginary protagonists similar to those found in novels, films and comics — who operate together as a pack to fight their war against the minions of the Wurm, the supernatural embodiment of corruption. In each group, however, one person must take the role of the Storyteller. The Storyteller acts as a combination director, moderator, narrator and referee. The Storyteller creates the drama through which the players direct their characters. The Storyteller also creates and takes the roles of supporting cast — both allies with whom the characters interact and antagonists against whom the characters fight. The Storyteller invents the salient details of the

story setting — the sacred glens in the wilderness, the nightclubs, research facilities and other areas the characters may visit. The players decide how their characters react to the situations in the game, but it is the Storyteller (with the help of the rules) who decides if the characters actually succeed in their endeavors and, if so, how well. Ultimately, the Storyteller is the final authority on the events that take place in the game.

Example: Brian, Aileen, Jeff and Justin have gathered for a game of **Werewolf**. Aileen, Jeff and Justin are the players: Aileen is playing Magda the Iron-Handed, a brooding homid Shadow Lord Philodox; Jeff is playing Super-Size, a massive lupus Bone Gnawer Ahroun; and Justin is playing Otto Twisted-Arm, a wisecracking metis Get of Fenris Ragabash. Brian is the Storyteller, and has decreed that the characters have recently been assigned to infiltrate a research lab and discover whether the scientists within are breeding monsters for use against the Garou. The players may now decide what to do: Aileen, speaking as Magda, may devise a plan to bribe their way into the building; Jeff, as Super-Size, may argue for smashing their way in with brute strength; and Justin, as Otto, may simply try to sneak in with stealth and cunning. Ultimately, though, it is Brian, the Storyteller, who determines how the facility's personnel react to the characters' actions; it is Brian, speaking as each individual facility employee, who roleplays whatever reactions are necessary, and it is Brian who determines whether the characters' actions, if any, succeed or fail.

What is a Werewolf?

Cinema and folklore paint a fairly clear picture of what a werewolf is like. Sometimes a werewolf is a witch who turns into a wolf by donning a wolf's skin, although more commonly a werewolf is a victim of the disease *lycanthropy*, passed on by another werewolf's bite. On nights of the full moon, the cursed individual shifts into wolf form (or sometimes a wolf-man form) and seeks blood and prey. The only thing that can kill a werewolf is a silver bullet through the heart — nothing else will stop its rampage.

These legends also exist in the world of **Werewolf: The Apocalypse**. However, they fall very far short of the truth.

In **Werewolf**, werewolves are a race unto themselves, born to humans or wolves, growing up in troubled environments, always suspecting they are somehow different — until the First Change. At that time, the other werewolves, their true family, come to collect them. Then the young cubs learn something of their true nature.

Werewolves, or the Garou, as they call themselves, are the warriors of Gaia — the defenders of the Earth Mother, the great spirit of Nature and the Earth itself. They gather in hidden places and form packs to strike against the enemies of the Earth Mother. They are creatures of fury and speed and strength, children of the earth and the moon. They can be hurt and killed, but they heal their wounds with supernatural speed, unless they are injured with silver. And they are terribly, terribly strong.

Werewolves are a dying race, the last defenders of the wild places that are dying as humanity breeds out of control. They work to save the unwitting humans — and the rest of the world — from the spiritual evil that dwells in humanity's heart, in the deepest recesses of the cities, in the toxic spills buried under the earth's crust. They fight against a great evil called the Wyrms, the spirit of Corruption itself. And their war is coming to a close, for the final battles have begun. Soon the Wyrms may well devour the entire world, unless the Garou are strong enough to prevent this.

These are the End Times. This is the time of the final battle — the Apocalypse.

History of the Garou

In the beginning, or so-it's said, there was Gaia. And Gaia was the world, and the world was Gaia. But into this Garden of Eden there entered a serpent — the Wyrms. Nobody knows for sure what made the Wyrms, once a great force of balance, into the force of corruption it is now. But now the Wyrms was maddened, sick like a rabid dog. It sank its poison fangs into Gaia, and the Mother screamed.

The Wyrms was the greatest enemy Gaia had ever seen. It birthed monsters, spirits of evil and the like. It spawned legions of foul creatures that raced forth to conquer.

Gaia needed a champion.

So she looked to her children, all the creatures of the land. None were strong enough to fight the Wyrms on their own. But one of her children, humanity, was clever — they had learned to use weapons and make tools and speak in language. And another of her children, wolves, were great hunters who acted as if of one mind.

So Gaia took the strongest and wisest humans and the fastest and fiercest wolves, and she bound them together into a new race. She made herself a race of champions, creatures that could ignore pain and rend trees and run swiftly on four legs.

Thus were born the Garou.

The Eternal War

Since before humans first gathered in cities, the Garou were among them. In prehistory, they cull-

ed human settlements when they grew too large, emerging from the night to slay with bloodied fangs. Although this culling ended long ago, humans faintly remember the nights of terror. To this day, humans have a long-buried, ancestral fear of werewolves — a human might laugh at a Lon Chaney movie or a Halloween cartoon, but if confronted with the real thing, it's not funny anymore.

In the old times, there were also many more shapechangers — werescats, werespiders, wererats and more, each charged with a duty of vigilance against the Wyrms. But war broke out between the werewolves and the other shapeshifters, and many of the shapeshifter races were driven to extinction. To this day, if any exist, they keep themselves hidden from Garou eyes, for they remember all too well that the Garou were death to their ancestors. Today, the werewolves remember this as the War of Rage, and they regret it, but it is far too late for that.

In all the years since those old times, the Garou have been at war. The Wyrms' corrupt spirit children encourage humans to act on the dark impulses in their hearts, and even breed monsters to ravage the land and its denizens. So the Garou fight to heal the land where it is blighted, and to tear apart the creatures of the Wyrms — the living embodiments of hate and lust and perversion. For most of their history, the Garou were winning — until the time of the Industrial Revolution. When the cities became so huge that the werewolves could no longer find even a majority of the Wyrms-spirits within, when overpopulation began to breed atrocities on every street corner, when pollution reached deep into the heart of the woods and the oceans — this was the first sign of the Apocalypse, the final battle with the Wyrms.

These are the End Times. The Earth Mother is dying. The Thirteen Tribes of werewolves are her only hope — the werewolves, and their brutal, terrible Rage.

The World of Darkness

The Garou's world, the World of Darkness, is much like our own — but in many ways, more grim. Race riots happen a little more often. There are fewer honest cops, and more criminal gangs. People are less likely to stop and help out an injured pedestrian and more likely to gawk and keep driving. At least a little of this increased heartlessness is the work of the Wyrms, the colossal spirit of corruption.

What's more, in the World of Darkness, the supernatural is real, if hidden. Vampires seduce their victims into joining them in their penthouse suites. Spirits of bloodlust possess the borderline psychotic and drive them to killing sprees. Secretive warlocks hoard magical might and fight each other in invisible wars of intrigue.

Even ghosts are said to walk the streets where they died when the moon is full. And like the humans in the World of Darkness, all of these supernatural beings are more often selfish and callous than not.

Even the Garou, the warriors of Gaia, are no paragons of virtue. Too often, they fight amongst themselves for glory and territory, rather than joining forces against common foes. They often assault their enemies rather than even trying to parley. They are antihero and hero all in one.

Still, they may very well be the World of Darkness' only hope.

The Cities

The cities of the World of Darkness are oppressive places. Even their human inhabitants find them bleak, and the Garou despise them as sores on the skin of Gaia. Though the Bone Gnawer and Glass Walker tribes have to some degree adapted to the cities, urban areas remain largely the demesnes of the Wyrms. The very earth-spirits are warped and mutated by such places; at best they become fey and strange, at worst they are actively malevolent.

Werewolves are not at home here. The cities are largely under the sway of the Wyrms' creatures, and many urban spirits display overt hostility toward the Garou. Malicious city elementals mock the werewolf travelers, lead them into traps or even attack them outright. The hated vampires constantly watch for Garou, slaying any they find. The looming skyscrapers house spiritually bankrupt corporations, while the rusting tracts of industrial wasteland are haunted by fomori, people mutated into monsters by Wyrmspirits. Werewolves do not lightly venture beyond the confines of the forests and hills.

The Wilderness

If the "civilized" areas of the World of Darkness are bleak and oppressive, the wilderness is little more comforting. When one views the sullen, shadowy expanses of tangled forests, windswept moors and stagnant swamps, one can understand why the humans so frantically cover the land with cities.

The wilds have long been guarded by the savage Garou, and thus humans instinctively fear and distrust the dark places beyond the city lights. The dwellers of the rural towns tend to be sullen, insular and secretive; many strange events quietly take place in such locales. Rural folk know they are not alone in the wilds, and superstition runs rampant through the hamlets and truck stops. City newspapers write off the occasional bizarre slayings as the deeds of serial killers and the like, but the natives know better.

Even the Garou, who call the wilds home, know but a few of the land's secrets. Indeed, the wiser Garou reiterate that some of Gaia's mysteries are better left unknown. Gaia is not always a loving mother, and werewolves have long known that certain places in the wilds are taboo. Garou who foolishly venture into these places often do not return. Their more prudent brethren sigh and shrug. Such is Gaia's way....

Caerns

Nothing is more sacred to the Garou than the **caerns**, the sacred places. The spirit world is closer, stronger in the heart of a caern. Like the nodes of crossing ley lines, caerns are mystical places of power — which is why the Wyrms' armies seek to corrupt and control them.

But in the heart of a caern, the werewolves' power is strong, too. Which is for the best — because the caern is the last line of defense. When Garou face their enemy at the boundaries of the caerns, they intend to win — or die defending their home.

The Spirit World

On the other side of reality, side-by-side with the physical world and yet impossibly far away at the same time, lies the spirit world. The spirit world, or **Umbra**, is the metaphysical reflection of the physical realm, yet an actual place that werewolves can visit. It is the world behind the mirror, where thoughts and dreams and impulses become real. It is the source of much peace and healing, yet it is also an imperiled battleground where the Wyrms' spirit minions spread disease and pollution.

Thus the werewolves have an unenviable task ahead of them — for they must defend not one world from corruption, but two.

The Garou Nation

Outside the boundaries of human culture lies the Garou Nation. The Garou Nation is the name the werewolves have given their society, which exists in the shadows and in the deepest heart of the wilderness. A werewolf belongs to a pack and a tribe, but both pack and tribe owe allegiance to the Garou Nation.

The leaders of the Garou Nation, and of the tribes, are the elders. The veterans of many battles, the elders give advice and orders alike to the other werewolves, serving as generals in times of battle and lawgivers in times of peace. However, as with any society, trouble arises when others begin to believe that their elders have become too old and out of touch to effectively lead any more — and the elders are usually unwilling to relinquish their power.

The Garou Nation is a paradox. On one hand, it can prove to be a remarkable display of unity, as werewolf rivals with nothing in common join together to fight a mutual enemy. On the other hand, it is often wracked with infighting as werewolves jockey for prize territory, prestige and seniority. Like their wolf kin, werewolves are all too aware of the politics of dominance and submission — and many would rather be the alpha than the beta.

The werewolves pay particular attention to the deeds of their brethren, passing on tales of valorous battles, clever tricks and just decisions. The Garou who is fearless in war, honorable in bearing and wise in his judgement is considered of particularly high rank among his peers, whereas cowards and fools are reviled. To the werewolves, it is better to die bravely and well than to live a life of shame and dishonor — or so it has traditionally been. However, some werewolves have turned away from the path of honor and glory, and are willing to do whatever it takes, deal with whomever they must, in order to survive. Many of these fall to the Wyrms, and become the Garou's greatest foes.

Now

As the sacred sites are drained of energy by human negligence and supernatural plots, the tribes must compete for mundane and spiritual resources alike. Werewolves of different tribes, who once looked upon one another as

brethren, now glare at each other with lowered ears and slitted eyes. Even the packs vie for supremacy.

Many Garou, afraid or tired or simply disgusted, turn away from their duties, seeking freedom in anonymity. Indeed, apathy and malaise are among the Wyrms's greatest allies. The Garou have, in large part, lost their fire. They roll around with each other in the dirt, seeking dominance over some petty pack, desperately clutch at their ever-shrinking domains or simply retreat to the stagnant security of tedious human existence. Cynicism and callousness are increasingly common, and the numbers of Ronin (Garou who turn away from their pack and tribe) swell with each new moon.

Now, in this age of smog and concrete and rust, when the Garou are at their nadir, the Wyrms strikes in earnest. Will the planet succumb to the great cancer, or can a handful of determined warriors somehow stem the gathering maelstrom?

Antagonists

The Garou are defined by their war against the forces of corruption. In many ways, a **Werewolf** game is also defined by its antagonists. Although the characters may find themselves thrown up against rivals of their own kind, there are a few enemies that force even Get of Fenris and Black Furies to set aside their differences and fight together.



Banes are evil spirits, the demons that are born from human hatred, cruelty, lust and other unhealthy emotions. They are only found in the Umbra, where they gather around sites of spiritual suffering — although a few are said to be able to materialize in the physical world or possess people to do their bidding. A Bane's form can be anything from a chitinous, alien thing to an amalgam of bones and blood — anything out of a nightmare.

When a Bane possesses a human, the result is a fomor. **Fomori** are the shock troopers of the Wyrms, the deformed cannon fodder thrown at Gaia's defenders in wave after wave. Most are grossly mutated by their spirit "benefactor." Even worse, some are able to pass as human for a time. All, however, draw power from their resident Bane, power they cherish — and that they've bought with their souls.

One of the largest corporations in the **Werewolf** world is the shadowy fiscal entity called **Pentex**. This

The Litany

The Litany is the great song of ages containing the traditions, codes and laws of the Garou. It is a living law, one which evolves from tribe to tribe and sept to sept — many Garou ignore the Litany's tenets out of rebellion or necessity. Even so, the Litany has existed for many millennia, and few Garou defy it without cause.

Ciarou Shall Not Mate with Ciarou

To breed a metis is a sin, and a cruel thing to do to your child. If a Garou loves another Garou, he must not express his passion. This is the law.

Combat the Wyrms Wherever It Dwells and Whenever It Breeds

The Garou were born to fight the Wyrms. There is no greater honor. This is the law.

Respect the Territory of Another

Ask before entering another's territory, for only the master of a territory knows best how to guard it against the Enemy, and within his territory, his commands are to be obeyed. This is the law.

Accept an Honorable Surrender

We are too few, and each Garou's death only advances the Wyrms' cause. If you are beaten, bare your throat; if you are victor, spare your vanquished foe. Duel never to the death with your brethren, only against the Wyrms. This is the law.

Submission to Those of Higher Station

Your elders are to be obeyed, for they hold the wisdom of many battles. Learn from them, and obey their words. This is the law.

The First Share of the Kill for the Creatast in Station

Honor your alpha, for he has brought you victory. In return, he will honor you. This is the law.

Ye Shall Not Eat the Flesh of Humans

To feast on the flesh of your Kin is to invite the Wyrms into your body and soul. Human meat poisons both flesh and spirit; it is not fitting prey. This is the law.

Respect for Those Beneath Ye — All Are of Gaia

The Garou were created to be the world's protectors. Abuse not your power, lest those above you strike you down. This is the law.

The Veil Shall Not Be Lifted

Our enemies are many, and all seek our death. To reveal our existence to the humans is to offer our throats to the Wyrms. This is the law.

Do Not Suffer Thy People to Tend Thy Sickness

There is no honor in dying sick, weak and old. Death in battle is the noblest death we may hope for. This is the law.

The Leader May Be Challenged at Any Time During Peace

The leader who reigns poorly is no leader at all. Should your leader prove helpless, it is your duty to challenge him and reign in his stead. This is the law.

The Leader May Not Be Challenged During Wartime

A pack may not win if they fight amongst themselves when danger approaches. The law of the pack is vital to victory, and obedience is vital to the law of the pack. In battle, the word of the leader is immutable. This is the law.

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

The caerns are Gaia's lifeblood. If they are destroyed, we will cease to exist. Those who betray a caern are to be slain without mercy. This is the law.

monolithic holding company controls countless subsidiaries and produces a staggering variety of products — from the computers of Tellus Enterprises to the drugs of Magadon, Inc. to the roleplaying paraphernalia of Black Dog Game Factory. Through its subsidiaries, Pentex holds virtual monopolies in certain industries and possesses significant market shares in most others. Pentex is a leader in the global economy. It provides jobs for countless people around the world. It is also thoroughly riddled by the Wurm.

Pentex and its subsidiaries have often been accused of questionable activities, but neither the main branch nor the subsidiaries have yet been convicted of any serious ethics violations. This is largely because of “real-world” corporate tactics such as good lawyers and underworld ties (thus ensuring the disappearance of overly curious individuals). However, Pentex may also call upon vast spiritual resources to silence threats. Pentex routinely employs fomori and Black Spiral Dancers as agents and guards. It also bonds various Banes to important sites. Garou venturing onto Pentex installations are usually unnerved, for they can literally smell the taint of the Wurm.

Unfortunately, the Garou’s worst foe is as powerful and canny as they are, for this foe is nothing less than their own dark reflection.

The Black Spiral Dancers

The fallen tribe of werewolves is assuredly the worst threat facing the Garou Nation today. Once known as the noble White Howlers, the Black Spiral Dancers are now a demented, inbred race in service to the Wurm. They have all the strengths of ordinary Garou and more, although many are handicapped by madness and deformity. They are the dark reflection of the Garou, werewolves who have fallen to the Enemy and were granted blasphemous power in return. No other foe is so dangerous, because no other foe knows the heart of the Garou so well.

Character Creation

Now that you’ve learned the basics of the Garou’s struggle, it’s time to generate your own werewolf character. Creating a character is easy, involving just a few simple choices. It is a good idea to have a general concept of what you want your werewolf to be like (Was he a wolf cub raised in northern Alaska — or a zoo? An army brat with an alienated family? A shy, retiring young girl who Changed for the first time at her junior prom?). Even this is not necessary, however; a concept can be created as you go.

The next step is selecting your character’s *breed* — the form he was born in; *auspice* — the phase of the

Character Creation Quick Chart

- **Choose breed:** Write down the breed Weakness.
- **Choose auspice:** Write down the auspice Aptitude.
- **Choose tribe:** Write down the tribal Advantage and Totem.
- **Choose Traits:** Rank the character’s Physical, Mental, Social and Psychic Traits from 1 to 4; 4 is the best, 1 is the worst. Then divide six points between Rage and Gnosis (five points if the character is homid).
 - Give your character a name, and make up some details about her appearance, personality, mannerisms and other features that will help you roleplay her.

moon he was born under, determining his role in life; and *tribe* — his extended family, his werewolf bloodline. The combination of breed, auspice and tribe can help you get an instant grasp on your character’s personality and the forces that affected him while he was growing up. For example, if you wanted to create an aloof teenager who spent much of his childhood moving from town to town, a homid Silent Strider would seem to be a logical choice. If you then chose the auspice of Ragabash, it becomes likely that the young werewolf has a black sense of humor, further fleshing out the character.

Once you’ve selected a breed, tribe and auspice, write down the listed Aptitude, Advantage and Weakness that each choice grants. Also, make a note of your tribal totem, and the abilities this powerful spirit gives you — as well as the ban it has placed on your behavior.

Next, you get to decide your character’s Trait levels. Characters have six Traits in all. Four represent your mundane abilities: Physical, Mental, Social and Psychic. Two represent your supernatural power: Rage and Gnosis.

To determine your mundane Traits, rank these from 1 to 4; 4 is the best, 1 is the worst. (Each number may only be assigned to one Trait — you can’t give your character a 4 in everything!) So, if you decide your character is remarkably charming, quite clever, in average shape but fairly suggestible, you might decide the character has Social 4, Mental 3, Physical 2, Psychic 1.

To determine your werewolf’s supernatural aptitudes, divide six points — or five, if the character is homid — between Rage and Gnosis. To continue the example, let’s say that your charming young werewolf

above is a homid. You think he'd be slightly more suited to mystical pursuits than acts of supernatural destruction, so you give him a 2 in Rage and 3 in Gnosis. If you wanted him to be much more mystical, you might give him a Rage of only 1 but a Gnosis of 4.

That's about it. With that, you're ready for the finishing touches. What is your werewolf's name? Does he have a tribal name like "Stonehand" or "Walks-Unseen"? What does he look like in each of his forms? What was his First Change like? Does he still have mortal friends? Does he have rivals in another tribe? What outstanding personality traits does he have? Once you've come up with these details, your character is ready to join the fight.

Details about breeds, auspices, tribes, Traits and Disciplines can be found on the following pages.

Breeds

Garou are not "infected" — they are born. To keep their lineage alive, werewolves must breed with humans and wolves. Their children, whether born of human or wolf, grow up suspecting that they are different — until the First Change. Although Garou *can* breed with one another, this is taboo — the product of such a union, the metis, is sterile and deformed. For the race to continue, there must be viable young homid and lupus cubs in every generation.

Although each breed produces mighty warriors and wise seers, each breed also begins play with a

distinct disadvantage. After all, no form of upbringing can truly prepare one for becoming Gaia's warrior.

Homid

Most werewolves are born homid, children of humans and Garou, or even lost cubs born of two human parents. Because the Garou gene is recessive, there are far more of these lost cubs every year. Homid werewolves are... different from the other kids. Their latent Rage sets them apart, all but guaranteeing that the child will suffer a troubled youth. Until, of course, the pressures of adolescence — or worse — bring on the First Change.

Weakness: Tame. Human-born Garou are born with less of the wilderness in their hearts and have become slightly disconnected from the living spirit world. As a result, they have only four points to spend between their Rage and Gnosis, rather than five.

Metis

When two Garou defy the Litany and mate with one another, the wretched result is metis. Born in the war-form of Crinos, metis are not as healthy as their brethren. They are all sterile and deformed, not able to produce children of their own or blend as easily into human or wolf society. Despite the shame of their birth and the contempt heaped on them, however, metis often overcome their handicaps to stand among the bravest and fiercest champions of Gaia.



Weakness: Deformity. All metis are born with debilitating deformities, whether twisted limbs, unusual but useless body parts like gnarled horns or cloven hooves, or a complete lack of hair in any form. These deformities appear in all their forms. All metis roll one less die whenever making a Social Trait roll.

Lupus

The wolf-born Garou are a dying breed. There are too few wolves left in the wild, and the Garou cannot breed with domesticated dogs — only the wolves of the wild can produce children with Rage and Gnosis. Although the lupus are a minority, and have difficulty dealing with the modern world after their First Change, they are nonetheless highly valued by their fellows for their instinctive knowledge of the wild places.

Weakness: Feral Upbringing. Wolf-born Garou lack the grounding in human language and technology that homids and even metis receive during their childhoods. They appear wild even in human form and speak with halting accents. As a result, they are at +1 difficulty to operate any form of human technology more complicated than a club or knife.

Auspices

The pull of the moon can affect a werewolf's temperament, even from birth. The Garou have noticed this, and have therefore recognized five **auspices**, or moon signs, that dictate a cub's role in Garou society. When a werewolf is born, he receives a special aptitude from the moon phase that watched over his birth. This auspice can affect a werewolf's Rage, particularly when the moon is in his auspice's phase. Tales of werewolves killing during the full moon were almost certainly started by angry Ahroun, the Garou's warrior elite, being filled with rage by their auspice moon...

Ragabash — The New Moon

Every society needs a rebel, someone who questions the status quo and keeps people wondering if things are really for the best the way they are. That is the Ragabash — the trickster, the fool, the contrary. Ragabash, children of the darkest nights, often act as the scouts and spies for their packs, as well as offering their irreverent ideas and alternative plans for their packmates' consideration. Many others find the Ragabash annoying, but would find themselves lost without his cunning.

Aptitude: Stealth. When attempting any covert, sneaky or stealthy action, a Ragabash may add one die to the appropriate roll.

Theurge — The Crescent Moon

The crescent moon shines like a blade. In its light, the Theurge, seer of the Garou, makes her peace with the spirit world. Like the human shamans of native

cultures, Theurge werewolves stand aloof and mysterious, touched and set apart by the insight they have gained. They may channel, heal, or harm with equal grace. Without them, the tribe might wander until the Wyrms swallowed them whole.

Aptitude: The spirit world. When trying to cajole, threaten or otherwise deal with spirits, the Theurge gains an extra die to the rolls. This does not apply to combat with Banes, although it does apply to other rolls made against them.

Philodox — The Half Moon

As the half moon balances light and darkness, the Philodox straddles the line between wolf and man, Rage and Gnosis, passion and wisdom. The Philodox is the pack mediator, the one to whom the other Garou go for advice or a fair resolution to disputes. His honor is usually beyond question. As judge, lawgiver and Master of Challenges, the Philodox is without peer. In personal matters, they often hold their own counsel unless asked, but intervene immediately if they spot a potential threat to the pack.

Aptitude: Judgement. As the natural arbiter of Garou society, the Philodox gains an extra die on any roll made to determine the truth of a matter, whether this is determining if an informant is lying or trying to see through a disguise.

Galliard — The Gibbous Moon

As Luna grows pregnant with Rage, she bids the Moon Dancer to sing her songs of battle and past glories. Heeding the call, the Galliard raises her voice against the night, summoning inspiration and fortune with her clear, perfect howl. Galliards are the lorekeepers, the entertainers, the artists, the singers of old tales and new ways. Spontaneous and inventive, Moon Dancers are the soul of the pack. They raise the others' spirits and remind them of what it is they fight for. Galliards are often fearsome warriors in their own right, blazing with Luna's passion. Whether her sacred dance is performed in a newfound glade or in an enemy's spilled intestines matters little to a Galliard.

Aptitude: Wordcraft. When attempting to impress, sway or otherwise influence an audience through a speech, a Galliard may add a die to the roll. This aptitude is not effective on spirits, animals, or other creatures that don't reason through language. At the Storyteller's discretion, this aptitude might help the Galliard against certain fomori or other enemies.

Ahroun — The Full Moon

When the moon is full, the Garou are filled with Rage. And the Ahroun are filled with the most Rage of all. They are the warriors of the Garou Nation, always

first into battle and last to retreat. They are often short-tempered and quick to fight, but the wisest and greatest Ahroun are those who have mastered strategy as well as the arts of physical combat.

Aptitude: Combat. The Garou's warriors may add one die to any one combat action taken per turn. An Ahroun might choose to add a die to a roll to hit a foe, or to instead spend the die on a roll to soak damage.

Tribes

Twelve tribes of Garou remain in the Garou Nation of the present day. Each one has their own agenda, their own patron totem, their own territories and their own unique abilities. The tribes are often at each other's throats, constantly infighting for dominance. Unless they are able to unite soon, the Wurm will have won.

Each tribe has a particular Advantage, a specialty that they've honed over millennia of handing down their practices to their children. Furthermore, each tribe has a tribal totem spirit that watches over them. A totem spirit grants his tribe certain spiritual advantages, but also demands a show of loyalty. If a Garou violates the ban of his tribe's totem, he loses his special totem power until such time as he can make sufficient amends. If his violation is great enough, he might even be banished from the tribe.

Black Furies

These ferocious defenders of the Wyld are renowned for their honor, ferocity and attunement to the sacred. The Furies, composed almost entirely of female Garou (with only a few metis males), claim that the moon appointed them to be protectors of the Wyld, defenders of women, and punishers of men. They see themselves as aspects of the Goddess incarnate. In her name, they Rage against any insult to women, nature or the Goddess.

Black Furies maintain strong ties to ancient mysticism. Their rites are complex and quite beautiful, and their Gifts and spirit allies reflect a primal connection to the Wyld. Black Furies place a high value on their honor. Even their hated rivals concede that the tribe can be trusted.

Although strong in character, they are few in number, and their radical stance alienates many Garou. The Furies loathe the Get of Fenris, and the two tribes have a long and bloody history. The Children of Gaia have counseled the Furies to smooth their rough edges, but crossing a Black Fury remains a dangerous thing to do.

Advantage: Sense Wurm. The Furies are able to scent out the "taint" that the Wurm leaves on the things it touches. To detect the taint of the Wurm, the Fury must make a Gnosis roll. The difficulty is deter-



mined by the level of the taint. Detecting a pack of Black Spiral Dancers hidden in a room would be difficulty 3, whereas detecting the subtle hint of corruption on a mundane politician would be difficulty 6.

Totem: The Black Furies follow Pegasus, spirit of inspiration and guardian of the wild places. Pegasus grants her children insight into the hearts of animals. No animal will willingly attack a Black Fury, even if starving or rabid. The ban of Pegasus is that Black Furies must aid females of all species who are in danger, particularly young females.

Bone Gnawers

Most Garou see the Bone Gnawers as the dregs of the Garou, pathetic scavengers living in the humans' filth. But the Bone Gnawers know that survival takes precedence over manners. Living off the scraps of society, this tribe endures the contempt of most Garou. They breed with the homeless, the down-on-their-luck, and even with feral wolf-dog hybrids. But where the others have faltered, the Gnawers have prospered. Of all the tribes, the Bone Gnawers may be the most numerous.

Bone Gnawers care little for ceremonial niceties or lofty ideals. Hard-core survival, whatever the cost, is their driving force, and freedom is their passion — freedom without the ties of rank or property. They live



their commitment to the Mother. Although a Child of Gaia will always search for a way to resolve conflicts without bloodshed, he will not surrender an inch to the Wym's brood.

Other Garou grant the Children of Gaia a grudging respect. The Children are known as honorable peacekeepers, if a little soft in the head. They have proved right in the past, much to their rivals' annoyance, and radiate a deep faith in the Mother's love. Their Gifts heal, protect and nurture rather than harm, and they tend to exemplify the ideals of beauty, grace and charisma. They are deeply attuned to Gaia and all of Her splendor, and prefer to spend time contemplating harmony over havoc. When angered, however, they are terrible in their Rage.

Advantage: Healing Touch. The Children of Gaia are able to use their inner power to heal grievous wounds on others, whether werewolf or mortal. By laying her hands on the target and making a Gnosis roll, difficulty 5, the Child of Gaia may heal one Health Level of wounds for every success. This power may be used only once per scene on any given person.

Totem: The Children of Gaia serve Unicorn, a totem of healing, peace and wisdom. Unicorn teaches them the ability to calm people's hearts. By making a Gnosis roll, a Child of Gaia may soothe a restless person

on whatever they can grab. This survival ethic has bred a tough tribe ideally suited for guerrilla warfare. Like junkyard dogs, Bone Gnawers should never be underestimated.

Advantage: Wretched Refuse. Being the lowest of the low has at least one thing going for it. The Bone Gnawers are able to make themselves perfectly innocuous, even supernaturally so. By making a Gnosis roll, the Gnawer can make any viewers "overlook" her for a little while, unless the environment clearly wouldn't permit it. A shabby Gnawer couldn't infiltrate a cocktail party, although she might be able to skulk around the kitchen unnoticed by the caterers.

Totem: The Bone Gnawers' totem is Rat, who teaches them to survive in low places. Rat grants knowledge of how to bite an opponent in the weak spots. If a Bone Gnawer is behind a foe, or under a foe's belly, she cannot miss if she opts to bite her enemy. In return, Rat asks that her children never kill vermin such as rats or their lesser cousins, mice.

Children of Gaia

To the Children of Gaia, life is a gift to be savored, not a battle to be won. They are the unifiers of the Garou, the heralds of peace. Even so, they are powerful warriors when they choose to fight, strengthened by



or even a crowd, even if circumstances would make it otherwise impossible. If the target is inclined to resist, they may do so with a Psychic roll. In return for this Gift, Unicorn asks that her chosen tribe continually aid and protect the weak, helpless and abused, so long as this does not further the Wyrms' purposes.

Fianna

Originally hailing from Ireland and the British Isles, this tribe is most renowned for its loremasters, singers and bards. Nonetheless, tribes such as the Get of Fenris have learned to their chagrin that Fianna warriors are by no means ineffective.

Fianna werewolves are generally outgoing sorts and greatly enjoy parties, contests of wits, and stories. They are also the Garou most noted for falling in love, both with humans and with other Garou. Such relationships all too often end in tragedy, and Fianna bards seem to take a perverse pleasure in composing one heartbreaking ballad after another.

Nonetheless, when called upon to be warriors and judges, the tribe can do so ruthlessly and without hesitation. Fianna are renowned even among Garou for their ferocity, and though they love their Kinfolk, they enforced the Impergium as harshly as any tribe. The legend of the Wild Hunt is still remembered with dread.

Advantage: Iron Stomach. Due to plenty of exposure to supernaturally powerful alcoholic beverages (in the course of celebration) and the toxins of the Wyrms (in the course of battle), the Fianna are naturally resistant to any sorts of poison, whether it be simple drugs or bioengineered venoms. A Fianna may make a Gnosis roll to purge her body of poison without suffering any ill effects. If she fails, she must wait a full minute before trying again.

Totem: The Fianna's patron is Stag, an incarnation of the wild, primal side of nature. He will sometimes send an image of himself, a ghostly white stag, to lead Fianna around ambushes or out of danger. What's more, he teaches Fianna the trick of always finding true north. In return, he asks that his tribe guide others who might be lost to safety. This, of course, excludes obvious servants of the Wyrms.

Get of Fenris

Many Garou consider the savage Get of Fenris to be the tactical nukes of Gaia. Violent and remorseless, the Get embrace the warrior ideals of the ancient Norse and yearn for a place in Valhalla. Rare is the Get who backs down from a fight. Rarer still is the Get who shows mercy. To the Get of Fenris, strength is the greatest virtue and self-sacrifice the greatest gift.

The Get are a fatalistic lot, determined to crush the Wyrms in their jaws as they die. Honor among the tribe is often measured in battle scars. They see themselves as the vanguard in an endless war, and would have it no other way. Get tend to hold other tribes in contempt, knowing in their hearts that the Get are the only ones worthy of Gaia's trust. This attitude does not endear them to other Garou. The Wendigo and Black Furies harbor deep grudges against the tribe. The Get of Fenris do have a powerful code of honor, but that honor is a personal code of heroism, not an abstract social ethic. Victory is all that matters to a Get, and only the strongest deserve to win.

Like the Norse whose culture they admire, the Get of Fenris see life as a long, hard struggle. Beneath their iron facade, many Get yearn for a peace that they know they can never attain. They favor their lupine heritage and seem more attuned to their inner Beasts than do many of the other tribes. Like the cold wind of their northern homes, the Get lash against all comers, howling with Rage as they blow the walls down.

Advantage: Immune to Pain. The Get are made of sterner stuff than any other werewolf tribe, thanks to their custom of constant trial by combat. At the beginning of any turn, a Get may roll his Psychic Trait, difficulty 5; any penalties from pain do not affect this roll. If the Get gets any successes, he may ignore the effects of pain for the remainder of the turn.





Totem: The Get's totem is Fenris, the great Norse wolf-spirit from which they derive their name. Fenris is bloodthirsty and strong, and grants his children an additional point in their Physical Trait for actions that involve strength and power (not agility or stamina). However, he also demands that his children never pass up the opportunity for a fight. Get who back away from a good battle immediately lose their extra strength, and are much shamed in their tribe's eyes.

Glass Walkers

As a rule, Garou prefer the depths of the forests to the depths of the cities. Werewolves, even homid werewolves, see the concrete expanses as sores on the body of Gaia, and as a rule shun them. The Glass Walkers are the exceptions to the rule. They were among the first Garou to dwell in human settlements, where they grew to respect human ingenuity and adaptability.

Now the Glass Walkers live among the cities of humans — not because they have nowhere else to go, but because they choose to do so. Indeed, they embrace creature comforts and technology, always seeking to stay on the cutting edge of human science, art and fashion. This proclivity makes the Glass Walkers the sources of much puzzlement and occasional outrage

among the other Garou; certainly the Glass Walkers are distrusted by their peers.

Even so, the Walkers have power aplenty. They have much more clout in human society than do any other werewolves. The Glass Walkers are the wealthiest tribe, and the most technically adept. Furthermore, Glass Walker Theurges have made pacts with many urban elementals and spirits, and often bind them into deadly fetishes.

Advantage: Mechanical Mastery. Glass Walkers can compel simple mechanical devices, like dead bolts, faucets and valves to do their bidding. By making a Gnosis roll, a Glass Walker can either manipulate a simple non-electrical mechanism without touching it (such as opening a padlock, but not a combination lock), or turn an electrical device such as an appliance or power tool on or off. Glass Walkers are hard to keep in handcuffs....

Totem: The Glass Walkers follow Cockroach, the innocuous spirit of adaptation and survival. Cockroach helps them adapt to whatever inventions humanity devises. His gift to his tribe is the ability to peer into computer systems and read the data therein. Glass Walkers in the Umbra can make a Gnosis roll (difficulty 4) to view any information stored on media or coming through a computer cable, just as if they had the information on their laptops. However, to maintain this favor, Glass Walkers are not allowed to kill mundane cockroaches, *ever*.





Red Talons

Savage and feral, the Red Talons represent the furious side of nature, red in tooth and claw. The Red Talon tribe is composed entirely of lupus — Talons hate and resent humans for their treatment of wolves, and refuse to breed with humans or break the Litany by breeding with one another. In their opinion, the Garou should never have ended the Impergium, for humanity has grown rapidly out of control. A Red Talon is no friend of humankind — many of the tribe's members would as soon gut a human as look at him.

Red Talons live in the deepest wilderness, as far from human civilization as they can manage. When they venture into human cities, they look very out of place. Their human forms are brutish and primitive. They are large in wolf form, usually with ruddy or brown fur, and there is always a shock of flaming red fur somewhere on their bodies.

Advantage: Matchless Trackers. Nobody can lose a Red Talon. Nobody. The members of this tribe can, with a simple Gnosis roll (difficulty 5), track prey that would otherwise be untrackable. They can follow a scent through running water, a slaughterhouse, a circus tent or virtually anywhere.

Totem: The Talons follow Griffin, a powerful spirit who guards the wilderness and the animals within from extinction and human encroachment. He allows his favored servants to speak with birds of all sorts without even so much as a Gnosis roll. However, Griffin demands that his children never risk themselves to save the life of a mere human.

Shadow Lords

Wolves, and werewolves, are creatures of dominance and submission, mastery and servitude. Surely no Garou tribe exemplifies this dictum so much as the Shadow Lords. The Shadow Lords originally hailed from Eastern Europe but have spread across the globe as the opportunity presented itself. They breed with the best and brightest humans of any culture. In wolf and Crinos form, they are massive creatures with black pelts and shining yellow eyes. These great dark werewolves are renowned for their valor and cunning, and are notorious for their arrogance and ambition.

To a Shadow Lord, hierarchy is everything. The only measure of worth is leadership, and it is to be gained at all costs and by any means. For this reason, the Lords strive ceaselessly to dominate human, wolf and werewolf alike. Shadow Lords despise the Silver Fangs, whom they consider weak and decrepit. They would like nothing more than to usurp the Fangs' position.



Shadow Lords are generally proud, regal, dignified and aloof. They are skilled and honorable fighters (at least, some Garou whisper, until observers' backs are turned), and accede grudging respect to those beings who prove themselves fit to live. However, they have neither sympathy nor tolerance for the weak. Unfortunately for their enemies, this policy has made the Shadow Lords perhaps the strongest tribe overall.

Advantage: Flawsight. The Shadow Lords are so attuned to strength and weakness that they have an uncanny ability to determine the weak points of their enemies. Anyone trying to soak damage from a Shadow Lord's attack must do so as if their Physical Trait were one point lower.

Totem: The Lords follow Grandfather Thunder, a mighty and merciless spirit of the storm. Thunder teaches his children the arts of intimidation. A Shadow Lord in any form may, by concentrating for a turn and rolling Gnosis, terrify mortals as if she were in Crinos — an entire street gang or riot squad will flee from even the weakest Shadow Lord, should she desire it. However, Thunder forbids his children from taking orders from a person that is not as competent as they are.

Silent Striders

Hailing from the wastes of the Sahara, the tribe known as the Silent Striders has since ranged far and

wide across the material and spirit realms. Striders have traversed, explored and scouted all the lands known to Garou (and probably a great many unknown ones as well). They exist on the periphery of Garou society, coming and going as they please.

In wolf form they are long and lean, resembling the jackals of Egyptian art, with inscrutable expressions and regal countenances. Silent Striders in Crinos form may well be responsible for the legends of such deities as Anubis and Set. Striders often appear out of the wilds bearing news of an impending Wurm assault. Other Garou have often misconstrued this, reviling Striders as harbingers of ill omen.

Indeed, many Silent Striders carry a weighty burden. They stride and stride and stride because they have nowhere to rest. They are silent because they have no countrymen with whom to converse. The Silent Striders were long ago driven from their homeland and have never found a place to settle. In the Garou Nation, where pack and tribe are so important, the Striders walk alone.

Advantage: Speed of Thought. The Silent Striders are remarkably fleet of foot, and their spirit allies have taught them tricks to make them even faster. If a Strider makes a successful Gnosis roll, he can run up to 40 mph (if in human form), 60 mph (if in Crinos form) or 80 mph (if in wolf form) for up to five minutes. This is very exhausting, however, and after such a sprint the Strider must rest for a full minute before exerting himself again.

Totem: Owl, a spirit of silence and the night, watches over the Silent Striders. He sends warnings to his children in the form of odd omens, strange dreams or other premonitions of the future. At the beginning of each game session, the Storyteller may give any Silent Strider characters a brief hint or riddle about what is to come. In return for this foreknowledge, Owl's children must leave small animal sacrifices for him in the woods, such as caged rats or mice tied in place.

Silver Fangs

Lords of the Garou, the Silver Fangs have always been the ruling tribe and have always mingled their blood with that of human aristocrats. These noble Garou are known for their physical beauty, courage and honor. Sadly, many younger members of the tribe suffer from odd quirks — absent-mindedness, mild hallucinations, somnambulism — nothing overtly psychotic, but noticeable nevertheless. The powerful history of the tribe lays a heavy burden on the shoulders of its members, and many are too proud to ask for help.

The Silver Fangs represent all that is best in Garou. They are magnificent, generous, loyal, mannered and regal. When they fight, they are predators supreme.





Totem: The Silver Fangs follow mighty Falcon, who represents all that is noble in the animal world. He grants his tribe insight and charisma; they gain two extra dice to any Social rolls that involve leadership. His ban is that none of his children are allowed to dishonor themselves. As such, the Silver Fangs must adhere to a code of honor as strict as that of any samurai.

Uktena

In their hearts and their blood, the Uktena bear the legacy of the dispossessed, of people driven from their lands or dragged away in chains. Their eclectic heritage and history of oppression have nurtured dark hungers in the Uktena. It is said that the Wyrms tempt the tribe with forbidden knowledge. Even their Wendigo brothers watch the Uktena with suspicion.

The Uktena are an ethnic mishmash, having bred for millennia with the Native Americans, and they have recently added various other bloodlines to their pool of Kin. They have always felt empathy for the downtrodden, and thus an Uktena might be born on a reservation, descended from former slaves or raised in a secluded, impoverished town.

The tribe is infamous for its curiosity. Its members' knowledge of spirits is legendary, and their sullen silence only makes other Garou more suspicious of them. The Uktena have adopted a siege mentality after centuries of

When they govern, they are eloquent and strong. Though they espouse the superiority of the Garou, the Silver Fangs consider mediation, not slaughter, to be the werewolves' sacred duty. When their ire is raised, however, the Silver Fangs shed blood as eagerly as any Get of Fenris. More radical tribes, like the Red Talons and the Get, see the Silver Fangs as doddering kings, blind drunk on old glory. Though legends tell of great Silver Fang heroes, these tribes grumble that it will take more than tales to save Gaia now. Some even accuse the Garou nobles of complacency, of consorting with humans while the Wyrms grows stronger. The Shadow Lords chuckle at the discontent and bide their time.

The plight of the Silver Fangs epitomizes the tragedy of the Garou in general. Although proud and outwardly strong, the Fangs suffer from diseases of the spirit and mind. Inbreeding has weakened the foundation of the tribe, and although they strive to set things right, it may already be too late.

Advantage: Silver Flame. By making a Gnosis roll, a Silver Fang can draw on his spiritual heritage to illuminate his body with a shimmering silver light, providing light in the darkest places. The glare of this light raises the difficulty to strike or grab the werewolf from 4 to 5, although the difficulty to hit the Fang with a missile weapon is reduced to 3.



oppression. While they will cooperate with members of other tribes, Uktena keep their own counsel. They have looked upon the face of the Wyrms, not only in the Banes and the Umbra, but within their own hearts and those of their Kin. Most Uktena are at peace with the darkness inside them. The enemy one knows, they feel, is easier to defeat than the shadow one denies.

Advantage: Sixth Sense. The Uktena are able to sense the presence of other supernatural influences in the area, such as magic or spirit influence, although they cannot tell the exact nature of the supernatural presence. To sense the unnatural, the Uktena must make a Gnosis roll. Success tells only that something supernatural is present, and a vague impression of whether it means the Uktena harm or not.

Totem: The Uktena derive their name from that of their totem, a water-spirit that is equal parts cougar, snake and stag. Uktena is a wise and cunning spirit, and protects his children when they are in the spirit world. While in the Umbra, Uktena gain three extra dice for the purpose of soaking wounds. However, they must always strive to recover mystical lore, objects or places that have fallen into the hands of the enemy.

Wendigo

The Wendigo, named for the cannibal spirit that is their totem, carry the bitterness of conquest in their hearts. Since the coming of the European settlers, this Native American tribe has watched its human cousins dwindle or fall before the white man's poisons. For the last three centuries, Wendigo have waged a guerrilla war with the Wyrmscomers, keeping true to their ancestral culture and breeding. Though they may ally with European Garou for a short time, these proud werewolves remember losing their lands to the newcomers, and their bitterness runs deep. Although the tribe maintains decent relations with the Silent Striders, Black Furies and Red Talons, it loathes the Get of Fenris and Shadow Lords and mistrusts the others. Only the Uktena tribe is pure enough to be considered true kin by most Wendigo.

Wendigo are masters of woodland survival, stealth and hit-and-run tactics. They remain very true to their roots, enshrining the traditions of their ancestors. Few European werewolves have ever been allowed anywhere near a Wendigo moot, and none are welcome. Fierce, proud and deeply spiritual, the Wendigo hold the land as a sacred trust. Some among the tribe believe that peace with European humans and Garou might be possible, provided that the Wyrmscomers leave their rotting cities and return to the old ways. However, that seems less and less likely with every passing day.

Advantage: Windmaster. The Wendigo are on excellent terms with the spirits of the air and can call the winds to do their bidding. By making a Gnosis roll, a



Wendigo character can call forth a wind from any direction he chooses, to disperse tear gas, douse candles or the like. The more successes on the Gnosis roll, the stronger the wind (although the Wendigo cannot call gale-force or greater winds).

Totem: Like their fellow tribe, the Uktena, the Wendigo are named for their totem — the terrible cannibal spirit of winter. Wendigo is an angry spirit, and gives some of his own cold Rage to his children. Wendigo werewolves receive two extra points of Rage. In return for his patronage, Wendigo's children must always aid native peoples when they are in trouble.

Traits

The power and skill of a werewolf (or of any character) are measured by her Traits. A werewolf has four Traits that represent abilities possessed by all humans to some extent. These four Traits are:

Physical: This Trait measures a werewolf's physical prowess — her raw strength, agility and stamina. This Trait is used to resolve all tasks involving fighting, lifting things, running, etc.

Mental: This trait measures a werewolf's brains, reasoning ability, wits and cunning. This Trait is used to resolve all tasks concerned with trying to notice something, puzzle out a clue or think quickly.

Social: This Trait measures a werewolf's charm, attractiveness and presence. Social is used to resolve all tasks concerned with trying to coerce, seduce, convince or con someone into doing something.

Psychic: This Trait measures a werewolf's inner strength: her willpower, inner discipline and self-mastery. Psychic is used to resolve all tasks concerned with resisting intimidation, mind control or frenzy.

Furthermore, Garou have two Traits that represent their supernatural power: Rage and Gnosis. Humans do not possess these traits, although spirits do. Indeed, a spirit might roll Rage to accomplish a feat that a human would use his Physical Trait to complete, or Gnosis to accomplish a Mental or Social activity.

Rage: This Trait represents the reserves of supernaturally powerful anger that burn in a werewolf's breast. Rage is used to move with extra swiftness and shapeshift between forms, although the Storyteller may also allow werewolves to use Rage to accomplish supernatural feats of physical prowess.

Gnosis: This Trait measures a werewolf's connection to the spirit world. Gnosis is used to enter the spirit world, activate certain supernatural powers, or accomplish supernatural feats of mystical ability.

Traits are rated from 1 to 4; a rating of 1 indicates a mediocre level of ability, while a rating of 4 indicates a Trait at peak human ability (an Olympic athlete, a genius, a great statesman, or a near-Buddha). It is possible to have a zero in a Trait, reflecting a crippled or decrepit character (most characters do not start out with any zeros). It is also possible for werewolves to attain superhuman scores — 5 or even higher, depending on their form or special advantages.

Most humans possess ratings of 1 or 2 in their Traits. Beginning werewolf characters, however, are considered the pinnacle of human ability. Various monsters and enemies, as created by the Storyteller, can have wildly variable Traits. A pack of fomori thugs might have Traits ranging from 1 to 3, whereas a huge twelve-legged monstrosity might have Traits of 5 or even more.

Trait Ratings

0	Abysmal
1	Mediocre
2	Pretty good
3	Really good
4	Human perfection
5+	Superhuman (supernatural creatures only)

Players creating new characters rank the first four Traits from 1 to 4. A player creating a clever Uktena scholar might place a 4 in Mental (his insights are almost frightening), a 3 in Psychic (he's well-versed with the hypnotic tricks of the servants of darkness), a

2 in Physical (no werewolf should forget to race through the woods from time to time), and a 1 in Social ("How am I supposed to know which fork is for the salad? Leave me alone!"). Then they divide six points, or five if homid, between Rage and Gnosis. Presuming that the aforementioned Uktena is metis (metis often excel at scholastic pursuits), his player might choose to put a 2 in Rage and a 5 in Gnosis (killing is all well and good, but *knowledge* is what's important!).

Rage and Gnosis

Besides the four Traits already mentioned, werewolves' abilities are measured by two further Traits that represent their supernatural prowess: Rage and Gnosis.

Rage

Rage is the supernatural wellspring of fury and energy that Gaia gave the werewolves. It represents connection to their primal selves, as well as a furious devotion to persevere in the most dangerous situations.

- To shapeshift, a werewolf rolls Rage. If he scores any successes, he may enter the form of his choice. Shapeshifting is all but automatic for Garou.

- A werewolf may use his Rage to regenerate his wounds. To do so, he must concentrate for a full turn and roll his Rage. For every two successes, he restores one Health Level. However, a werewolf cannot so easily heal wounds that have been inflicted with silver, fire or the claws and fangs of werewolves or other supernatural creatures. To heal these wounds, the werewolf must accumulate three successes to heal one Health Level, and he must concentrate for two full turns for every Health Level regenerated. This regeneration works only on the Garou; he cannot heal others.

- Before a turn begins, a player may try to roll his or her character's Rage to gain extra actions for the turn. For every two successes the character achieves, he may undertake one more action during the turn. If he fails to get any successes at all, he may not act (he freezes in the heat of battle). For example, if a character gained four successes on his Rage roll, he could act three times in the turn.

A character may not roll Rage and Gnosis in the same turn. For instance, a Fianna trying to use his tribal Advantage to purify his body of an injected toxin could not roll Rage to gain extra actions.

Gnosis

The Gnosis Trait represents the measure of a werewolf's connection with the spirit world and with his own spiritual powers. Werewolves with high Gnosis are often meditative and insightful, like wise shamans.

- Gnosis powers most of the werewolves' special spiritual powers; most Advantages granted by a tribe or totem require a Gnosis roll to activate.

• A werewolf may roll Gnosis to enter the spirit world or to reemerge from the spirit world into the physical world. This is much easier in wild, natural places than it is in areas where humans have remade the wilderness to their liking. The difficulty of the Gnosis roll is 2 in a caern or deep wilderness, 3 in mostly wild areas (like a national park), 4 in somewhat settled areas (like farms, small towns or city parks), 5 in heavily populated areas (such as downtown or in a mall), and 6 in particularly sterile or polluted places (such as science labs or toxic waste dumps).

Again, a character may not roll Rage and Gnosis in the same turn.

Health and Injury

Werewolves have seven Health Levels, representing various stages of wounding. These are: Light, Light, Medium, Medium, Serious, Serious, and Critical. As wounds are accumulated, check off the wound boxes on the character sheet. Rage may be rolled to heal wounds. When all Health Levels are gone, the character falls unconscious and may die (see below).

Pain

Resilient as they are, werewolves can still feel pain. When a werewolf reaches the Medium Health Level, she suffers -1 die penalty to all actions. When she falls to the Serious Health Level, she loses two dice on all rolls. A minimum of one die is always rolled, no matter how wounded a werewolf is. Werewolves in frenzy may ignore pain penalties.

Unconsciousness and Death

When a werewolf has lost all her Health Levels, she falls unconscious. She is still alive, but is effectively catatonic, incapable of movement or action. To recover, the werewolf must sustain no further injuries for five turns. After that, she heals back up to the Critical Health Level. If a werewolf falls into unconsciousness and takes one more level worth of damage, she dies.

A slain werewolf is out of the game forever. The player must create a new character. However, there is always the chance that the pack might meet their fallen packmate's "ghost" in the spirit world for a final farewell.

Shapechanging

Shapeshifting, the ability to turn into a wolf or a human at will, is the trait that truly defines a werewolf. The Garou are capable from shifting from human shape into wolf shape, or into Crinos form, the terrible "man-wolf" war form in between. To do so, the character need only make a Rage roll; this does not count as an action, as the change is instantaneous, but the character cannot shapeshift and use his Gnosis in the same turn.

Although a werewolf's clothing would normally be shredded by shapechanging, each tribe performs a rite for new cubs that allows werewolves to shapeshift with a certain set of clothing and one to three pieces of equipment (watches, weapons, etc.) without losing the objects. The clothes and equipment simply become part of the werewolf's body when he shifts out of human form.

The three forms available to a werewolf are as follows:

Homid: In Homid form, a werewolf is indistinguishable from an ordinary human. The Traits on the character sheet represent the Homid form's abilities. A human-form werewolf can do anything a human can do, and he can understand the Garou's language, although he cannot speak it very well.

Crinos: The Crinos form is a death machine. Half again as tall as the werewolf's Homid form (a six-foot human becomes a nine-foot werewolf) and weighing nearly half a ton, the Crinos is equal parts human and wolf, with a lupine head, massive torso, and rear legs jointed like a wolf's. The Crinos's arms are long and powerful, and the fingers are tipped with long claws. If necessary, a Crinos werewolf can drop to all fours and sprint with surprising speed. However, the werewolf can only manage human speech of a few words at a time (such as "Leave!" or "Die!"), although he can speak with other Garou as normal.

The Crinos form is supernaturally strong, fast and durable; while in this form, a werewolf's Physical Trait is raised by two, but his Social Trait is reduced by two.

Finally, the Crinos form inspires terror in ordinary humans, who have long-buried ancestral memories of werewolves emerging from the woods to kill. Humans who look on a werewolf in Crinos form must make a Psychic roll (difficulty 6) or immediately faint or flee in terror. At any rate, they eventually forget that they ever saw the werewolf at all, as their mind blocks out the memory. ("Oh, it must have been some guy in a Bigfoot costume. Some sort of promotion, I guess.") Other supernatural creatures are immune to this effect, as are werewolf Kinfolk.

Lupus: The Lupus form is the form of an ordinary wolf. The Lupus form tends to be influenced by his tribe (Get of Fenris and Wendigo are great gray wolves, Black Furies and Shadow Lords are often black as night, Red Talons and Fianna are russet-coated while Silver Fangs have coats of purest white, and so on). A werewolf in wolf form cannot speak human languages or use tools, although he may communicate with other wolves and can still speak the Garou tongue.

While in Lupus form, a werewolf's Physical Trait is raised by one, but his Social Trait is reduced by one.



Rules

Most of the action in *Werewolf* is determined by the players and Storyteller, but we provide a few rules to help arbitrate complex situations.

This system uses six-sided dice, which are available in supermarkets and toy stores. You might already have some from a board game like *Risk*. When a player decides that his character is going to attempt an action for which the outcome is in doubt (clawing at a moving enemy, trying to impress one's elders, etc.), the Storyteller looks at the character's Traits and decides which Trait (Physical, Mental, Social, Psychic, or even Rage or Gnosis) is most relevant. The player gathers a number of dice equal to his character's Trait, and the Storyteller assigns a difficulty number (a number between 2 and 6) to the feat. The player then rolls the dice. If at least one (or sometimes more) of the numbers on the dice equals or exceeds the difficulty number, the action succeeds. If not, the action fails.

Automatic Tasks Versus Dice Rolls

Most tasks are automatic. If Aileen says "My character Magda gets in her car and starts the engine," no roll is necessary. It happens automatically. Even

though there's a chance of botching routine events (like slipping in the shower or crashing your car), you don't have to roll for everyday events.

However, if Magda were trying to hotwire a car or duck into the car as protection from a hail of silver bullets, then dice rolling would be necessary, as there's a good chance of failure. Dice rolling only begins when the action becomes dramatic.

Difficulties

Difficulties range between 2 and 6. A difficulty of 2 represents the easiest feats; a difficulty of 6, the most challenging. **When in doubt, the default difficulty is 4. Difficulties can never be higher than 6 — if a difficulty is calculated to be greater than 6, reduce it to 6.**

Difficulty Task

- | | |
|---|---|
| 2 | Easy (walking atop a two-foot-wide wall) |
| 3 | Routine (changing a car battery) |
| 4 | Normal (stalking a reasonably alert victim) |
| 5 | Challenging (shooting a target at long range) |
| 6 | Really tough (cracking a safe) |

Number of Successes

Each die whose number equals or exceeds the difficulty number is called a "success." Most of the time, a

single success allows the werewolf to succeed in her attempted task — barely. Getting more successes indicates a higher level of performance. For example, let's say an Uktena Theurge (Social 3) is attempting to persuade a spirit. Four dice are rolled (three for her Social Trait, plus one for her Theurge aptitude); while a single success indicates an acceptable attempt (the spirit isn't insulted), three or four successes are needed to win the spirit's loyalty and unquestioning enthusiasm.

Successes	Quality
1	It'll do
2	Good
3	Great
4+	Masterful

Example of Play

Justin's character, Otto Twisted-Arm, is being pursued by a pair of Black Spiral Dancers. Knowing that two-on-one aren't good odds, Otto takes to the subway tunnels in Lupus form, trying to evade them. The Storyteller describes the subway station, and mentions that a train is just about to pull through the area without stopping. Justin decides that Otto will try to leap across the tunnel before the train barrels through. The Storyteller decides that this is a Physical feat, difficulty 5 (Otto has something of a head start on the train, but it's still a difficult jump). Otto has a Physical score of 2, but it's modified to 3 for being in Lupus form. Justin rolls a 2, 3, and a 5 — he just makes it across without being pasted. The Storyteller decides that for dramatic effect, the Black Spiral Dancers will try to make the jump, too, but because they're just a little behind Otto, the difficulty of the jump will be 6. Both Dancers have Physical Traits of 3, modified up to 4 for being in Lupus form. The Storyteller rolls for the Dancers. One scores a 3, 3, 1 and 6; it just barely clears the train. The other rolls a 2, 4, 4, and 5 — it's not so lucky, and is hit by the oncoming train. Now Otto has only one Dancer on his tail, but he's a long ways from safe....

Contests

Sometimes, a character will be in conflict with another person, werewolf or other rival, not simply a situation. Such events are known as contests. To resolve a contest, the player rolls against a difficulty number as normal, but the opponent also gets to roll his own Trait against the same difficulty number. The Traits may be the same, or may be different, depending on the situation. The contestant who scores the most successes wins. Ties reroll.

Almost all contests are considered difficulty 4. First, the attacker rolls. Then the defender rolls in an attempt to take away the attacker's successes.

Example: Simon Whitecrown (Social 4) is attempting to stare down a rebellious cub (Psychic 2). Simon's player rolls four dice and scores 1, 2, 4, and 5 — two successes. The cub's player rolls two dice and scores 2 and 5 — one success. Simon wins — the cub grudgingly defers to his elder.

Drama

The life of a werewolf is fraught with danger and suspense. The following section looks at some situations that will likely arise over the course of an evening's play, as well as some rules to handle them.

Time

Werewolf uses a fairly loose system of keeping track of time. Although the Storyteller can certainly keep track of the hours and days as they pass, game time is usually measured in terms of turns, scenes and stories.

Turn: A turn usually lasts about three seconds. It is used when adjudicating dramatic situations involving split-second decisions and actions, such as combat. In one turn, each character can take one action, unless he is using Rage to gain extra speed.

Scene: A scene is a sequence of events in roughly the same time and place. So, a brutal fight with a fomori gang and a tribal moot both constitute a scene, even though the moot lasts longer than the fight.

Story: A story is an entire sequence of events in which the characters take part. It has a plot, a climax and a resolution.

Example: In the movie *Star Wars*, each swing of Obi-wan's and Darth Vader's lightsabers took a turn; the scene in the Death Star garbage disposal took, appropriately enough, a scene; and the entire movie was a story.

Initiative

Sometimes it's important to know who acts first. A werewolf who gets the jump on her opponent is said to have the initiative.

To determine initiative, compare Traits in this order:

- Highest Rage
- Highest Physical
- Highest Mental

Ties: Roll one die; the highest roll wins. Keep rolling until the tie is resolved.

Example: Magda the Iron-Handed is cornered by a vicious Black Spiral Dancer who means to kill her in order to prove himself to his twisted pack. Both have a Rage of 5; they're both skilled warriors. Since neither has the advantage, the Storyteller compares Magda's and the

Dancer's Physical Traits. Both have Physical Traits of 5 (they're both in Crinos). Comparing Mental Traits, the Storyteller sees that Magda has a Mental Trait of 3, while the Dancer has a Mental Trait of 1. Magda attacks first. If the Black Spiral Dancer had had a Mental Trait of 3, the Storyteller and Magda's player would have simply rolled a die, with the highest roll acting first.

All extra actions gained via Rage come after everyone has taken their first actions. Initiative of extra actions is determined normally.

Combat

The Garou are creatures of blood and war, no strangers to battle. With their short tempers and battle training, they are all too ready to draw blood when the situation warrants it.

Combat is conducted in three-second turns. It uses the task system already established. Initiative is determined normally, and most combat actions are considered Physical tasks. There are two basic types of combat: hand-to-hand and ranged.

Hand-to-Hand

Hand-to-hand combat is conducted with fists, natural weaponry (claws or fangs) or weapons. Initiative is determined normally. Attacks are resolved in order of initiative. Each turn, a combatant may choose to strike, grab or dodge.

- **Strike:** The attacker rolls Physical (difficulty 4). The combatant being attacked automatically defends (also Physical, difficulty 4). If the attacker scores a number of successes equal to or exceeding the defender's roll, he has successfully struck the defender.

- **Grab:** The attacker rolls Physical (difficulty 4). The combatant being attacked automatically defends (rolling Physical as well, difficulty 4). If the attacker's successes equals or exceeds the defender's successes, the defender is grabbed. Each turn thereafter, the attacker may automatically inflict damage, and the defender is trapped until he successfully strikes and inflicts damage on the attacker, in this or a subsequent turn.

- **Dodge:** Actively dodging takes an action — the dodging party may not do anything else, even attack, this turn. However, the dodging combatant gains +2 to her Physical roll to avoid all attackers' blows. If the dodging defender beats the attacker's successes, she gains the initiative next turn! When dodging, a character cannot roll Rage to gain extra actions.

Damage: If the attacker hits, he inflicts a number of Health Levels of damage equal to his Physical Trait, or (if using claws, teeth or a weapon) equal to his Physical Trait +1.

Soak: Because werewolves are supernaturally resilient to injury, they may attempt to absorb some of the damage just as a trained boxer can ignore some punches. An injured werewolf may make a Physical roll (difficulty 5). If she succeeds, she only takes half the normal damage, rounded up (minimum of one Health Level).

Ranged Combat

To conduct ranged combat, the werewolf must have a thrown object or a gun. Each turn, the werewolf may throw an object or fire one accurate shot, provided she has objects to throw or bullets to fire. Rage rolls may allow increased rates of fire.

- **Strikes:** Strikes take place at long, medium or point-blank range. Strikes made at long range are difficulty 5; at medium range, difficulty 4; and at point-blank range, difficulty 3. (However, at point-blank range, the defender has the option to enter hand-to-hand combat with the attacker!)

- **Dodge:** A defender may dodge normally, as above, though this does not automatically give the defender the initiative in the next turn if successful. A defender may also execute a running dodge. A running dodge takes an entire action, and the defender does not gain any bonuses to her Physical Trait; however, she automatically closes the gap between herself and the attacker by one range level (i.e., if she was at long range, she is now at medium range). When dodging, a character cannot roll Rage to gain extra actions.

- **Straight Run:** A defender may decide to simply charge at the attacker. This takes an entire action, and the defender may not defend against the attacker's shot. However, at the end of the turn, the defender is automatically in hand-to-hand range and may attack next turn.

Damage: Damage from thrown objects and gunshots is conducted a little differently from hand-to-hand damage. A thrown object inflicts a number of Health Levels equal to the attacker's successes on the strike roll +1. A bullet inflicts a number of Health Levels equal to the attacker's successes on the strike roll +3.

Soak: Bullets and thrown objects can be soaked normally.

Silver

The werewolves' greatest weakness is silver, the moon-metal. Even so much as touching silver inflicts one Health Level of wounds every turn. This damage may not be soaked. Similarly, Garou cannot soak damage inflicted with silver weapons.

Frenzy

A werewolf's Rage has a dark side. Whenever a Garou's Rage is too powerful, it may take over, driving

the werewolf into a berserk, unthinking state. This terrifying state is known as frenzy.

Whenever a werewolf is enraged or humiliated, she must check to see if she frenzies. To do this, the player rolls the werewolf's Rage Trait (difficulty 5, or 4 if the moon is full). If the player gets three or more successes, the werewolf flies into a frenzy. She must immediately attack the source of provocation. Werewolves in frenzy may ignore the effects of pain (they are too fearful or enraged to register pain). The frenzy lasts for a scene, or until the source of the frenzy is eradicated.

Travel in the Spirit World

The spirit world lies just on the other side of reality. In appearance, it is much like our own, save that it is perpetually moonlit, and the spirits of things are what is important there. For instance, a bad section of town might look like an apocalyptic wasteland in the spirit world, and a toxic waste dump might be a swirling storm of Wurm-corruption. On the other hand, deep forest might look even more pristine and majestic than its physical counterpart.

The Garou can access the spirit world by "stepping sideways," transforming their physical bodies into bodies of pure spirit matter. Once through, they are free to wander the realms of spirit — and to fight there, for the War has come to the spirit world just as it has to every other place.

While in the spirit world, werewolves cannot interact with people in the physical world. They can enter the spirit analogue of a building without security guards stopping them, but they can also fail to notice a vampire slipping past them in the physical world. Also, werewolves in the spirit world are likely to encounter spirits of the area. A wilderness might be home to Bear-spirits and Wolf-spirits, while an urban area probably hosts spirits of electricity, sickness or metal. These spirits can be helpful to the Garou if properly approached and appeased. Of course, the spirit world isn't an entirely safe haven — the Garou still runs the risk of meeting Banes, the spirits of the Wurm, who are undying enemies of all that is of Gaia.

Pursuit and Chases

Sometimes, characters will want to chase other characters. Chases are resolved as is initiative, based on the following chart:

- Lupus form
- Crinos form
- Physical
- Mental
- Tie: Die roll, per initiative

Example: Firepaw is chasing a wolf that has been possessed by a Bane. She is in Lupus form — but her quarry is considered to be in wolf form as well. She has a Physical Trait of 3 in this form — but so does the wolf. Moving down the chart, the Storyteller sees that Firepaw's Mental Trait is 2. The possessed wolf's is 1. Maxine catches the possessed wolf, and can try to capture it in order to have her pack's Theurge exorcise the Bane.

Social Interaction

Only a fool tries to resolve everything with bloodshed. The Garou are social creatures, and often have to resort to social intrigues to establish their place in the pack or sept's hierarchy. There are a number of social challenges that might arise in a game; a few, along with suggestions for handling them, are listed below.

- **Intimidation:** The werewolf may try to intimidate her target through physical threats (use the Physical Trait), social condescension (use the Social Trait) or verbal bullying (use the Mental Trait). When dealing with other werewolves, the most common form of challenge and intimidation is the stare down (use the Psychic Trait). The victim may resist with her Psychic Trait. The highest roll wins.

- **Leadership:** The werewolf may issue commands, but must make a Social roll to convince a hesitant target. If the target is inclined to disobey, he may make a Mental roll to resist. The highest roll wins.

- **Fast Talk:** The werewolf rolls Social; the party being seduced uses Psychic to resist. The highest roll wins.

Stealth

The werewolf stalking his target rolls Physical (difficulty 4); the prey, guard, etc., rolls Mental (difficulty 4). If the werewolf wins, he successfully remains undetected. If the prey wins, she detects the werewolf. If the werewolf and prey tie, the prey "thinks she hears something" or "sees something out of the corner of her eye" (future rolls to detect the werewolf are difficulty 3).

Tracking

The werewolf must be in Lupus form to track by scent. To track prey, the werewolf rolls Mental (difficulty 4 to 6, depending on how old the trail is). Some circumstances may prohibit tracking at all, such as if the prey crosses a stream or walks along a busy sidewalk.

Story Ideas

- **First Change:** The characters are werewolves just coming into their own. In this story, the players and Storyteller play out the details of each character's



First Change, and how they are subsequently brought into their tribes. Was the Change brought on by trauma? Were there dangerous witnesses, such as minions of the Wyrms? Do the characters resent the werewolf elders who took them away from their former lives? Do the characters react poorly to their new lives, or do they readily take to being Garou? How are they brought together as a pack, and what is the first challenge they must face together?

- **Caern Politics:** The caern's leader has been challenged by one of the other elders, and a power struggle is taking place at the local caern, as the werewolves divide along tribal lines. Will the characters be divided along with the rest of the caern, or will their pack work to end the struggle peaceably? And what if the forces of the Wyrms take advantage of the division among Garou to start preying on werewolves and their human or wolf Kin?

- **Endangered Kinfolk:** Something is preying on the local Kinfolk; perhaps it's vampires, fomori or some other threat. How will the werewolves find where the stalker will strike next? This could also be a good story to introduce a romantic subplot, as perhaps one of the endangered Kin falls for his or her defender — possibly even going so far as to demand the right to stand and fight alongside the werewolves to prove himself or herself.

- **The Doom Pack:** The characters are brought face to face with their twisted mirror image — a pack of Black Spiral Dancers. These wretched and irredeemably corrupt werewolves decide that the characters are their own "personal" project — they may try to hunt down the characters, one by one, or seduce them into joining the legions of the Wyrms. How will the pack deal with an enemy that has all of their own strengths and cunning?

Rite of Passage

“Rite of Passage” is an introductory story for **Werewolf: The Apocalypse**. It is designed to introduce players to the Garou and their war from the eyes of newly changed cubs, now gathered by their werebeast relatives into a pack and given a test to prove themselves. Players, stop reading here. What follows is strictly for the Storyteller.

Some material below is printed in boxes; these sections can be read directly to the players, as they describe key elements of the story. Adapt the text as you feel necessary. Never be afraid to improvise! The more you fit a situation to your players and the mood of the game, the more real it becomes. That’s what roleplaying is all about.

“Rite of Passage” should take about a night, maybe two, to roleplay, depending on how much detail and character interaction the Storyteller chooses to introduce. The story is fairly straightforward — in order to prove themselves adults in Garou society, the newly formed pack of characters is sent to investigate a newcomer Garou to their city and determine whether he’s a threat. As it turns out, he isn’t, but the Wym-tainted werewolves chasing him are. Once you’ve gotten this under your belt, you’ll be ready to construct stories of your own, which can be as complex as you like.

One final note: It may seem quite daunting to run a story for the first time. Remember: even if you bungle a line or have to back up and pause the game long enough to get your bearings, that’s fine. If details that aren’t presented here become important, go ahead and make them up. Improvise dialogue, elaborate on area descriptions, and above all, make sure that the environment reacts to the characters’ actions. They are the stars of the show, after all.

Part One: The Moot

The first part of the story begins with the various characters being gathered for a werewolf moot, their very first. As Storyteller, you’ll want to be familiar with the details of each player’s First Change, so you can see who brings them to the moot — is it a Garou parent, or a mentor who stepped into their lives from afar? The gathering can be a scene in its own right, or you can sum it up in just a few sentences. It all depends on how interesting a scene you think it would be for the players.

The full moon hangs over the tree line, and its silver light blends with the orange of the bonfire blazing in the center of the clearing. Werewolves, some in the shape of wolves, some in their human forms, quietly shift in the shad-

ows. You feel their eyes upon you. There’s a sense of anticipation in the air.

When you were each led separately through the dark woods to this place, you didn’t know what to expect, but you hadn’t expected to be the center of attention. So far, you’ve heard the words “rite” and “passage” and “proving” all mentioned, but you don’t know exactly what that means. All you know is that they somehow apply to you.

At this point, you may want to have the players describe their characters to one another, or even introduce themselves to one another. To get this moving, you can have a friendly Garou introduce herself to the young packmates-to-be, such as “No need to worry, cubs. The elders are stern, but fair. By the way, I’m Brenna Nine-Claws, Galliard to the Fianna. And you are?” Feel free to supply supporting cast members of whatever breed, auspice and tribe you like. Players may feel a little more at home if there are members of their characters’ tribes on hand.

After a few introductions, the formalities begin:

The caern’s leader strides fully into the light. He is a massive gray creature, fully nine feet tall, with long talons that glitter in the firelight. He glares down at you all, then reverently raises the gnarled, feather-adorned staff he carries over his head.

“Mother Gaia, Aunt Luna, all you spirits of the realm! I call on you to bear witness! A new generation of cubs has come of age, and the time has come for them to prove themselves, to accept their roles as your warriors. Look down on them as they begin their rite of passage!”

At this point, the elder will ask each cub’s name in turn, and ask who speaks for them. There should be one relative or tribemate who will endorse each character. These supporting cast members can serve as possible mentor figures for the characters later on. When the formal introductions to the elder have finished, the elder addresses them directly.

“The time has come to prove yourself as a pack — and a challenge has already arisen for you. One of our Ragabash has spotted another Garou, one not of our caern, in the nightclub district of the city. The spirits say that this Garou is not of any of our tribes. Therefore, he must be either Ronin, or worse — a Black Spiral Dancer!” A low growl

arises from the assembled werewolves in response to the name of the fallen tribe.

"It is your task to find this Garou and determine who and what he is. Should he be Ronin, deliver a warning — for there are many agents of the Wyrms in the city, and he will certainly fall should he wander into the wrong place. Should he be a Black Spiral Dancer" — here the elder's muzzle pulls into a fierce snarl — "you know what you must do. Achieve this, and we will praise you to the spirits and call you full warriors of your tribes. Go now, and be wary, for the Wyrms are everywhere!"

Once this is done, the elder withdraws for the evening. If the players have questions, let them ask questions in character; some of the other Garou of the sept will be glad to answer them as need be. This can be a good way to bring the characters and players alike up to speed on the setting. Furthermore, they can get a good description of the werewolf they're hunting — a boy in his late teens, brown-haired, who wears a shirt marked "Black Dog" and becomes a white-furred werewolf.

However, once they're done asking questions (or even if you feel that you've spent enough time in this section of the evening, and you should move on to keep the story moving), their elders escort them through the woods to the city limits, and encourage them to begin the hunt.

Part Two: The Hunt

As the characters travel into the nightclub section of town, most of them should start feeling at least a little uncomfortable. The press of humans going to and fro is rather heavy, and werewolves get edgy around large numbers of people. Play up the characters' discomfort as they move from club to club. Finally, in a somewhat less packed club called the Drawing Room, they spot the person they're looking for, a young man named Ryan who fits the description the elders gave the players. Obviously, the terms of their mission are not to kill on sight, but instead to approach him cautiously and in numbers (to prevent his escape, if necessary). If the characters simply wait and watch him, he may approach one of them, sensing a kindred spirit (and thusly opening negotiations). If the characters begin to talk to Ryan, and reveal themselves as Garou, he quickly guesses their intentions.

"You've got it all wrong," he exclaims. "I'm not a Black Spiral Dancer — but there are real Black Spiral Dancers after me!"

The characters' prey, Ryan, is a Ronin of the Black Spiral Dancers, who was never abducted into their tribe. He is a homid Ahroun, with the Advantage and Weakness that entails, but has no Tribal Aptitude or Totem.

Ryan tries to talk the characters into meeting in the club's parking lot, where they can speak in relative quiet. At any rate, when the pack leaves the building, presumably with Ryan in tow, they are being watched. Once they get moderately away from witnesses, they are attacked by a number of black-furred werewolves with batlike ears — Black Spiral Dancers!

There should be one fewer Black Spiral Dancer than the number of characters in the pack — good odds to take down a lone Ronin like Ryan, but probably not enough to stand up to the pack. The combat should be a way for the characters to strut their stuff. Encourage dramatic feats such as shoving enemies through windshields, chasing one another up fire escapes, even hefting a motorcycle (possible only for a character in Crinos with 5 or better Physical) and smashing an opponent with it!

Ryan will help the pack in their battle against the Black Spiral Dancers as needed. Play him to be aggressive enough so that he seems to be making a difference, but don't have him hog all the glory. The players should feel that Ryan is a strong ally, but that they earned their victory themselves.

Once the battle is done, the pack will likely have to flee (preferably in Lupus form) before the police show up. Ryan will travel with them unless they object. This leaves them with some interesting questions — if Ryan was meant to become a Black Spiral Dancer, does that mean he can be trusted? And would he have access to information about the corrupt tribe that could prove useful? Will the characters encourage him to come back to the caern, or to go on his way? How would the other werewolves of the sept react to Ryan? Of course, the pack still has to return to the caern anyway with their tale of battle, so that they can be properly recognized and their Rite of Passage completed. Certainly, the characters have accomplished some great deeds tonight, but the epic tale of their pack's struggles is just beginning....

WEREWOLF

THE APOCALYPSE™

Player Name: _____

Breed: _____

Character Name: _____

Auspice: _____

Tribe: _____

Totem: _____

Aptitude: _____

Advantage: _____

Weakness: _____

Traits

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	<i>Psychic</i>
Homid	OOOO	Homid	OOOO	OOOO	OOOO
Crinos	OOOOOO	Crinos	OOOOOO	<i>Rage</i>	<i>Cinase</i>
Lupus	OOOOO	Lupus	OOOOO	OOOOOO	OOOOOO

Description

Homid: _____

Crinos: _____

Lupus: _____

Health

Light

Light

Medium

Medium

Serious

Serious

Critical

Possessions

THE RAGE RISES...


Garou —
the werewolves of
legend. Once they
fostered humankind,
once they hunted it.
Now the Garou must
choose their battles
and their allies
wisely, for the Red
Star burns in the
Umbral sky. Can
the Apocalypse
itself be far behind?

Will the tribes
set aside their
differences to
confront an
ancient enemy
in Eastern Europe,
or be consumed
by their own Rage?

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Tribe Novel Series
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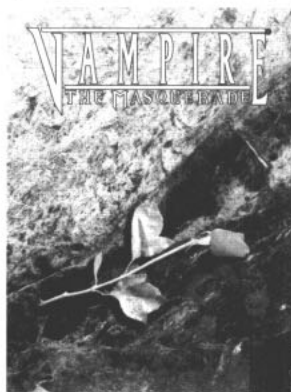
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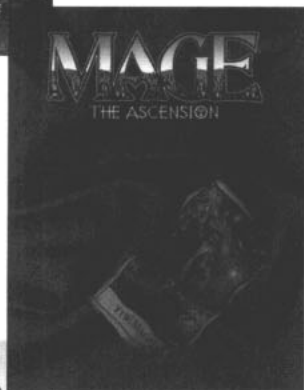
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