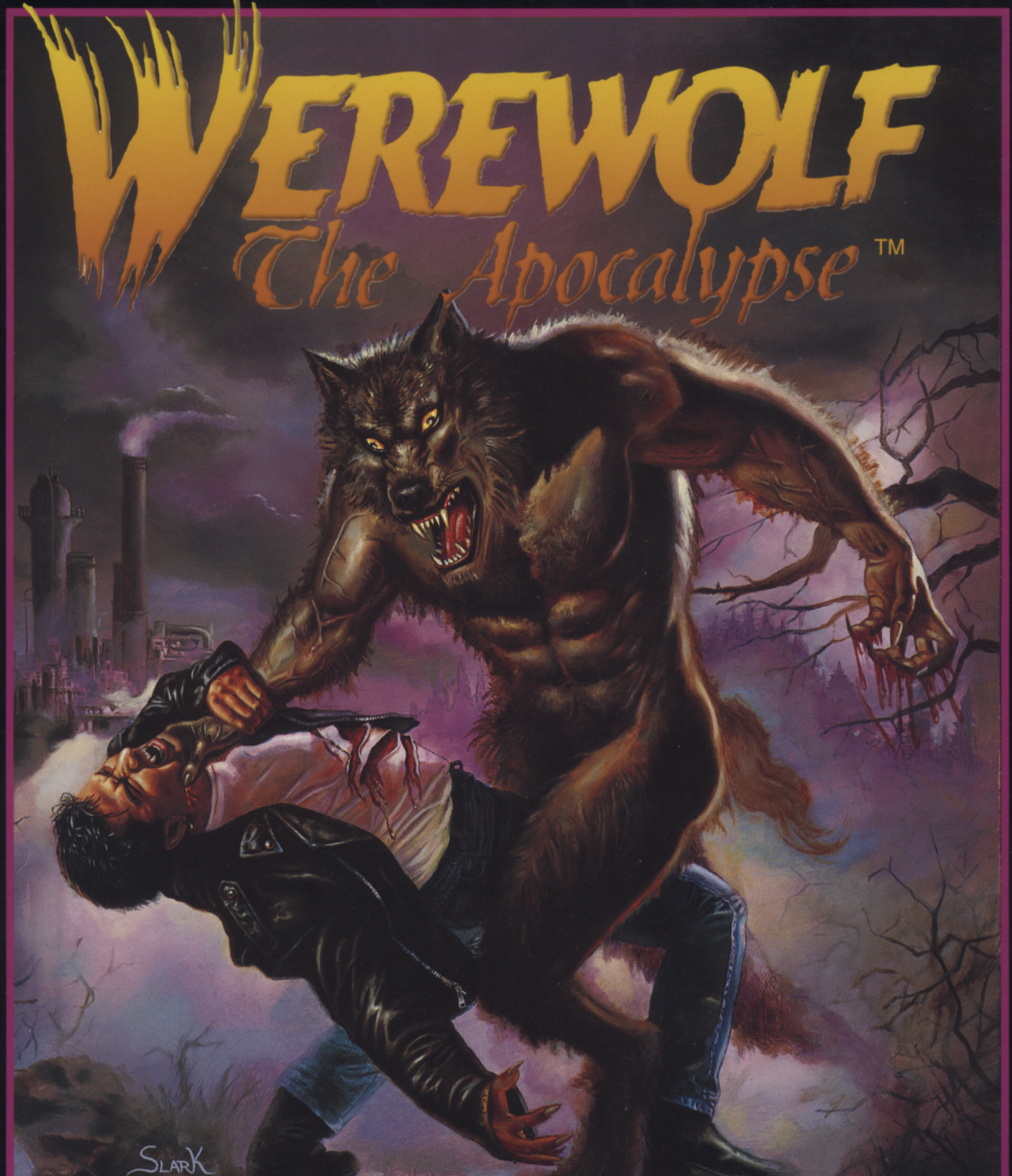
GURPS®

WEREWOLF
The Apocalypse™



By Robert M. Schroeck

Based on the Original Game By Mark Rein•Hagen

STEVE JACKSON GAMES

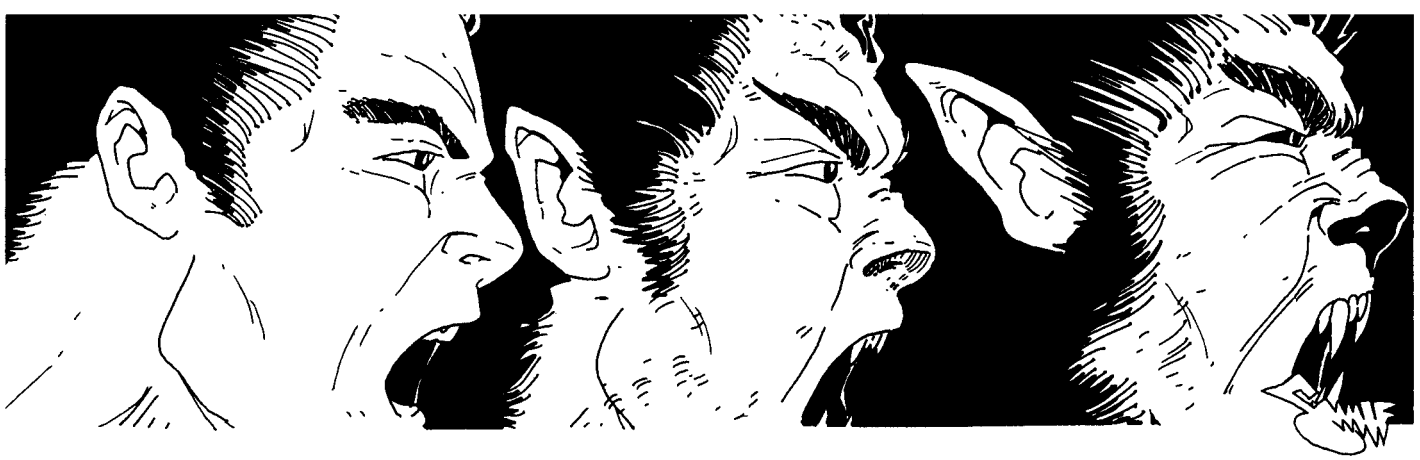
GURPS

WEREWOLF
The Apocalypse™

By Robert M. Schroeck
Based on the Original Game by Mark Rein•Hagen

Edited by Jeff Koke
Cover by Albert Slark
Illustrated by Dan Smith
Additional Illustrations by Doug Shuler

GURPS System Design by Steve Jackson
Loyd Blankenship, Managing Editor
Page Layout and Typography by Jeff Koke
Interior and Color Production by Jeff Koke
Print Buying by Andrew Hartsock
Dana Blankenship, Sales Manager



Playtesters: Drew Bittner, Keith Mordecai Bukota, Christopher Burke, C.J. Carella, Shawn Fisher, Drew Flood, Russell Grieshop, Kevin Heckman, David Johnston, Don Lamb, John Laviolette, Chris W. McCubbin, Kevin Purcell, Brett Slocum, David Stidham, David Stroup, Ken Woolnough, and Jon F. Ziegler.

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STEVE JACKSON GAMES

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December 24, 1993

Dr. Harold Mautzenberg
Dept. of History
Yale University
New Haven, Connecticut

Dear Harold,

I know it has been almost six months since I last wrote you, and I would not blame you for being angry. But as you know, if you read the documents I sent you, my life was — and still is — in peril. Fortunately for my sanity, I have found some small sanctuary.

When I last wrote, I was in Eastern Europe. I had hoped that I would be able to "hide in plain sight," as it were, amidst the turmoil that rocks this part of the world, but unfortunately, this was not to be. I was here less than six weeks before my pursuers caught up with me. It was only by the barest of fortunate chances that I learned I had been discovered, and I fled Tirnaveni with only the clothes on my back and the documents that I had so painstakingly assembled.

At first I was at a loss as to where to run. However, on the flight to Paris, the answer occurred to me. You may recall that I betrayed myself to those who pursue me by my suggestion that those whom they called the "Lupines" were nothing but myth. I had learned that my pursuers and the Lupines were in, essentially, a state of war. I thought that if I could find a band of these (I may as well say it) werewolves, I might be able to beg sanctuary of some sort.

I knew of only one firm possibility; during my sojourns on the Black Door, I learned that a pack existed somewhere between Boston and Washington. So I returned to the United States, and sought them out. Fortune apparently smiled upon me, for I found them quickly, in central New Jersey. I cannot exactly relate how it was that I did so, save that I felt almost as if I were returning to someplace I'd always known. This strange sensation was only accentuated by the warm welcome I received from the pack, after an initial greeting of heartstopping hostility. To my surprise, they tell me I am kinfolk of theirs; not of their particular pack, but of their people in general. One of them, a fellow named Gregor who was mentioned in my Black Door excursions, took me under his wing and has been teaching me things that he says I should have always known.

I have been with the pack now for about four months, and in return for their shelter, I have acted as an agent for them in various matters. It was during these . . . excursions . . . that I acquired the documents whose copies I have included with this letter. In addition to these papers, I include transcripts of my conversations, surreptitiously recorded, with both Gregor and Moonfoot, the pack's Theurge — their shaman or priest. The very act of revealing them to you is a betrayal of great magnitude to my hosts, but I must give you proof that I have not lost my mind, and that there are others, in positions of power, who have knowledge of the people and culture that I have only so recently discovered.

Perhaps it does not matter. Moonfoot has of late told me that my ultimate fate does not lie with the pack, but that I am destined to move onward. He tells me that I have a most dangerous and convoluted path to walk. This does little to reassure me, but already I feel the urge to move. Something draws me — to where, I do not know. When I can, I shall write you again. Until then, my friend, take care.

Taylor

Transcript of discussion with "Gregor," June 28, 1993:

Taylor: You say I am kinfolk of the Garou. Who . . . what are the Garou?

Gregor: We are the changing breed, Taylor. We are they whom your legends call werewolves. We are neither man nor wolf, but are forever poised and torn between the two. We must always travel between two worlds: between the wilderness of the wolf and the civilization of man. We are never satisfied with a life in only one, and must forever go back and forth between them in search of contentment. Some of us attempt to live in the world that is between them, the realm of shadows, but that place offers no peace, only escape.

T: The realm of shadows? What is that?

G: Something for a later lesson.

T: What do you mean you are neither wolf nor man? Surely you are men who turn into wolves?

G: (Laughs loudly.) You could not be more wrong. Some of us are wolves who turn into men.

T: I don't understand.

G: We are both, and neither. We are not one people, Taylor — we are torn between wolf and human even in our breeding. We cannot lie with others of our own kind, for such union produces only monsters. Garou does not mate with Garou.

T: Then . . . you are born both of wolves and humans?

G: Depending upon the breed and the tastes of the sire or dam.

T: And when Garou mates with Garou?

G: Such unions are to us as incest is to humans. The resulting young are known as metis, or mules, and they are always sterile. Usually they are deformed, either mentally or physically.

T: Then Sparrow is . . . ? (Note: Sparrow is another Garou of the pack, who is hunchbacked.)

G: (Nodding.) Sadly, yes. His parents were charach. (Pause.) There are many more mules today than there were when I was young. Some packs are rife with them. It is but another sign of the spreading corruption.

T: It's hard to imagine a species that does not breed true with itself.

G: Nevertheless, it is true. We must mate with either humans or wolves in order to produce healthy young. It is the only way to continue the blood lines, although the resulting young are not always Garou. In fact, nine times out of ten they are not.

T: They aren't?

G: No, although their children – or grandchildren, or great-grandchildren – may be Garou. The blood is strong. It is not diluted by time. For this reason, we keep track of all who are of our lineage. We never know when a Garou will be found among them.

T: Then I am one of these? Of Garou blood but not Garou?

G: (Nods.) You may be the father of one of us, one day.

T: How could you tell I was . . . Garou kinfolk?

G: When we took Crinos form upon your arrival, you did not suffer from the Delirium.

T: Crinos form? The huge, half-wolf, half-man shape?

G: Yes, that is it – the half-form.

T: What is the Delirium?

G: At the beginning of things, the Garou were given the task of watching over the humans, to keep them in balance with nature.

T: Who gave . . .

G: Wait. When the humans developed agriculture, we saw a threat to the balance. In fear, we overreacted, and the Impergium was the result. For 1,000 years, we imposed strict population limits on every human village.

T: Limits? How did you enforce them?

G: Every time a birth raised a village above its quota, one of us would enter the village and slay one of their number. Those who grew to fear us would hide. The brave ones, the courageous ones, those we found more easily – and killed. Soon, all feared us.

T: And over 1,000 years, you reinforced that fear.

G: Yes. Unintentionally, we bred it into the humans. And the result now is that when they see us in our half-forms, the humans go temporarily insane.

T: The Delirium.

G: Yes. And when we are gone from their sight, they forget what they saw, they rationalize it, they deceive themselves. This forgetting, this is what we call "the Veil" – the protection that has kept the Garou a legend.

T: And I didn't go insane, however temporarily, when I saw you in your Crinos forms – this is how you guessed I might have Garou blood?

G: Yes. One gift given to Garou kinfolk is that they are immune to the Delirium – which makes things easier, for often we have need of our kin.

T: You are in contact with your kinfolk?

G: Many packs have kinfolk contacts. We are often uncomfortable among the dwellings of man; our human kinfolk are sometimes called upon to perform tasks for us in our stead.

T: Human kinfolk . . . of course, you have wolfen kinfolk as well . . .

G: Some packs have whole networks of kinfolk, both human and wolfen.

T: Then how is it that I was never . . . my . . . that . . .

G: Most tribes and packs keep track of their human and wolf children, but some get lost – either from neglect, or because their Garou kin are killed. No doubt this is what happened in your case.

T: That might also explain some of the, um, oddness – hell, outright eccentricity – that runs through my family.

Transcript of discussion with "Moonfoot," July 17, 1993:

Taylor: Gregor has told me that the Garou are in a state of war. With who? Humanity?

Moonfoot: Yes and no. We are sacred warriors of the spirit, pledged to a cause which goes beyond the birth and death of our kind. We fight the Wyrm. And yes, sometimes that means we fight humans.

T: The Wyrm? What's that?

M: The Wyrm is the great destroyer, the source of all that is corrupt and unholy. It is the greatest enemy of the Garou; it is the Lord of Entropy, the Prince of Darkness, the Archfiend of the Nether Realms, the Paladin of the Void. It is the dark force which is slowly destroying the essential spirit of Gaia.

T: How is it doing this?

M: By corrupting men so that they care not about the world that gave them birth; since the time humans first built cities, the Wyrm has whispered to them and encouraged them to destroy that which was natural in favor of the unnatural. And with each act of destruction or pollution, the Wyrm grows stronger and can corrupt more.

T: But I still don't understand. What does the Wyrm get out of this?

M: What any corrupt being wants — power. If it can corrupt the humans, it can corrupt the earth, and in doing so weaken the essence of Gaia, and perhaps even kill her. Then it would be the only power in the physical world, and the spirits it has enslaved would control all the realms of reality. Order, chaos, life, all would fade into the great void. Just as Gaia is life, the Wyrm is death. Its victory will be the death of all things.

T: Gaia is the earth?

M: Gaia is more than just the earth. Gaia is the Mother, the spirit of all that is living. She is metaphor and reality both.

T: So, what you're saying is that you are soldiers for Mother Earth.

M: Yes.

T: Huh. Eco-warriors.

M: That, and more. Our place in the chain of life is as the predators of man. But we do more. We are also the cleansers, the restorers. Ours is the task of healing the wounded world, bringing back the spiritual life force that the corruption drives out.

T: Well, you've had some help. The various ecology groups. . .

M: Are partly the doing of the Garou or their kinfolk. And often populated by us. There are more ways of achieving our goals than violence, although some of our kind advocate nothing else.

T: But surely the ecological activists are doing some good?

M: They are. But it may not be enough. As the land is smothered in concrete, poisoned with waste and the spirits of nature destroyed to make way for civilization and its trappings, Gaia is being strangled. The nature of things becomes warped and corrupt. The spirits of all things are bing ripped away from her to make way for the new order of entropy and soullessness.

T: That's a pretty apocalyptic view.

M: It's only accurate. The Apocalypse is indeed upon us.

T: The Apocalypse?

M: An ancient prophecy, the Prophecy of the Phoenix, tells of it. It is one of our oldest legends, though in these times it is clear that it is no legend. In it, Phoenix carried one of us high above the world so that he could see tomorrow. Seven signs of the Apocalypse it showed him, and he returned to tell them to others. Two of those signs were slowly accomplished over the millennia. Four more — or four and a half, or five, depending upon whom you ask — have all come true in the past century, mostly in the last decade.

T: What were these signs?

M: The population explosion. The rise of agriculture, cities and their wastes. The hole in the ozone layer. The Exxon Valdez. Global warming. They are all blended together; no single one of them is a specific sign. But the mentions are explicit enough. The last of the signs is not hard to understand — a nuclear firestorm, which only the Wyrm and its children will survive.

T: But . . . when, when is it supposed to happen?

M: (shrugs) We don't know specifics. It's a prophecy, not a schedule. But it's probably going to be very soon. The corruption has grown strong, and the time of crisis has arrived. It is the age of the Apocalypse, if not the Apocalypse itself. The shape of things has become warped, and Gaia's health is failing day by day. Where there once were virgin forests there are now blighted cities, where there were free-flowing rivers there are dams, where there were living oceans there is poison, where there was nature there is decay. Life is becoming death.

T: Sounds like the Vampires.

M: The Vampires are one of the Wyrm's greatest tools! They have always fostered the growth of cities, and it was for their convenience that the Industrial Revolution was born. Now there is one kind against whom I'd gladly support a call for genocide.

T: I won't argue with that. I've had my share of run-ins with the Kindred.

M: Then you know what evil they are capable of. The worst of it is, most of them do not know that they are tools of the Wyrm, and would not believe it if they were told. There are those of honor among them, few and far between as they may be; I have met several Gangrel in my time . . . but I digress. If only they believed the truth, these few could help avert the Apocalypse!

T: I can imagine. I have some idea of the power they wield over mankind.

M: And for that reason we fight them as well. We are responsible in part for the warping of humankind, but just as much can be laid at the feet of the servants of the Wyrm, not just the vampires, but the others as well.

T: Others?

M: Banes. Fomori. And humans who serve of their own free will.

T: What are banes and fomori?

M: Banes are malevolent spirits who can possess mortals.

T: Demons?

M: If you like. Fomori are the warped, mutated creatures who result from such possession.

DNA

April 6, 1985

TO: Dr. Fletcher Sawyer, Analysis Group

FROM: J.B. Slaughter

RE: Experimental Subject

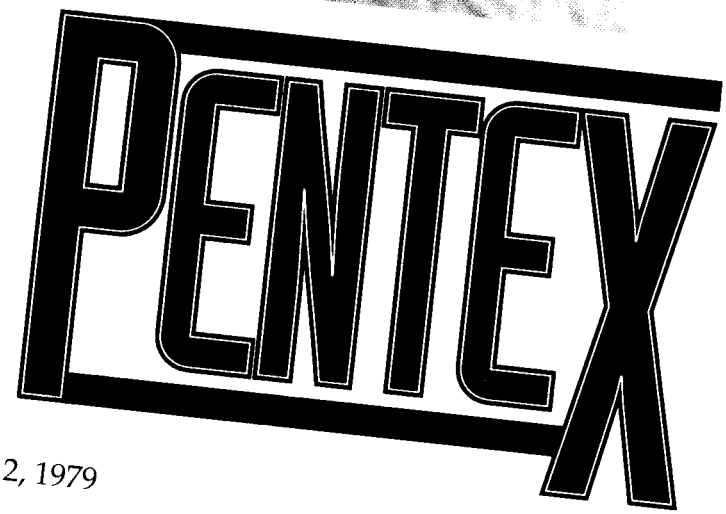
Fletch,

Field Team Gamma has successfully bagged another live specimen for you to check out. Judging from the team's report, it looks like we have another one of those "werewolf" mutants again. She's female, blonde, looks to be in her late 20s, and is a pretty little thing, at least while she's still human. Maybe you can isolate the shapeshifting mechanism with her; I know you felt you were pretty close the last time. Good luck with it; R&D is sitting with a few potential ideas and even products waiting on a success here.

In the mean time, we'd like to see further documentation of their shapechanging ability. You'll also find your budget for restraints and holding cages has been increased, so we don't have anything like that near-incident last time.

As always, I look forward to your progress reports.

J B Slaughter



January 12, 1979

TO: Section Heads, Acquisitions Division

FROM: Adrian Newberry, CEO

SUBJ: Reducing Losses

Our Benefactors have expressed an intense displeasure with our recent losses from Garou interference in our projects. In particular, we have recently suffered a severe setback in Stage One of the Omega Plan as a result of the simultaneous destruction of our four primary Chempro refineries and plants.

Therefore, we are implementing a group of combat-ready operatives, to be called "First Teams." These will be composed of our most experienced Fomor and psionic agents, with full paramilitary training and support. Current plans call for them to be deployed at all sensitive sites against the possibility of Garou attacks. Future teams will be assigned to actively pursue and destroy individuals and packs.

The first such team will be available for assignment at the end of this month, with additional teams coming on-line shortly thereafter. Until further notice, please contact my office for availability and scheduling.

AN:srm

Adrian Newberry

Federal Bureau of Investigation

INTERNAL MEMORANDUM

• MCMXXIV

EYES ONLY: UMBRA CLEARANCE

DATE: 29 OCTOBER 1990
TO: THE DIRECTOR
FROM: JAMISON TERHUNE, SPECIAL AFFAIRS
SUBJ: SERIAL KIDNAP INVESTIGATION REPORT
CLEARANCE: UMBRA

SIR:
ATTACHED IS A FULL REPORT ON THE SO-CALLED "SERIAL KIDNAPPINGS" THAT HAVE PLAGUED THE NORTHWEST OVER THE LAST FEW YEARS. IF THE DIRECTOR WILL ALLOW ME TO REFRESH HIS MEMORY WITH A BRIEF SUMMARY: EARLY IN 1987, A DISPROPORTIONATE NUMBER OF YOUNG TEENS AND PRE-ADOLESCENTS OF BOTH SEXES WERE REPORTED MISSING IN NORTHERN CALIFORNIA, OREGON, WASHINGTON STATE, AND SURROUNDING AREAS (INCLUDING, BUT NOT LIMITED TO, CANADIAN TERRITORIES). WHILE SOME EVENTUALLY RETURNED TO THEIR FAMILIES AND WERE DISMISSED SIMPLY AS RUNAWAYS, IN MANY CASES THE CHILD NEVER RETURNED. AFTER SEVERAL REPORTS OF MISSING CHILDREN BEING SEEN IN THE COMPANY OF SUSPICIOUS-LOOKING ADULTS IN SMALL TOWNS NEAR SEATTLE, THE BUREAU WAS CALLED IN TO INVESTIGATE THE POSSIBILITY OF A "SERIAL KIDNAPPING."

AFTER SUCCESSFULLY LOCATING THREE OF THE MISSING CHILDREN AND MAINTAINING CONTINUOUS SURVEILLANCE ON THE ADULTS SEEN WITH THEM, THE INVESTIGATING AGENTS REPORTED TO THE SEATTLE OFFICE OF THE BUREAU AND REQUESTED THAT THE SPECIAL AFFAIRS DEPARTMENT TAKE OVER THE OPERATION, CITING SA'S EXPERTISE IN "UNUSUAL" CASES. THEIR ORAL REPORTS WERE DISJOINTED AND INCOHERENT AND SUGGESTED POSSIBLE MENTAL BREAKDOWN, BUT THE PHOTOGRAPHIC EVIDENCE WAS DRAMATIC AND COMPELLING; SPECIAL AGENT LYBRAND TOOK OVER IMMEDIATELY AFTER EXAMINING THE PHOTOS.

AFTER NEARLY TWO YEARS ON THIS CASE, AGENT LYBRAND HAS AMASSED LARGE QUANTITIES OF DOCUMENTARY EVIDENCE, BOTH ALONE AND IN CONJUNCTION WITH OTHER SPECIAL AFFAIRS AGENTS. THE PHOTOS IN THE REPORT SPEAK FOR THEMSELVES (SEE ATTACHMENT 2

FOR VERIFICATION OF THEIR AUTHENTICITY FROM PHOTOGRAPHIC ANALYSIS). WE HAVE BEEN ABLE TO ACCEPT THE EXISTENCE OF VAMPIRES IN OUR CITIES; WE MUST NOW ALSO FACE THE FACT THAT WE HAVE WEREWOLVES IN OUR FORESTS, AND LIKE THE VAMPIRES, THEY ARE RECRUITING NEW MEMBERS FROM THE HUMAN POPULATION. AGENT LYBRAND'S INVESTIGATION SO FAR HAS SHOWN THAT THE WEREWOLVES MAY BE AS MUCH OF A THREAT TO THE AMERICAN PEOPLE AS THE VAMPIRES. IN PARTICULAR, IT APPEARS THAT THEY POSSESS AN ABILITY TO SEVERELY DERANGE THE HUMAN MIND (SEE ATTACHMENT 4, PSYCHIATRIC EVALUATION OF SPECIAL AGENT LYBRAND); SOME EVENTS FOR WHICH AGENT LYBRAND HAS EXTENSIVE PHOTOGRAPHIC DOCUMENTATION ARE HAZY, CLEARLY MISREMEMBERED, OR EVEN OBLITERATED FROM HIS MEMORY. THE IMPLICATIONS OF THIS ARE ENORMOUS; BETWEEN THEIR ABILITY TO TAKE HUMAN APPEARANCE AND THIS POWER TO CLOUD HUMAN MINDS, WEREWOLVES MAY HAVE INFILTRATED HUMAN SOCIETY AS EXTENSIVELY AS HAVE THE VAMPIRES, POSSIBLY IN GREATER NUMBERS.

I RECOMMEND THE OPENING OF A PERMANENT INVESTIGATION ALONG THE LINES OF OPERATION BELA (OPERATION CHANEY, PERHAPS, IF THE DEFENSE SECRETARY DOES NOT OBJECT), UNDER THE AEGIS OF SPECIAL AFFAIRS. THIS OPERATION WOULD ATTEMPT TO IDENTIFY AND PLACE UNDER SURVEILLANCE AS MANY WEREWOLVES AS POSSIBLE. GIVEN THE EVENTUAL TOLL SUCH AN INVESTIGATION WILL TAKE ON THE AGENTS PERFORMING IT, WE SHOULD PERHAPS LIMIT PARTICIPATION TO VOLUNTEERS WHO HAVE DEMONSTRATED EXTRAORDINARY POWER OF WILL OR STRENGTH OF PERSONALITY.

Jamison Tarlune

REQUEST DENIED

CC: A LYBRAND SA
D COOPER SA

ATTACHMENTS:
291089REPSPECAF
300989PHOTANREP
110789PHYSEVAN
031089PSYEVREP
2910890PSPROP

INTRODUCTION

He's mad that trusts in the tameness of a wolf . . .

— Shakespeare, ***King Lear***

Day by day, the wild places of the world are driven back and destroyed. Inch by inch, virgin forests and rolling meadows give way to the developer or the dumper, leaving less and less of Nature for us to embrace and cherish — and less to support the Earth's fragile ecosystem. This all-too-real situation is one of the central themes behind ***Werewolf: The Apocalypse***.

To anyone who cares about the delicate balance that characterizes the Earth's ecology, the utter disregard for its importance that so many industries and businesses seem to display is absolutely maddening. One's seeming impotence in the face of such devastation is both frustrating and enraging. And that very emotion is at the core of this setting.

The Garou — the Werewolves — are nothing more and nothing less than the embodiment of that concern and yes, that rage. But unlike most humans, their rage and frustration empowers them as warriors against that devastation. Motivated by very real and very private emotions that we all can understand, they are able to fight back in a way most of us may feel we can't — on a personal, one-on-one level. The fight may be ultimately doomed — the Apocalypse may come, no matter what — but the satisfaction of having taken action is ultimately one of the most appealing things about the game, to me.

However, in the end, what ***Werewolf*** is about is responsibility — responsibility to one's self, to one's companions, and to one's environment. Mad rampages are fun to play, but more important are the moments when one struggles to keep the Beast at bay and to act rationally, to solve one's difficulties through thought rather than impulsive action. And in the "real" world, if the environment is going to be preserved and even restored, it won't be through violence, but through careful, united action. So where the Vampire may represent the beast we fear (or hope!) lurks deep in our souls, the Werewolf represents the nobility that triumphs despite it.

— Robert M. Schroeck

About the Author

Robert M. Schroeck is a graduate of Princeton University in English/Creative Writing. He works as a computer programmer by day and writes gamebooks by night. His previous writing credits include ***GURPS International Super Teams, GURPS Camelot*** and ***GURPS Robin Hood*** (both co-written with his wife Peggy) and "Mark of the Kraken I: The Horror Released" for ***GURPS Super Adventures***. Most recently, he assembled the "grand unified were-creature system" for ***GURPS Bestiary,*** *Second Edition*.

Besides playing too many RPGs, Bob collects music, books and dust; he is also working on several different ideas for novels, in the idle hope of someday completing a salable book from one. He lives in New Brunswick, NJ, with his wife Peggy, and without the obligatory cats.

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Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set***, Third Edition. Any page reference that begins with a B refers to the ***GURPS Basic Set*** — e.g., p. B102 means p. 102 of the ***GURPS Basic Set***, Third Edition.

I lie in wait, in the quonset hut. The uniform does not fit well, and it itches, but at least there is no blood on it; I was careful. Its former owner now lies in pieces in the culvert behind the hut. He was unprepared, and the kill was too easy. I don't care. The true challenge is yet to come.

The stink of the landfill swells in my nostrils. Under the scent of natural decay, under the scent of the natural cycle of death and rebirth, there is something else — something corrupt and evil. This place is contaminated. Toxic wastes have been dumped here, carelessly and in violation of the humans' own law. The humans have done nothing to stop it. It is time for Gaia's law to do the job.

Not long after midnight the truck arrives. The driver narrows his eyes when he sees me. "Where's Hank?" he asks.

In the culvert, I think, but instead I say, "He called in sick tonight. I'm taking his place." As I speak, I circle the truck. I have to make sure. I almost needn't have bothered; the miasmic odor of the waste drifts toward me already. "He told me about your . . . arrangement," I continue.

"Good," the driver says. "We'll just get started, then."

"No," I reply. "You're finished." His eyes widen with horror as I shift to Crinos, shredding that damned itchy uniform.

Then the screaming starts.

Chapter 1:

THROUGH A GLASS DARKLY

The world is indeed comic, but the joke is on mankind.
— H.P. Lovecraft

The world which you are about to enter will seem very familiar. The geography is the same, as is much of the history. But it is different from our world — darker, sadder, dirtier, and much more sinister. Corporations are megalithic powers, wielding influence that makes them all but untouchable. Governments are corrupt. People are more cynical — the world is going to Hell, and everyone knows it and is hanging on for the ride. The environment is collapsing and urban decay is spreading. Vampires haunt the cities, preying upon the humans there. And somewhere up ahead, not far away, is the Apocalypse.

And the only ones fighting against the collapse of everything are perhaps the most terrifying creatures on the face of the earth — the Garou. The Changing folk.

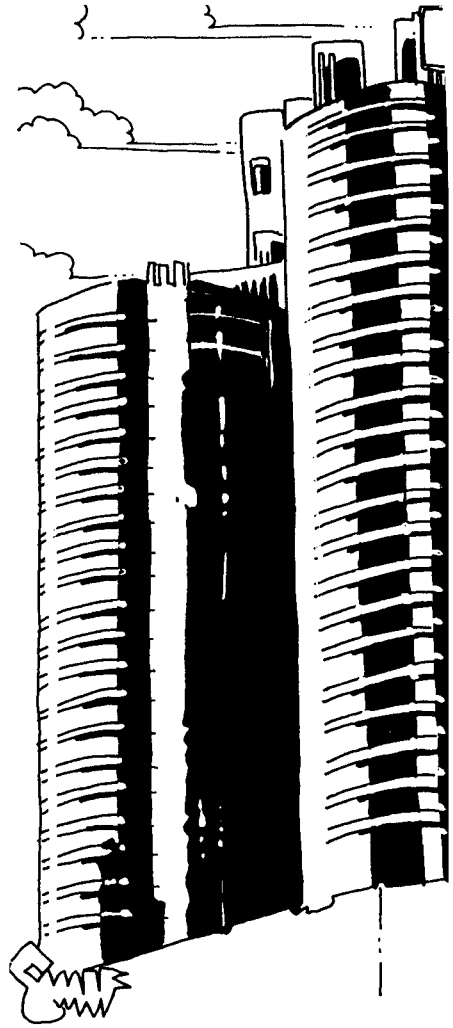
The werewolves.

Gothic-Punk

Gothic-Punk is a way of describing the world of the werewolves in brief. It is a metaphor for our own world, an augury of what might be our future and a dark reflection of the world as it is now. It is a world whose problems are our own, but magnified and amplified a hundredfold. The Gothic-Punk world is a film noir environment, where the cities are huge and gloomy, bureaucrats corrupt and important people have skeletons in their closets. It is a world of extremes. The rich are often filthy rich, while the poor are much more numerous and visible. And while mankind's whole society is built around logic and reason, the culture of the Garou has grown organically around spirituality and mysticism.

The Gothic aspect of Gothic-Punk describes the general atmosphere and institutions of human society; all are massive, brooding, dark and ominous, even the Church, whose power has been strengthened as an indirect result of the vampires; it has grown enormous and ritualistic, and has retained much of its medieval self. The institutions under the Church's control tend to be even more conservative and resistant to change than those of our world. The sense of corruption and conspiracy is much more pronounced, and everything seems to be done with an ulterior motive in mind. Think of Gotham City from the "Batman" movies, and you've got the beginnings of the feel. Architecture reflects the society, with a menacing, looming sense to the buildings of man; gargoyles and other statuary stud them, and everything has an iconic, almost medieval feel. Houses are often preserved for centuries, giving many suburbs a "haunted house" ambiance. Corporate and government agents are faceless and impersonal men-in-black. There is an eerie sense of foreboding and impending doom, and there always seems to be a storm in the sky.

The Punk in Gothic-Punk describes how people live. Gangs rule the streets and organized crime dominates the underworld, and at the top of both are the vampires. The youth, sick of the oppressive landscape of both the world and society, have responded with rebellion in words, clothing and music; some rebel with violence. Every downtown hosts a punk zone, with underground clubs, street gangs and kids with mohawks and nose rings listening to bands sing about aggression and revolt. People in general are tougher and more cynical, and the world is more corrupt and decadent and less humane than any suburbanite would like to believe.



Portraying the City

The cities have been under the influence of the vampires (and thus the Wyrm) for millennia, and have spread their influence over land that is not even truly urban. They are impersonal and oppressive with their looming skyscrapers trimmed with spires and gargoyles, rusting industrial parks, and smog-filled skies. The suburbs are gloomy vistas of empty lots and dilapidated houses.

With few exceptions, Garou feel that these places are truly born of the Wyrm, and indeed, it is in the city that the Wyrm is strongest and ready to strike. To most Garou, the city is a dark and frightening place, filled with unknown dangers. The GM should give them a sense that something is always ready to jump out of the shadows in the alleys, and that the face that peers at them suspiciously and disappears from the next building might not have been human. Think of how you would feel if you were thrust into the middle of the Amazon jungle at night without a map; this is how most Garou feel about the urban landscape. Unlike vampires, most Garou are not at home in cities, and it is necessary to convey their stark alienness.

Ultimately, the GM will have to decide exactly how dark his Gothic-Punk world has become. He can lighten it, and make it more like the "real" world, or he can make it blacker still. The setting described in this book is merely a template for further development.

City and Wilderness

Under the control of the vampires, cities and their outlying regions have grown to cover the landscape. Their foul byproducts pollute the air, earth and water, and slowly kill the ecology around them, rendering the land lifeless and sterile. This desolation slowly spreads as the population grows, and the Garou strive in vain to hold back the expansion of the dying and dead zones.

What little wilderness is left is not often much better. While some pristine spots are virtual paradises, beautiful and serene, much of it is sinister and as dark and frightening as the cities. Under the protection of the Garou, much has remained in almost primeval splendor, but it is eerie, ominous and hiding things better left unknown to man. And though the Garou are wise in the ways of the wilderness, other things stalk the night as well, and certain places are simply taboo to the Garou, who whisper dark legends of things best left undisturbed.

Humanity

Human kind cannot bear very much reality.

— T.S. Eliot, ***Murder in the Cathedral***

The vast masses of humankind exist in happy ignorance of the secrets of the world around them. Centuries ago, the creatures of the night and the wilderness went underground, and mankind gladly forgot that they ever existed outside of legend and myth. However, willful ignorance is no defense against these creatures, and most humans are under the direct or indirect control of the Wyrm or its minions.

Humans are the puppets of the Wyrm in its attempt to corrupt Gaia. Their ignorance is the key to its control. Their petty desires, such as wealth, power and lust, are the strings with which it controls the mass of humanity. The Garou are partially to blame for this. During the Impergium (see p. 24), the fear they engendered in humanity caused humans to grasp desperately at what little power they could, to allay their primal fears. Humanity's unbalanced quest for power, security and control is ultimately the doing of the Garou.

Portraying the Wilderness

Just as the GM must make the cities of the Gothic-Punk world seem like nightmarish labyrinths of towering, gargoyle-encrusted edifices, deserted subways, rat-infested slums and rampant crime, so must he make the wilderness seem more sinister than its real-world counterpart. The line of demarcation between city and wilderness is sharp and dramatic, but the feel of the two domains is often disturbingly similar.

When describing the wilderness, the GM should emphasize its weirdness. Describe images of crumbling highways stretching to the horizon without a car in sight, strange figures staring at the pack in the distance and who mysteriously vanish upon closer inspection, and lonely old shacks at the edge of mist-shrouded swamps, inhabited by ancient hermits. Most small towns have changed little since the beginning of the century, and strange traditions and rites are often practiced among their people.

Wolves

Wolves are nearly gone from the wilderness; across most of Europe and the United States there are only a few scattered wild wolf packs left. The wolves are completely gone from England and the Great Plains states, and are mostly found only in breeding projects. Only in Alaska, Canada, Scandinavia and Siberia can they still be found in their natural habitat.

This situation has become a disaster for the Garou. Lupus (see p. 46) account for as little as 3% of the total Garou population — the wolf side of their blood has become dangerously weak. They require both the strength of the human and wolf in order to fully be a Werewolf. Because of this imbalance, many more of their kind have been becoming weak in body and mind, particularly the rarified Silver Fangs. Some are going insane, while others are turning to the Wyrm for solace.

Wolves do not react with the same horror as humans to the Garou; however, an enraged Werewolf in Crinos form will terrify even the wolf packs. If they view such a sight, a pack will usually leave their territory, never to return. In this age of dwindling forests and encroaching towns, such a move is usually fatal for the wolves.

Civilization

Civilization, while not in and of itself a thing of the Wyrm, has been one of its greatest tools. The uncontrolled expansion of humanity that started with its discovery of agriculture has done more to disrupt the natural order than anything the Wyrm and its minions have done directly. Mankind was supposed to be a part of the food chain, and in overrunning it caused irreparable damage to nature and, in particular, to their guardians and predators, the Garou. As humanity's expansion diminished the Garou, so did their ability to effectively oppose the Wyrm, enabling humanity to further expand and further diminish the Garou, in an endless cycle of decline.

Furthermore, as civilization developed, mankind (encouraged by the vampires) began to develop a reliance on and faith in logic, rationality and the consistency of the universe. This attitude has served the Wyrm in many ways. The initial benefit was the turn from supernatural belief (which protected the vampires); second was the growth of science and technology.

Mind and attitude affect the fabric of the world; where scientific thought is strongest, the magical nature of the universe is weakest. Scientific research acts on behalf of the Weaver (see p. 161), by codifying the general tendencies of reality and locking them into unalterable law; once this has been done for an aspect of the universe, magic loses its potency unless effort is made to counter it. And since the Wyrm's goal is stagnation and entropy, humans serve its goals simply by pursuing knowledge so devoutly.

Pollution and Destruction

Even more, the devastation humans and their technology wreak upon the world is one of the greatest joys of the Wyrm. Each spot of polluted land strengthens the Wyrm and weakens Gaia, and each toxic waste dump saps power from the world and from the Garou, its protectors. Worse yet, areas of devastation and pollution attract and allow entry to Banes — spirits of malevolence, who may corrupt and possess humans whom they encounter, further spreading the influence of the Wyrm among mankind.

Where the sanctity of nature is despoiled, that part of the realm becomes Blighted; to mankind the change is not noticeable, for it is the spirit which is truly laid waste. As humanity expands its influence over the world, an unalterable pattern is laid down, the environment is corrupted, the spirit is smothered, and eventually warps into the force of Entropy. But the primary effect of pollution is simply death. The Wyrm's greatest goal is the death of all, and in this way do humans unwittingly serve it best.

The Warriors of Gaia

But keep the wolf far thence, that's foe to men . . .

— John Webster, ***The White Devil***

As with the vampires, the werewolves have always shared the world with humanity.

History

At the beginning of things, Gaia — the world and the spirit that embodies it — set all things in a balance that would maintain and encourage life. Near the top of this chain of being was humanity, and above them were the Garou — the sacred warriors of the spirit. They were appointed to be the crusaders against the Wyrm, who spreads its cancer through the humans. They are the preservers of the raw essence of life, of nature's diversity and purity. They are the Earth's immune system, fighting the disease of the Wyrm.

The Curse, the Delirium and the Veil

The Garou can never be fully accepted or trusted by the humans among whom they live; the prey all too easily smells the hunter regardless of form. The humans do not know what it is that they sense, but they are aware of an alien danger and instinctively recoil.

This is the result of the Garou's own actions. Millennia ago, they imposed the Impergium, a thousand-year period during which they strictly controlled human population. As a side effect of their viciously efficient enforcement of the Impergium, they bred an instinctive, unreasoning fear of the Werewolf into all humanity. This fear expresses itself in several ways. One is what is known as the Curse, which is described above — those Garou who are too filled with rage and anger disturb the humans around them, frightening them on a subconscious level.

More intense is the effect known as the Delirium. If a Garou takes half-wolf or near-wolf form in the sight of humans, those humans are suddenly struck with generations of ancestral fear, driving them temporarily insane. Once the werewolf has left their sight, the humans recover, and forget, blur or rationalize their experience. This latter effect is known as the Veil, and has proven useful in recent centuries, as humanity gained the ability to defend itself from the Garou. Like the vampires, the Garou hide themselves from mankind, and have come to depend on the Veil for protection.

From the beginning they were charged with weeding out the sick and weakly from both human and wolf. But they did not wait for the disease to appear before them, but actively searched it out and tracked it down. With vicious efficiency, they were to root out and destroy every trace of the Wyrm's cancer.

The Impergium

However, the Garou became overenthusiastic in pursuit of their duty to keep humanity in balance with nature. Humanity's discovery of agriculture — and the effects of that discovery for human population — surprised and shocked the werewolves. In a reaction that many Garou for generations afterwards felt was out of proportion and hasty, the councils of the Garou imposed the Impergium: a strict system of population quotas on every human settlement. Most Garou believed that the only way to control the "cancer" of humanity was through radical means, and for a time those means succeeded in keeping the multitudes in check. The night after a child was born to a village, a child that caused the village population to go over the allotted amount, a Garou from the tribe assigned to "oversee" that village would visit it and kill someone there. Usually this was anyone foolish enough to be outside at night, although it was not unknown for the victim to be one against whom the enforcing Garou held a grudge.

From this practice, all the human tales of predatory monsters and bogeymen derive, as well as the human hatred and fear of the wolf and half-wolf. For a thousand years, this brutal system efficiently maintained both population levels and an unending sense of terror. As a result, humanity grew to have a great fear of the Garou, which evolved into a survival mechanism. Garou may not appear among men in their half-wolf form without causing the Delirium (see p. 24).

Furthermore, the thousand years of the Impergium drove humanity, as a whole, mad. Humankind's preoccupation with personal power and progress grew directly out of their need to somehow oppose the unstoppable Garou; in this way, the Garou unintentionally engineered their own worst nightmare.

Garou Attitudes Toward the Impergium

The imposition of the Impergium was hardly unanimous. In fact, the decision caused great dissension among the many tribes. There was a distinct and divisive factioning around the issue that exists even to this day. Most tribes supported it, usually as a poor solution to a worse problem, but the only solution available. Some tribes felt that the Impergium was insufficient and that humanity should be wiped out altogether; to this day the Red Talons and Get of Fenris hold opinions of this nature. Some opposed the Impergium. The Children of Gaia were key in the eventual lifting of the Impergium, and one group of Garou were so morally offended by the Impergium that they simply withdrew from Garou society until it ended; they became the tribe known as the Stargazers.

The Garou Today

Today, the Garou find themselves in a precarious position. There are few of them left. They have been slowly exterminated, eliminated from the face of the earth by a systematic genocide guided and inspired by the Wyrm. Their world is sliding inexorably into ruin. Forests are turning into suburbs with frightening rapidity, and the mountains are infested by tourists and hikers. Pollution suffocates the lakes and swamps, the womb of the planet, and Mother Gaia suffers.

There is no place of refuge left for them, and human technology continually creates new perils. The Garou need some way to control the growth of civilization, that most ancient of their duties, but there are fewer and fewer alternatives left. Violence, once long ago abandoned in favor of more subtle methods, has become an option once again. Some tribes seek an all-out war with humanity even as others encourage a peaceful solution. Still more have succumbed to a deadly fatalism and simply wait for the end to come. The tables have turned, and the cancer that they were once pledged to control now controls them.

Garou Society

The Garou, like their lupine and human cousins, are intensely social creatures. They are amazingly devoted to their social institutions and routinely perform feats of altruism and self-sacrifice that most humans would find unbelievable or insane.

Tribes

The tribe is the basic social unit among the Garou. One's tribe determines much of one's cultural outlook and upbringing. Different tribes control different sacred sites, and usually have differing goals and philosophies. Many tribes are in contention or competition with one or more others; members of a rival tribe can sometimes be just as dangerous to an individual Garou as any creature of the Wyrm!

Although there were many tribes of Garou roaming the earth at the start of all things, eons of war and corruption have taken their toll. Only 15 tribes survived from the epics from the Time Before Time; the Bunyip of Australia were driven to extinction, and the Black Spiral Dancers (originally the White Howlers) long ago turned to the Wyrm and were stricken from the oral histories of the Garou. The 13 remaining tribes are:

Black Furies: A completely female tribe which originated in ancient Greece and which is responsible for many of that country's most horrible myths.

Bone Gnawers: The lowliest of the tribes and city-dwellers, they are cunning street-people with an incredible knack for survival.

Children of Gaia: Last of the most peaceful tribes, they still seek to protect all life, including humans. The vision of the Children is a world free of the Wyrm, where animal, human and Garou exist in a balanced ecosystem. To this end, the

Garou Reproduction

Garou are as much wolf as man, and must breed with both in order to keep strong and pure bloodlines. They may breed with each other, but the resulting young are always deformed either mentally or physically; only by adding wolf or human genes every generation can the Garou remain strong and healthy as a race. In the early days, when men were few and wolf packs roamed the world, the Garou could take their pick of breeding stock. Thus, certain groups of humans and wolves became favored by certain groups of Garou, and the different tribes and lineages were born. These extended families became known among the Garou as flocks, and great battles were fought in the early days of the world over breeding rights to the best flocks.

Garou Kinfolk

As the Garou gene is recessive, nine times out of ten the child is born as a normal human or wolf. These are known as Kinfolk, and human Kinfolk are immune to the Delirium. Kinfolk of both breeds can and do help their Garou brethren. (See the Ally Group advantage on p. 53.)

Garou Young

The 10% of offspring that become Garou are born identical to their mother's species, either wolf or human, and are usually unaware that they are Garou, although they are often watched from afar by their Garou family. Even at a very young age, Garou children are often markedly different; they have strange and sometimes terrifying dreams, often wander alone by themselves for hours or days, and are frequently unable to get along with or relate to their peers. They often have a sense of longing for something that they aren't able to identify.

Between the ages of 10 and 16 the problems get worse; wolves are often driven from the pack, while human adolescents are often institutionalized or looked upon as demon-cursed. At this point, the Garou of the tribe show themselves to the Garou-to-be, kidnapping them and guiding them through the trauma of the first Changes. The confused and often traumatized adolescent Garou is taught the rudiments of tribal lore and then savagely thrust into a great test of cunning and strength along with other newly acquired cubs. The tests, known as rites of passage, are harsh and deadly affairs. Many Garou do not survive their rite, but those that do have proven themselves to be fierce predators in their own right, and gain a sense of what it means to rely on pack-brethren.

Lost Cubs

Lately, the Garou have been discovering more and more *adult* humans who have the potential to become Werewolves, but were somehow lost by their tribes and never taken through the rite of passage. These individuals have so repressed the wolf aspect of themselves that they have no idea it is there. They are known as the "lost cubs," and their plight is acknowledged with great sadness. There are so few Garou left that it is considered a time of great joy when such a lost individual is discovered.

The Forms of the Garou

A race of shapeshifters, the Garou have five distinct forms in a continuum from man to wolf. These forms are:

Homid: The true man. The Garou's human form.

Glabro: The near-man. Taller, bulkier and stronger than the Homid, the Glabro is humanoid but clearly not human.

Crinos: The half-wolf, the wolf-man. The figure of terror from a million human nightmares, this hulking monster averages 9 feet tall and some 400 pounds, and is virtually unstoppable.

Hispo: The near-wolf. The Hispo resembles the dire wolf of prehistoric times, but is nearly the size of a small pony.

Lupus: The true wolf. The Lupus form is physical perfection and almost a giant among other wolves.

Complete details on the natures and abilities of the five forms can be found on pp. 49-50.

Children are even considering the forbidden prospect of breaking the Veil, in a desperate attempt to mediate between the two peoples before it is too late.

Fianna: Celtic blood makes Garou of this tribe great singers and bards, and fearful warriors. On their lupus side they descend from the mighty dire wolf.

Get of Fenris: The harbingers of war and destruction, the Get of Fenris are savage berserkers of Scandinavian blood who live for combat. Their bloodlust and rage is unnerving even to other Garou.

Glass Walkers: These Garou have adapted completely to the city and are now purveyors of technology and wealth. Perhaps least trusted of all the Garou, they still wield considerable power.

Red Talons: An all-lupus tribe, the Red Talons bear an uncompromising hatred for humanity that is expressed in a desire for all-out, genocidal war.

Shadow Lords: Cold, proud, vengeful and ruthless, the Shadow Lords are the dark warriors of the Garou. They follow the path of ambition and conquest wherever it leads. They are known for their cunning, their tenacity . . . and their arrogance.

Silent Striders: Mysterious wanderers, few of their fellow Garou know much about them. They keep no permanent home, and always seem to be where they are needed.

Silver Fangs: The aristocracy of the Garou, their lineage includes great heroes, respected leaders and other paragons through the ages. But they are slowly dying out, and the few children that are born to them are often subject to what some have only recently dare to call madness.

Stargazers: The mystics and philosophers of the Garou, they are the most devoted of all the tribes to the Garou's original purpose. They seek enlightenment and fight the Wyrm both in the dark and lonely places of the world.

Uktena: Sly and secretive, the Uktena gather occult lore and mystic knowledge from cultures across the globe and incorporate it into their own rituals. No tribe truly knows what they do or believe, and their formidable magical might intimidates even the Get of Fenris.

Wendigos: The last pure-blooded American Indian tribe, the Wendigos dwell in Canada and seek revenge on the Europeans, both human and Garou, who nearly exterminated them.

Details on these tribes can be found on pp. 89-109. Tribal membership often imposes certain required traits on characters; these are found on pp. 46-48. Garou need not be members of tribes; they may choose to become Ronin. See the sidebar on p. 27.

The turncoat tribe, the Black Spiral Dancers, now serve the Wyrm. To a one they are insane and dangerously powerful; they are fell foes to encounter, either singly or in groups.

The Sept

The sept is the second primary social grouping of the Garou. It is all those Garou who live around or near a particular sacred place, or *caern*. The sept can be a family or other group all from one tribe (most tribes like to keep their own sacred places), but in areas where a caern is held by the Garou people as a whole, the sept can be formed of members from many different tribes.

The sept functions much like a congregation does among humanity. What unites them is their concern over the protection of the sacred place, and its members conduct all the important rituals pertaining to that particular caern. Because the members of the sept are largely older Garou who have settled down, the septs often employ packs of younger Garou who perform missions for them. For Garou new to an area, the goodwill of the sept is vital, as its members are the best eyes and ears in the region, and will usually know of danger long before the packs do.

The Pack

The pack is the basic social organization of the Garou, and the most closely knit. It consists of anywhere from 2 to 10 Garou bound together for a single specific purpose. This purpose can be specific and quickly (if not easily) accomplished (such as "Stop the creation of a radioactive waste dump near the caern") or general and long-lasting (such as "Fight and destroy the minions of the Wyrm wherever they are found").

The purpose of the pack is, according to Garou belief, given by Gaia herself, and is not voluntarily chosen by the pack itself. Therefore, it is not always known to those who are its members, or they may think it is something other than it really is. Some younger Garou do not believe that packs have purposes at all, for there really is nothing tangible about them.

While a pack is in existence, the bond between its members is among the closest of Gaia's creatures; human friendship combines with lupine instinct to produce a communal entity that is very nearly of one mind. Rivalries and even hatreds occasionally crop up between pack members, but this is exceedingly rare.

Sometimes, when a pack is first created, a special totem spirit is bound to that pack in a great rite. That spirit serves a guardian and guide to the pack, often assisting in negotiations with its fellows in the spirit world. When the pack breaks up, its purpose accomplished, this spirit is released.

Beliefs and Customs

The Garou have a complex society, with a wide variety of common beliefs, traditions and knowledges.

The Spirit World

Fundamental to the Garou worldview is the existence of the Spirit World, called by them the Umbra. There is no doubt of its existence — the Garou are physically able to enter it and use it to travel from place to place. Its exact relationship to the real world is uncertain to the Garou (see Chapter 6), but their basic beliefs are clear: the spirit world and the physical are interdependent and reflective of each other; events in one affect the other. (The degree of influence, though, is not agreed upon.)

Totems

Totems are spirits who are bound to tribes, septs and sometimes packs. The Garou offer them worship in exchange for guidance and sometimes direct intervention. The spirits of septs, who usually inhabit the sept's sacred lands, are often the most active on the behalf of the Garou.

The totem or totems important to any given character will vary. A character will always have a tribal totem, and usually will have a sept totem. Those packs who take a spirit as a Patron will also have a pack totem. Which one the character places the most trust and respect in is up to the player.

Ronin

Some Garou accept or even prefer the dishonor of staying outside the society altogether. These Garou are today known as "Ronin," although there have been many names for them over the eons. Ronin are renounced from tribe, sept and lineage, and hold no position in Garou society. They are traditionally outcasts (although some rare tales tell of Ronin heroes), and are scorned by most other Garou. However, of late, the number of Ronin among the Garou has been increasing.

Leaders

The question of leadership is important to the Garou, who are descended from two species of social creatures. One of the most important functions of Garou society has always been to provide a way for Garou to struggle for the alpha (leader) position without killing each other. The elaborate protocol of Dominance (see p. 33) has long served admirably in letting leadership rotate among Garou who excel in the abilities needed of the leader at various times. Leadership was a temporary privilege granted in return for service to the rest of the Garou.

Recently, however, something has changed. Perhaps it is the prevalence of human blood in the Garou's veins, or maybe the influence of the Wyrm, but leadership is increasingly being sought for its own sake, for its perks and power, rather than for the good of the group. For the first time in their history, certain Garou septs and tribal groups are ruled by "permanent" leaders — often bloody-clawed dictators who hold their positions through intimidation and violence.

Howls

The Garou use howls to condense enormous amounts of information into a very short space. Mastering all the howls of the Garou is often the life's work of a Moon Dancer. Garou can sing the howls while in any form, even in the spirit world.

Howls are usually begun by one Garou, but are often joined in by others in packs. Howls are the means by which a pack is united in spirit and purpose, and are the means by which a pack declares its domain. Whatever howl is employed, however, harmony is disdained and cacophony is always sought. When one Garou hits the same note as another, they will instinctively switch notes to remain in discord. This serves the purpose of making a pack seem larger than it really is; by varying their notes a pack can make itself seem more threatening and powerful.

The twelve basic howls are:

Anthem of War: A morale-raising battle cry used by Moon Dancers to muster the troops.

Dirge for the Dead: A somber, low-pitched, drawn-out howl. Used as a requiem for the fallen; volume and length depend on the fame of the deceased.

The Call to Hunt: A long, low ululation used to alert the tribe to the position and type of prey.

The Call for Succor: Used by Garou to call their pack for aid. Embarrassing but occasionally necessary, and sounds a little like puppies calling for their mother.

The Chant of Challenge: Invented by the Fianna, this is a systematic recitation of one's name, tribe, lineage and deeds, and an equally systematic insult to the challenged one's capabilities. Used to initiate duels.

The Curse of Ignominy: A snarling whine used by the pack to scorn those who commit acts against the tribe.

The Howl of Introduction: A call sent up upon entering the territory of another Garou or pack to announce one's presence and ask permission for entry or passage. It also acts as a complete identification, for the recitation of one's name, tribe, pack, totem and lineage is included.

The Hymn of Praise: This is sung to those Garou who have distinguished themselves among the tribe. This is the normal means by which extraordinary feats, honorable actions and wise decisions are made known to all present at a moot. After a Hymn of Praise is sung, the GM may award a Reputation to the subject.

The Snarl of Precedence: Sung by the Garou who wishes to go one-on-one with a foe, it is a battle challenge. It does not have be honored by those of higher Status, but it is considered ignoble to ignore it.

The Song of Mockery: This is actually less a separate howl than a pitch or overtone added to another howl by Tricksters. It is an insulting gesture, the Garou equivalent of the finger or overt sarcasm. Using this howl is sure to enrage the arrogant and self-assured, such as Ahrouns and Shadow Lords.

The Wail of Foreboding: A general danger signal.

Warning of the Wyrm's Approach: A very sharply-pitched howl, sung in a series of staccato bursts. It is a special warning howl used only to announce detection of the Wyrm or its minions.

There is a thirteenth howl, known only to the Black Spiral Dancers:

The Symphony of the Abyss: A twisted, mad whine used in hunting by the Black Spiral Dancers to terrify their quarry.

Dominance

The Garou hierarchy is, at least in theory, constantly in flux. They are forever testing one another in both human and wolf forms, pitting themselves against each other in various contests in order to determine who is dominant. In

ancient Garou tradition, the role of leader is dictated by the skills possessed; the one who has the skills needed at the moment becomes the leader by demonstrating his pre-eminence in those skills.

Although things are changing, dominance is still an issue central to the day-to-day life of a Garou. The Garou often have conflicting ideas over who is the dominant member of a tribe or pack, and formal and informal challenges are a constant part of any moot. Only when a Garou breaks off with its pack and becomes an elder of the tribe does the competition ever cease, for respect and protection for the wise and aged is demanded by the most ancient traditions. The elders are considered beyond the contests of dominance.

Forms. There are three different ways in which dominance is decided: the facedown, in which two Garou stare into each other's eyes until one looks away; the gamecraft, a contest of wits and skill; and the duel, a form of ritual combat.

In many cases, when such conflicts as faceoffs and debates do not suffice, duels can be fought to determine who is dominant. Though conflict for dominance can occur within a pack, rarely do pack-brothers allow it to escalate to a duel. Indeed, an entire pack will lose respect if this actually occurs.

Formal Challenge. On occasion a formal challenge will be made, not, as is normal, in order to attain a new level of Status, but to make it clear to everyone that you are challenging their dominance over you. When such a formal challenge is made, the person being challenged may decide the specifics of the challenge: the form, the location, the rules, who may attend, and in the case of a duel, the weapons (if any) used.

Results. If the challenger wins a challenge for dominance, the defeated foe must display submission. In wolf form, this is usually shown by falling to the ground and rolling on one's back, the traditional demonstration of subservience. However, the more human a character is, the less deference will be apparent. Usually the loser will simply slink away and will take care not to offend the winner for a time — at least not until he is ready to challenge again.

If some sign of acquiescence is not made, the winner is, by tradition, free to attack the loser, and none will hold it against him.

The Apocalypse

The terminal event of Garou mythology, the Apocalypse is Armageddon, Ragnarok, Judgement Day. It is the destruction of all things. Engineered by the Wyrm, the Apocalypse is the climactic event in the history of Gaia, and the end of her existence as a living Realm. Prefaced by the great final battle with the Garou, it is the Wyrm's ultimate victory. Before this is the corruption of life by humanity.

What makes it all the more ironic is that the fault is that of the Garou themselves, for if humanity had not been so warped by the Impergium, they might not have been capable of willingly inflicting so much damage upon Gaia.

The Prophecy

One of the earliest Garou legends is the Prophecy of the Phoenix, which foretells the Apocalypse. In recent years, it has become a central fixture of Garou culture, with many events of the past few decades pointed to as fulfillments of one or another of its seven signs. Some of these fulfillments are debatable, but others are not; its foretelling of the *Exxon Valdez* disaster is eerily precise, for instance.

The prophecy and its apparent fulfillment have become a rallying point for some tribes. Many Red Talons, for instance, claim that the completion of the prophecy can be prevented and the Apocalypse averted by destroying humankind; increasing numbers of Get of Fenris also subscribe to this belief. Others, such as the Children of Gaia, see it as only more reason to redouble their efforts to find a peaceful solution.

Politics

Garou are not inherently devious creatures. Even the Shadow Lords and the Glass Walkers, the political masters among the Garou, are unsophisticated and clumsy compared to Kindred or even some humans. Garou tend to rely on themselves to get what they want.

For as long as Garou have existed, their politics have been simple. The Werewolf with the most wisdom or highest Reputation, or the greatest experience on the subject at hand, was consulted, and the group as a whole listened to his advice, generally following it. The land was wide and open, and the Garou ranged its length as Gaia's protectors without disharmony or conflict.

In the last century, however, decreasing wilderness area has led to Garou being forced to dwell in close proximity to each other. For the first time in millennia, Garou have begun to battle Garou, and tribe turn against tribe. And with external distrust comes distrust within the tribe, as the Garou begin to question the wisdom and veracity of their leaders.

As the young scorn the old and the old revile the young as a lost generation, as the noble Silver Fangs become more unstable by the year, clever Garou have been able to turn the conflict to their advantage in bids for personal power among Garou and human society alike. The Glass Walkers sit in their data havens and dictate policy down the chain of command, the Get of Fenris rule by raw, brutal force, and the Shadow Lords daily become downright Machiavellian in their play for control of all the Garou.

The Prophecy of the Phoenix

Phoenix took me.

Carried me in his claws.

High above the world.

So that I could see beyond tomorrow.

And I looked.

I beheld the future.

I saw the death of many of our relations. Hunted beyond hunting, death beyond death, to the last one. There were no more children, or grandchildren, or fathers, or mothers. This was the first Sign the Phoenix gave to me, that the Children of the Weaver, the Homids, would give to us, the Garou.

I looked.

I beheld the future.

I saw the Children of the Weaver birthing. A great tide of Humans, rising. I saw more and more, until Gaia groaned at having to carry them all. Their houses overrunning, their rakes raping, their hands clawing at the parched earth, trying to feed off Her. This was the second Sign of the last days, that Phoenix showed me, that the Humans would do.

I looked again.

I beheld the third Sign.

So many. So many children. So many Homids. And they fell against each other, one to one, and the Wyrm brought forth corruption and made them each take a little. And their strange Fire I saw, out of control, the great Plume rising over the wilderness, spreading death wherever it went in that dark and cold land. And I heard the agony of the sea as She keened, for some drunken fool had poured a lake of black death out upon her.

I turned my head away in disgust, but I could not help but look again.

I beheld then the fourth Sign.

The Wyrm grew powerful, its wings fanning the breezes of decay. It spread its diseases and they were horrible: killing the Herd with diseases of the head and the blood. Children were born twisted. Animals fell sick and no one could cure them. In these final days, even the Warriors of Gaia could not escape the palsied talons of the sickness-bringing deathbird.

A tear in my eye, I looked again and the Phoenix showed me the fifth Sign.

I saw other plumes rising like death-spears toward the beautiful sky, piercing it, letting Father Sun burn and parch Her. The air grew hot; even in the darkness of Winter it was warm. The plants withered in the sun. A cry of pain and disease came up from the dying forests; as one the relations cried tears of mourning.

Then, it was as a veil was torn, and the sixth Sign showed itself to me:

In these last days, Gaia will shake in rage. Fire will boil from the depths. Ash will coat the sky. The Wyrm skulks in the shadows made by these...and rears to strike. The old ones are all gone, the Guardians of the Pathways and the Crossroads are finished. In these final days, the sixth Sign will make itself known in the Packs that form. Each Pack will unto itself have a Quest, a Sacred Journey they must perform. Such is the will of the Weaver, and such is the will of Gaia, the Phoenix told me.

And I saw the sky turn black, and the moon was as blood.

And the seventh Sign I glimpsed, though I could not look on it in full. But its heat I could feel.

The Apocalypse. The final days of the world. The Moon became swallowed by the Sun, and it burned in His belly. Unholy fires fell to the ground, burning us all, twisting us and making us cough blood. The Wyrm made itself manifest in the towers and the rivers and the air and the land and everywhere its children ran rampant, devouring, destroying, calling down curses of every kind. And the Herd ran in fear. And the Dark Ones, children of the Wyrm, walked the streets in the day.

I turned my head from the sight. The Phoenix told me: "This is as it shall be, but not as it should."

The Phoenix left me then.

Now, I cannot dream. I can only remember the Signs, each one in perfect detail. These are the last days. May Gaia have mercy on us.

The Litany

Now this is the Law of the Jungle — as old and as true as the sky; And the Wolf that shall keep it may prosper, but the Wolf that shall break it must die.
— Rudyard Kipling, ***The Second Jungle Book***

The Litany is the great song of the ages which contains the traditions, codes and laws of the Garou. In its most dramatic form, it is an hours-long chant of mind-wracking complexity, which all Philodoxes are required to learn by heart, and a significant portion of which most Moon Dancers eventually learn. The Fianna are the true masters of the Litany, not surprisingly, and even their Ragabashes know most of its intricacies as an ideal tool for extricating themselves from various situations.

In practice, though, the Litany is much simpler than these extensive chants would indicate. Garou as a whole do not have much patience with bureaucratic finagling; convoluted legal maneuvers and technicalities are not acceptable to them. Therefore, in addition to the massive songs, there are shorter forms of the Litany which cover the primary points without handling the fine detail. Also, Garou basically know what will and will not be tolerated by their sept and tribe, and in most cases, a violator of the Litany is well aware of the consequences.

The following are the basic tenets of the Litany. There are many others, some varying from tribe to tribe. Also, the degree to which any tenet of the Litany is enforced or supported varies from tribe to tribe as well; variations from the ideal are noted with each tenet.

Garou shall not mate with Garou.

Because of the physical and mental problems to which metis are prone, Garou are forbidden to mate with each other. This tenet is important because of the need for fresh wolf and human blood in the Garou line. Forbidden love is one of the great tragic themes of Garou tales; countless ballads tell of two Garou who fell in love and could not fulfill their passion.

Reality: The number of metis has been growing constantly over the past few generations, showing that this law is not as inviolate as it once was. It is not a capital offense any more, but it is a great shame. However, with the widespread availability of human birth control technology (which works as effectively on Garou as on humans), many young Garou are ignoring this tradition altogether.

Combat the Wyrm wherever it is founds and wherever it breeds.

The Garou's original purpose was to fight the Wyrm, and much of their early history is comprised of battles between the great heroes and the Wyrm.

Reality: Sometimes, little more than lip service is paid to this tenet. Many Garou have forgotten or given up their mission, for reasons ranging from hopelessness (see *Harano: Fatalism and Despair,* p. 35), to attraction to the human world. Thus it is that the Wyrm coils in darkness, unseen and unheard, waiting for the moment to strike.

Respect the territory of another.

This portion of the Litany was changed in the last few centuries, as human society has spread to the point that urinating one's territorial markings was impractical. Instead, any visitor or immigrant into an area has to first ask permission by singing the Howl of Introduction.

Reality: The Glass Walkers and other urban tribes consider howling in a public area uncouth, and will accept a telephone call or a fax stating that a visitor is in their territory. Many younger Garou ignore this portion of the Litany altogether as "fascist." ("It's a free country, ain't it? I'll go where I damn well please!")

Lineage

Although to the casual observer it may seem as though Garou reproduction makes it difficult to maintain a sense of family descent, in fact it is quite assiduously pursued; only "lost cubs" are completely devoid of knowledge of their lineage.

If the pack are the friends one chooses, then lineage is the family one never escapes. It is one's lineage that determines much of how a Werewolf is seen by other Garou when young, and who will be quick to harass and punish those Garou who "bring shame down on their heads," i.e., do anything they don't like. Lineage is of importance second only to tribe in defining a Garou's identity as well. These lineages are often the major link between homid and Garou society, and in the coming days, the lineages may well attempt to take on the powers of the noble family they emulate.

Certain ancient lineages are represented by the Pure Breed advantage (p. 57), and others are partially represented by the Kinfolk form of Ally Group (p. 53). The player and GM should collaborate to detail the specific family line — on human, wolfen and Garou sides all — its name, history and even famous (or infamous) members.

Garou Justice

As a rule, Garou are not a rigid, doctrinarian people. Most disputes are simply settled with the help of a mediator, a lecture or reprimand for wrongdoing, or, if necessary, a duel. Then it is over. Often, the mere disapproval of the pack or tribe is enough to straighten out these intensely communal beings. Thus, Garou crimes and criminals are rare indeed.

Nevertheless, as with any society, the laws and traditions of the tribes will be broken at times. In such cases, the tribe sees to it that the offender is brought to justice. The standard procedure for a Garou trial is for the offender to be brought before a group of Half Moons sitting in judgement; these individuals will hear the evidence for and against the accused and render a decision. This procedure varies among the various tribes, however — among the Get of Fenris, the trial is by combat, while the judges of the Bone Gnawers, if they bother with a trial at all, can often be influenced by a gift of money or food "for the time and trouble." The Children of Gaia's trials are rare and informal, while the High Inquisitions of the Shadow Lords are terrible things, with lengthy interrogations and grueling ordeals. The Uktena are known for their use of various strange rituals to determine the truth in a trial, while the Glass Walkers prefer elaborate polygraph tests, dusting for pawprints, and the like.

Sometimes the leaders of a Moot which has declared punishment against a Garou will offer a reward for their capture and punishment. This reward may come in the form of talens (see p. 168) or simply as offers to teach various skills. Some younger Garou employ themselves full time as investigators and bounty hunters, catching fugitives and bringing them to justice.

Accept an honorable surrender.

The Garou, accepting the reality of frequent inter-Garou duels while at the same time realizing that continual battles to the death would seriously deplete their numbers, incorporated this particular element into the Litany. In theory, a Garou may surrender to another Garou at any time by exposing his throat; the winner of the duel is honor-bound to accept the surrender.

Reality: Certain tribes consider losing — and especially surrender — to be shameful, no matter what the Litany says. Wendigos, Silver Fangs, Shadow Lords and especially Get of Fenris lose status in their tribe by surrendering. Also, Get of Fenris have been known to ignore a surrender, tearing the loser's throat out when it is offered.

Submission to those above you in station.

While Garou have a strong pack mentality, there are always troublemakers in any society. Thus the strong status system among them. They are not a dictatorial people by any means, but within reason any simple request of a Garou of higher Status is to be obeyed if it doesn't harm or shame you or another Garou.

Reality: Many of the younger (and particularly Homid) Garou, products of the Me Generation, scoff at the idea of kowtowing to a bunch of blunt-fanged, mangy, crusty old broken-down alphas. The Bone Gnawers all but ignore this section of the Litany, while the Children of Gaia, Silent Striders and Stargazers place a great deal of emphasis on personal choice in the matter of respect. However, the Silver Fangs and especially the Shadow Lords enforce this edict with an iron claw.

The first part of the kill for the greatest in station.

A holdover from their wolf heritage, this portion of the Litany is greatly favored by the alphas and other leaders of the Garou. It is as greatly supported by the Shadow Lords and the Silver Fangs, those tribes who are or nearly are the Garou aristocracy. It is grudgingly accepted by the rest. The "kill" as interpreted by the Garou includes the possessions of the slain; thus, in theory, all the most powerful fetishes and the like will be held by the Garou with the highest Status.

Reality: Very few packs allow one warrior to keep all the best loot for himself, all the time, regardless of his station in Garou society. A Garou who tries too hard to enforce this law will be obeyed, but should be prepared to accept the consequences of his selfishness.

You shall show respect for those below you in station — all are of Gaia.

Garou are ultimately pack-oriented beings, and while they realize that not everybody can be equal, they believe that all things of Gaia have their intrinsic worth. Garou are the world's protectors, after all, and it is considered a noble ideal to act in a manner not unlike a chivalric medieval knight. Garou who display a great deal of *noblesse oblige* may earn higher Status.

Reality: The Shadow Lords pay lip service at best to this tradition, and would strike it from the Litany if they could. The Bone Gnawers cynically jest that since no one is below them in station, they don't have to respect anybody. Most tribal conclaves will ignore a younger Garou, heady with the power of his half-wolf form, who thoughtlessly abuses or maims a "lesser" being, such as a deer or a derelict.

The Veil shall not be lifted.

This is perhaps the most inviolate portion of the Litany. There is no difference between what is said and what is done here — the Garou protect themselves quite efficiently, regardless of tribe or generation. In recent years, special teams of Garou have formed for the sole purpose of destroying the equipment of camera crews and scaring reporters.

Do not suffer thy people to tend thy sickness in death.

Originally, when a Garou was injured or aged to the point that he was a burden to the tribe, he was simply torn to pieces by his fellows. As time went on, it was considered more dignified to let him end his own life.

Reality: The Children of Gaia prefer to let their inform stay on at the caern and die naturally. Many older or crippled Garou simply go back to human society forever, particularly if they are sufficient Status to avoid frenzy.

The leader may be challenged at any time in peace.

Garou are not expected to slavishly follow their leaders, and individuals may, when no threat looms, challenge their decisions or even their positions. The winner of the duel or contest that subsequently occurs succeeds in espousing his point of view or in replacing the leader.

Reality: Sufficiently tough leaders may never be deposed. Also, some unscrupulous packs have challenged a tribal leader one after another, twisting the Litany for their own purposes by gradually wearing down the leader until one of their number defeats him and takes his place. Certain cunning leaders of the Bone Gnawers and the Shadow Lords have simply proclaimed "martial law" or a continuous alert for the Wyrm, thus ensuring that it is always technically wartime and thus against the Litany to disobey the leader.

The leader shall not be challenged in time of war.

The practical Garou had to learn group and pack tactics against the often enormous Wyrm creatures early on, and realized that one Garou's failure to conduct himself properly in a battle could mean the destruction of the entire pack. In battle, the word of the leader is immutable law. A Garou who disobeys or even insolently questions a superior may be destroyed as soon as it is safe to do so.

Reality: If it is evident that the leader is incompetent or under magical control, the Half Moon judges will ignore the actions of a subordinate whose disobedience saves the pack or tribe in question. However, any fame the character may have earned as a result of his heroism is negated by the violation of the Litany.

Contests of Dominance

The need to establish dominance will almost certainly come into play. Depending on the campaign, it may be required almost every game session! The three classic contests are handled as follows:

The Facedown

The facedown is a special contest of Will. Both parties lock eyes. They then roll against their Will, once per turn. If both make their roll, nothing happens and the contest continues. The first one to fail a roll has turned his eyes away and has lost. If both fail, the one who failed by the most points has lost. And if they both fail by the same amount, they both turned away at the same time, and must move on to the next level of challenge.

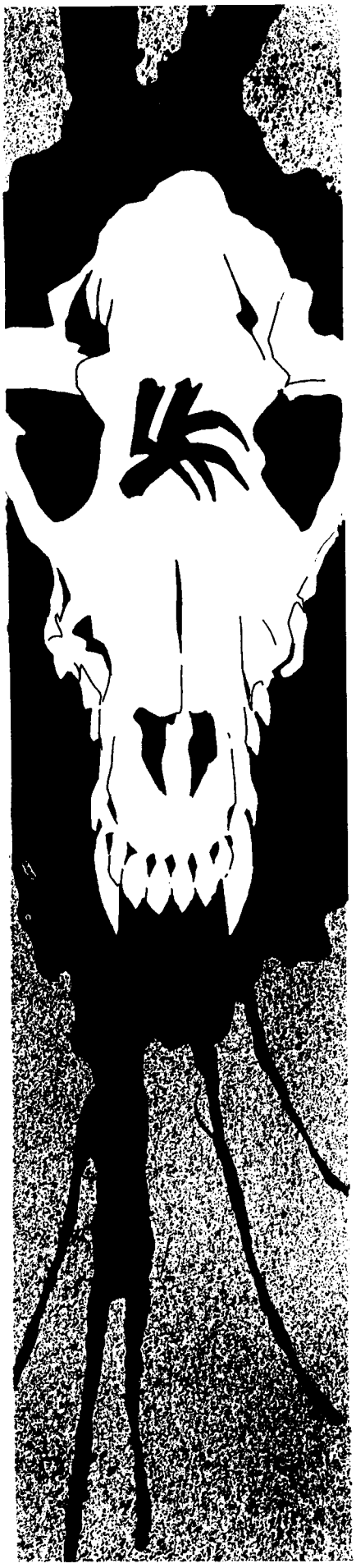
The Gamecraft

The gamecraft, sometimes called a debate, is a direct test of the skills currently necessary for a leadership position. The exact structure of the gamecraft will by necessity be dependent upon the skill being tested, but whatever form it takes, it usually involves questions or a mental game that tests each participant's ability to wield the appropriate skills. It is handled as a regular contest of skill, with the ultimate winner being awarded the dominance.

It can also take the form of a series of put-downs and pranks intended to make the other participant lose respect in the eyes of the members of the tribe. In this case the contest is one expressed through roleplaying, and GM must adjudicate it carefully.

The Duel

Ritual combat can be deadly, as many Garou may choose tooth and claw instead of weapons for their combat. It is handled as a normal combat, but in most tribes the first participant to reach 0 HT is the loser. In some tribes, the duel can be to the death.



You shall take no action that causes a caern to be violated.

Like the violation of the Veil, this is a tenet that is not disputed by any tribe and is rigidly enforced. The caerns are the wellsprings of Gaia's lifeblood, and if they are destroyed, the Garou will cease to exist. Even accidentally leading an enemy to a caern is often severely punished.

The Litany of the Garou

Garou shall not mate with Garou.

Combat the Wyrm wherever it is founds and wherever it breeds.

Respect the territory of another.

Accept an honorable surrender.

Submission to those above you in station.

The first part of the kill for the greatest in station.

You shall show respect for those below you in station — all are of Gaia.

The Veil shall not be lifted.

Do not suffer thy people to tend thy sickness in death.

The leader may be challenged at any time in peace.

The leader shall not be challenged in time of war.

You shall take no action that causes a caern to be violated.

Moots

Moots are the gatherings which connect the Garou of many different packs. Moots are always held at a caern, and usually involve considerable singing, dancing, enacting of rituals and short journeys into the spirit world. Each tribe has its preferred time for holding moots, but they are almost always at night and frequently linked to a specific phase of the moon.

Moots are like political conventions, religious services and parties all in one. At the moots, questions concerning policy and future plans are discussed, heroes are honored, violators of the Litany are reviled and, most importantly, the caern is recharged with the passion and Gnosis that the tribe expends during the revel. Often during the moots the Moon Bridges open up, and allow for passage between caerns.

The Moon Dancers are usually the organizers and instigators of most of the moot. However, they tend to treat them more as festivals which mark the glory of the moon than as meetings.

The Revel

The end of a moot is often celebrated with a revel, in which all those attending change into wolf or half-wolf form and clear the area around the caern of all which threatens it. This run is sometimes so strenuous that elders die in the attempt to keep up. Some Garou will not attend the revel, but in doing so they often risk gaining reputations for cowardice or faint-heartedness.

Once the Garou get started on their revels, it is very difficult to stop them. The more they run, the more animalistic and dangerous they get. Only the onset of dawn is guaranteed to end the revel, and most Garou stay with the run until daybreak.

Garou Around The World

Garou can be found almost everywhere in the world, in almost every environment, and among almost every people. However, this was not always the case.

North America

The forests and plains of North America have long been a home for Garou. The Native Americans, with their low numbers and respect for nature, never posed a problem for the Garou; as a result, the Impergium was only mildly enforced, and to this date, many native Americans are unaffected by the Delirium, even if they have no Garou blood.

However, with the settlement of North America by Europeans, the native Americans and their Garou cousins were virtually wiped out. Only the Wendigo tribe survived reasonably intact, but not by any mercy on the part of the Europeans. The Wendigo hold a strong hatred of all the European humans and Garou, but bear a special loathing for the Get of Fenris and the Shadow Lords, who were continually in the forefront of the colonization.

Today, members of nearly every tribe can be found in North America, and though they do not always get along with one another, they do tolerate each other. The threat of the Wyrm and the industrial expansion of the United States has forced an uneasy truce between the Wendigo and the other Garou, but tensions are still high.

South America

Of all continents, the Garou are least active in South America, largely due to the fact that the continent is the last refuge of most of the other lycanthropes of the planet. A variety of werejaguars, weresnakes, werebats and werealliga-

Hierarchy and Honorifics

There are a number of ways in which hierarchy is expressed among the Garou. One of the most basic ways is the body language used between those of higher status and those of lesser, which is more and more pronounced the more wolflike a Garou becomes — the tail is of immense value in the expression. Another means is the way in which people are addressed, largely by the honorific attached to the end of words:

Station	*Honorific*
Greater	-rhya
Honored equal	-yuf
Lesser	No honorific
Of the Wyrm	-ikthya

Thus, if you were speaking to an elder of your sept, you would call him Guttooth-rhya instead of Guttooth, or at the very least, Guttooth-yuf.

Harano: Fatalism and Despair

One of the traps of an accurate prophecy is fatalism. With the increasing numbers of signs from the Prophecy of the Phoenix being fulfilled in the headlines of the world, it is hard for some Garou not to be weighed down by the approach of the Apocalypse.

Therefore it is not uncommon to find Garou who have given in entirely to what the Garou call *harano:* an overwhelming feeling of despair and fatalism. They argue that the Apocalypse is going to come no matter what — Phoenix's Prophecy says as much — so why bother? They usually have abandoned all pretense of acting as Gaia's warriors, and satisfy themselves by pursuing day-to-day pleasures, or their own personal agendas, from simple hedonism to complex schemes for personal power over humans or other Garou.

tors live in the shrinking jungles of the Amazon. Attempts have been made to ally with them in the hopes of slowing the destruction of the rain forest, but the denizens of the jungles remember well the days of the Impergium, when other werecreatures were routinely destroyed as Wyrm creatures. They generally reward ambassadors with death.

It is rumored that the recent development of the Amazon is a ploy by the Wyrm to gain new breeding grounds. Certainly the jungles are dense enough to hide many of the Wyrm's largest minions, which would otherwise be forced to remain underground.

Europe

Europe is the ancestral home of almost all modern Garou. Many of the tribes have been active in Europe for thousands of years and still remain so. Unfortunately, the same is true of the Wyrm, whose minions are responsible for legends of dragons and other creatures. Europe is also the site of a sporadic war between the Garou and the Magi, who wish to strip such areas as the Black Forest of their last magical resources.

It was in Europe that the Impergium was enforced most harshly, with its small size and rapid population growth. Not surprisingly, the Garou of Europe are among the foremost proponents of war with humans, as they are running out of room. Already the Get of Fenris have starting commando raids on the cities there; the Veil has covered these up as terrorist attacks, but it is only a matter of time before the existence of the Garou in Europe is discovered.

Africa

Like South America, Africa is only sparsely populated by Garou, for much the same reasons. Other werecreatures inhabit this continent, though not in as large numbers as in South America. Many lupus have recently migrated into the African interior, and there is even talk among the Red Talons of establishing a Garou "homeland" there.

There are rumors among the Garou of a great Garou caern/city lost millennia ago in the heart of the Congo, but those few packs who have made it their purpose to seek out this site have never returned.

Types of Moots

There are many different kinds of moots, varying not only by size but by who attends them.

Moot

Moots are commonly held monthly at a caern. Anyone can attend, but usually it is for those who consider themselves of the sept which is calling the moot. Sept moots are commonly held on the night of the full moon.

When the sept is comprised totally of members from one tribe, there will be a certain specific "flavor" or style to the moot. This style is noted in the tribal descriptions found on pp. 89-109.

Grand Moot

This is a gathering of all the people of a tribe who wish to attend. A Grand Moot is usually only called to discuss matters of critical importance. As with sept moots, each tribe has a different way of holding a Grand Moot.

Concolation

There was a time when tribes rarely or never met with one another, because of geographical separation. The moots that started and ended the Impergium were examples of the few times that they did meet. However, the modern age has thrust all the tribes together and forced them to meet periodically.

A concolation can be called only by a group of elders, at least one from each of five tribes. Usually a concolation is called during one particular moot, and held exactly three months later at the same caern where it was called. In the intervening time, messengers go out to spread the news of the gathering. Sometimes Garou from all over the world attend the concolation, while other times, only local Garou show up. These greatest of moots are very rare, and held on an infrequent basis. However, it is at these gatherings that policy for all Garou is decided; they are vitally important.

At many of these gatherings, the most esteemed cubs from each tribe compete to see who will become members of the "silver pack" — the enforcers of the Garou. This series of contests and combats can be very dangerous and are invariably hard fought. The resulting pack is sworn to uphold the words of the council of Elders, and its primary duty is to ensure that the dictates of the concolation are carried out in full. Needless to say, this is an excellent seed for an entire campaign.

Asia

The Garou have long played a part in the history of Asia. Siberia is a home to many packs of Silver Fangs; indeed, legend holds that the first Garou were spawned here. Recently, however, something has threatened the Garou's stronghold in Russia. Caerns have been "deactivated," as if something sucked all the spirit force from them, and entire packs have simply vanished without a trace. The very act of spirit travel to Russia is difficult; it is as if a black "spirit fog" hangs over the land, inhibiting travel.

Japan is becoming a new battleground for the Garou. The austere Bushido code is attractive to many, and the technological base of the islands is a veritable playground for the Glass Walkers. They and the Shadow Lords are actively seeking footholds in Japan, and are also investigating the Japanese legends of malevolent shapechanging foxes to see if Black Spiral Dancers are behind them.

The Indonesian jungles are home to the last of Asia's other werecreatures, and Garou fear to go here as rumor tells that many of these creatures have turned to the Wyrm. Stories have recently been told weresharks, werepythons and men who turn into enormous orangutans. Something is happening in the jungles, but as yet it is a mystery to the Garou.

Australia

Australia's connection to the spirit world is deep and abiding, resulting in the Umbra being known even to the Aborigines, as the legendary Dreamtime. An ancient Garou tribe once dwelt in Australia, the Bunyip, who bred with the creatures known as the Tasmanian wolves. Legend states that the Bunyip were able to call the very servants of the Dreamtime into our world to fight for them. Unfortunately, the Bunyip were completely wiped out by agents of the Wyrm during the conquest of Australia, much to the guilt of the other Garou who unwittingly aided in the colonization. The Garou who now live here (breeding with dingoes in the absence of wolves) are afraid to walk the Outback at night, due to both the Wyrm creatures who sometimes prowl the land, and the rumors that the ghosts of Bunyip still haunt the desert seeking revenge.

Antarctica

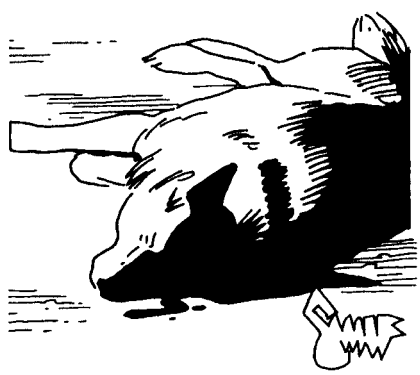
Antarctica is a continent of rumors even among the Garou. Some bards say that Antarctica is actually the Thule of their myths, and that the lost forefathers of the Silver Fangs roam the central regions of the frozen continent. Others sing darkly of great battles with Wyrmspawn at the dawn of time, and that creatures better left undisturbed are imprisoned in the glaciers. These latter bards are urging all-out war on the growing number of companies and scientific expeditions who visit the region. There are no known caerns in Antarctica.

Mortal Threats

In addition to the many supernatural threats posed to the Garou by the Wyrm and its minions, there are more than a few mundane or near-mundane organizations who are investigating or even actively pursuing the Garou. These groups are on the edge of the Veil, and some actually puncture it on occasion. At least one exists only through the protection of a Veil of its own.

The Magi

These practitioners of arcane lore are not to be trifled with. They are magicians of great power, and some of them follow the Tradition of the ancient Order of Hermes. Though not enemies of the Garou, they will eliminate any who get in their way, and often seek to drain the caerns of the Garou of their



The Green Knights

This radical fringe group is based in Europe and has been called the last hope for the Earth, or ecological terrorists, depending on who one talks to. The Knights are espousers of environmental preservation and cleanup at all costs, and have resorted to violence and sabotage against persons or corporations whom they feel are threats to the environment. They are a paramilitary outfit with access to advanced weaponry from various black market dealers, and have even gone so far as to attack Russian and Japanese whalers and corporate oil tankers.

The Knights are largely made up of Kinfolk from various Garou tribes, and many of its members are Garou themselves. They are despised by most of the multinational corporations; A company known as Pentex particularly wants to see the Green Knights destroyed, as the Board of Directors of that corporation has a fairly good idea of the power behind the Knights.

The Wagnerians

The Wagnerians are a group of Garou mystics, made up of members from several different tribes but dominated by Stargazers and Uktena, who are trying to make contact with the Gaia spirit of another realm system, which they believe must lie somewhere within the Deep Umbra. They hope that somehow the spirit realm they seek will be able to save this one. They travel on some of the most lengthy and dangerous spirit journeys ever attempted, going deep into the Umbra, and claim to be having some success.

magical energies for their own dark purposes. They maintain a Veil as assiduously as do the vampires and the Garou. This alone serves to minimize conflicts.

If the GM wishes to bring Magi into the campaign, build them as standard mages, but with a minimum of 200 points. They frequently possess extraordinarily strong Wills, and have extensive selections of spells. (The upcoming volume ***GURPS Mage: The Ascension*** will cover the Magi in more detail.)

Witch-Hunters

Witch-hunters are less of a problem to Garou than to vampires, as the Veil which protects the werewolves is based on instinct, not a supernatural power; faith therefore is of no use against it. However, the high Will which is found in a few witch-hunters does help stave off the Delirium and they can see the Garou for what they are. And almost all witch-hunters believe that werewolves are just as evil as vampires. Fortunately for the Garou, the Veil still offers protection. It forces most hunters to work alone, and allows the Garou the luxury of killing those that they need to, without fear of violating the kind of Masquerade that the Kindred must maintain.

Nevertheless, a bold few do dare to hunt the Garou. By necessity, the hunter must have an extraordinarily high Will, and if he wants to survive, he must know how to fight. Another advantage that hunters have is that the most serious Garou weakness — their vulnerability to silver — is fairly well-known (if not as easily available as wooden stakes). Some of the more successful Garou hunters are Kinfolk.

Developmental Neogenetics Amalgamated

A small but important biotechnology firm, this corporation is on the cutting edge of genetic research and medicine. They have a very respectable image, but the scientists who run the firm are devoted to procuring knowledge at any cost, and will not hesitate to use human subjects in unethical and deadly experimentation.

Several years ago, DNA discovered and captured a Garou, and then vivisected him. The scientists were amazed by what they thought they'd found — a mutant strain of humanity responsible for the legends of werewolves. The scientific and financial possibilities of their resistance to injury and metamorphic abilities were astounding, and they set out to find more "samples."

They succeeded in capturing another Garou and have battled several more, and have begun investigating other reports of "monsters" with limited success. They have a very limited but accurate knowledge of certain aspects of Garou physiology and society. Their field agents are highly trained (200+ points each) and have access to company-designed weaponry which can inflict aggravated wounds upon Garou. In numbers, they can pose a threat to a single Garou or even a small pack. They know about the Garou weakness to silver, but prefer to take Garou alive, and have developed variants on tear and knockout gas which can affect them.

As many Garou are part of the environmental movement in their human identity, DNA would be an ideal protest target (their animal experiments have been leaked to the press). A player character may well decide to trash the "helpless" corporation as a warning to other animal experimenters, only to discover too late that DNA knows *exactly* how to deal with Garou.

The Inquisition

It is believed that the Roman Catholic Church learned of the Garou during the years of the Inquisition. Started in 1229, the Inquisition concerned itself with the suppression of heresies that were then sweeping Europe. In the process of suppressing the Catharist heresy in southern France and Northern Italy, the Inquisition apparently discovered Garou, whom tales say supported the Catharists, when their brethren were forced to confess under torture.

However it happened, though, it is clear that the Church still remains aware and concerned about the Garou. There are reports of two orders within the Church who are still the focus of those concerns. Indeed, the Inquisition continues still, albeit in a different form.

Using Werewolf in Other Genres

The rules and ideas in this book do not have to remain restricted to the Gothic-Punk world. Through Umbral journeys, Garou could conceivably encounter any number of unique worlds. The listings that follow are just a few examples.

GURPS Fantasy

Of course, werewolves are fantastic creatures. If the GM wishes to use the werewolves described in this setting instead of the type described in ***GURPS Fantasy***, he is welcome to. He should realize, though, that they are drastically more powerful than the "standard" ***GURPS*** were and are no longer suitable for player characters except in the most high-powered of campaigns. And if the culture of the Garou were being transferred intact, the GM should be prepared to determine exactly which creatures and races of Yrth (or his own world) are truly Wyrmspawn, and which are not.

GURPS Cyberpunk

The world of Pentex and the vampires is already most of the way to being cyberpunk; only the technology is missing. And once it arrives, it brings challenges and threats to the Garou. Do cybermods corrupt as surely as Wyrm-taint? Or can there be a cyber-enhanced Garou? The Glass Walkers and their use of the net-spiders will certainly come into their own.

GURPS Horror

There's not much conversion necessary for a modern-day ***Horror*** campaign. The Gothic-Punk world is a horrific place in and of itself. However, if the GM wishes to add to the wide variety of Wyrm-spawned creatures, he can include dark creatures from beneath the sea, other forms of undead besides vampires (zombies, ghosts) or even Nameless Things who aid the Wyrm (or oppose it!) for their own dark, secret reasons.

GURPS Time Travel

Perhaps the world described in this book is merely an Alternate Earth, as detailed in the Infinity Unlimited background in ***GURPS Time Travel.*** If this is true, Garou PCs may have to deal with the distraction — or threat — of meddling dimension-hoppers who are immune to the Delirium, and who want to study the savage shapechangers of an alternate Earth.

Or the PCs could be Time Agents from Timepiece, sent back to the late 20th century. When they discover that their history stems from averting the Apocalypse — or worse, letting it come to pass — what will they do? What if one of them is a Garou in secret? Or a fomor?

Continued on next page . . .

Using Werewolf in Other Genres (Continued)

Historical

Players can play Garou in many other periods besides the present day. Epic battles against the Wyrm took place in every era, and the only thing missing would be the looming threat of the Apocalypse. Creating the great tales of Garou history by playing them out is an attractive option. There are several books available that will allow the GM to set his campaign in many different times.

GURPS Aztecs, GURPS Japan and ***GURPS China*** all portray societies and cultures radically different from the Europe that produced most of modern Garou culture. The Stargazers were known to have visited the Orient in their travels, and absorbed much of their philosophy and knowledge. What were their *native* Garou populations like?

GURPS Middle Ages I and ***GURPS Camelot*** both provide details on the era when the Garou began to lose control of humanity and its growth. Some of the epic battles of legend may be Veil-distorted memories of defeats suffered by the Wyrm at the hands of Garou. What hidden truths can be uncovered?

GURPS Old West brings you closer to the present with a detailed account of life and lawlessness on the American frontier. Exploring the futile fight of the Native American Garou against their encroaching European cousins can make for a particularly poignant campaign.

Originally founded as an investigative committee for heresy, it became a ruthless program of elimination and torture of undesirables. Though it was thought to have ended sometime in the 14th century, many of its members continued their mission without official Church sanction. Today the Inquisition is a body of scholars and researchers of the occult, as well as a clearing house for many of the greatest hunters of the supernatural. Many of its members are high-ranking priests. They keep in touch mainly through letters and rare conferences. Though they have taken a new name, "The Society of Leopold," and say they are only interested in research, they are preeminent among the Garou hunters. They know all the best ways to kill Garou, and keep most of the oldest records on them.

The Arcanum

The Arcanum is a secular organization of occult scholars which dates back to the mystical "War of the Roses" between two Rosicrucian orders, centered around Paris in the late 1800s. Dissidents who broke from both sides of the scandal-ridden conflict joined together and founded their own group, the Arcanum. Their core membership, though, consists of a group who calls itself the "White Monks," and who were involved with the Inquisition as far back as the 12th Century. Through their involvement with the Inquisition, they came to know of the Garou, but believe them to be long extinct, if they ever existed outside of folklore. They also suspect the existence of vampires, but think them long extinct as well. If they discovered the Garou, knowledge of the Kindred would not be far behind.

The Arcanum does not appear to be involved in any active witch-hunting-style activity, but rather focuses all its energy on gathering and studying occult-related information from the past. There are some members who have shown a degree of interest in the here and now, but they, like their fellows, believe the Garou to be long dead, if they ever existed outside of folklore. In general, too, they seem to be more interested in phenomena of a less tangible nature: magic, miracles, hauntings and such.

The existence of the Arcanum does cause the Garou some concern, since they wish to keep the homids unaware of the supernatural forces of the world. Despite the Veil's protection, a miscalculation could bring the Arcanum right to the Garou.

Governments

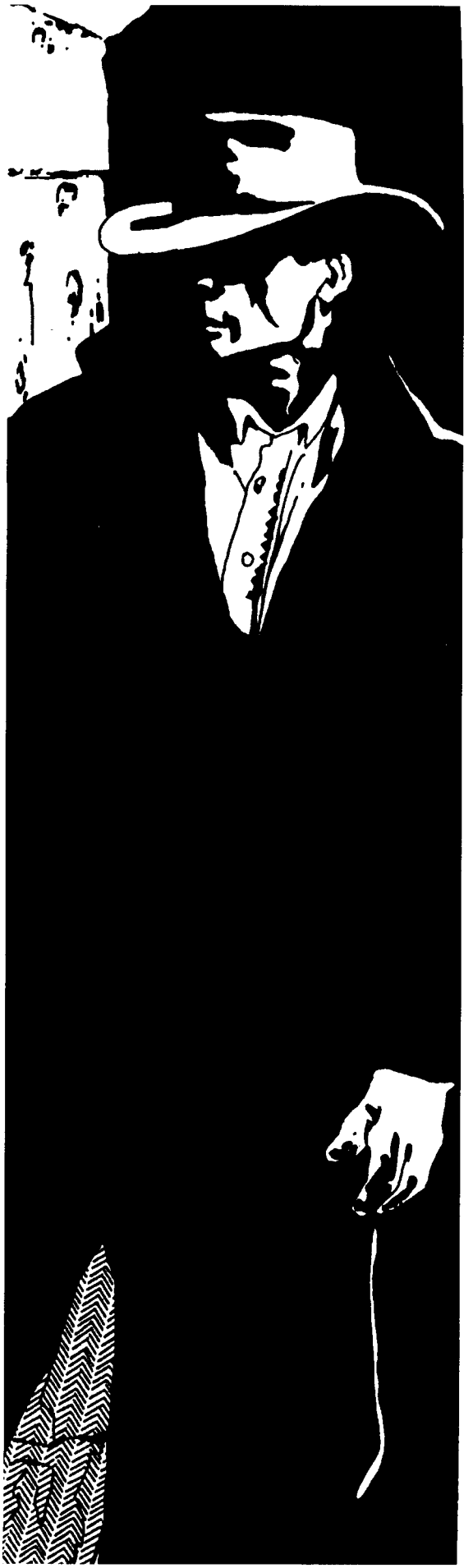
How much world governments suspect or know about Garou activity is hard to say. Many governments have agencies or departments devoted to paranormal investigations, but many of these, especially within the military, seem to be devoted to such phenomena as ESP, clairvoyance and telekinesis. In general, it seems that the Veil has been successful and that they know very little.

Britain has an organization devoted to supernatural investigations, but it is very difficult to trace. There is some suspicion that it is actually of a quasi-mystical nature, perhaps with ties to similar organizations dating back hundreds of years. British Garou have reported instances of unnerving accuracy in the investigations of Scotland Yard following unfortunate Garou-related occurrences. Some say that this group is actually controlled by a vampire, and used by her to combat her enemies. Others suspect that this group actively *hunts* vampires in addition to pursuing mysterious events.

In the United States, interest in Garou activity can be traced to two agencies: the Federal Bureau of Investigation and the National Security Agency.

The FBI is believed to include several individuals who may suspect the truth. It is believed that some of the investigations in the '50s and '60s may have turned up some Garou-related information. Originally formed to counter the impact of suspected "Communist Thought Control" research, this department, known as Special Affairs (though its members rarely identify themselves as such) is involved in ongoing investigations. However, it has dwindled significantly in power and membership over the years. Proof of suspected activities is demanded by the FBI before action can be taken, and proof is what has thus far eluded them. Circumstantial evidence no doubt abounds, but that last, necessary piece of tangible evidence has escaped them. So far.

It is believed that the NSA keeps an active file on supernatural events, but has not yet made the connections that would reveal the whole picture. The NSA is a giant fact-sifting agency. Concerned with national security from an internal perspective, the NSA routinely flags police and news reports that contain "interesting" or "anomalous" facts. Investigation only occurs after the computer, or a reviewer, notices undue occurrences that may be related. Should those connections be made, the resources that could be brought to bear are truly frightening.



Just above the tops of the trees, the moon slipped into view, a silver beacon in a dark sky. Luna was rising, and the silver light washed over the glade. Charisse felt her breast fill with familiar, fierce emotion at the sight, emotion that lifted and empowered her. A fire burned in her heart, and her eyes glittered in the moonlight at the thought of what was to come.

Already the others were arriving. In half-wolf form they slid between the trees and into the clearing, where they stopped for a moment to acknowledge her before taking their places. Her pack was here — Dimitra, Poula, Teena, and poor clubfooted Derris — plus others, many of whom Charisse had never seen before. Good, she thought to herself, what we must discuss tonight will affect us all before long.

One by one, the others took their places, forming staggered ranks around the fire with a deceptive, practiced ease. The sept's Theurge was already awakening the caern-spirit with her careful ceremonies; she sat and rocked and murmured her rites as the last stragglers fell into place. Finally, the seer was done, and when she looked up and nodded, the Moon Dancer on Charisse's right lifted his hands and signaled the rows of participants.

As the chorus began its chant, Charisse threw back her head and loosed the howl that marked the start of the moot. With a single voice, the massed Garou answered her.

The moon watched. And listened. And waited.

Chapter 2:

CHARACTERS

No creature that is intelligent and with the right values is an alien to me.

— John Salter

As with any characters, Garou are complex beings. They share a common heritage and a common mission, but even within the most unified tribes there is an extraordinary variety of viewpoints, powers and histories; one of the paradoxical strengths of the Garou is their diversity in unity. No single Garou will ever be exactly like another.

Building a Garou

Starting Points

The Garou are a powerful people — beginning Garou characters should be built on 450 points. Reasonably experienced Garou would total around 600 points. More experienced characters — Old Ones or legendary heroes, for example — could reach 750 points or even more! Most of the immense point value for starting characters is due to their four non-human forms, each one a very powerful character in its own right. In addition, as they grow in stature and respect among their people, Garou gain additional supernatural gifts, ranging in point cost from as little as 5 points to nearly 200 points.

Werewolves should be allowed 100 points in disadvantages beyond those imposed by the template. Disadvantages dictated by breed, auspice and tribe count against this total.

Compared to normal humans — and even to vampires — Garou are remarkably powerful. But this is more than necessary, for the enemy they fight is even more potent.

Garou Package

All non- or near-human forms are based upon the werewolf's Homid form; each form's adjustments to attributes are treated as if they were individual racial attribute bonuses.

The Werewolf Template

Much of the basic cost of being a Werewolf covers the distinctive features of the Garou's four non-human forms, which are described in detail on pp. 49-50. Those traits which are not specific to individual forms are:

Advantages: Combat Reflexes (15 points); Instant Regeneration (No effect on aggravated wounds -25%, 75 points); Step Sideways (60 points); Were Form (52 points).

Disadvantage: Berserk (-15 points); The Curse (-10 points); Enemy (Wyrm, appears on 12 or less; -80 points); Secret (Were; -30 points); Vulnerability to Silver, 1d (For Metis breed, -10 points; For Homid and Lupus breeds, Only When Not in Natural Breed form -20%, -8 points).

Skills: Garou Language-IQ (2 points).

The Garou package totals 226 points for Metis characters, and 228 points for Homid and Lupus characters.

New Attributes

Garou characters have two new attributes.

Rage

Rage is the inverse of Will. It is the measure of the beast lurking in the character's soul, the measure of his capacity for insane fury — and of his determination. Rage takes the form of a pool that can fluctuate during play; a character's Rage is the maximum value of this pool, and cannot be raised except by expenditure of character points.

Base Rage is equal to 10, like other attributes. However, Rage can be raised or lowered at character creation through the use of the Extra Rage advantage and the Reduced Rage disadvantage. Rage is often adjusted by auspice Rage modifiers. The player may also raise or lower the resulting level as he desires.

Additional information on the use of Rage can be found on pp. 71-72.

Gnosis

Gnosis is a measure of the character's innate connection to Gaia, the Earth spirit. It is what ties him to both Gaia and to the spirit world. Garou use Gnosis much like Fatigue to power spells and gifts.

Gnosis starts out equal to the character's Fatigue, and is modified by the character's breed (see below). The player may raise or lower the resulting level as he sees fit.

More information on Gnosis and its use will be found on p. 72.

Breed

When designing a Garou character, the player should first choose what breed of Garou the character is — whether he was born wolf, human or as a Garou of tainted blood. Choice of breed will impose certain advantages or disadvantages, as well as restrictions on skills that can be known. Full descriptions of the breeds can be found on pp. 85-86.

Lupus

Lupus characters have Extra Gnosis +4 (32 points). They may have Stuttering (-10 points) to represent difficulty with human speech. They usually have the quirk "Prefers wolf form over any other." They may not have the following skills at the start of the game: any Computer skills, Driving, Guns, Law, Linguistics or any language other than that used by the local humans, Politics, Savoir-Faire or any Scientific or Medical/Veterinary skills. They frequently possess the Primitive disadvantage, voluntarily limiting themselves to knowledge no higher than TL 1 or 2. They also usually have some level of Poverty unless they have fully integrated themselves into human society and are earning an income.

Metis

Metis characters have Extra Gnosis +2 (16 points). They must take Social Stigma: Metis (-20 points) and at least one physical or negative mental disadvantage. (Note that Albinism is not considered a disadvantage for metis Garou. Also, see the New Disadvantages section for several Metis-specific disadvantages.)

Homid

Homid characters have no modifiers. They are built as normal humans.

Base Form

Because the other four forms are based upon the Homid/human form, it should be designed first — even if the character is of Lupus or Metis breed. The player should build a typical 100-point character as the human base. When building this base form, lupus skill limitations should be taken into consideration, and any disadvantages required or suggested by choice of breed should be counted. Any other modifications from breed should not be applied until after the 100-point character is completed. Obviously, the Garou racial package should *not* be included at this time. This character is the baseline human form on which all other forms are based, and in the case of Homids, essentially represents who the Garou was before he discovered his true nature.

Auspice

The next step is to determine the Auspice of the character. This is the phase of the moon under which he was born. Besides determining any Rage modifiers the Garou may have, auspice often defines the basic directions a Garou's personality can take, although adherence to this is *not* mandatory. Auspices are described in more detail on pp. 86-89. Auspice can be chosen by the character or generated randomly by the GM.

Auspice	*Rage Modifier*
Ragabash	Reduced Rage -4
Theurge	Reduced Rage -2
Philodox	No Modifier
Galliard	Extra Rage +2
Ahroun	Extra Rage +4

Tribe

Next, the player should choose the tribe to which his character belongs. Most tribes have a modifier to the character's Will, and some have mandatory traits which must be taken by all members of that tribe. Some tribes may impose limitations on the advantages a Garou may have as "backgrounds." Also, frequent traits and skills found among tribe members will be noted as suggestions. Any disadvantages listed as "required" may not be bought off without the GM's permission.

Further details on the tribes may be found on pp. 89-109.

Black Furies

Will: No Modifier

Suggestions: Intolerance (Get of Fenris), Sense of Duty (Wyld Areas).

Bone Gnawers

Will: Strong Will +1

Requirements: -3 Reputation among Garou as cowards and carrion-eaters.

Limitations: May not have more than Average Wealth. May not have Fetishes, Racial Memory: Past Life or Pure Breed.

Suggestions: Immunity to Disease, Street Contacts, Toughness. Addiction, Cowardice, Skinny. Likely skills are Area Knowledge, Stealth, Streetwise, Survival (Urban).

Children of Gaia

Will: Strong Will +1

Suggestions: Pacifism (Self Defense Only or Cannot Harm Innocents), Sense of Duty to Humans.

Fianna

Will: Weak Will -1

Suggestions: Eidetic Memory, Musical Ability. Honesty, Intolerance (Get of Fenris), Intolerance (Metis), Intolerance (Shadow Lords). Likely skills are Bard, Bardic Lore, History (Garou), Musical Instrument (Any), Poetry, Savoir-Faire (Faerie), Singing.

Get of Fenris

Will: No modifier

Limitations: May not have Racial Memory: Past Life, Patrons or Allies (but may have an Ally Group).

Suggestions: Delusion (Other Tribes Are Incapable of Fighting the Wyrm), Glory Hound, Intolerance (Black Furies), Intolerance (General), Intolerance (Fianna), Overconfidence, Sense of Duty to Human Kin. Likely skills are Brawling, Intimidation, Politics, Strategy, Tactics.

Glass Walkers

Will: No modifier

Requirements: Reputation -1 as "traitors to Gaia" among other Garou.

Limitations: May not have Racial Memory: Past Life, Patrons, or Pure Breed.

Suggestions: Intolerance (Stargazers). Street, Business and/or Police Contacts, Human Status, Wealth. Likely skills are Computer Operation, Merchant, Politics, assorted Professional skills, Streetwise, Survival (Urban). Some may have martial arts (Karate, Judo) training.

Red Talons

Will: No modifier

Requirements: Great Vow (Destroy all vampires), Intolerance (Humans).

Limitations: May not have more than Average Wealth. May not have Allies, Contacts or Ally Group: Kinfolk. *All members must be of Lupus breed!*

Suggestions: Fanaticism: Destruction of Humans, Sense of duty to Tribe. Quirk: dislike of metis.

Shadow Lords

Will: No modifier.

Requirements: Glory Hound or Overconfidence, perhaps even Megalomania in some.

Limitations: May not have Allies or Patrons.

Suggestions: Intolerance (Silver Fangs), Sense of Duty to Tribe. Likely skills include Brawling, Intimidation, Stealth, Tactics, Tracking.

Silent Striders

Will: Weak Will -1

Requirements: Compulsive Behavior (Traveling). Area Knowledge skill for large areas.

Limitations: May not have more than Average Wealth. May not have Racial Memory: Past Life. Human Status cannot exceed 1.

Suggestions: Ally Group (Gypsies), Circus Performers, Carnival folk, or the like. Street Contacts. Compulsive Secrecy. Likely skills include History (Garou), Streetwise, Theology (Garou).

Silver Fangs

Will: No modifier

Requirements: Silver Fang Garou must take at least 3 levels of Pure Breed.

Suggestions: There is a growing eccentricity and even madness at the core of the Silver Fang tribe. Delusions, compulsive behaviors, phobias or other mental disadvantages would not be out of place. Honesty, Odious Personal Habit (Excessive Caution), Sense of Duty to pack/friends, Vow (Uphold the honor of the Garou). Appearance (Attractive or Better). Likely skills include Bard, Leadership, Savoir-Faire.

Stargazers

Will: Strong Will +3

Requirements: Sense of Duty (All living things not of the Wyrm). Theology (Garou) skill. Quirk dislike of Glass Walkers.

Limitations: May not have more than Average Wealth. May not have a pack Totem Spirit. May not have Allies or Fetishes.

Suggestions: Pacifism (Cannot Harm Innocents), various Vows, such as Poverty and Celibacy. Likely skills include Astronomy/Astrology, History (Garou), Occultism, Philosophy (Eastern), Survival (any), Teaching. With their background in Eastern philosophies, it may be possible that the Stargazers may have also picked up knowledge of various martial arts, and over the centuries may have adapted them to their unique needs. The GM thus may choose to allow Karate and Judo among Stargazer skills; if he has access to ***GURPS Martial Arts,*** he may even want to design an entire martial arts style for them, suitable for use in both human and non-human forms.

Uktena

Will: Weak Will -1

Requirements: Odious Personal Habit (Sullen and Introverted). Major Vow (Keep secret the lore of the Uktena). Quirks: distrust of non-Uktena, Hatred of Tremere vampires.

Suggestions: Enemy: Tremere vampires, Sense of Duty to Oppressed Peoples, Vow: Seek Occult Knowledge. Likely skills include Occultism (Human), Theology (Human Neo-pagan). Quirk interest in human magical traditions. It is entirely possible (and up to the individual GM) that the Uktena actually practice human-style magic; if so, some may have Magical Aptitude.

Wendigos

Will: Strong Will +2

Requirements: Intolerance (Other Garou), Intolerance (White humans), Mild Xenophobia. All Wendigos are pure-blood American Indians, and have a Social Stigma (Second-Class Citizen in North America or Outsider anywhere else).

Limitations: May not have more than Average Wealth. May not have Contacts.

Suggestions: Fanaticism: Creation of Native American Homeland. Likely skills include Intelligence Analysis, Stealth, Strategy, Survival (Forest), Survival (Urban), Tactics, Tracking, any number of weapons.

Ronin

Ronin are Garou who profess no tribal membership, and who remain completely outside the tribal society. They have no status among other Garou, although they may learn the gifts of power that normally accrue with such status.

Ronin Garou should determine a "birth tribe," from whom they determine a Will modifier, and from whose list they may take at least one Level 1 gift, but they need not take any of the required or suggested advantages, disadvantages or skills for that tribe. As they progress, they may chose their gifts from any tribal list; see below.

While they are limited in their status among the Garou, they may develop quite extensive reputations.

Limitations: May not earn Status above -1.

Requirements: Status -1 (Ronin).

Suggestions: Intolerance (Other Garou). Quirk: dislike of Garou politics. Likely skills include Fast-Talk, Intimidation and any combat skill.

Advantages and Disadvantages

At this time, the player may wish to add any other advantages and disadvantages specific to the Garou, such as Pure Breed or Racial Memory: Past Life, that he may want, keeping in mind the limitations imposed by his choice of tribe. The Garou racial package should also be applied to the character at this time.

Gifts

Garou gifts are detailed on pp. 113-140. A beginning Garou character of Status 0 may take one Level 1 gift from *each* of the breed, auspice and tribe lists at normal cost. Garou of higher Status may take any and all Gifts of levels up to and equal to their Status from the appropriate lists, provided they have the points to pay for them.

Gifts from outside the Garou's breed, auspice and tribe lists *can* be learned by Garou of Status 1 or higher, but at double point cost. Also, the Garou must find a mentor willing to teach him!

Ronin Garou may learn gifts from any *tribal* list at normal cost, but may have a difficult time finding teachers or mentors; those who would be willing to teach a Ronin are very rare, and will usually require a bribe. Since Ronin may not have a Status above -1, they need only be able to find a mentor and pay the character point cost to gain any gift.

Forms

Homid

The character that has resulted from the previous steps is the *Homid* or human form of the Garou. Because all of the other forms are based on the homid, the point total of the human form should be declared *shared* (see *Were Form*, p. 60), making all its attributes, advantages and skills — as well as disadvantages and quirks — available to the other forms.

As gifts, skills and other expansions of the character accumulate, they are always applied to the Homid form and their points declared to be shared.

Glabro

The following modifications to the Homid form define the Glabro ("Near-Man") form. In this form and the others, new advantages and disadvantages cited can be found on pp. 53-60.

Attributes: ST+5.

Advantages: Claws (+2 to hand-to-hand damage); 5 Extra Hit Points; Increased Density×1; Sharp Teeth (do cutting damage based on ST, as per p. B140).

Disadvantages: Stuttering (represents difficulty with human speech); minus one level of Appearance.

Skill Modifiers: -3 to both Fast-Talk and Diplomacy.

Physical Changes: +6 inches or so to height, +100%-200% of body weight in additional, visible muscle. The face becomes sloping and beetle-browed, and the ears become noticeably elongated. Body hair is profuse and nails and teeth are longer.

Crinos

The following modifications to the Homid form define the Crinos ("Wolf-Man") form:

Attributes: ST+10; DX+3.

Advantages: Claws/Talons (hand-to-hand damage is thrust/impaling and swing/cutting); the Delirium; 8 Extra Hit Points; Fangs (do impaling damage based on ST, as per p. B140); Increased Density×2; Longer Arms (+1 hex reach, +1 to swing damage, +2 to any attempt to grapple); Penetrating Call.

Disadvantages: Appearance (Ugly); Bloodlust; Inconvenient Size (Larger); Stuttering.

Skill Modifiers: -8 to both Fast-Talk and Diplomacy.

Physical Changes: Height increases to 150% normal (yes, a six-foot homid becomes a 9-foot Crinos!), and body weight is anywhere up to 400% that of the homid form. The body becomes covered with fur and the head becomes that of a snarling canine. Fangs and talons are now pronounced, the arms are long and apelike, and a tail is present.

Hispo

The following modifications to the Homid form define the Hispo ("Near-Wolf") form:

Attributes: ST+8; DX+5.

Advantages: Claws/Talons; the Delirium; 8 Extra Hit Points; Fangs (do impaling damage based on ST, as per p. B140); Four Legs; Increased Density×2; Penetrating Call; Speak With Animals (Wolves Only).

Disadvantages: No Fine Manipulators; Stuttering.

Skill Modifiers: -8 to both Fast-Talk and Diplomacy.

Physical Changes: The Hispo is a huge, hulking beast resembling the prehistoric dire wolf, with massive head and jaws. In emergencies it can stand on its hind legs, but mostly stays on all fours. Its weight is roughly the same as the Crinos'.

Lupus

The following modifications to the Homid form define the Lupus ("Wolf") form:

Attributes: ST+3; DX+5.

Advantages: Alertness+2; Claws; Discriminatory Smell; 8 Extra Hit Points; Four Legs; Penetrating Call; Sharp Teeth (do cutting damage based on ST, as per p. B140); Speak With Animals (Wolves Only).

Disadvantages: Mute; No Fine Manipulators.

Skill Modifiers: -8 to both Fast-Talk and Diplomacy.

Physical Changes: The Lupus is essentially a normal wolf, but an unusually large and (usually) physically perfect specimen.

Equipping the Character

Depending on the character's breed and Wealth, he may have much or almost nothing in the way of possessions. However, all characters, no matter what their breed (except for members of the Bone Gnawers tribe), have the option of acquiring fetishes — magic items. The sidebar on p. 67 gives a list of sample fetishes which can be purchased with starting cash *at the time of character creation only.* (Any fetishes acquired after creation must be made, received as gifts or stolen/scrounged by the character — they cannot normally be bought. See the sidebar.)

Advantages

Danger Sense *see p. B20*

For Garou, Danger Sense includes the presence of silver as a danger, and in fact it is slightly more effective for silver than for any other threat. See Silver Sense (p. 58) for details on how to handle silver and Danger Sense.

Magical Aptitude *see p. B21*

From their intimate connection with Gaia, Garou receive certain magical abilities. These do *not* require the Garou to possess Magical Aptitude.

Depending on the campaign, Uktena Garou *may* include true mages among their number; such characters may possess Magery, at the GM's option.

Patron *see p. B24*

A Garou or pack may have a mentor, who will be a Patron. Such mentors are often easy to contact, but will often refuse to help, or couch such aid as they give in terms so obscure as to be useless. In such a case, do not interpret the frequency of availability for the patron as literally governing the ability of the Garou to find the mentor, but rather for the mentor's willingness (or ability) to give help.

Also, human kinfolk of the Garou who are aware of their nature may have Garou patrons, in the form of either a single Garou, a pack or, rarely, an entire tribe. These patrons are worth a base value of 20, 25 and 30 points, respectively.

Reputation *see p. B17*

Garou society is entirely separate from human society, and reputations reflect this. "All Garou" counts as "Everybody;" a Tribe is considered a large group, and a Sept is a small group.

Some Garou, particularly Glass Walkers, may have Reputations among humans. These are also calculated separately, without counting the Garou.

Reputation is a prerequisite for any increase in Status (see p. 74), but the same Reputation(s) can be used as the prerequisites for many levels of Status.

There are three basic kinds of Reputation that most Garou will possess; they are general classifications that each cover a lot of area, but they do not preclude more specific reputations. A reputation for *Glory* indicates the character is known for martial prowess and the brute ability to get things done. A reputation for *Honor* is an acknowledgement of his integrity, honesty and faithfulness, and his adherence to the highest moral standards and principles. A reputation for *Wisdom* says the character is known for his keen sense of judgement, insight and discretion. A character may also have a bad reputation for the lack of these traits — for example, a Garou with a -4

Reputation for Honor is known to be false, dishonorable and untrustworthy, and one with a -2 Reputation for Glory is likely one who showed cowardice in battle.

Since the Garou are a society of oral tradition, it is possible for the character to gain Reputations without intending it. The GM should note the character's actions. If they are deserving of a Reputation, good or bad, especially if they are the result of roleplaying such traits as Cowardice or Code of Honor, the GM should apply them automatically to represent the tales that are being told about that character. Bad Reputations will reduce the character's point value with no recompense, while the GM may require the recipient of good Reputations to pay for them with subsequently-earned character points.

Status ***See p. B18***

Status is an important concept to the Garou; in many tribes, Status alone will determine who is correct in disputes and arguments, whose plans are followed, or who gets to keep the powerful fetish found by the PCs. High Garou Status confers an automatic Savoir-Faire (Garou) skill as per p. B18, but does not include Savoir-Faire for other cultures. Garou Status does not require a minimum "cost of living" expenditure each month. It is also not "hereditary," as human Status can be; *every* Garou starts his life at Status 0, and must earn any improvement.

Also, Garou with high Status have a resistance to berserking, or Frenzy (p. 73). This is not so much a function of the Status itself as of the life experiences it takes to gain the Status, but linking it to the Status Level is convenient and in the flavor of the original game.

A Reputation among the Garou's tribe is a prerequisite for gaining levels of Status in play. See p. 74.

Those Garou with any regular contact with humans will also have a more conventional Status that depends on their role in human society. Glass Walkers, for instance, will often have several levels of human Status, while Bone Gnawers may have Status -1 or worse. The default Savoir Faire gained from Human status *never* applies to Garou culture.

Garou Status is detailed on the following chart:

Status	*Frenzy Bonus*	*Example*
-1	0	Ronin, Charach
0	0	Raw Cub/Cliath
1	0	Experienced Garou
2	0	Pack Leader
3	+1	Sept Leader
4	+1	Tribal Leader
5	+2	Old One
6	+2	Great Hero, Respected Elder
7	+3	Hero of Legend

The Frenzy bonus is applied to the die roll made against Rage when a character checks for Frenzy, where a successful roll against Rage indicates Frenzy. The bonus raises the effective die roll, increasing the chances of failure.

Among some tribes, one level of Status can be lost by surrendering in combat. Status can also be lost by not adhering to proper courtesies when dealing with social superiors; depending on the tribe(s) involved, the GM may be lenient or harsh in his assessment of what constitutes a sufficient violation to warrant the loss of Status.

Unusual Background ***see p. B27***

In a campaign where the party is composed totally of Garou, and the primary opponents will be Wyrmspawn such as vampires and fomori, no Unusual Background cost is required. In a campaign with mixed human and Garou parties of the same point level, the *humans* may be required to take an Unusual Background, if only to explain why they aren't subject to the Delirium!

Garou Kinfolk is one such Unusual Background, worth 10 points. This background would give the character access to the Immunity to Delirium advantage (p. 57), as well as a possible Patron in a single Garou, a pack or even a whole tribe!

Disadvantages

Age ***see p. B27***

Few Garou live to a very old age. Those that do may — at the GM's option — receive a reaction bonus of +1 to +3, depending on the individual; younger Werewolves are less likely to respect age and wisdom than more seasoned Garou.

Albinism ***-5 points; see p. B27***

Albinism is almost a status symbol among Garou. It is a frequent trait in the Silver Fangs tribe, and it confers a +1 reaction bonus from other Garou, thus its lower cost here. Albino Garou do not suffer damage from sunburn in near-wolf or wolf forms, due to their coat of fur.

Berserk ***see p. B31***

All Garou have the Berserk disadvantage — the Frenzy. However, unlike the standard form, Garou berserking allows a choice of "flight or fight." See *Frenzy,* p. 73, for more details on this. Garou roll against their Rage to see if they berserk, not their Will. The "high-tech Berserk" option is not available to Garou.

Resisting the impulse to frenzy will be the basis for much Garou roleplaying.

Code of Honor ***see p. B31***

The Litany (-15 points): The basic laws of the Garou are summarized in the Litany (p. 34). These laws are supposedly obeyed by all Garou equally, but the truth is often different. Many tribes privately pick and choose among the traditions of the Litany those that they will follow, effectively reducing *their* Litany to a -10 or even -5-point Code of Honor. A few Garou pay only the barest lip service to the Litany (counted as a quirk).

The Code of Glory (-10 points): I shall be valorous. I shall be dependable. I shall be generous. I shall protect the weak. I shall slay the Wyrm.

The Code of Honor (-10 points): I shall be respectful. I shall be loyal. I shall be just. I shall live by my word. I shall accept all fair challenges.

The Code of Wisdom (-10 points): I shall be calm. I shall be prudent. I shall be temperate. I shall be merciful. I shall be just.

Cowardice ***-20 points; see p. B32***

Cowardice among the Garou, a warrior race, is a much more severe disadvantage than it is among humanity. Garou cowards suffer a -4 reaction from their fellows. Cowardice does *not* carry with it a Will penalty; one may be a coward, yet still have enormous force of personal Will.

Hemophilia ***see p. B28***

Hemophilia is *not* available to Garou, even Metis. Their regenerative powers make this disadvantage pointless.

Mute ***see p. B29***

Although some Garou forms are defined as Mute, this means simply that they cannot communicate with normal humans. Garou may always communicate with other Garou, regardless of form; their language (p. 53) consists of a mixture of sounds that can be uttered by both wolf and human larynxes.

Pacifism ***see p. B35***

Cannot Harm Innocents. This is a "subset" or weaker form of Cannot Kill; you cannot take both. A PC who takes Cannot Harm Innocents may use deadly force *only* on a foe who is attempting to do him serious harm. Capture is not "serious harm," unless the captive is already under penalty of death! A character who Cannot Harm Innocents will never intentionally do anything that causes or even *threatens* injury to the uninvolved. *-10 points.*

Primitive ***see p. B26***

Some Lupus Garou may intentionally possess this disadvantage; frequently they allow themselves knowledge from no higher than TL 1 or 2, out of distrust or hatred of anything of human society.

Social Stigma ***see p. B27***

Metis: -4 from Homid and Lupus Garou, +2 from other Metis. *-20 points.*

Stuttering ***see p. B29***

Stuttering is used to represent speech that is growling, hissing or otherwise bestial, as well as speech that is difficult and/or limited.

Skills

The Gothic-Punk world is a late TL7 society. Only skills appropriate to that tech level may be taken.

Brawling, Karate and Judo

Most Garou will fight with nothing more than Brawling. However, it is possible that some Homid Garou may have had martial arts training before their first Change. However, unless they have spent considerable time and character points, their training will only benefit them in Homid and Glabro forms. However, some Garou, especially Stargazers and perhaps Glass Walkers, may have developed martial arts styles solely for their non-humanoid forms! (See ***GURPS Martial Arts*** for more information on martial arts styles.)

Languages

The Garou have a native tongue that appears to manifest itself instinctively after the werewolf's initiation. It uses sounds native to both wolfen and human larynxes, and can be spoken and understood by all Garou regardless of form. It is actually a stylized communication, midway between a ritual and a linguistic phenomenon. It uses body language, whines and growls to communicate concepts and emotions.

It is a Mental/Average skill which the Garou automatically receive at IQ level as part of their racial package. It is *not* considered the werewolf's native tongue — that is still whatever language (if any) the Garou grew up speaking. Facility with the Garou tongue must be improved with normal character point expenditure.

Physician, Veterinary and Other Medical Skills

Garou are physiologically different from normal humans or wolves when in Homid or Lupus forms. Any medical skill predicated on knowledge of human or wolfen physiology is at a -2 when applied to a Garou. (See also *New Skills,* p. 65.) Likewise, any physician performing anything more than a typical office examination will notice this difference on a successful roll against IQ-2 (modified by how thorough an examination is made).

Survival (Urban) ***see p. B57***

This talent covers the *physical* part of staying alive in a city environment, whether it's overpopulated or empty. The *social* problems of city survival are covered by the Streetwise skill. A specialist in urban survival could (for instance) find clean rainwater; locate manholes from above or below; quickly locate building entrances, exits, stairwells, and so on; recognize and avoid physically dangerous areas, like crumbling buildings; make and read city maps, and find his way out of strange city areas; find

a warm place to sleep outside in cold weather; and locate common types of buildings or businesses without asking anyone, just by his "feel" for the way cities are laid out.

New Advantages

Among the following advantages and disadvantages are some taken from several ***GURPS*** sourcebooks, most notably ***GURPS Supers***. Included here are excerpts from the extra limbs rules; these are *not* complete rules for extra limbs — see either of the above volumes for those. Only that material sufficient for the design of Garou is provided below.

Ally Group ***Variable***

Ally groups are composed of NPCs, controlled by the GM. A gang leader who relies on his members for backup should take the gang as an Ally Group. The leader of an FBI task force would have his subordinates as an Ally Group. Strength and frequency of appearance govern an Ally Group's point value.

A small group (2 to 5 people) costs 10 points. Examples include an infantry squad or a small gang.

A medium-sized group (6 to 20 people) costs 20 points. Examples include gangs who ride with the player characters, a Garou pack or members of a special forces team.

A large group (20 to 1,000 people) or a medium-sized group with some formidable individuals costs 30 points. Examples include a Garou tribe, an Army troop, or a clan of vampires.

An entire government, the Garou as a whole, or some similar group may be purchased as a Patron, but cannot be an Ally Group.

Point Level

The individuals in an allied group normally are 75-point characters. They may be increased to 100-point Allies by raising the *base* cost of the group by 10 points. Allies of more than 100 points must be bought individually.

Frequency of Appearance

If the Ally Group appears almost all the time (roll of 15 or less): triple the listed value.

If the Ally Group appears quite often (roll of 12 or less): double the listed value.

If the Ally Group appears fairly often (roll of 9 or less): use the listed value.

If the Ally Group appears quite rarely (roll of 6 or less): halve the listed value (round up).

The player chooses the Ally Group on character creation. The GM should feel free to fill in the details, including the circumstances under which the Ally Group may be available. The GM may also require the Unusual Background advantage to explain the ties between the character and the Ally Group.

A PC should get no character points for betraying, attacking, or endangering his Ally Group. If the betrayal is prolonged or severe, the ties between the PC and his Ally Group are broken; the Ally Group and points are lost.

If a PC and his Ally Group part ways amicably, the PC should not be penalized. The point cost of the Ally Group may buy another Ally Group met during role-playing, or individual members of the group may continue as Allies (see p. B24). At the GM's discretion, remaining points may be traded in for money (see p. B83), reflecting parting gifts.

Contacts ***Variable***

A Contact is an NPC, like an Ally or a Patron. However, the Contact only provides *information.* Contacts may be anything from a wino in the right gutter to the Chief of State of a country, depending on the character's background. The Contact has access to information, and he is already known to and guaranteed to react favorably to the character. The Contact may want a price, in cash or favors, for the information. The Contact is always played and controlled by the GM and the nature of the price must be set by the GM.

The GM may assume that a Contact is, in general, well-disposed toward the PC. However, the Contact is *not* an Ally or Patron, and is no more likely to give special help than any other generally friendly NPC!

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate, the GM can turn an existing NPC into a Contact for one or more players, possibly in lieu of character points for the adventure in which the Contact was developed and encountered.

Whatever the case, the Contact can provide information only about his own area of expertise. The technician at the forensics lab probably has no information about currency transfers, and the VP of the local Bank of America branch probably can't do a ballistics comparison. The GM assigns a skill (Streetwise for a minor criminal, Forensics for a lab tech, etc.) to the Contact. All attempts to get information from him require a secret roll by the GM against the Contact's "effective" skill. Note that the effective skill is not necessarily the NPC's *actual* skill; the actual skill can be set by the GM if the NPC comes into regular play. For instance, the president of a local steel mill might actually have business-related skills of 16-18, but he has an *effective* skill of 21, making him worth 20 points, because he himself has good connections!

Point values for Contacts are based on the type of information and its effective skill, modified by the frequency with which they can provide information and the reliability of the information. Importance of information is relative and the list of possible Contacts is virtually endless; a few are listed below as a guide to help the GM determine value.

Type of Information

Street Contacts. These are minor criminals, derelicts, street thugs, gang members, small-time fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Base cost is 5 points for "unconnected" Contacts (not part of the local criminal organization; Streetwise-12) and 10 points for "connected" Contacts (Streetwise-15). If the Contact is a major figure in a criminal organization (the Don, Clan Chief, or member of the "inner circle" of the family; Streetwise-21), the cost doubles to 20 points.

Business Contacts. Executives, business owners, secretaries — even the mail room flunky — can provide information on businesses and business dealings. Base cost depends on how much the contact can be expected to know: 5 points for a mail boy or typist (effective skill 12), 10 points for the president's secretary (effective skill 15), 15 points for an accountant (effective skill 18) or 20 points for the president or Chairman of the Board (effective skill 21).

Police Contacts. This includes anyone connected with law enforcement and criminal investigations: beat cops, corporate security, government agents, forensics specialists, coroners, etc. Cost depends on access to information or services. Beat cops and regular private security officers are 5 points (effective skill 12),; detectives, federal agents, or record clerks are 10 points (effective skill 15); administrators (lieutenants, captains, Special Agents in Charge, Head of Departmental Security, etc.) are 15 points (effective skill of 18) and senior officers (sheriffs, chiefs of police, District Superintendents, Security Chiefs, etc.) are 20 points (effective skill 21).

Frequency of Assistance

Frequency refers to the chance that the Contact can be found when needed. When creating the character, the player must define the way the Contact is normally contacted! Regardless of the chosen frequency, a Contact cannot be reached if the PCs could not reasonably speak to him. No Contact may be used more than once per day, even if several PCs share the same Contact. Multiple questions may be asked each day, at a cumulative -2 for each question after the first.

Available almost all of the time (roll of 15 or less): triple cost.

Available quite often (roll of 12 or less): double cost.

Available fairly often (roll of 9 or less): listed cost.

Available rarely (roll of 6 or less): half cost (round up).

During the adventure, if a PC wants to talk with his Contact, the GM rolls against the availability number for that Contact. A failed roll means the Contact is busy or cannot be located that day. If the Contact *is* available, then the GM must roll against the Contact's effective skill for each general piece of information the PC requests. A Contact can *never* supply information outside his particular area of knowledge. Use common sense. Likewise, the GM *must not* allow a Contact to give information that short-circuits the adventure or part of it!

If a PC gets a critical failure when trying to reach his Contact, that Contact can't be reached during that entire *adventure.*

Reliability of Information

Contacts are not guaranteed to know anything useful, and are not guaranteed to be truthful. Use the following modifiers (cumulative with frequency modifiers).

Completely reliable: Even on a critical failure, the worst response will be "I don't know." On an ordinary failure he can find information in 1d days. Triple cost.

Usually reliable: On a critical failure the Contact will lie; on any other failure he "doesn't know now but check back in 1d days." Roll again at that time; a failure then means he can't find out at all. Double cost.

Somewhat reliable: On a failure the Contact doesn't know and can't find out; on a critical failure he will lie; on a natural 18 he will let the opposition or authorities (whichever is appropriate) know who is asking questions. Listed cost.

Unreliable: Reduce effective skill by 2. On any failure he will lie; on a critical failure he will notify the enemy. Half cost (round up).

Money Talks

Bribery, whether cash or favors, motivates the Contact and increases his *reliability level.* Once reliability reaches "usually reliable," further levels of increase go to effective skill; bribery cannot make anyone totally reliable!

A cash bribe should be about equivalent to one day's income for a +1 bonus, one week's income for +2, one month's for +3 and one year's for +4. Favors should be of equivalent worth. The favor should always be something that the character actually performs in the game. The GM must maintain proper roleplaying — a diplomat might be insulted by a cash bribe, but welcome an introduction into the right social circle.

Delirium ***100 points***

Whenever mortals see a Garou in Crinos or Hispo form, they "freak out" in some fashion. Mortals have a wide variety of reactions, but it is important to understand the basic instinctive fear which humans have towards the Garou. 3,000 years of being preyed upon cannot be forgotten; the fear is innate, similar to the fear exhibited when a silhouette of a sparrow hawk is exposed over a

nest of baby mice — only ten times as strong. It is because of this reaction that the Garou have not been "discovered" and that their existence is still disbelieved by so many. Permanent insanity is the typical result of repeated encounters with a "monster."

Upon seeing a Garou in Crinos or Hispo form, all humans must make a Fright Check at -5. Once the Garou has changed to another form, or has left their sight, the humans will slowly lose their fear, and will gradually forget, blur or rationalize the encounter with the Garou. However, a subconscious current of fear will remain, causing not only the affected humans, but any they come in contact with, to avoid the site of the Garou manifestation for some time to come.

Discriminatory Smell ***15 points***

You can differentiate between (and recognize) people, places and things by their odors. You have a sense of smell far beyond the human norm, and can determine distinctive odors for practically everything and anything you may encounter. You may memorize an odor by sniffing it for at least one minute and making a successful IQ roll. If you fail this roll, you may not attempt to memorize that odor again for at least one full day.

In any situation where you may utilize your sense of smell, you are at +4 (plus any Acute Smell bonuses) to the roll, and receive +4 to Tracking skill.

Extra Gnosis ***8 points/level***

While a Garou's Gnosis pool is based on Fatigue, its level is modified by his breed (see p. 45). This advantage allows the Garou's Gnosis pool to be increased.

Extra Hit Points ***5/point***

You can take more damage than a normal human of your HT. Hit Points are initially equal to HT, so a character with HT 14 could buy his Hit Point total up to 20 for 30 points. This would be written as HT 14/20. Any roll versus HT, Contests of HT, resistances, calculation of unconsciousness and survival rolls, and anything else involving HT would be made against his health of 14. Only damage is subtracted from 20.

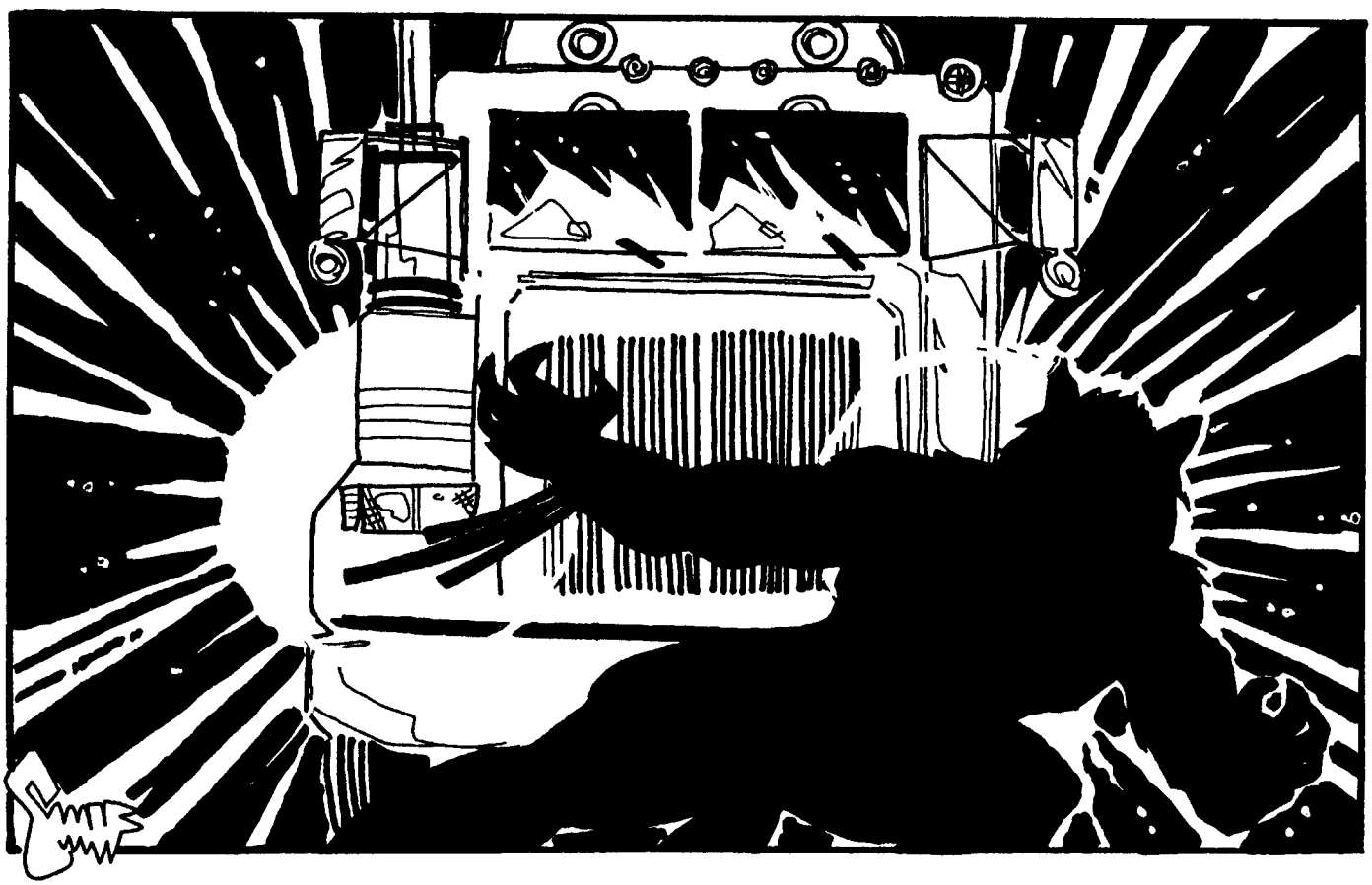
Example: If a Garou has HT 14/20, he would have to roll to stay alive at -14 HT (and every -5 thereafter) rather than at -20.

Extra Rage ***4 points/level***

This advantage allows the Garou's Rage to be increased.

Four Legs ***5 points***

Hispo and Lupus forms are four-legged. If the individual loses a leg, he can continue to move at half speed (round down). Loss of a second leg causes him to fall.



Immunity to the Delirium ***25 points***

You are unaffected by the Delirium, and can think and act rationally in the presence of a Garou in Crinos or Hispo form. You will not forget or rationalize the encounter after it ends.

Normally, the 10-point Unusual Background *Garou Kinfolk* is a prerequisite for this advantage, but it is possible that some exceptional human specimens may be naturally immune to the Delirium. Some American Indians are immune, as the Impergium was only mildly enforced in North America. In addition, certain fomori (p. 184) are also immune.

Increased Density ***5 points/ 100 lb. increase***

Your body is made of much denser stuff than a normal man's. For every 100 lbs. increase, you get an extra DR 1 against crushing damage, and any knockback done to you is decreased by 1 hex. The extra weight will count as encumbrance if you aren't strong enough to carry it, though! Any body weight over 15×ST counts as encumbrance.

The first doubling of weight reduces swimming skill by 5; after a second doubling, you cannot swim at all, but can walk along the bottom of a body of water.

Each level of Increased Density gives you a +1 bonus to slamming another character, and a -1 penalty to another character's attempt to slam you.

Penetrating Call ***5 points***

The Garou can produce a loud and distinctive howl. This call can be used to command attention or signal from a distance. A penetrating call can be heard for at least 1d miles on a quiet night.

In addition, if the Garou sounds its call within 30 hexes of anyone who is unaware of his presence, the listener must make a Fright Check. This is non-magical fright, and may have no effect whatsoever on characters with little or no fear of wild animals (GM's option).

Modifiers: -1 at night, -1 if the area is very quiet (GM's option), -1 if the area is physically isolated (GM's option), -2 if the listener is (or believes himself to be) alone, -2 if the Garou is within 10 hexes of the individual, or -5 if it is within one hex of the individual.

Pure Breed ***5 points/level***

Pure Breed is a measure of the werewolf's "pedigree" — his lineage and ancestry, marking and carriage, and other features. In a somewhat mystical way, it is always detectable by other Garou, and carries with it a cachet of respect — Garou with high Reputations for Pure Breed are revered by other Garou as heroes of old come back to life. The more levels you possess in this advantage, the more evident this heritage is. The more levels of Pure Breed you have, the more likely it is that you will be able to traverse the territory of other Garou unmolested or gain hospitality from a foreign tribe. However, Pure Breed brings with it an expectation of a certain level of behavior appropriate to the Garou's lineage. Tribes expect more of those who are pure of blood and they frown upon those who do not accept their lineage.

Pure Breed gives you an automatic +1 reaction per level from other Garou, to a maximum of +5, *as long as you act in proper accordance with your heritage.* This usually means displaying the greatest honor and courage — regardless of your actual tendencies! If you fail to act as dictated by your pedigree, the reaction bonus may become a *penalty*!

Racial Memory: Past Life ***40 points***

Certain Garou can access the memories of their direct genetic ancestors. If the individual wants to know something, the GM first determines whether the individual's ancestors knew the answer. Then the GM rolls versus the individual's IQ to see if he can access the information. If the ancestors didn't have the answer, the individual will know that if the roll succeeds. On a critical failure, the individual will believe his ancestors didn't know, even if they really did. This advantage requires one turn of absolute concentration (the GM may require more elaborate preparations to recall very ancient memories).

Garou characters can attempt to contact specific ancestors, if they know whom they want to talk to. To reach a specific ancestor, the Garou must make his IQ roll at a penalty of -5. Some Garou can actually be temporarily possessed or aided by their ancestors; if they make their roll by 5 or more points, they can actually use any skill known by the ancestor, or (if the Garou wants) turn over their body entirely to the spirit of the ancestor. On a critical failure, there are a number of bad things that could happen: the Garou reaches the wrong ancestor, who has incorrect information; he is unwillingly possessed by the ghost of an ancestor; or he is overwhelmed by the memories of thousands of lives at once. Duration of either success or critical failure is 1 minute per point by which success was rolled (minimum 1 minute).

Regeneration ***10/25/50/100 points***

You recover from damage much faster than normal creatures. This does *not* allow you to regrow lost limbs. You automatically have the Rapid Healing advantage (p. B22) at no extra cost. Cost of this advantage depends on the speed of the regeneration:

Slow Regeneration: You recover 1 HT (or Hit Point) every 12 hours, in addition to normal healing. 10 points.

Regular Regeneration: You recover 1 HT (or Hit Point) per hour. 25 points.

Fast Regeneration: You recover from injury almost immediately, regaining 1 HT per minute. 50 points.

Instant Regeneration: You heal almost as quickly as you are damaged, at the rate of 1 HT per turn. 100 points.

Silver Sense ***5 points***

This advantage allows a Garou (usually an Ahroun; see *Gifts*, p. 113) to sense the presence of silver in the nearby area. It is a specialized version of Danger Sense (p. B20), and you may not have both Silver Sense and Danger Sense, as the latter incorporates the former. Whenever any amount of silver is brought within 5 hexes of the Garou (or vice versa), the GM makes a secret IQ roll. On a successful roll, he will tell you that there is silver in the vicinity. On a 3 or 4, he will tell you the approximate amount and location.

Speak with Animals ***15 points***

This allows you to carry on a conversation with any land animal (including birds, reptiles, and insects). How much information you can gain from an animal depends on its IQ and reaction roll, and the GM. Add +2 to the reaction roll if you're offering food while you're talking. In general, insects and other small creatures won't be able to do much more than convey emotions such as hunger and fear, while animals like chimpanzees or cats could have a reasonably intelligent discussion. It takes one minute to ask one question and get the answer — assuming the animal decides to speak to you. The GM may require a reaction roll!

Special Limitation: Only one kind of animal. -20% for one type (e.g., only mammals, or only birds), -30% for one family (e.g., the feline family), -50% for one species (e.g. house cats only).

Step Sideways ***60 points***

This is the Garou's inherent ability to bodily move from the physical plane to the Umbra, the spiritual plane, and to travel therein. See p. 156 for details on how this ability functions and how it is used. It is based on the "World Jumper" advantage from ***GURPS Time Travel.***

Totem Spirit ***varies***

A totem spirit is a special variation on the Patron advantage. The pack to which the character belongs has bound itself to a totem spirit, which can advise and help the pack even as they serve it in the physical world. Every member of the pack must buy this advantage if the pack is to have a totem spirit; they must all take the Patron at the same level and frequency of appearance.

A pack may bond to a tribal totem; in such a case, see the sidebars on pp. 161-163 for listings of the totem spirits. Tribal totems are 25-point patrons. If the pack chooses to bond to a totem of lesser power and stature, the characters must all purchase a patron in the usual manner (maximum base cost of 20 points). Again, the patron's base cost and frequency of appearance must be the same for every character in the pack. The higher the base cost, the more powerful the spirit, as would be expected. Then the GM should proceed to the sidebar *Designing a Pack Totem* on pp. 165-166.

Venom ***15 points/level***

The character secretes a venom, either corrosive or poisonous, which can be delivered by various means.

Corrosive venoms, such as acids and digestive enzymes, do damage quickly. A corrosive venom does 1d of damage per level when it is delivered, and may continue to burn for several turns. At the end of every subsequent turn the venom does 1d less damage than on the turn before, until the number of dice reaches 0. It is possible to wash off a corrosive venom, preventing damage on subsequent turns. This requires at least a gallon of water and a full turn. Armor, toughness and damage resistance will protect against corrosive venom for a number of turns equal to DR. There is no HT roll to resist a corrosive venom.

Poisonous venoms work more slowly. They do 1d damage per level when delivered, but may continue to affect the victim for several hours. Every hour after the poison is delivered, the victim makes a roll against HT minus the number of levels of the poison. If the victim fails this roll, he takes 1d damage per level of the poison; if he succeeds, he takes no further damage from the poison, and does not need to roll again. Armor may protect against the delivery of the poison, but has no effect once the poison is in the bloodstream.

Irritant venoms, usually sprays, are designed to disgust, nauseate or stun. Victims who get even a whiff of an irritant must make a Will roll to avoid running away (turn and run one full move directly away from the stench). Those who breathe it or get it in their eyes must roll against HT minus the level of the venom to avoid taking 1d-4 damage and becoming incapacitated for 1 turn per level of the venom. (Incapacitated characters are retching and rubbing their eyes.) On each turn of incapacitation, the victim may make a Will Roll to recover.

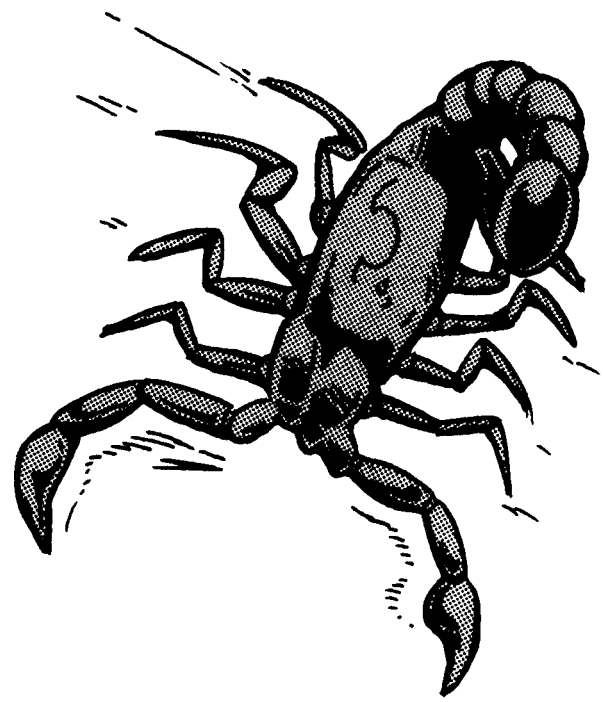
Venoms may be delivered in a number of ways. Corrosive venoms could be defined as saliva, delivered with a bite, or a skin secretion, delivered with a bare-handed punch or touch. An attacker must make a successful close-combat attack based on DX in order to deliver a corrosive venom. A poisonous venom must enter the blood to harm the victim. Usually this is done by making a successful bite attack on the victim. Any successful hit which penetrates the victim's armor, whether it does damage or not, delivers the venom. Fangs, or similar organs to deliver the venom, are included in the cost of this advantage. Note that this does not increase the normal (1d-4) damage of the bite. Irritants are assumed to be sprayed (see below).

Special Venom Enhancements and Limitations

Skin agent: For +10 points a poisonous venom may be defined as a skin agent, which enters the bloodstream through the skin. A skin agent cannot be washed off. *(Sprayed and spit poisons are usually skin agents.)*

Ranged attack: For +5 points a venom may be delivered at range — spit or squirted. This is a ranged attack, based on DX, with a SS 12, Acc 12, ½D n/a, and Max 5. Poison venoms must strike open wounds or mucous membranes (eyes, open mouth, inner nostril) to be effective, unless bought as a skin agent. *(Irritants delivered by spit or squirt affect one character only.)*

Poison Cloud: For +15 points, venoms may be sprayed as a cloud of mist. The cloud covers 3 hexes and lasts 1d turns. The hexes must be adjacent to each other, and one hex must be adjacent to the spraying individual.



Stinger: For +25 points, the were has a poisonous stinger — a 1-hex-long impaling striker. Treat as a rapier, hitting on DX; intelligent weres can improve their chance to hit through study, as the Fencing skill.

Poison Spines: For -5 points, the were's venom is delivered by spines located on strategic parts of the body (e.g. the back of the head, down the spine, the end of the tail). The were cannot deliver the poison actively, but has a DX-4 chance (DX-2 if attacked from the rear) of hitting on each turn of close combat. Spines do 1d-2 damage. If they penetrate armor and skin, they deliver a dose of poison.

Poison Sweat: For -10 points, the were sweats its venom. It cannot be delivered actively. The venom is delivered if the were is bitten or handled extensively.

Were Form, Garou ***52 points***

Were Form is a superset of the Multiple Forms super-advantage from ***GURPS Supers***. It is the basic tool for creating a were. This entry is specific to the Garou; for more detailed information on Were Form, and how to tailor specific were-creatures, see ***GURPS Bestiary,*** *Second Edition,* pp. 81-112.

The Garou have five separate forms — one human, and four were forms. Werewolves are able to change at will, whenever and wherever they choose. They are *not* linked to the lunar cycle, like the Yrth weres and the werewolves of popular mythology.

When they change, they must first shed their clothing or risk damaging it in the change. If the change is from a smaller form to a larger, clothing will take Thrusting damage appropriate to the ST of the larger form. It is possible, through the Rite of Talisman Dedication (see p. 142), to "bond" individual garments to the werewolf so that they do not suffer damage during the Change.

The five forms of a Garou are a continuum, and in order to go from one to another, it is usually necessary to transform through the intermediate forms first. Thus, if a Garou wished to change from Homid to Lupus form, all the forms in between must be assumed. It normally takes 6 seconds to move from form to form, but if the Garou wishes only to "pass through" a form on the way to another, it takes only a second. Thus, if a Glabro wished to become a Lupus, it would take 8 seconds — one second to change to an "intermediate" Crinos, another second to become a Hispo, then 6 more seconds to assume the complete Lupus form. Alternatively, the Garou may elect to spend a Rage point (see p. 71); if he does so, the change is instantaneous, no matter how many forms must be "crossed over."

Another exception to the need to move through the continuum of forms is that the Garou can always return to its "breed" form instantly, without spending a Rage point. Lupus return to Lupus form, homids return to Homid form, and metis return to Crinos. Returning to breed form requires no time and no concentration, and does not prevent any other actions in the same turn.

The Garou's forms, in order, are: Homid, Glabro, Crinos, Hispo and Lupus. Full details on the abilities of each form are found on pp. 49-50.

If the Garou knows the Change Control skill, he may "borrow" one or more of one advantages from one form while in another form. See the description of the Change Control skill on p. 65 for details on how this is handled.

The Garou's change is a fully Active Change; at any point during the Transformation, the were can use any skills or abilities he possesses. The werewolf can always run or fight hand to hand. However, the point at which the different forms' ST and Claws come into play for damage purposes, or when the character changes from his were-form's speed to his human-form's, is determined by the GM. The GM may simply rule that the least favorable value will be used until the change is complete.

Finally, the Garou has a pool of shared points. These points pay for attributes, advantages and skills that can be used by all of the Garou's forms. In the case of the Garou, the entire Homid form is shared — this has the following effects:

A Garou has one single personality throughout all his forms, unless he has taken the Split Personality disadvantage.

All skills and knowledge are also available to all five forms unless Split Personality has been taken.

All disadvantages and quirks possessed by the Homid form also apply to the other four forms.

All Garou gifts and powers are available to any form.

In short, unlike the more classical weres of pop culture, the Garou are more like individuals with five different bodies they can use, rather than several distinctly different creatures sharing the same biomass. And while other weres may normally declare a maximum of only 20% of their available point total as shared points, Garou have no such ceiling.

Enhancement/Limitation Breakdown: For those interested in such things, here is how Garou Were Form is built from Were Form as found in ***Bestiary:***

Were Form, 4 additional forms: 40 points.
Active Change. +20
Shared points over 20% of total allowed. +20
Responds to Change Control skill. +10%.
Forms are a continuum that must be traversed. -20%.
Final cost: 40 × 130% = 52 points.

New Disadvantages

Cleft Lip **-15 points**

Your mouth and lips are malformed, distorting your face and causing you to suffer from the effects of the Stuttering disadvantage. Others react to you at -1. However, you snarl quite effectively, and get a +1 to your Intimidation skill. Additionally, you may have no better than Average appearance.

The Curse **-10 points**

The animal nature of the Garou is very close to the surface, and despite the millennia that have gone by since the Impergium, the homids still subconsciously remember the nightly terror of the Garou's predation. Thus, whenever a Garou's Rage is greater than a human's Will, the human instinctively feels uneasy and nervous around the Garou, regardless of the form the Garou is in. Garou with high Rage tend to be avoided by the homids, who mutter darkly behind their backs as they pass. This is expressed as a reaction penalty equal to the number of points by which the Garou's Rage exceeds the human's Will, to a maximum of -4.

Glory Hound **-15 points**

This is an advanced case of Overconfidence (p. 36); a character may not have *both* Glory Hound and Overconfidence.

You insist on being in the limelight — you will always take the greatest risks, create complex plans that feature your abilities, lead the charge, etc.

Hairless **-15 points**

This is a metis-specific disadvantage. You have no body hair whatsoever. In human form this isn't so bad — you look like a skinhead or perhaps an oddball cultist — but in wolf or half-wolf form you are rather vile, looking somewhat like a giant Chihuahua. You suffer a -3 on all social skills and on reaction rolls, and are treated as an unprotected human when assessing the effects of weather and exposure. Also, you may not take the Pure Breed advantage.

Human Face **-35 points**

This is a metis-specific disadvantage. When in wolf or half-wolf form, you retain your human face. You have no animal senses, nor do you have an effective bite attack. Your appearance is hideous to other Garou; those who see you transform will react at -5.

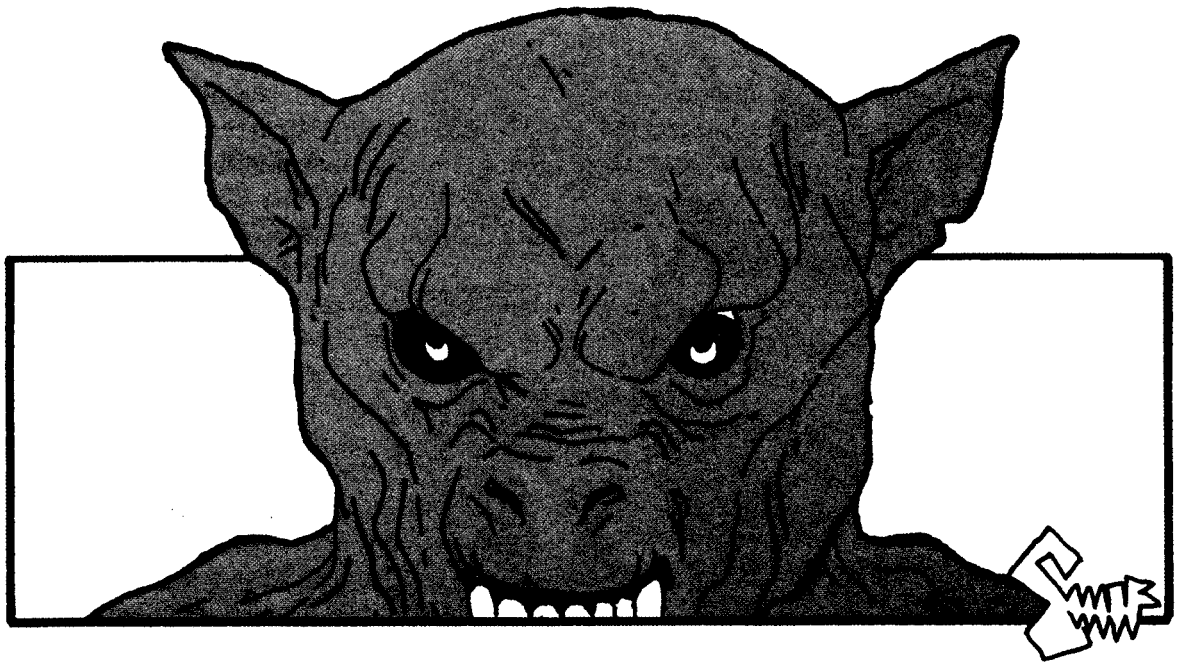
Hunchback **-15 points**

You have a deformity of the spine that forces you into a twisted or hunched position. You may have a noticeable hump or lump on one or both shoulders. You may also have a constant slight backache. Others find you disturbing or even repulsive to see, and react at -3 to you. You may have no better than Average Appearance.

Inconvenient Size **variable**

The Crinos form is of a size radically different from the human average. It is unable to effectively use most tools and implements basic to day-to-day life unless they are specially made.

Note — Gigantism and Dwarfism: A Garou may take the Gigantism or Dwarfism disadvantage if his size is significantly different from other Garou, but the change in height applies to *all* of his forms.



Lack of Claws ***-41 points***

You have no claws or fangs in any of your non-human forms and cannot inflict aggravated damage in combat.

Manic-Depressive ***-20 points***

Your moods are on a see-saw — you bounce back and forth between bubbling enthusiasm and morose withdrawal. At the beginning of each play session, roll one die. On a 1-3, you are in your manic phase; a 4-6 indicates Depression. Every five hours of game-time thereafter, roll 3d. A 10 or less indicates that you begin a mood swing. Over the next hour, you will shift from your current phase into its opposite. You will remain in the new phase for at least five hours (after which you again roll 3d).

In the Manic phase, you suffer from Overconfidence (see p. B34). You will be friendly, outgoing and excited about whatever it is you are doing. In the Depressive phase, the Overconfidence is replaced with Absent Mindedness (p. B30) and Laziness (p. B34). You will not be interested in doing anything other than lying in bed, sitting in a dark room and moping, or other similar activities. If forced by your companions to do something, you will be at -5 on all skills.

Musk ***-5 points***

Your body continually exudes a predatory pheromone, making normal animals tense and edgy around you, if not downright hostile. Most Garou find your odor irritating, resulting in a -1 reaction. Even humans notice the smell, but most will probably attribute it to cheap cologne. Anyone tracking you by scent has a +5 on his rolls.

No Fine Manipulators ***-30 points***

The Lupus and Hispo forms have nothing more agile than paws at the end of their limbs; they have nothing that approaches the human hand in terms of manual dexterity. The were cannot use its paws or hooves to make repairs, tie knots, or even grasp firmly.

No Sense of Humor ***-10 points***

You never get any jokes and think everyone is earnestly serious at all times. Likewise, you never joke, and you *are* earnestly serious at all times. Others react to you at -2 in any situation where this disadvantage becomes evident.

Obsession ***-5 to -15 points***

Your will is fixed upon a single goal. Everything you do is in furtherance of this goal. This differs from Compulsive Behavior in that it is not a daily habit, but an overpowering fixation which motivates all your actions. It also differs from Fanaticism in that it does not necessarily imply a single belief or system of beliefs.

To play an obsessed character, you must be able to rationalize all of his actions as an attempt to reach his goal. A Will roll is required any time the character is requested (or forced) to do something that does not further the goal.

The point cost depends on how short or long term the goal is. Assassinating someone or successfully seducing a particular person would be -5 points, while larger goals like getting to a hard-to-reach place or becoming President would merit higher point values. Some obsessions may cause others to react to the character badly; if so, an Odious Personal Habit or Delusion may also be required (the Obsession cost only covers the obsessive behavior).

If and when the goal is reached, the character must substitute a new goal or buy off the Obsession.

On the Edge ***-15 points***

Sometimes you don't care whether you live or die. You are not actively suicidal, but you will take unreasonable risks in the face of mortal danger. When you face a life-threatening situation, you must make a successful IQ roll before you can retreat (attempt once per turn; 14 or higher fails automatically).

Each turn that you are in combat, make an IQ roll (again, 14+ fails) to avoid making an All-Out attack (or the near-insane, suicidal behavior of your choice). Most sensible people avoid you (-2 reaction from anyone who realizes you're crazy). Primitives and low-lifes will mistake your disregard for your own life as bravery, giving +2 reactions. This category includes many werewolves, especially Ahroun and the Get of Fenris.

Reduced Gnosis ***-8 points/level***

While a Garou's Gnosis pool is based on his Fatigue, its level is modified by his breed (see p. 45). This disadvantage allows the Garou's Gnosis pool to be reduced.

Reduced Rage ***-4 points/level***

This disadvantage allows the Garou's Rage to be reduced.

Secret ***variable***

A Secret is some aspect of your life (or your past) that you must keep hidden. If it is made public, the information could harm your reputation, ruin your career, wreck your friendships and possibly even threaten your life!

The point value of a Secret depends on the consequences of its revelation. Being a Garou falls under the category of "possible death" (see below). The worse the results, the higher the value, as follows:

Serious Embarrassment: If this information gets around, you can forget about ever getting a promotion, getting elected or marrying well. Alternatively, your Secret could be one that will simply attract unwelcome public attention if it is known. -5 points.

Utter Rejection: If your Secret is discovered, your whole life will be changed. Perhaps you would lose your job and be rejected by friends and loved ones. Perhaps you will merely be harassed by admirers, cultists, long-lost relatives or the press. -10 points.

Imprisonment or Exile: If the authorities uncover your Secret, you'll have to flee, or be imprisoned for a long time (GM's discretion). This imprisonment need not involve the penal system — a Garou who is held in a government research lab for study is just as much a prisoner as one in jail. -20 points.

Possible Death. Your Secret is so terrible that you might be executed by the authorities, lynched by a mob or assassinated by the government if it were ever revealed — you would be hunted. This is the usual level of Secret possessed by Garou. -30 points.

If a Secret is made public, there will be an immediate negative effect, as described above, ranging from embarrassment to possible death. You suddenly acquire new, permanent disadvantages whose point value equals *twice* that of the Secret itself! The points from these new disadvantages go first to buy off the Secret, and may then (at the GM's option only) be used to buy off other disadvantages or (rarely) to buy new advantages. Any unused points are lost, and the character's point value is reduced.

The new disadvantages acquired must be appropriate to the Secret and should be determined (with the GM's assistance) when the character is created. Most Secrets turn into Enemies, Bad Reputations and Social Stigmas. They might also reduce your Status or Wealth — going from Filthy Rich to merely Very Wealthy is effectively a -10 point disadvantage. Some Secrets could even turn into mental or physical disadvantages, though this would be rare.

Similarly, if the GM allows you to buy off old disadvantages with the new points, these too must be appropriate to the Secret. The most common disadvantages that could be bought off are Duties and Dependents.

In general, a Secret is threatened in a particular game session if the GM rolls a 6 or less on three dice before the adventure begins. However, *as for all other disadvantages of this type,* the GM need not feel constrained by the appearance roll — if he thinks the Secret should come into play, it does! Secret lycanthropy, of course, will always be threatened to some extent, each time the were changes.

When a Secret appears, it is not necessarily made public. The character must somehow keep the Secret from being revealed. This may require him to cave in to blackmail or extortion, to steal incriminating evidence, or even to silence the person who knows the Secret. Regardless of the solution, however, it's only temporary — the Secret will appear again and again until it is finally bought off. Secrets may be bought off either automatically through exposure (see above) or with earned character points over the course of play.

Vulnerability ***variable***

You take extra damage from certain forms of attack, or are weakened and hurt every time you are merely in the same room as a substance. For each level of Vulnerability you purchase, you take an extra 1d of damage (or multiply the damage times the level of Vulnerability for attacks doing less than 1d damage).

The value per level depends on how common the substance or attack form is.

Rare: 3 points per level
Infrequent: 5 points per level
Occasional: 10 points per level
Common: 15 points per level

Examples of Damage Types:

Common: Crushing (most bullets, fists, maces, falling safes), Cutting/Impaling (knives, swords, arrows, spears), generic Energy, generic Psionic, generic Living Things, Metal.

Occasional: Air, Cold/Ice, Fire/Heat, Light, Earth, Electricity, Matter Control, Sonic, Bullets Only, Magic, Plants, Silver.

Rare: Alteration, Darkness, Vibration, Weather, Radiation, Acid, Poison. Very Rare: Mud, Citrus Fruit, Insects, Cheese.

If you are affected by merely being near the substance, add 10% per hex of range to the cost per level. If damage comes off of fatigue rather than hit points, the value per level is halved. If you are hit with an object you take damage from just by being near, you add the physical damage to the Vulnerability.

Example 1: Lucrezia takes fatigue damage every time she gets within 5 hexes of wolfsbane. The GM rules that this is an infrequent occurrence, so it's worth 5 per level. Since it has a 5-hex range, that adds 50%. Total cost is 7.5 per level. She wants 2 levels (2d damage), which would be worth 15 points, but only takes fatigue, so the value is halved. Total value: -7 points!

If Lucrezia was hit by a wolfsbane-dipped weapon for 6 points of physical damage, she'd also take 6d of fatigue.

Example 2: A were-polar bear has a 3-level vulnerability to fire-based attacks. This is a common attack form, so it's worth 45 points. If someone hit him with a torch for 2 points damage, this is multiplied by his vulnerability level to get 6 — he'd take 6 points damage. If he was hit by a 2d+2 flame jet, the attacker would add 3d damage, and roll 5d+2 for damage.

New Skills

Howls

Howls are a specialized subset of the Garou language. There are at least a dozen separate howls, each with a specific meaning and sound. (These are listed on p. 28.) Mastering the howls can often be a life's work. Each howl is a separate Physical/Average skill based on HT.

Medical Skills

The physiology of the Garou is noticeably different from that of normal humans or wolves, and thus require different medical knowledge. All human medical skills have Garou equivalents, which default to Medical Skill (Human) at -2. Physician (Garou) includes the necessary veterinary knowledge to treat Garou in Lupus or Hispo forms; no separate Veterinary skill is needed.

Rites

Many special Garou functions are marked with complex ceremonies called rites. While some rites are actually ceremonial magical spell-casting, others are complex social ceremonies. Each social rite is a separate Mental/Easy skill (think of them as specialized cases of Savoir-Faire). All rites have History (Garou) and Theology (Garou) as prerequisites. See *Rites,* p. 141, for a complete listing.

Bardic Lore (Mental/Hard) ***Defaults to IQ-6***

A true bard will know many songs and poems, long and short, memorized word for word. On a successful roll, he can perform one accurately; a failed roll means he forgot or garbled something. A separate roll, on Bard skill, is necessary to make the performance *exciting!*

A bard does not necessarily have skill in composing new poems and song (although the best do); those abilities are covered by the Poetry and Musical Instrument skills, respectively.

Body Sense (Physical/Hard) ***Defaults to DX-6 or Acrobatics-3***

This is the ability to adjust quickly after blinking or teleporting; roll at -2 if you are changing facing, -5(!!) if you are going from vertical to horizontal or vice versa! Note that you cannot change *position* in a teleport.

A successful roll allows you to act normally on your next turn. A failed roll means disorientation — no actions except defense possible for 1 turn. A critical failure means you fall down, physically stunned. Modifiers: +3 for Absolute Direction.

Change Control (Mental/Hard) ***No default***

This skill allows a Garou to perform much finer metamorphoses than simply from form to form, which requires no skill roll. With a successful Change Control roll, a Garou can shapeshift only a part of his body to another form. Most of the time, the desired changes will be to use the advantages of another form; for instance, to gain the Crinos' talons or the Lupus' sense of smell while in Homid shape. More than one such trait can be "transplanted" at a time, but all must come from the same form.

The roll is modified by several factors (all cumulative). Every trait after the first adds a -1 to the roll. If the form from which the trait desired is not adjacent to the current form, there is a penalty of -1 for every step away from the current form that the "donor" form is. If the "donor" form is the Garou's natural breed form, there is a +2 bonus.

The change made with this skill remains until the Garou chooses to end it. No roll is necessary to undo a change.

Computer Hacking (Mental/Very Hard) ***Defaults to Computer Programming-8***

This skill is used to "hack" into a computer system. No cyberdeck is needed — only a regular terminal with access to the system (whether directly or through a communications network.) However, the skill *can* be used in conjunction with a cyberdeck, if the GM allows. The skill defaults to Computer Programming-4. For more on Computer Hacking, see ***GURPS Cyberpunk.***

Enigmas (Mental/Hard) ***Defaults to IQ-6***

Often taken as a hobby skill, Enigmas is the study and knowledge of riddles and puzzles of all sorts, from the Riddle of the Sphinx to crossword puzzles, from Zen koans to questions in formal logic to mystery novels. A character with this skill does not just solve tricky puzzles well — he is able to integrate information and, by applying various strategies, come up with potential solutions to problems.

This skill can also be used on a *challenge* basis in a contest of wits, such as in a riddle contest like the one between Bilbo and Gollum in *The Hobbit.*

The player should role-play his pursuit of any given enigma before rolling (and the GM may wish to give a bonus — or penalty! — to the Enigmas roll based on the role-playing).

In some ways this skill is very like the Intuition advantage (p. B20); when there are multiple possible solutions to an enigma, the GM may want to use the procedure outlined in the entry for that advantage, substituting Enigmas skill for IQ. However, the GM should follow the same general warning applied to Intuition — don't let it be used to short-circuit adventures. But while only one individual enigma can be solved at a time with this skill, the solutions to several earlier enigmas should be clues necessary to solving any greater, overarcing mystery in an adventure.

Flight (Physical/Average) ***Defaults to DX-4***

This is the skill to use a flight power *well,* for acrobatics, tight turns, etc.

Intimidation (Mental/Average) ***Defaults to ST-5 or Acting-3***

This is a social skill, used for persuasion. The essence of Intimidation is to convince the subject that you are able and willing, and perhaps eager, to do something awful to him.

Intimidation may be substituted for a reaction roll in any situation, though it is at a -3 penalty when used in a request for aid. A successful Intimidation roll gives a Good (though usually not friendly) reaction. A failed roll gives a Bad reaction. On a critical success, the subject must make a Fright Check at -10!

The exact result of a successful roll depends on the target. An honest citizen will probably cooperate. A low-life may lick your boots (paws?), even becoming genuinely loyal. A real tough type may not be frightened, but might react well anyway: "You're my kind of scum!" The GM decides, and roleplays it.

When Intimidation is used against a PC (or, at the GM's option, against an NPC), this can also be rolled as a contest of Intimidation vs. Will. See *Influence Rolls,* sidebar, p. B93.

If the Garou trying Intimidation is currently in a Mute form, it's up to the player to come up with a way of making his intentions known to the subject.

Modifiers: Up to +2 for displays of strength or bloodthirstiness, or +3 for superhuman strength or inhuman bloodthirstiness. The human form of a were gets +3 to all Intimidation rolls if the subject knows he's a were. The GM may give a further +1 bonus for witty or frightening dialogue, but should apply a penalty if the attempt is clumsy or inappropriate. The GM may apply *any* level of penalty if the PCs are attempting to intimidate someone who just can't be intimidated.

Note that Interrogation skill can default to Intimidation-3. It will not help you tell a good answer from a bad one, but it may get people to talk.

Sample Werewolf: Emmanuel Dubrinsky

Metis Ragabash of the Glass Walkers
Age 24, 5'10", 160 lbs, black hair, blue eyes.
ST 13 [30] **IQ** 13 [30] **Speed:** 6.00
DX 14 [45] **HT** 11 [10] **Move:** 7
Dodge 7 **Parry** 10 (Brawling)
Rage: 6
Gnosis: 16
Damage: *Thrust* 1d-2; *Swing* 1d

Point Total: 450 points.

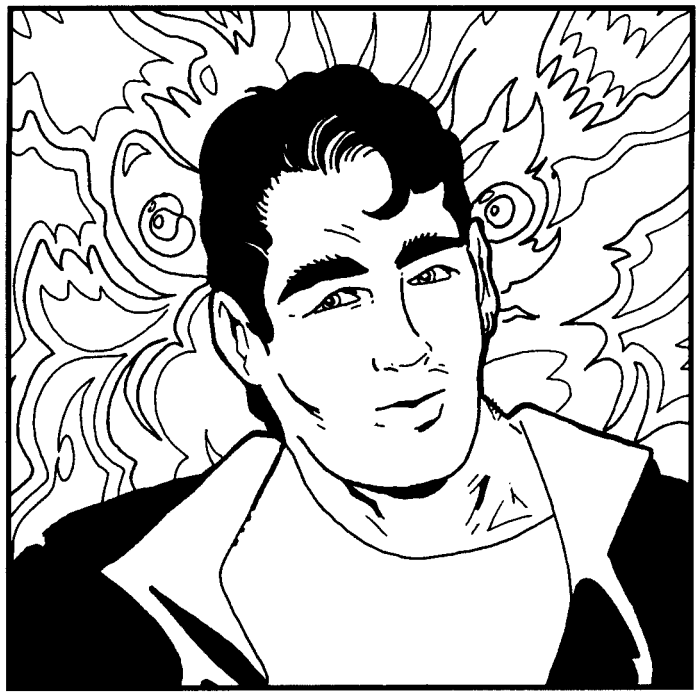
Advantages
Appearance: Attractive [5]
Contacts, Business: 2 with Effective skill 18, available on 9 or less [30]
Extra Gnosis +6 [48]
Garou Package (Metis) [226]
Reputation +2 for Glory among local sept [5]
Status 1, Garou [5]
Status 2, Human [10]
Wealth: Comfortable [10]

Disadvantages
Intolerance: Stargazers [-5]
Lame: Crippled Leg [-15]
Reduced Rage -4 [-16]
Reputation -1 ("Traitor to Gaia" from other Garou) [-5]
Social Stigma: Metis [-20]

Skills
Accounting-12 [2]; Administration-12 [1]; Brawling-15 [2]; Climbing-14 [2]; Computer Operations/TL7-14 [2]; English-13 (native tongue); Fast-Talk-14 [4]; Guns (Pistol)/TL7-18 [4]; Hebrew-14 [4]; Knife-16 [4]; Merchant-15 [6]; Politics-13 [2]; Running-11 [4]; Savoir-Faire (Garou)-15 (default from Status); Savoir-Faire (Human)-15 (default from Status); Stealth-14 [4]; Streetwise-15 [6].

Gifts
Control Simple Machine [5]
Create Element [5]
Open Seal [5]

Quirks
Habitual jogger.
Fond of obscure, subtle practical jokes.
Hates drug dealers.
Dislikes entering the Umbra.
Tends to keep separate from most of Glass Walker society.



Story

Emmanuel Dubrinsky was born downtown, and that's where he has stayed for most of his life. He was placed in a foster home by the orphanage where he was raised, and it came as a great shock when Emmanuel was kidnapped for his rite of passage. For the most part, he adapted well, but seeing the true workings of the world has led him to abandon his adopted family's Orthodox Jewish faith.

Because he was the sole child of his widowed father, he returned to his home after his rite of passage was completed, and maintained a rather aloof and detached membership in a pack based near his neighborhood. Shortly after his 18th birthday, Emmanuel's father died and left him the small corner grocery store which was the family's lifeblood. He took it over, and has not only kept it alive, but made it more profitable than it ever had been. In the process, he has developed connections among local businessmen.

Despite his relative seclusion from other Garou, he has not avoided clashes with the rare Stargazer; these have left a very bad taste in his mouth. He is not unbloodied, either; he is adept at hand-to-hand and knife fighting, and is a remarkably good shot with his trusty .38 special, which he normally keeps in the drawer of his cash register. It is normally loaded with lead slugs, but he has a cache of 18 hand-made silver bullets in case he ever needs them. Emmanuel dislikes drug dealers intensely, and kills any who venture into his neighborhood, making sure that their bodies are never found.

He is extremely protective of the humans around him. Most recently, he destroyed a pair of vampires who had attempted to move into his turf. However, this may be his undoing, financially, as he was forced to assume Crinos form in front of his store to battle the leeches, and the Veil has begun to take its toll on his customer base.

This was a mistake, Hassan said to himself, a big mistake.

The gang closed around him, their weapons menacing metallic glitters reflecting the light of the distant street lamp. In homid form, he'd come looking for a Leech whose kill he'd found, and instead had been caught by the vampire's servitors. Homid form was safer — the Beast was too close to the surface these days, and Hassan had reason to seek to drive it down. But the punks with their knives and 9mm handguns didn't help any.

The sun was down, though Hassan couldn't tell with the height of the buildings around him. The Leech had stepped out and looked him over briefly, and evidently did not recognize him for a Garou. "Kill him," he said to the youths, whirled, and was gone.

Hassan desperately looked for some other way out of the confrontation. The gang members were not unredeemable, unlike the vampire, but if he killed them, they would be lost forever. Better to find a peaceful way around them, and handle both the vampire and his pet gang another time.

"Look, can't we . . ." he started, futilely, before the closest youth whipped forward with his knife. The blade sliced diagonally across Hassan's chest, cutting open his shirt and just barely missing his throat. As the blood welled, Hassan involuntarily threw his head back to cry out, and caught sight of the moon — the full moon — appearing just over the top of a building. The pain and the moonlight both seemed to bore to the center of his soul, and there they exploded.

Hassan roared his rage, and the Frenzy took him.

Chapter 3:

PERMUTATIONS

The werewolf's painful change. Turning his head away On the sweaty bolster, he tries to remember The mood of manhood,

But lies at last, as always, Letting it happen, the fierce fur soft to his face, Hearing with sharper ears.

— *Richard Purdy Wilbur,* ***Beasts***

Werewolf characters are more than just numbers and powers — there are aspects of their beings and their play that require further exploration. This chapter explores rules and systems that are unique to the ***Werewolf*** setting.

Rage

It looked as if a night of dark intent Was coming, and not only a night, an age. Someone had better be prepared for rage.

— Robert Frost, ***Once by the Pacific***

The Garou are creatures of instinct as much as reason — another facet of their dual nature as wolf and man both in one. They have never abandoned nature in reckless pursuit of civilization, and thus nature remains within them. All too often, nature and instinct reveal themselves as the Beast. As Rage.

Rage is the measure of the character's capacity for all-consuming madness as well as determination. It is animal magnetism, and it is the lust that arises out of instinct, the fear that stems from ignorance and the hate that is the product of unreason.

Rage is one of the most important attributes possessed by a Garou. It is a pool from which points can be spent; doing so allows the Garou to perform extraordinary feats. It can also lead them to perform acts that they may later regret. It is the quality that enables them to shift between forms. Think of it as constructive aggression taken to an unhealthy extreme.

Whatever its origin and nature, Rage is a force that drives a Garou's existence — it is an energizing force and a compelling obsession both. Much of a Garou's attention goes into harnessing Rage and its darker aspects and putting them to good use.

Rage Levels

The differing levels of Rage found between the various auspices can be seen as role-playing guidelines as well as a game mechanic. Ragabash characters will tend to handle stress and frustration better than Ahrouns, and will, in general, seem more easy-going; they simply don't get as angry as other Garou can. Ahroun, however, are almost stereotyped by their anger, and the violence with which they react to frustration.

Using Rage

Rage has many effects and uses:

Entering the Spirit World: The number of turns it takes the character to "step sideways" into the Umbra is equal to his current Rage pool level.

Changing Forms: A character may spend 1 Rage point to make an instantaneous change to any form he desires.

Extra Actions: A Garou may make 1 extra attack, or take any extra action that does not require social interaction or concentration, by spending 1 Rage. He may spend no more than ¼ of his DX (rounded down) in Rage for this purpose in a single turn.

Remaining Active: A Garou at 0 or less HT may choose to expend 1 Rage for an automatic success on his HT roll to remain conscious every time he needs to do so.

With the expenditure of an additional Rage point and a successful roll against his Rage, the Garou near death may "supercharge" his Regeneration, allowing him to heal at 2 points per second for 60 seconds. However, the Garou will be marked by the experience; he must make a HT-5 roll. Only on a critical success will he be unscarred; on an ordinary success, the marking will be minimal, while an ordinary failure will leave him noticeably scarred. On a critical failure, he will be severely scarred, with the loss of at least 1 level of Appearance.

Malevolent Spirits: The higher the character's Rage, the more likely he is to attract malevolent spirits when performing any act contacting or controlling inhabitants of the spirit world — angry characters attract angry spirits. This can sometimes make for nasty surprises!

Beast Within: For every point by which his Rage pool exceeds his Will, a Garou will suffer a -1 penalty on all social skills and all reaction rolls, especially with humans. The Beast is simply too close to the surface for the comfort of either humans or the Garou.

Gifts: Certain gifts require the expenditure of Rage points.

Losing the Wolf

If at any time a Garou reduces his Rage to 0, he must make a will roll each minute. If he fails any of these rolls, he has "lost the Wolf" and can no longer gain rage. He cannot transform into anything except his base form until he once again possesses Rage.

Gaining and Regaining Rage Points

Several different circumstances can raise a character's Rage pool, subject to its normal maximum. Remember that, as noted on p. 73, *any time* a Garou gains Rage points, he must make a Rage roll to see if he goes into frenzy.

The Moon: The first time the Garou sees the moon in a night, he gains Rage, depending on the phase of the moon:

Phase	*Rage Gain*
New	1
Waning	2
Half/Waxing	3
Full	4

If the moon corresponds to the character's auspice, he regains *all* of his rage.

Critical Failures: Every critical failure he rolls causes the Garou to gain 1 Rage.

Humiliation: The Garou may gain a variable number of Rage points after a particularly humiliating experience (level of humiliation necessary and the number of points will be determined by the GM).

Confrontation: In the first few seconds of a confrontational situation, just before combat proper starts, or on the first turn of surprise combat, the Garou gains 1 Rage.

Gifts: Certain gifts can let a Garou raise his Rage through various means.

Losing or Gaining Rage Permanently

There is little that can happen to permanently affect one's maximum Rage. A player may always buy additional levels of Extra Rage (p. 56), but he must provide an in-character explanation of why the character now finds himself able to reach a new plateau of anger and frustration.

Gnosis

The earth is my mother — and on her bosom I shall recline.

— Tecumseh, at the Council at Vincennes.

A Garou's Gnosis is the measure of his connection with the Sacred Mother, Gaia, and to the spirit world that gives him much of his power. It ties him to Gaia and gives him an almost automatic insight into the natural balance of the world. It also grants him the ability to interact with the inhabitants and objects of the spirit world. Without Gnosis, the spirit world cannot be contacted at all. Low Gnosis scores make it difficult to achieve such contact, while those with very high Gnosis may find that it is very difficult to tell what is of the spirit world and what is not.

Like Rage, Gnosis is a pool that is expended and must be refreshed. As a Garou's Gnosis drops, he slowly loses the ability to use the mystic or natural forces he is unleashing.

Using Gnosis

A character's Gnosis is initially based on his Fatigue, but may be modified by his choice of breed. However, Gnosis and Fatigue are the *not* same; for the purpose of using spells and spell-like gifts, a Garou spends Gnosis points instead of Fatigue, but even if the Garou has expended all his Fatigue, he still has his Gnosis available.

The primary use to which Gnosis is put is the activation of the Garou gifts; many gifts require the expenditure of Gnosis points or a Gnosis roll, or both. Gnosis rolls are required in many other instances, not the least of which is the Garou's ability to *Step Sideways* (see p. 58) into the spirit world.

Gnosis is also used in the process of manufacturing fetishes — magic items. See pp. 165-168 for more details on this process.

Rage and Gnosis

If the character is filled with too much Rage, he may have difficulty with matters that employ Gnosis — the Beast may be too close to the surface for him to employ the abstract thinking necessary for spiritual and mystical matters. For every point by which the character's current Rage pool is higher than his current Will pool, the character suffers a -1 penalty on his Gnosis rolls.

Example: Moonfoot is attempting to step sideways into the Umbra at a place where the Gauntlet is 15 (see p. 161). At the moment, he has a Gnosis of 15, a Will of 9 and a Rage of 13. Because his Rage is 4 points higher than his Will, he has a penalty of -4 to his Gnosis roll. The roll for the local Gauntlet succeeds by 1 point. Moonfoot rolls an 11 and because of the Rage penalty he loses the contest. He loses 1 Gnosis and may not attempt

to enter the Umbra for another hour. (Once he does make his roll, it will take him 13 seconds — as many as his Rage score — to make the transition into the Umbra. See p. 71.)

Refreshing Gnosis

Gnosis is not so easily gained as Rage. It is a spiritual quality, and a measure of mystic power; that power must come from *somewhere*. Only in the following circumstances can the character regain Gnosis:

If the Garou takes part in a moot (see p. 36) where an *Engling* (a spirit from the Deep Umbra; see p. 155) is "invited" to take part, he gains back his entire Gnosis pool. This process involves first entering the Umbra, finding and hunting down an Engling, and bringing it back to the moot.

Individuals can also attempt to find such a spirit on their own and convince it to give them some of its Gnosis.

Also, the GM may rule that some Gnosis points are regained between adventures.

Frenzy

Demoniac frenzy, moping melancholy,
And moon-struck madness.

— John Milton, ***Paradise Lost***

Related to the Garou's Rage is his tendency to berserking, or *Frenzy*. The two are inextricably linked — stress breeds Rage and Rage leads to frenzy.

Any time that a Garou finds himself under stress (see the guidelines below), he must make a roll against his current Rage level. If the roll succeeds, that is, ends up below his Rage level, the Garou goes into frenzy, unless he makes a Will-5 roll.

When a frenzy begins, the Garou is seized by the classic "fight or flight" instinct on a grand scale. The player will normally have the choice of what the Garou's immediate, instinctive response to the situation will be: whether to flee ("Fox" frenzy) or to fight (the standard Berserk). Sometimes the GM will decide what the choice will be, depending on the situation. Either way, once the choice is made, it lasts for the full duration of the frenzy; the character cannot change his mind.

A frenzied Garou immediately transforms to Crinos, Hispo or Lupus form. If the Fox was chosen, he must immediately flee to the nearest wild area; after finding a hiding place, he may begin to make Will rolls once a turn to snap out of the frenzy. Garou who choose to fight recover from frenzy as per the standard Berserk rules.

The Garou's combat options are very limited, whichever form of the frenzy is chosen. They may not use any sophisticated combat maneuvers, weapons or gifts (see p. 113). Thus, the "high-tech berserk" option (p. B31) is not available to them. They also may not use the Strategy or Tactics skills. Clawing and biting are the extent of their tactics. Berserk Garou must move and attack as per Berserk; Fox-frenzy Garou must run directly away, although they may attack anything that gets in their way as per normal Berserk.

Berserking Garou in combat have one further problem to deal with. Every time a berserking Garou incapacitates or kills a foe, he must make a Will roll, but not just to snap out of the Berserk; on a critical failure of this roll, he stops fighting — even in the middle of a firefight — and feeds on the foe's body!

Note also that if a Garou is hungry when he goes into frenzy he will be at -5 to his Will rolls to snap out of the frenzy, until he runs out of opponents (and friends) to attack! After this, he may roll at Will as normal.

Stress Situations

Stress conditions that require rolls include any social embarrassment or humiliation, any excessively strong emotion (GM's opinion), being taunted by an enemy, being wronged by another, the presence of silver, or any time Rage points are gained. Also, a Rage roll is required the first time a wound is suffered in combat; if the wound is inflicted by a silver weapon, the roll is at -2 (increasing the chance of Frenzy).

Status Among the Garou

I too shall lie in the dust when I am dead, but now let me win noble renown.

— *Homer,* ***The Iliad***

Among the Garou, Rank is everything. Rank (which is Garou Status and is not to be confused with the Military Rank advantage) more than anything else measures the respect and honor according to a Garou by his peers. The greatest secrets of the tribe will only be taught to those Garou who have proven themselves, and the best way to do this is by gaining Status. Thus, Status not only denotes absolute social rank among the Garou, but the level of trust the tribe places in the character.

Advancing in Status

It is not enough to simply pay character points for a new level of Status. The character will not be accorded his new status without two other things. First, he must be judged worthy of the new level of Status by tribal elders. This can be by virtue of some recent great act of heroism or cunning, or by having built up a total Reputation within the sept or tribe of at least +2. The *type* of Reputation is important, as well. Ahrouns must have a reputation for Glory, Philodoxes for Honor, and Theurges for Wisdom. Galliards must have at least +1 for each of Glory and Wisdom. Ragabashes have no specific requirements.

Still, one's success here is not guaranteed; the elders must be impressed with and have a favorable opinion of the character. If the Garou has in some way offended one or more elders, or is seen as a troublemaker or radical, he may have difficulty receiving the elders' blessings. The GM may allow the opportunity to roleplay a chance to change the elders' minds, if he desires, but a character should only get one chance at any given moot.

Second, the Garou must pass through a *challenge.* In this, the assistance of another Garou who is already of the Status desired is essential. The character must first challenge and then best this elder in a contest of some sort. Although the candidate for new Status must make the challenge, the elder gets to choose what sort of contest it should be, and can make it as difficult or easy as he pleases. However, if the challenger wins the contest, the elder is honor-bound to accept him and train him to enter the new rank. There are different standard contests for every rank, but the potential mentor can make up anything he desires.

A single mentor can be challenged only once. They will not accept pupils whom they have already beaten (at least not on the same rank). At higher levels of Status, the challenge may take months to complete.

Once the level of Status has been awarded, the character must immediately pay for it with earned points. Optionally, the character may trade in 5 points' worth of an existing Reputation, which must have a tribal or Garou-wide recognition, for the new Status.

Benefits of Status

There are a number of effects of having Status within a tribe.

Gifts: Each time a Garou attains a new level of Status, he has the opportunity to learn new gifts. (See *Gaining Gifts in Play,* p. 113.) A Garou may not learn a gift until he has attained Status equal to the level of the gift (the greatest secrets are reserved for the greatest and most trustworthy Garou).

Rights: Garou of lower Status are expected to defer to those of higher Status, particularly within the tribe. The level of adherence to this varies from tribe to tribe, but there is no tribe without at least a token acceptance of this basic principle.

Frenzy: Status also measures the "virtue" of a character, to a certain degree. The higher a Garou's Status, the greater a paragon of the Garou he is, and the less likely he is to succumb to baser impulses. Thus, characters of higher Status have, by their deeds and experience, tempered themselves to the point that they are less likely to Frenzy. See *Status,* p. 74, for the relation of Status to Frenzy.

Responsibilities: Garou of high Status are expected to lead and protect the lesser Garou, guard their local caern from intruders, and go on great quests to further the sept and the tribe.

Characters who earn Status 1 in the course of play do *not* automatically gain the Savoir-Faire skill at IQ+2, as per p. B18. This rule applies only to the creation of characters.

Injury and Death

Werewolves are very hard to kill. Not only do they instantly regenerate most damage (at 1 point per second!), they are less likely to suffer the effects of shock than normal humans.

When injured, Garou do not suffer the skill penalties for shock, nor are they affected by movement penalties until they reach 0 Health. At this point, they are reduced to half Move, and suffer shock penalties as normal. Once they regenerate damage past 0 HT, their Move goes back to normal.

Werewolves can remain active in combat until they reach -5×HT, at which point they are critically wounded and completely incapacitated. They must make a Will-5 roll every second at this point to stay conscious. *Any* amount of aggravated damage (see below) inflicted at this point will kill the Garou, but otherwise the werewolf can take unlimited damage and not die. A critically wounded Garou cannot take any action for an hour, and his regenerative ability ceases to function. Once the hour has passed, though, he does not need to keep making rolls to stay conscious. If the Garou manages to persuade someone else to perform first aid or use a healing ability on him which brings him above -5×HT, his regeneration will once again kick in. The critically wounded Garou can only move 1 hex per turn, and must make a Will roll to stand or walk.

Of course, with the Garou's regenerative powers, they are not likely to ever reach this point. Informed werewolf hunters know this, and are likely to try to inflict aggravated damage.

Aggravated Damage

Werewolves are especially vulnerable to a few select types of injury. Damage from these sources is called "aggravated." The most common type of aggravated damage is that caused by silver – bullets and blades made of silver are the Garou's greatest fear.

Other forms of aggravated damage are fire and the claws and teeth of supernatural creatures: other Garou, vampires, ghouls, fomori and any other of the denizens of the Umbra. Most servants of the Wyrm have the ability to inflict aggravated damage. Toxic waste and other by-products of the Wyrm's destruction of Gaia usually cause aggravated wounds.

At the GM's discretion, magical fires and radiation might also cause this type of damage. Ultimately, the GM has the final say on whether an injury is aggravated or not.

Healing

The Garou heal very quickly. This is effectively Instant Regeneration, which heals 1 hit point per turn. The only limitation on this is that the regeneration does not affect wounds that are aggravated (see above), nor can it be used in the Garou's Homid form, since the healing ability comes from within the beast, which is weakest in the human form. Of course, this is only a small restriction, as the Garou can instantly change to any other form to use the regeneration power. Rarely will a Garou fight any battle in Homid form, anyway, since it is the least suited for combat.

Aggravated wounds take much longer to heal. A werewolf can heal 10 points of aggravated damage for every night that he gets 8 hours of sleep. The Garou *must* sleep to heal the damage. Resting is not sufficient.

Renunciation

A Garou who wishes to start all over again, and take a different auspice, may do so. However, he must first adopt a new name and forfeit all of his Status and Reputations, permanently losing all the points invested in them (except for a small amount; see below). The Garou is starting over as a new person, with new possibilities and a new auspice. He must even undergo a rite of passage, usually one which is more difficult than the original and which often takes place in the Umbra. At the end of this rite, he will gain one Level 1 gift in his new auspice, the point cost for which is paid out of the forfeited points from Status and Reputation.

The change of auspice is *not* required, but if the Garou chooses to do this, he does not change his auspice Rage modifier. Only his role in society and the selection of gifts is affected by this choice.

It is considered to be disrespectful for others who once knew the Garou to speak to him with familiarity. Only when a Garou once again reaches the same Status as he had before may he reestablish old friendships and the like.

Renunciation is performed for a variety of reasons:

Sometimes criminals are offered the choice of either renunciation or exile.

Self-loathing can sometimes be so intense that the character finds this to be the only solution other than suicide.

Lack of a sense of purpose and meaning can also lead one to such a drastic step.

In the ballads, it is lost love that always drives someone into renunciation.

Sometimes a Garou will dedicate himself to a purpose, and renounce his name in order to focus upon his purpose more intently. This is a tradition so honored by the Garou that if he manages to accomplish it, he will become famed in story and song, and may receive a Reputation accordingly.

Creating a Pack

Live with wolves, howl like a wolf.

— Russian Proverb

One of the most important tasks in creating a ***GURPS Werewolf*** campaign is to define the pack to which the characters belong. It is very important for the players and the GM to work together on the pack, making it into something akin to the character creation process, only with everyone involved. The Pack can become the central element of the campaign, the thing which can hold the players together over the long haul, so pay attention to it. The players should all agree on what kind of pack they would like to be part of, and thus what sort of adventures they would enjoy playing. They are, in short, helping to choose what flavor the campaign will have.

Though the players must decide most of this for themselves, the GM must guide them, and thus ensure that what they choose fits in with his conception. One method is to describe a setting to the players and let them decide all the rest, but it is also possible to have everything planned out, even down to the characters' motivations and enemies, just to give them a challenge.

Many packs are formed during a rite of passage as, in the interests of survival, the characters band together. Usually such packs are composed of members from a single tribe, but as so many caerns become more and more multi-tribal, it is possible for such packs to be composed of characters from different tribes. Moreover, increasingly in recent years, packs are formed of Garou who met after they have become full members of a tribe, and banded together out of common purpose.

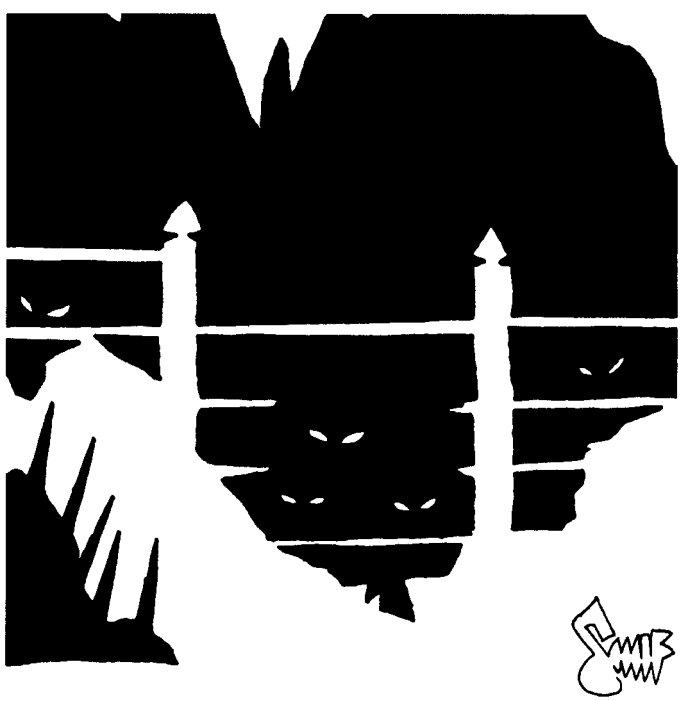
Some things you need to think about, both before and after character creation:

What is the nature of the sept to which the pack belongs, if any? What spirits does it revere, what name does it go by, and who are its leaders?

How was the pack formed, and how long has it been in existence?

What is the particular mission of the pack? What are its uniting ideas and motivations? Do they simply seek to protect the territory of their family or tribe, or do they perhaps desire to wreak vengeance upon those who have destroyed the earth?

Where does the pack range? What area does it consider its territory — its domain — if any at all? Does the pack actively patrol and protect this territory, or does it wander about without such responsibilities?



Who are the friends and allies of the pack; who support it and provide it with aid? More importantly, who does the pack protect, and why?

Who are the enemies of the pack, and why have they become so? What are the motivations of their enemies, and, if they are not Garou, what are their powers?

How are decisions made? Is there a leader? Some packs continually fight among themselves for the position of alpha; others don't allow anyone in the pak to pick on another.

Purpose

The pack is the fundamental unit of Garou society, a concept lodged deeply in their thought. Werewolf society understands its members only in terms of the pack; those without packs are either pitied or cursed. Those who abandon their packs, or are abandoned, are treated with the same mixture of tenderness and contempt that we humans treat our newly divorced. It is only the elders of the tribes who live without packs, and they only dissolve their sacred groups after they have discovered, and hopefully fulfilled, their true purpose.

According to Garou tradition, each and every pack has a purpose given to it by Gaia, a purpose for which its members were brought together, a purpose which they are meant to serve. Indeed, packs share the same dreams when they sleep and are guided by the same spirits; only when the purpose is fulfilled can they retire from active life in peace.

The Prelude

How to Become a Werewolf

Sniff the air, savoring it and the smells of the environment in which you stand. If there are trees around, get close to them, touching them, pawing them, climbing and shaking them. Do everything possible to emulate an animal. If you are in a building, urinate against a wall or on the floor. Remember, wild creatures are not housebroken! Snort, snarl, roar, grunt — make all the unsavory sounds you want.

As you progressively become more imbued with the sensation of being an animal, you will actually feel certain areas of your body responding in a manner alien to the human anatomy. Your legs will become haunches. Your arms will become forelimbs for claws or paws that crave to grasp at the nearest thing. Your countenance will change. Your facial muscles will twitch in bestial grimaces. All of your senses will become more acute. You will become fascinated with the moon, especially if it is full. If you are indoors, you will seek to explore behind things, into cracks, below boards. You will feel a desire to snuffle into closed areas, burrowing your head and body . . .

—Anton LaVey, ***The Devil's Notebook***

To help players and GMs develop a clear picture of each werewolf's background and personality, we present the Prelude.

The Prelude is a short, one-on-one roleplaying session that covers a character's life up to the point that the campaign will begin. It is only one method among many. Players may simply want to develop written biographies to present to the GM that cover everything presented in the prelude. Or the GM may allow players to develop their PCs' pasts as an ongoing process throughout the first few game sessions. Even more lenient GMs may not care whether the players develop pasts for their characters or not. The Prelude, however, can prove very useful for those players and Game Masters who want detailed, exciting histories combining the imagination and inspiration of both.

The Prelude is more than a tool to develop personal histories. It provides a chance for the player and the GM to develop a rapport and gives both a better understanding of the motivations and secret desires of the character. The GM will use the history developed during the Prelude throughout the campaign, drawing from it for adventure ideas and roleplaying opportunities. Both the player and the GM will emerge with a more complete picture of the whole character, from his sense of style to his tragic weaknesses.

Technique

Each player undergoes the prelude alone, unless two or more characters were friends and spent a lot of time together before their Rite of Passage. While the GM spends time with each player separately, the rest can socialize and start to get excited about what lies ahead.

The GM will need to direct the player much more than usual. He should give him lots of decisions to make. GMs may need to play through things quickly, unless they are willing and able to spend more time (which can enable the creation of very detailed characters). Characters almost never engage in combat during the prelude. If they do, the GM simply describes the results of any fights, without any rolls. Usually, though, the Prelude involves much more significant life decisions.

During the Prelude, be sure to let the player have a chance to interact both with the setting and the rules. The GM should give him a chance to explore both. If the player wants to change a few character statistics during the prelude, the GM should let him, as long as it is done for a rational reason and not to create a super-character.

There are many ways to progress through a character's life; any way that helps mold a complete character is fine. During the course of the prelude, the GM will want to explain the full background of the character, including the origins of significant NPCs — Contacts, Allies and Ally Groups, if any. Also, if the PC has any level of Wealth, the origin of this money should be explored. The player should have a firm idea of the details of his social position.

The GM should play through one or more typical scenes from the character's life to give the player a sense of how the character lived before he was kidnapped by the Garou. He can get the player into the proper mindset by illustrating the flavor of the character's pre-Garou existence. The scene may be something warm and comfortable, or distressing and upsetting, which will radically juxtapose with the character's discovery of his true nature, and profoundly color his view of both his human and Garou lives. Remember that most, if not all, Garou characters of human stock will be in their mid- to late-teens, and the common traumas of the teenage years — unpopularity, acne, bullies, grades — are all good places to start. Garou characters of lupus stock may have less complex lives, but acceptance by the pack and its alpha will always be an issue. And metis Garou have a host of problems, although they will not have to deal with the trauma of a kidnapping.

It can proceed something like this: "It's Thursday afternoon, after school. Brad just laughed in your face this morning when you asked him about next week's dance. Cindy and her clique were looking at you during lunch and laughing among themselves; you don't know what they were saying, but you were sure it was about you. Your face broke out this afternoon. And to top it off, your dad wasn't home from work again, so you're locked out of the house until he gets home. Again. What do you do?"

As the GM describes things, the player can interrupt with his own ideas and details concerning what is going on. The GM can also include details that provoke the player into feeling the emotions of his character — "The

alpha male drives you from the pack you grew up in. Your dam looks mournfully on as you flee." Of course, once the character learns of his Garou nature, he can come back and displace the alpha male, or return to beat out Cindy at her own game. But he will discover that the already large chasm between himself and the rest of humanity, or wolfkind, has broadened immeasurably, and the things that once gave him pleasure no longer seem to matter. In many cases, upon discovering his Garou heritage, the player will fell a profound and overwhelming sense of loss with his change in priorities and the increased isolation from his fellows.

Questions and Answers

Described below are some questions which should be answered by the end of the Prelude. If there is no time for a full prelude, the GM and player can at least make an effort to answer these questions. It often helps to write out the answers, even if both have undergone the full prelude.

Beneath each question is a list of what sorts of things the character should ask himself, as well as some advice to the GM on how to run the prelude in relationship to the question. The GM does not need to ask every question, but it is a good idea to have the answers to most of them. Some questions are specific to certain breeds, and should not be answered for characters of other breeds.

How old are you?

How old were you when you underwent your first Change? What year were you born?

Lupus Garou may be only a few years old when they first undergo the Change, while homids may experience it anywhere in their teens. The age at which the character discovers his Garou heritage will have a direct effect on how "natural" or "unnatural" he finds it — and how easily he adapts.

What was your family life like? (Homid only.)

Did you have a stable, nuclear family, or was it always in flux, with divorces, moves, a parent's new boyfriend or girlfriend every other week? Were you an orphan, in foster homes or on the street? Were you abandoned or a latchkey child? Were your parents or guardians relaxed or dictatorial? Or outright abusive? Religious fanatics, relaxed, agnostic or militant atheists? Was the family environment weird (new-age, UFO cultists, etc.) or was it a classic *Father Knows Best* one?

You should try to give each player a sense of his character's childhood, and provide something special to remember it by. Concentrate especially on things that will affect the character's future life. Perhaps you can even bury some adventure leads as you progress through his childhood: old friends who may reappear during the campaign, or adults who took a special interest in the development of the child.

The nature of the character's family can have also a distinct influence on how he accepts his first Change. Rigid thinkers, rationalists or the extremely devout may have difficulty accepting their Garou nature. However, any Garou who has extensive Kinfolk may have at least one family member looking out for them and carefully preparing them for their Change; those children of full Garou blood are identified almost at birth, and are watched until they are ready. You might include subtle clues about such guidance and preparation.

What was your birth pack like? (Lupus only.)

Were you raised in a zoo, a park or a preserve? In the wild? Was the pack a mangy crowd of stray wolf-dog mutts, or were they noble lords of the forest? Perhaps there were Garou among your pack? Were you even a part of the pack? Were you cast out by the alpha because he detected your unnaturalness? Or did you take over the pack at an early age with your unusual intelligence? Perhaps you were orphaned or driven out of your territory?

A lupus character is at a disadvantage when it comes to his childhood and background, compared to metis and homid characters. The GM should strive to give the character as clear a sense of the pack members as possible, perhaps providing special memories of one or two particular wolves. If the character was cast or driven out, or was an orphan, try to provide a sense of the experience, with good or bad experiences the solitude afforded. As with the homid's childhood above, you may want to focus on things that will shape the character's future life, and in the process plant hooks for future adventures.

Why didn't you fit in? (Homid only.)

Were you the outsider? The class radical or rebel? Bored? Were you already the eco-warrior type? Did you look upon your fellow humans with contempt? Were you distrusted? Were you violent? Did you run away often?

It's a given for the homid Garou that he was divorced from the society around him, even at an early age; it's only the expression of it that is different. Briefly describe to the player what high school was like for his character, perhaps letting him invent most of the basic details. A quick foray into some archetypical frustrating or humiliating event may be in order. The idea is to give the player a chance to roleplay being a "normal" teen, interacting with the other humans in his life.

What were your interests? (Homid only.)

What kept your interest most, especially in times of anger and frustration? Were you a skateboarder or a computer hacker? A club-hopper? A gang member or solitary street tough? Were you involved in causes? Did you party? Were you an artist or a sports fan? Or a couch potato?

Again, help flesh out how the character lived his life. The skill list chosen by the player will often dictate some of these interests, and you need only touch briefly upon how the he used them in day-to-day life. Perhaps there is a success of which he is proud — or a failure he wishes to bury. The player may again provide details on his own, or you can give them to him.

What were you like in school? (Homid only.)

Who were you in school? Nerd, jock, burnout, hippie? Mr./Ms. Popularity? A Bohemian/Goth/Person-in-black arts type? Rock'n'roll metalhead? A pariah or freak? The teacher's pet? Or some combination?

Nearly any classic high school stereotype is appropriate here. Again, the idea is to get a clear picture of the character as he was before his Change.

What was the kidnapping like?
(Lupus and Homid only.)

How did the kidnapping that introduced you to the Garou affect you? Was it so sudden that you aren't yet adjusted to it? Or did you welcome it, perhaps as a challenge? Was it unreal or horrifying? Was it something you always wanted, and perhaps even expected? Or did something happen in the process — perhaps the death of someone you cared about — that has you just waiting for a chance at revenge? Or did you remain calm and collected throughout?

The pivotal event in a Garou's life is the kidnapping that leads to his rite of passage. For lupus, this is more likely to be distressing and a shock, but homids may also easily find it disturbing. You should roleplay the actual kidnapping and the subsequent first Change, allowing the player to feel the change in himself. The rite of passage itself should be roleplayed as well. With homid characters, try to evoke the first growlings of the Beast, while lupus should be given the problem of dealing with human form and human behavior. Depending on the character's auspice, you also may want to push him towards his first frenzy.

Also make sure that the Litany and other special traditions of tribe, sept or lineage are explained to the character. The Litany is described in Chapter 1, on p. 31.

How well are you accepted? (Metis only.)

Metis Garou often have a difficult time getting along with their tribes and septs, despite having Garou parents. Were you and your family ostracized or even exiled? Does the tribe ignore you, or do they pick on or mock

you? Have you a friend who acts as a protector (and woe to you when they're not around)? Do the tribal elders hate you? Do you get treated like a retarded child? Could you be accepted, or even loved?

The life of a metis child is not an easy one at the best of times. As with the high school outsider, he is often the butt of jokes or cruelty. Roleplay especially poignant moments; the player may even contribute details and ideas. Try to bring across the special sense of both "outsider-ness" and inherent uncleanliness that a metis will receive at the hands of most other Garou.

How well are you assimilated into your tribe? (All.)

How have you made the transition to Garou society? Are you still getting used to it, perhaps still on the periphery? Are you accepted by the others, or do they hate you (or vice versa)? Have you found a pack and gained a place? Or are you still fighting for respect? Have you made any enemies? Have you already become known as a potential hero?

You should provide the player with a sense of his first few weeks or months as a Garou, and how both they and he reacted to each other. Again, touch upon key events, if any are needed, to explain any patrons, enemies or allies he may have. If the character has any fetishes, this is the time to determine how he got them. Also, any knowledge specific to the Garou — Enigmas, Garou Theology and History, and the like — is learned at this time; explain where and how he gained that knowledge.

How did you meet the others in your pack? (All.)

Were you brought together through chance or design? Did you meet during your rite of passage, or has some common goal brought you together at a later time? Are you united for a specific quest, or does the grouping seem more social? How long have you been together?

The pack, as explained on p. 76, is a fundamental unit of Garou society, and normally forms out of some deep-seated imperative or need. Before the campaign begins, the characters need to trust each other, if not actively depend on each other already, otherwise the adventures will go nowhere or self-destruct. If the Game Master is the only glue holding the pack together, then their relationship won't last very long. Let the characters forge their own ties and give them the responsibility for maintaining them.

Each character needs to meet the others at some point, and it is best if this is some sort of unique meeting. It can be done two at a time, so that each character has a unique relationship with one or two other characters, or you can have everyone meet at once, as those packs which form during Rites of Passages will. It is not suggested that you wait until the game begins before you introduce the characters. It is generally best to solidify a relationship between them before the action gets hot and heavy.

What was it like to return home? (Homid only.)

What excuse did you use for your disappearance? Did your family search for you? Were you declared legally dead? Did you go back to the old routine (except for certain times . . .), or did you break with your family and strike out on your own? Could you even handle being back? Did your return make you famous in some way? Did you even bother to return at all?

Many homid Garou will be under 18, and thus still legally under the care of their parents, should they return at all. Explore and establish how the character may handle the limits placed on him by his parents or guardians and how they conflict with his needs and duties as a Garou and a pack member. Those Garou with active Kinfolk for parents may have it easy, but others will have to hide their dual nature unless they dare to reveal their secret to their family.

What are your primary motivations? (All.)

Do you have any enemies, anyone you wish to seek vengeance against? Do you have any desire to return to your old life? What is it that you search for most avidly?

Your characters' primary motivations are central to understanding who and what they are. After their first Change, werewolves' priorities and standards often change, usually drastically. Things that were once important no longer are, and new values can become central in their lives. If a player wants a complete character, he must first understand what drives him and keeps him from total Frenzy and nihilism (which can be interesting to play as well).

"Is the child prepared?" asked Kennet of the Theurge Marrina.

"She is, my lord."

"Then bring her to me."

The baby was brought forth, unwrapped from the swaddling blanket, and placed into Kennet's hands. In his Crinos form, he dwarfed even other Garou, and the babe nestled in his hands looked impossibly small; his forefinger was almost the size of one of her legs. Such a small bite, this one, he thought to himself with a smile. Lifting the child to his face, he breathed deeply of her scent, enjoying the clean innocence of the child mixed with the sharp tang of the sacred herbs.

The child gazed unafraid at the chanting Garou gathered around her, and Kennet admired her fearlessness. Many of the young ones taken on nights like this were squalling, mewling brats. This one had the soul of a warrior — or a priest.

"Bring forth the brand," he intoned. Marrina withdrew an iron rod from the crackling fire; its end was glowing cherry red. With a careful flick of her wrist, Marrina touched the brand to the baby's breast for but a moment. The child wailed her outrage to the implacable stars, but even as she drew breath for her second cry, the angry red burn was already healing under Marrina's tender hand.

Kennet lifted the babe to the sky, turning her to face the half-full moon. "Behold your legacy, little one!" he bellowed, and the child's cries ceased. "Though you are the get of Man, do not forget: You are in truth Garou, born a Philodox of the Silver Fangs! Grow in happiness, and await the time when you will claim your birthright!"

Chapter 4:

BREEDS, AUSPICES AND TRIBES

The people resemble a wild beast, which, naturally fierce and accustomed to live in the woods, has been brought up, as it were, in a prison . . .

— *Niccoló Machiavelli,* ***Discourse upon the First Ten Books of Livy***

Each Garou, from the time he becomes aware of his heritage, is pulled in three directions by the circumstances of his birth, by the three simultaneous bonds of breed, auspice and tribe. Each one adds its own elements to who and what the Garou is, and each one imposes its own requirements, duties and sometimes limitations on the character. Those modifiers which affect character creation are found in Chapter 2, on pp. 45-50; here are the specific backgrounds for each.

Breeds

A character's breed represents the character's birth species and upbringing — whether he was born and raised a wolf, a human, or a Garou of tainted blood.

Breed often modifies the Garou character; these changes can be found on pp. 45-46.

Lupus

Nicknamed "ferals," Lupus are those who spent their early years as a wolf among wolves, and until their first Change were unaware that they were anything but wolves. They may have had time to take a mate and have children as a wolf, and may even be the alpha wolf in their pack. Once they comprised a significant proportion of the Garou population, but now they are the least numerous of the breeds.

Lupus were brought up as creatures of instinct, and although they were undoubtedly more intelligent than their wolf surrogate family, they were and are still generally untutored in the subtleties of higher thought. They tend to speak less, as they value actions more than long-winded orations ("monkey-babble" they call it) and speak directly, without much in the way of flattery, irony, sarcasm or metaphor. They detest liars; if a lupus doesn't like you, you'll know it. Not surprisingly, they have a hard time passing for human and may have problems with human speech.

This is not to imply that lupus are stupid; on the contrary, they are among the most cunning of the Garou in terms of simply getting things done, and can come up with elaborate plans for achieving objectives.

The lupus know well that they are a dying breed, and that it is largely the fault of the humans; due to this, and their low numbers, they tend to be cliquish, often disdaining the company of metis and homid alike. Many lupus belong to the genocidal Red Talon tribe; others often overtly or secretly agree with their policies.

Metis

Metis characters are the children of two Garou parents. Although they are perhaps the most familiar with Garou culture, in many ways they are least a part of it. Their very existence is a stain upon the Garou, They are always sterile (hence the nickname "mule"), and are malformed either physically or mentally, victims of recessive, inbred genes. To most Garou they are an abomination, the get of Garou incest. They are generally scorned and held in contempt by their peers, although permitted to live — in this day and age, the Garou can't be too picky about their warriors, and it is the metis who can most easily attain the dread Crinos form which so terrifies the enemies of the Garou.

They are outcasts, but tend to be very proud and noble spirits, with a great depth of generosity and compassion (though some do pass along all the hatred they receive). Metis characters often find it easier than lupus and homids to receive training, simply because other mules are looking out for them, and many other elders feel a responsibility for them.

Surprisingly, few metis leave the tribe for either human or lupine society; their deformities are just as noticeable there, and in Garou society they have a place and a point of reference, bad as it may be. As a result of their treatment, some metis are themselves hostile and cruel, reinforcing the stereotype of themselves as base and vile creatures.

Homid

These Garou were raised as humans, by human parents, and although they were often maladjusted and ostracized, they still know how the system works. They understand and use the subtle shadings of human vocabulary, and can interact with the humans much better than other Garou. They were unaware of their Garou ancestry until puberty. After the onset of some disturbing dreams, they were kidnapped and taken by the tribe. Their old lives are usually gone, but some maintain contact with their human family. However, unless they are Kinfolk, they know nothing about the Garou's true nature. Homids are in the middle of a moral quandary, for although they see the environmental devastation wrought by their kindred, they cannot reconcile themselves to the destruction of their people. The guilt they feel at their race's folly is often redirected into anger at the lupus, and they are likely to insult and bicker with their lupine brethren, treating them like rustic fools.

Many lupus and metis resent them for their numbers and the fact that their people wreak so much havoc upon Gaia. Certain groups of homid Garou, confident in their superiority, feel that if the lupus can't hack it, maybe they don't deserve to. These Garou see the Garou as the natural leaders of the humans, and believe the homid Garou, as the dominant predators of the dominant species, are the only legitimate branch of the Garou.

Auspices

The moon like a flower In heaven's high bower, With silent delight, Sits and smiles on the night.

— William Blake, ***The Divine Image***

Auspice is the description of the moon under which a werewolf is born; it is an astrological symbol of sorts — the Garou zodiac. A character's auspice is assumed by most Garou to best define who and what the character is as a person. In the same way humans might describe

someone as an "introvert" or "extrovert," Garou are likely to say, "ah, he is of the full moon," as if that explains everything.

Auspice is first determined when a young Garou is brought into the tribe. The character is apprenticed to an elder of the same auspice, who will guide and instruct the young Garou in the ways of that auspice. This mentor will oversee the Garou's progression through the rites and trials that teach the Garou his heritage and gifts.

A Garou may renounce his moon, though, and choose another moon under which to apprentice. This is a radical change, given the importance of auspice to Garou thinking, but not unheard of. However, many mentors will not apprentice renunciates. Characters who have renounced their auspices return to Status 0 (and lose any Status levels — and the points spent on them! — they may have had before). They no longer gain gifts from their previous Auspice, but instead learn gifts from their new moon.

Those Garou born between two different phases of the moon must decide to which one they belong and will apprentice under. However, it is possible they will show traits of more than one auspice, and they are more likely to renounce their moon.

Auspices and Stereotypes

Auspices are effectively stereotypes — convenient labels and explanations for behaviors and tendencies. In truth, there are many who simply do not conform to the expected image of their auspice. Not all Full Moons are brave and warlike, nor are all New Moons pranksters and outsiders. Other Garou will, however, be more forgiving of behavior in keeping with your auspice stereotype than that which conflicts with it.

Ragabash: New Moon

Nickname: Trickster

Ragabash are the penultimate outsiders, the thorns-in-the-side, the avant-garde of the Garou. They flout the rules and traditions, not because they have an inability to follow rules, but because they do not understand or even comprehend their purpose.

Those of the new moon never completely receive the trust of other Garou, nor do they receive understanding. However, the Ragabash is always accepted, however grudgingly. Strange things are expected of them, but never appreciated — the pranks don't help much. Not all Ragabashes are criminals, but they are all more than a little mischievous and bizarre. The tricksters never go with the flow — rather, their role is to reverse it.

Ragabashes are adaptable, remarkably so. No matter the situation thrown at them, they can change to fit it, and to make the best of it. This gives them a certain power — their flexibility allows them to be the innovators and front-runners. Ragabashes may flout tradition today, but sometimes their tactics become the traditions of tomorrow.

Stereotype

Because of the Ragabash tendency towards the untraditional, they are regarded with some suspicion by most other Garou. Their reputation for japery and pranks also enhances this suspicion, although their pranks can be remarkably cerebral; the stain of frequent slapstick capers tends to blot out memory of the intellectual jokes they play. Though the role of a clown is always valued, it does not carry with it an abundance of respect.

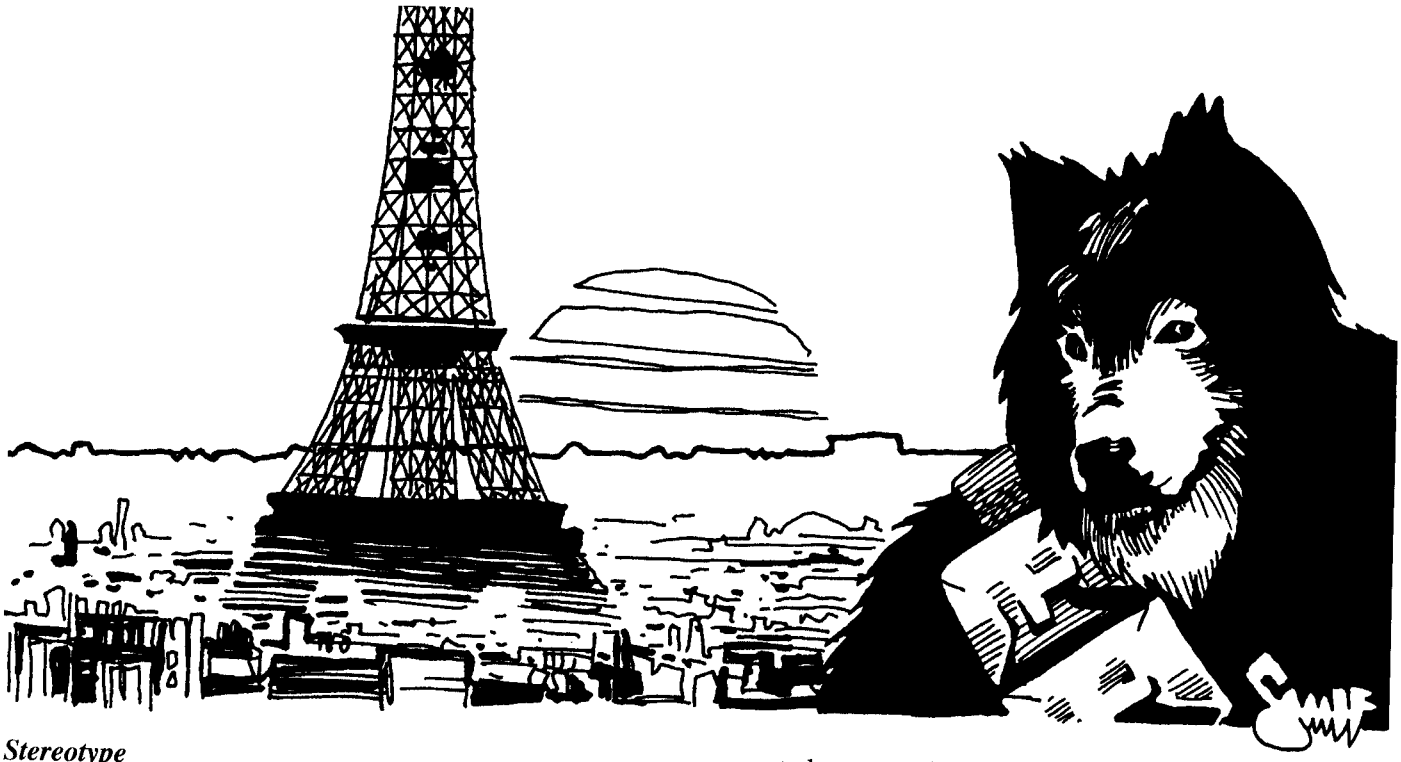
Quote

"The fool is the true wise man — let me show you what danger there is in hidebound adherence to tradition. And if I can have some fun in the process, why not? A little joke sometimes turns out to be a revelation."

Theurge: Crescent Moon

Nickname: Seer

Born intermediaries between the spirit world and the material one, the Theurge is a visionary, a shaman, a priest. They are balanced neatly between the physical and the mystical, partaking evenly of both, aware of the dangers and resources of both. None of the Garou are more attuned to the Umbra and its inhabitants than the Crescent Moons, and they act as guides to it for their fellows — and as guides to the world of matter, as well. The other Garou would be lost without them; they must never forget who are the thinkers, the planners and the guides.



Stereotype

Like the primitive shamans, Theurges are often seen as "touched" by the spirits — both blessed and cursed. They have insight, true, but few Garou care to know some of the things that the Theurges must learn.

Quote

"Listen to the inner voice — that is our totem speaking, giving you the guidance you need. Heed its wisdom! And hear what the spirits gathered around us have to say. They know much, and will tell me, if I wish. You wish to know? I will ask."

Philodox: Half Moon

Nickname: Bard

Born under the moon that is half shrouded in darkness and half bathed in light, the Philodox is in perfect balance — the natural judge and mediator. They are the balance between man and wolf, between Rage and Gnosis, and between hate and love. With balance comes honor, and in their roles as the judges of the Garou, they usually act honorably, trying to do what is best for the tribe as a whole. While Philodoxes' decisions as judges are final and honored by all, they do not pass judgement unless asked.

Half Moons are very spiritually oriented, due in part to their delicate balance between man and wolf, and generally have a Gnosis higher than Rage at their creation. They believe that they represent the perfect balance of man and wolf, and that other auspices should be allowed to do as they will, as long as it does not harm the Garou as a whole. They tend to view the other auspices as fragmented persons, but they do so with pity rather than with superiority.

Indeed, the Philodox does represent the best qualities of the Garou. However, their reluctance to involve themselves directly in the affairs of others prevents them from gaining a dominant position in tribal affairs.

Stereotype

Philodoxes are often seen as mediators and judges, and of all the Garou the most honorable.

Quote

"Your dispute is a difficult one to decide, for both of you are to some degree in the right. But your willingness to do battle over it — feh! I would not let you be fools so great as that! Here. I must decide in your favor. The price for my decision? Your promise not to fight on this matter again."

Galliard: Gibbous Moon

Nickname: Moon Dancer

Born under the gibbous moon, the Galliards are the creators: the makers of new art, the singers of new songs, the dancers of new dances. Those of this auspice born under the waning moon are said to be more attuned towards the darkness and violence within themselves, and therefore their songs are likely to be of war and chaos. Those born under the waxing moon are more likely to sing of peace, happiness and joy. But either way, they are the most intuitive and spontaneous of the Garou, relying more on their inspiration and innate knowledge than on any rote learning.

Stereotype

While given credit for tremendous insight into others, and the ability to guide them, Galliards are accused of little restraint or self-control.

Quote

" '. . . and in Wyrm's grasp did he die.' Why do I sing the songs of death and despair? Can you not see the Apocalypse around us? The world is winding down, and we can but fight our losing battle against it. Are not then songs of the conflict appropriate?"

Ahroun: Full Moon

Nickname: Spirit Warrior

The Ahroun are the warrior auspice — strength and ferocity incarnate. Of all the auspices, the Full Moons have the greatest affinity with their animal brethren.

They are generally the most physically impressive among the auspices, and the most skilled in the ways of combat; war is their love and life. Throughout 6,000 years of Garou history, it is Ahroun who were the great heroes, the warrior-saviors who defended the race from the Wyrm and its servants. They believe that they are the natural leaders of all the Garou, but in truth they do not do well in social settings; etiquette and diplomacy do not come easily to them.

Stereotype

The Full Moons are seen as rugged individualists and leaders, at least when they are in wolf form; they are inarguably the leaders in time of war. However, they are laughed at as social fools, and have been known to eat with their fingers in fine restaurants and to howl loudly in public when annoyed.

Quote

"The only glory is that gained in combat, the only fame that earned at the expense of your enemy. There is no greater pleasure than the warmth of your foe's blood on your fur, and the sound of his breath rattling its last as his eyes glaze in death. I rejoice in this even though I know that in my time I, too, will fall — life is a cycle, after all, and after my passing, I hope my comrades grant me the same silent, dignified mourning that I gave those who fell before me."

Tribes

Next to the pack, the tribe is the most important aspect of a Garou's life. For thousands of years, Garou society has revolved about the tribe, and still does. Intertribal intrigues and rivalries shape most Garou-to-Garou interaction, and some tribes are outright hostile to others.

Originally, each tribe was based around a particular region of the world, but with the growth and increased mobility of the world's population in the last few centuries, this geographic identity has, for the most part, faded; however, each tribe still has a preferred habitat. Each tribe also maintains its long-standing "protectorate," that aspect of Gaia and its inhabitants that is their special duty. Reflecting the spiritual aspect of the tribe is each one's specific totem spirit, upon whom the tribe's members can call, and whose nature is an image of their own.

Finally, members of a tribe often have a common appearance in wolf form; this is helpful in determining a stranger's background, and also is suggestive of the tribe's history and roots.

Of the many tribes of Garou that dated from the beginning of time, only thirteen survive today; these, plus the traitor tribe, the Black Spiral Dancers, are all that is left of the proud Garou culture. A player may choose his character's tribe from the 13 presented here, or he may choose to be a Ronin, with its attendant freedoms and scorn.

Choice of tribe may impose advantages, disadvantages and skills on — or ban them from purchase by — a character. See the summaries of tribal modifiers on pp. 46-48.

Black Furies

The Black Furies were originally from Greece, where their ancestors were priestesses of Artemis, the Greek goddess of the moon. They are almost exclusively female; the few exceptions are metis born of illicit liaisons with males from other tribes. Other than these metis, all their male children are given away to other tribes.

They are reclusive, preferring homes deep in untrammelled wilderness. They are the most devoted and fanatic about protecting the few creatures and places born of the Wyld still extant in the world; perhaps it is because of their adamant defense of the world's dwindling magic that, rumor has it, they are aided on occasion by creatures the rest of the world has relegated to mythology.

The Black Furies have long been appointed the punishers and avengers of the Garou, responsible for hunting down and destroying the greatest evils. Not surprisingly, this has resulted in a long-standing rivalry with the Get of Fenris, who wish to claim this role for themselves. The two tribes despise each other, and will bicker and compete for status constantly.

Totem

The Pegasus.

Wolf Form

Dark, glossy coat with white or silver streaks.

Meetings and Moots

The Furies have many elaborate, beautiful and formal traditions of meeting; lately, however, there have been too few of them to call any real meetings, so mostly a few members of the tribe get together when they can. When they do meet, it is in distant glades as far from humanity as possible. Their moots are known for the beautiful choral chants and responses that comprise most of the oral portions of the ceremonies. Hunting after the moots is strongly favored, and any game animal or human in the forest on the night of a Black Fury moot is in serious jeopardy.

Habitat

The Furies prefer isolated pastoral realms far from humans. Some live on remote islands. Often these areas have been ritually hidden from the perceptions of humans, but lately, the disruptive influence of the Wyrm has too often shattered these protections.

Protectorate

The Furies are the overseers of all humanity when the other tribes will not or cannot do their duty. Throughout history, it has been their task to organize surgical strikes against individuals and societies who violate the order of Gaia.

Quote

"They have violated the law of Gaia. They are where they do not belong. And they will not leave — ever."

Bone Gnawers

Their name and reputation dates to the earliest of days, an insult inflicted by the first of the Garou on these who form the lowest stratum in Garou society. Originally from the wastes of Central Asia, the Indian subcontinent, and the north of Africa, the Bone Gnawers are survivors who have found a niche nearly everywhere in the world. They appear to be of jackal stock, and in apparent recognition of this the other Garou view them as cowards and carrion-eaters who are at the root unworthy of being called Garou.

Alone with the Glass Walkers tribe, they dwell in the cities, but where the Walkers are technophiles who take the best that humans have to offer, the Bone Gnawers live among the poor and homeless, because they have nowhere else to go. The human refuse they dwell among provides camouflage, and occasionally meals. The average Gnawer can be found under bridges or in slum tenements, and is usually mangy and emaciated. Many are drug addicts. Of all the Garou, they are the most likely to carry disease, but they are the least likely to actually get sick; amazingly, this resistance applies even to the transforming cancers of the Wyrm.

They care little for the ideals and politics of the other Garou, whom they hold in general contempt. True to their reputation, they tend to be cowardly, as well as cynical and fatalistic. However, their outwardly weaknesses cloak an incredible tenacity and will to survive. It is wise not to underestimate them or their will; many a Get of Fenris has been soundly defeated at the hands of an enraged, cornered Bone Gnawer. Though scorned and reviled by their kindred, they are — in the spirit of their totem — true survivors, and nearly impossible to kill.

Totem

The Rat.

Wolf Form

Bone Gnawers betray their possible jackal heritage with small, scrawny bodies covered with mangy reddish-brown or gray fur. Their size and skinniness hides a wiry strength and surprising speed. They look remarkably like dogs of uncertain pedigree, and can often be confused for such while in wolf form.

Meetings and Moots

While they tend to be loners, the Bone Gnawers are able to work together for their mutual advantage and defense. Lately, as the threat of the Wyrm has increased, and its creatures have become more bold in hunting Garou, these bands of Gnawers have grown larger and more organized, actually seeking out and connecting up with caerns outside their cities.

The Gnawers rarely establish caerns of their own, but frequently are members of multi-tribal septs.

The typical Bone Gnawer moot is quite informal. A group of Gnawers get together with whatever they can scrounge up whenever they feel like it, and eat and get drunk. They may even mention Gaia's name — in creative profanity.

Habitat

Slums, shanty-towns, abandoned buildings and burnt-out industrial districts. They prefer the open to enclosed buildings. They breed with the street people, drifters, migrant workers — anyone who is down and out.

Protectorate

The Bone Gnawers watch over the poor, the homeless, the self-destructive and the insane — those who are forgotten by society or are spiralling down to its lowest level. These they oversee, weeding out those who cause the most harm to Gaia. The Gnawers bear a special enmity for those actions of the Wyrm that perpetuate the cycle of corruption by destroying human lives and casting them out on the street to destroy the lives of others. But the Gnawers don't spare any hatred for those on the other end of the social spectrum, either: the extravagantly wealthy — especially those whose wealth comes at the expense of others' deaths and suffering — are the target of much of their anger.

Quote

"It's hard to worry about the Wyrm without a full belly, but I tell you, what happens to some of these people drives me crazy. I've had to take down three psychos this month alone. And there are more than a few socialites in this town who need to be throated, if you ask me. . ."

Children of Gaia

Perhaps the most moderate of the tribes, the Children of Gaia are the lone voices calling for peace and restraint among the Garou. They are mediators and truce-makers, and it was through their efforts that the great Impergium against humanity was lifted, thousands of years ago.

They alone question what seems to be a growing culture of violence for violence's sake, trying to remind other Garou that they are of nature, too — and nature is more than endless killing and blood. That way lies the Wyrm, they insist — war is no more than a tool of corruption.

The Children seek to make peace with humanity, rather than to prey upon them. While they regret the Veil, they do not seek to violate it — with the force of the Delirium, it would be a mistake to even try. Instead, they desire to walk among men and teach them the ways of Gaia, in the hopes that is not too late to make them realize the dangers of continuing their destructive ways.

Totem

The Unicorn.

Wolf Form

There is no true physical distinctiveness to the wolf forms of the Children of Gaia; instead their difference lies in the "feel" that radiates from them. Where other Garou have an aura of savagery and feral power, a Child of Gaia projects a sense of calmness and serenity, almost like a large, friendly dog.

Meetings and Moots

Gatherings can be initiated at the request of any member of the tribe, meeting at a spot sacred to the Children for rituals or discussion. All may speak; all will be heard. In format they are very much like a hippie "love-in;" the Children prefer to hold their moots in brightly moonlit meadows, where they can roll around on the grass and howl with joy at the world's beauty. Spirits are often summoned to join in the festivities.

Habitat

Children of Gaia may be found almost anywhere. Many move undetected among humanity, especially in ecological and activist movements and, recently, neo-pagan groups. In all of these they may take the roles of leaders and teachers. Surprisingly, a large number of younger Children are Deadheads!

Protectorate

The Children have divided the lot of humanity between themselves and the Black Furies. Where the Furies are the punishers and executioners, the Children act as mentors and protectors. If change must be implemented, the Children find it much more satisfying — and productive — to move into human society and correct a situation nonviolently than to rip the offender to shreds.

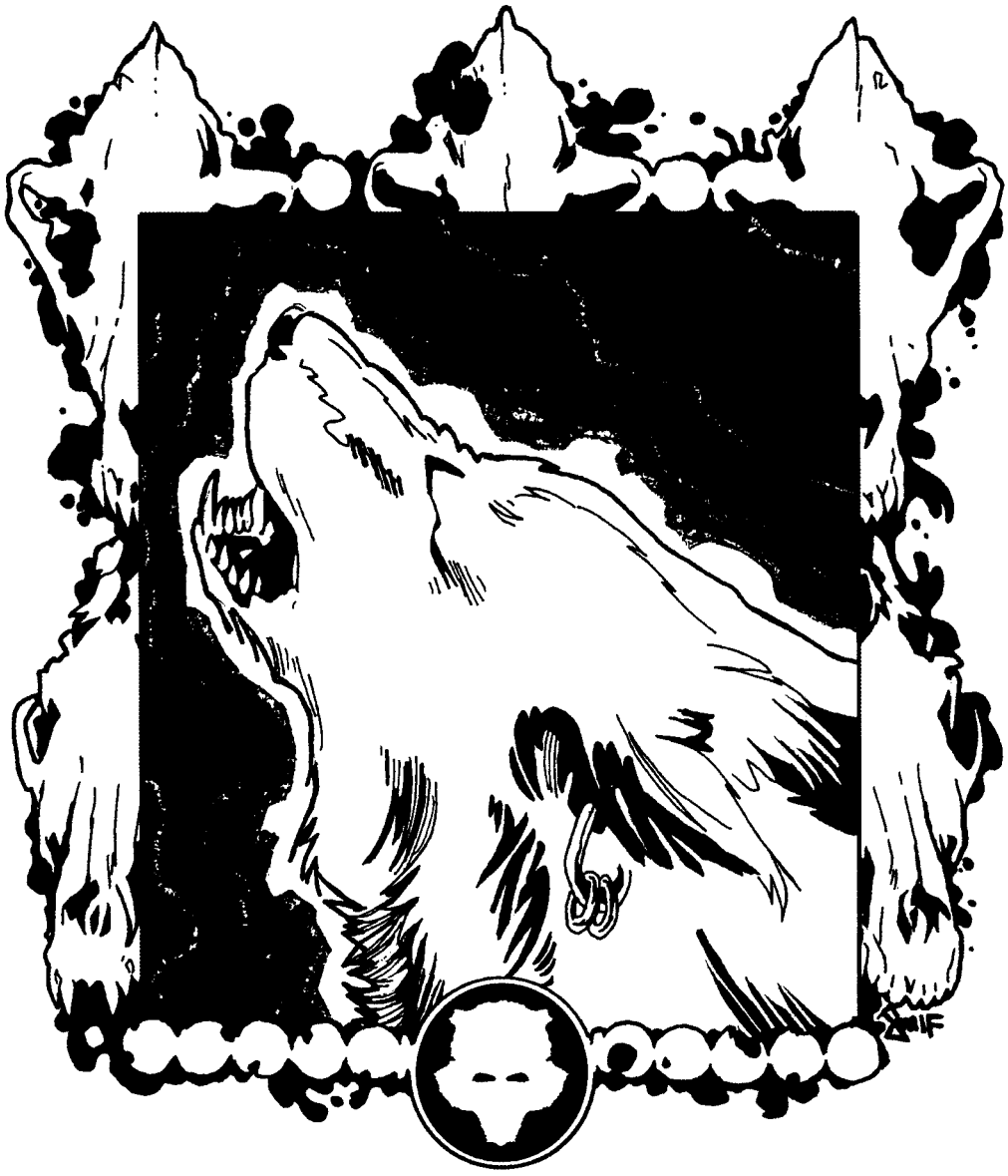
Quote

"Is it any better to drown in blood than in the humans' filth?"

Fianna

The Fianna, as their name suggests, originally hailed from the Celtic lands of Ireland and Britain. They are a noble tribe who are best known for their bards and loremasters, and for their warriors, who are as fierce as any from the Get of Fenris. In keeping with their Celtic heritage, they are also gifted singers and musicians. However, today their bloodline is made up of all human backgrounds and all Garou tribes, and they probably have less friction between homid and lupus breeds than any other tribe because of the Celtic acceptance of shapeshifting as a natural part of the world. Metis, however, are very poorly treated, as the Fianna believe that a malformed body means an evil soul; not surprisingly, metis may never hold positions of authority or power within the tribe.

Fianna bards are held in great respect, even by the Half Moons of other tribes, for their wisdom and incredible memories. Fianna bards are the trusted keepers of all the Garou epics, dating back to the very dawn of the race, and can remember thousands of years' worth of clan geneologies. The same bards act as judges for the lands under their protection, and when human activity grows intolerable, they have the power to call a Hunt. This is not the supernatural Wild Hunt (although some elder Fianna may also call that Hunt, as well), but a night where all Garou transform to Crinos form and rampage among the humans, slashing and killing until morning breaks.



Fianna bards are also particularly adept at dealing with the creatures of Faerie; the Faerie folk and the Fianna have a long history of alliance and mutual respect.

The Fianna have longstanding rivalries with the Get of Fenris and the Shadow Lords, and will go out of their way to embarrass or show up members of either tribe. There is also of late a schism in this clan, between those of Irish and British blood. Irish Fianna have gone to fight for the IRA, while their British brothers have joined the Provincial Army. This has lead to pitched battles between Fianna Garou in the streets of Belfast and other towns.

Totem

The Stag.

Wolf Form

Fianna take the shape of huge red or black wolves with green eyes, similar in size and form to a dire wolf.

Meetings and Moots

The Fianna are organized in large extended families, which meet every lunar month — usually on the gibbous moon — at one particular caern. These tend to wild affairs with lots of alcohol, dancing and woozy singing (of late the Pogues have become popular). They celebrate other moots according to the Celtic calendar, with gatherings on Beltane, Samhain and other holy days. These moots are usually marked with Druidic ceremonies and the occasional sacrifice. They are very solemn affairs (unlike their other moots), marked by the reciting of oral histories and the binding of spirits. They also hold a huge annual moot in Ireland called the Eisteddfod, where Fianna minstrels and poets compete for recognition in a grand contest.

Not surprisingly for a tribe of Celtic ancestry, rivalries between the various families can become quite intense. The dominant auspice among the Fianna are the Galliards.

Habitat

The tribe prefers peat bogs, moors, downs and other rural areas, although many of the younger members of the tribe have taken to settling in the cities. They breed exclusively with families of relatively pure Irish or British descent, as they have for centuries. They are often found among humans as minor entertainers, or even as Irish police!

Protectorate

The Fianna have traditionally protected the people of Western Europe, particularly the Irish. However, with the migration of Irish in the past few centuries, the Garou have traveled with them, and have spread their protection to entertainers and others who make their living in the creative arts.

Quote

"I am disappointed in you. You are a disgrace to your ancestor, Knifefang, who personally fought the Wyrm itself four thousand years ago. Listen to his song — you may learn from it. If not, we may have to call a Hunt to deal with your clumsiness."

Get of Fenris

Originally from the Scandinavian peninsula, this tribe of warlike barbarians spread throughout Europe with the Viking invasions, inspiring the continent's near-universal werewolf legends with their savagery and intolerance towards humans. Their members are still largely of Scandinavian or German descent.

The Get strongly believe that they are the only tribe truly capable of successfully combating the Wyrm and its minions, and that they are honor-bound to take over completely from their weaker cousins who have failed miserably in the task of holding it back. It is not uncommon for them to take over caerns that are under attack or poorly-managed, with no regard for the tribe or sept whose charge the caern was. Their beliefs in this matter are clearly shaped by their Viking heritage: the only way to fight Jormungandr (the Get name for the Wyrm) is total, outright war. They know that the war will never be easy, and victory is forever uncertain, which only reinforces their "survival of the fittest" attitude — weaklings are not allowed to hinder the Get of Fenris' work, and are not tolerated. It is clear to even the casual observer that the Get of Fenris have the highest mortality rate of any tribe. Even their rites of passage are violent and bloody, intended to weed out any who are "unfit" to join the tribe; not many survive.

The Get are always in the forefront of the battle against the Wyrm, although many whisper that this is less because of dedication to the cause than because the Get simply love to fight. They believe that Gaia rewards bravery shown in this world in the next; those who have earned enough glory in the fight will be allowed entrance to Valhalla, to do battle at the side of Fenris itself. Whenever Garou opinion swings toward outright war with humanity, the Get are always at the forefront, urging immediate battle. They see an outright genocidal war with humankind as a necessary step for the final conflict with

the Wyrm, which (echoing their Scandinavian roots) they call Ragnarok. However, they realize that without the support of the other tribes, such a war is unlikely to occur, and spend much of their time proselytizing their cause and recruiting converts.

Some members of the Get support White- and Nordic-Supremecist movements, but most of the tribe has no such racist beliefs; in fact, in some septs, many minorities have been bred into the tribe. Nevertheless, a disturbing number of the younger Get participate in the skinhead and neo-Nazi movement. Even though such membership brings shame to the tribe, they do not hesitate to use the firm power base such groups provide, and which has been used with great effectiveness in the past.

The Get have long been enemies of the North American tribes such as the Wendigo. They also have a long-standing rivalry with the Black Furies for the role of avengers and punishers of humanity.

Totem

The totem of the Get is the Wolf, whom they call "Fenris." Fenris is usually found in or around the Realm known as Valhalla, although he has a myriad of names in other Realms.

Wolf Form

Most Get look like the gray northern wolf, although there are an increasing number of crossbreeds due to their migration across the world and breeding with other wolf packs.

Meetings and Moots

The tribe holds moots regularly on the full moon. These are very organized meetings, sometimes almost paramilitary in nature, and often involve some sort of ritual combat and blood-letting. (Sometimes the combat is not so ritual; severe injuries are common.) Frequently, a Garou desiring admission to the moot must "defeat" one of the guards before being allowed to attend. Once started, the moots are usually violent and crude. Afterwards, their Moon Dancers often lead the revel in thrashing and slamdancing, often to heavy metal or hardcore music.

Much of their time is spent in plotting wars against their enemies; currently they have three different wars going on, each against a different group of enemies. The Ahrouns have a clear majority in the leadership of the Get, and fight against holding even informal moots on any night other than the full moon.

Habitat

Despite the Get's public preference for the lupus lifestyle, most make their homes near the human families with whom they have bred for centuries. They are highly protective of these families, and keep their identities secret when with Garou of other tribes.

The Get is based primarily in rural areas. So effective is their organization and that of their kinfolk that they have been able to establish control over villages and even entire towns. There are several small Rust Belt cities where their influence over unions has given them no small hand in the local governments.

Protectorate

As the elite warriors of Gaia against the Wyrm, the Get cannot be bothered with defending humans. If they cannot protect themselves, let them die.

Quote

"Bah! Step aside and let a ***real*** *warrior show you how it is done!"*

Glass Walkers

Most Garou avoid the cities of men, preferring the open, unsettled spaces of the wilderness. In their eyes, cities are open sores on the body of Gaia, and the struggle to halt their expansion is one of the ultimate goals of Gaia's warriors. The Glass Walkers beg to disagree.

Mostly from Garou of homid or metis stock, the Glass Walkers ask two questions. First, if Gaia didn't mean for the city to predominate, why did She let the damn things get built in the first place? And second, running around in the woods is all well and good, but isn't it nice to have stuff like air conditioning, 300-ZXs and fast food every once in a while?

They argue their case with an infectious energy, and claim that they are only taking the theory of evolution one step further. The city is expanding, the ground is being paved over and buildings are blocking out the sun. Fact. The Garou can either sit around and bitch about it, fight a hopeless genocidal war about it, or take the progressive and life-affirming stance — adapt. New and different doesn't always mean bad, and the skyscrapers are just the trees of a new forest. To support their argument, they point to the many caerns they have established in urban settings. The fact that they can be created there shows that Gaia is as much in the city as she is in the wilderness. The Walkers take great pride in reclaiming sacred spaces for Gaia by establishing caerns in parks and warehouse districts. They claim that they are as essential to the Garou as any Get of Fenris or Child of Gaia, for they have the ability to guide humanity as no other tribe can, charting its course away from its more destructive activities; they are also in the best position to hunt down the most vile examples of human corruption.

This gives the tribe enough clout to withstand the resentment of their fellow Garou, who often whisper "traitors" under their breath when speaking of the Glass Walkers. Certainly no other tribe is so well positioned to cull the human population of its most dangerous members, and to stop ecological damage before it can happen. This ability to know about and prevent particularly destructive development is perhaps the only reason the other Garou have not declared them agents of the Wyrm.

The Glass Walkers originally arose in Mesopotamia, in the first cities of men. They weren't called "Glass Walkers" then, but even in so early a time they took quickly and easily to the places of man. As the millennia passed, they have spread throughout the world to wherever cities have been built; they love the teeming hordes of New York, Tokyo, Paris and Bangkok. They also have a love for the luxuries of civilization that is as derided as their flamboyance. But along with these luxuries they also have a great deal of power. While they do not yet have the same influence over human society that the vampires do, they still have more money and influence than any other Garou tribe. They have extensive underworld connections, allowing them access to virtually any illicit activity or resources they desire, from fencing stolen goods to smuggling to weapons procurement. They are also (naturally enough) ferocious street fighters — indeed, there are street gangs entirely composed of Glass Walker kinfolk.

They are wise enough to always force their foes to bring the battle onto their own turf — and any "wild" Garou foolish enough to chase a Walker into the slums and projects where the tribe makes its home will soon discover the error of his ways — if he lives. They make extensive use of the strange spirits of the city, such as the elementals of refined metals, and even of plastic and electronics. Some they have bound into bizarre and dangerous fetishes.

Totem

The Glass Walkers take the Cockroach as their totem; not a strange choice when one considers the resiliency, adaptability and survival instinct of an insect that has existed for 325 million years and seems impossible to wipe out.

Wolf Form

The Walkers take the form of small to medium-sized wolves. Their fur can be of any color, with mottled patterns. Sometimes it has an "unnatural" tint to it. Many of the younger members of the tribe cut and dye the manes of their Crinos form into a variety of strange and colorful styles.

Meetings and Moots

The Walkers emulate human gatherings more than any other tribe — their meetings tend to range from informal get-togethers to business lunches to board meetings. Whatever the setting, the meeting is always at precisely 12:37 p.m., on the 23rd of every month (the moon is so dated, don't you think).

Their caerns are nearly always in the city, in places no other Garou tribe would even consider possible. The Ragabashes provide much of the tribe's guidance, but are not, for the most part, its leaders.

Habitat

The city — from slums to luxury condos. The Walkers themselves tend to dwell in the poorer neighborhoods where their erratic and unusual behavior will be ignored or unnoticed. Of all the tribes they have the fewest number of lupus, and have begun to suffer the results. Their wolf blood is thin, and there are fewer and fewer Garou born among their human kinfolk. Some packs and septs have taken to supporting wolf exhibits at local zoos in the hopes of breeding with them.

Protectorate

The Glass Walkers watch over two extremes of the city: the underworld, from the streetwalker and the mugger to the sophisticated cat burglar and the mobster; and those corporations and research labs whose impact upon Gaia, and the Garou, can be direct and immediately dire.

They are masters of street culture, and use its word-of-mouth communications in their constant vigil against the Wyrm. They also have infiltrated the Mafia, which they can use to their benefit although they are far from controlling it. They cull the criminal population of its most vicious members periodically, and breed with the rest.

Quote

"The urban landscape unnatural? Hardly. The predators wear different guises and use different methods to entrap their prey — bad credit ratings and IRS audits often replace talons and fangs — but the age-old snarl of triumph can be heard from many a corporate boardroom, and the look in the eyes of a frightened deer flashes in countless stress-reduction support groups."

Red Talons

The distinguishing characteristic of the Red Talons tribe is their shared hatred for humanity. Even more than the Get of Fenris, the Red Talons long for the opportunity to wipe mankind from the face of the earth — and unlike the Get, they exercise their desire whenever they can, in random and savage attacks upon human settlements. Not surprisingly, they were among the foremost supporters of the long Impergium, and the most vocal opponents to its end. To this day they are of one mind when it comes to humans: destroy them, as quickly and cleanly as possible.

The Talons are comprised entirely of lupus Garou; they have no metis or homid members. Not surprisingly, they are the most wolflike of the Garou, and their priorities and rituals are barely understood by other Werewolves, including such "atavistic" behavior as random migrations and formalized mating rituals. In dealings with other tribes, they prefer lupus by far over homids, and rarely if ever even speak to metis.

They dwell deep in the wilderness areas of the world, far away from the stink of the "scabs," as they call cities. Their hatred for vampires is, if possible, even greater than their loathing for humans, and the pursuit and destruction of the Kindred is one of their highest priorities.

Of late, there is a growing "radical" fringe in the Red Talons: younger Garou who dare to suggest that not all humans need to be killed — only most of them. These radicals have actually gone so far as to investigate human society to determine what may be worth saving.

Totem

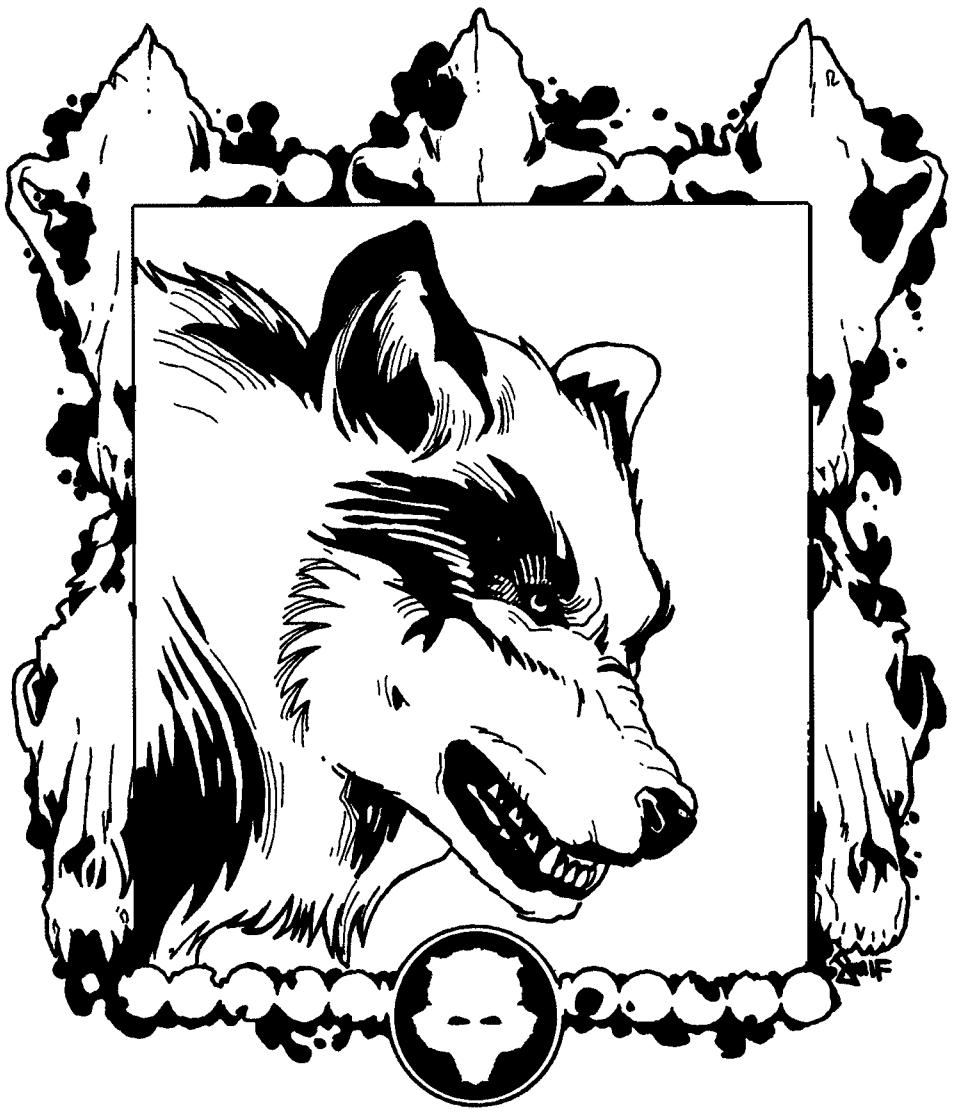
The Griffin.

Wolf Form

Red Talon Garou tend to have large ruddy or brown wolf forms, with large, prominent fangs and claws. Their heads and jaws are noticeably large. In human form, they tend to be hairy and slouching — almost Neanderthal.

Meetings and Moots

Their organization differs little from that of the true wolves; their packs are firmly controlled by an Alpha, be it male or female. Meetings and rituals tend to be primitive and wild, with little that other Garou can relate to on more than an instinctive level. Their predominant theme is hate and venom, and they are held deep in remote forests. There is always at least one human sacrifice, and preferably more; the Talons get as many as possible. They prefer to slowly eviscerate their sacrifices, stringing the entrails around the branches like tinsel.



Habitat

Anywhere far away from human habitation.

Protectorate

The dwindling wolf population is the protectorate of the Red Talons. They try to protect and maintain the few wild packs left across the world, and mourn deeply the loss of every wolf who is killed by man.

Quote

"Human kill Gaia, catch him, rip him to pieces!"

Shadow Lords

Proud, unified, cunning, dangerous. This best describes one of the most formidable tribes of the Garou, the Shadow Lords. Once powerful warlords in Eastern Europe, they have spread out across the world to become a power to be reckoned with throughout Europe and the Americas. Their members are known for their hunting skills, their bravery — and their calculating, shrewd and cunning nature. Although their members come from social and ethnic groups from across the face of the globe, they all agree on one thing: being Garou renders them naturally superior to all other creatures on Earth. And with this supremacy comes an equally natural responsibility — to rule the rest of Gaia's creatures — for their own good, of course.

Of all the Garou tribes, the Shadow Lords are probably the strongest. They are united by a strong sense of tribal unity and power, engendered by initiations and rituals almost as harrowing as those of the Get of Fenris and by a strict and rigidly vertical social structure. They are characterized by a vision of a united Garou with their tribe at the forefront against the Wyrm. And with this in mind, they have ever contended with the Silver Fangs for the place of leading tribe. Of late they have suggested that a stronger tribe is needed to lead in what are clearly the end times, and that the so-called wisdom of the Silver Fangs is better suited for the soft days of peace and quiet. However, among themselves, there is dissension over what to do once they have achieved their plans of dominance.

The Shadow Lords are known for their proud, aloof ways; they are always dignified, even in the throes of Machiavellian plotting. They are skilled and honorable fighters (at least until the observers' backs are turned), and are among those Garou most often targeted for temptation by the Wyrm. They often long for the "golden age" when they ruled their own domains with terror and bloodshed, and many believe that they seek to rule again over the humans as kings and conquerors.

Totem

Grandfather Thunder.

Wolf Form

The Shadow Lords take the shape of huge black or deep gray wolves with massive, thick shoulders, looking much like pit bulls. In homid form, they are muscular and commanding, with black hair and (if male) mustaches and beards.

Meetings and Moots

Their social structure is almost feudal, and rank is achieved by strength and cunning. There is no absolute law that forces lower Shadow Lords to obey their superiors, but they had better be able to either hide from or hold their own against them.

Their moots are held in stark, gloomy locales, preferably under a rumbling and cloudy sky. At these, the younger Shadow Lords pay homage to the elders, who are the ones actually performing the rites. Drums are played and Gregorian-like chants are sung. It is whispered that human sacrifices are performed at the darker moots.

Habitat

The Shadow Lords have a taste for the gothic, preferring regions of stark and gloomy beauty: mountain crags; deep, dark forests; and the like. In recent years, a good percentage of them have been forced into the cities, where they have been surprisingly successful in establishing a power base.

Protectorate

They deal with humans who, like them, understand and lust for power — underworld types, ruthless industrialists, and the occasional Third World dictator. Not surprisingly, the Lords are especially active against vampires, who clearly rival them in power-mongering and influence games; the Lords claim that they were the ones who originally cast the Leeches from power in their original homeland. Rumors have been circulating, though, of young Shadow Lords who have offered to serve Cainite Elders as assassins in return for favors and power.

Quote

"There is a natural order in things, and we are at the top of it. Man will learn his place, and serve us, as will the . . . but later for that. None will deny us what is rightfully ours."

Silent Striders

Perhaps the most mysterious of the tribes, the Silent Striders are an enigma even to the other Garou. By choice, they exist on the edges of Garou society, answering to none and coming and going as they please. More so than most other Garou, they are nomadic.

As with most other tribes, in their veins flows the blood of many lands and peoples, but they are believed to have originated in Egypt. Many Striders take Egyptian names upon their change, but their true origins, like much else about them, are shrouded in mystery. Even the individual members cloak themselves in enigmas; few are what they seem to be.

They have connections to and breed with such human outsiders as gypsies, carnies, circus performers and the like. Striders, despite (or because) of their nomadic nature, have an uncannily detailed knowledge of wide expanses of terrain, and if they do not know an area, they always seem to find an ally who does. Their knowledge of the Umbra and its inhabitants is equally detailed, and Striders seem to have an easier time journeying between the Realms than any other tribe. They value knowledge and practical wisdom above all else, preferring experience to book-learning. More than any tribe, perhaps, they have seen the heart of the Wyrm, and the Silent Strider who is turned to the Wyrm is a true terror.

Totem

The Owl.

Wolf Form

Most Striders resemble the jackals of Egypt: huge, lean creatures with inscrutable expressions and regal countenances. In half-wolf form they often bear a striking resemblance to Egyptian deities such as Anubis. In any event, they will have long limbs, alert ears, and bright, piercing eyes.

Meetings and Moots

The Silent Striders have nothing in the way of formal organization, and no other Garou know details of their regular moots. In fact, their moots are held on the move, and to a casual viewer may not look like anything more than a group of friends traveling and talking together. During a moot, they recount their journeys and forays into the spirit world.

When it comes to the Striders' views on authority, the younger Striders generally listen to those with more experience, but that is the extent of their duties to their elders.

Habitat

Striders have no regular habitat, wandering where they care to and rarely staying more than a day or two in any given place.

Protectorate

The Silent Striders are the advance scouts of the Garou. Although they will sometimes protect the humans that they meet in their travels, they have no duty to act as guardians.

Quote

"The Wyrm stands still no longer."

Silver Fangs

This tribe is the undisputed aristocracy of the Garou, source of more figures of renown and fame. For millennia they have been the backbone of Garou society, and its leaders. They are very proud of their ancient lineage and their position at the head of the tribes, and tend to be (surprisingly) the voice of tradition and moderation among the Garou. Even in these later days, the Fangs are the pinnacle of Garou virtue, and are committed to the honor of the Garou at all costs, in keeping with the spirit of the tribe that has produced so many of the great figures of Garou history, from great warriors and heroes to skilled leaders. They are still effective leaders, and may be the sole influence that keeps the tribes from degenerating into civil war. They claim to be the first and oldest Garou tribe, and long ago the other tribes learned not to dispute this claim, at least not openly.

They are perhaps what both Garou and human think of when the word "werewolf" is heard — powerful, deadly predators, loyal beyond question to the pack and friends, lethal to enemies. Many Garou hold the Fangs to be the best of their race. For untold millennia they have been the anchors, the sages, the orators, the judges, and the lords of the Garou.

In earlier times, the Fangs were feudal lords controlling much of Western Europe, using their power to limit the ravages of civilization, and many tribe members retain family titles and lands. Though seen as wildly eccentric by the elite of humanity, they are still accepted by and breed with the wealthiest families in the world. Their influence, however, has faded over the centuries, and their political power over the humans has dwindled dramatically.

This, perhaps, may be a symptom of what may be a growing problem with the Silver Fangs. Far too many of them have become entrenched in the mire of tradition and conservatism; they are hesitant, even loath, to take any new action on any front, even against the Wyrm. The Fang elders take moderation and consideration to deadly extremes, pondering the issues and weighing the evidence and paralyzing themselves with their caution and care. There are whispers among the younger Garou that the Silver Fangs are no longer fit to lead, that they live in the memory of their past glories, and attack the problems of

today rarely, if at all. They seem more concerned with their deeds of yore and their pedigrees than their future. The other Garou dip their tails in deference to the tribe, while noticing how each generation of Silver Fangs is smaller than the one before.

And that progeny has shown — how to put it politely? — a certain eccentricity. Naturally, no one speaks of seeing a Silver Fang giving regal commands to the empty air, or speaking intimately to a clan hero now several centuries dead, or howling the clan anthem with wolfish giggles as she meticulously stalks, snarlingly attacks and ravenously eats butterflies. But nothing needs to be said. If the Silver Fangs are the paragons of the Garou's virtue, they certainly seem to be most affected by the Garou's current malaise as well.

Totem

The Falcon.

Wolf Form

A stunningly beautiful silvery wolf; many are albinos. Their human forms are generally attractive as well.

Meetings and Moots

Special moots are held at every new moon. All may speak at these meetings, but the words of the wisest will be heeded over the young; this is an endless source of frustration to the newer members of the tribe. These meetings are marked by elaborate, beautiful dances and songs, as well as long litanies to the spirits. The Silver Fangs prefer isolated locales of natural beauty, or even the sacred halls of their ancestors. They use candles and often wear white robes during the ceremony. Recently, though, some of their moots have become really strange, with the chants and dances seeming almost unnatural and downright weird.

Habitat

The Silver Fangs attempt, as much as possible, to live in the deepest, most pristine wilderness areas left on Earth. They tend to possess family retreats far, far away from the city — huge estates carved out of the forest and mountains. They breed only with the Kinfolk of their own tribe, and thus have become somewhat inbred over the centuries. They have gone so far as to import wolf packs from Europe to keep their blood as pure as possible.

Protectorate

As the most revered tribe, the Silver Fangs are guardians of the Garou themselves. They are the heroes of last resort — when no other Garou can accomplish a task, bring it to a Silver Fang.

Quote

"Be not so hasty. There is wisdom in deliberation. Let us contemplate the news you have brought us, and determine what, if any, is the best course of action to take."

Stargazers

Perhaps the most spiritual and mystic of the Garou, the Stargazers are descended from a group of werewolves who rebelled against the Impergium on moral grounds, and who voluntarily withdrew themselves from the mainstream of Garou society. In the millennia since their views were rejected by the rest of the Garou, the Stargazers sought wisdom and enlightenment, often through contemplation and meditation. They traveled extensively through the East, and most of the tribe has traces of Chinese, Tibetan or other Asian blood. Their mysticism is also of an Eastern flavor, and their tribal name comes from their almost universal habit of staring into the night sky. They have sought truth and inner serenity for millennia, and may have come closer to attaining this goal than most other Garou. They are ascetics by nature, and seek little other than knowledge and wisdom. They have a special relationship with the moon, and call her Phoebe.

Of all the tribes of the Garou, the Stargazers have forgotten the least of their original natures and duties as Gaia's guardians; they often wander the wilderness alone and unrecognized, protecting all from the Wyrm and its servants. They bear none of the anti-human prejudices of their more bloodthirsty brothers, and hold all life in high regard, regardless of species.

To a one, Stargazers are mystics, philosophers and spiritualists, but they are doughty fighters, too, more than willing to battle the creatures of corruption and darkness. Given their Oriental background, some of their number may even be accomplished martial artists. They are by nature loners, rarely coming together for any purpose, even moots; instead, they walk through the night on their endless, contemplative patrols.

Of all the tribes, they are the most serene, at peace with themselves and the world. In keeping with their common philosophical roots, they shun wealth and luxury, and view the trappings of civilization with disdain. Not surprisingly, they have little love for the Glass Walkers, who actively hate the Stargazers.

Because of their isolationist tendencies, the Stargazers have long been in decline, rarely producing any young at all. There are less than 500 Stargazers left in the entire world. They will accept converts from other tribes, but this is a rarity.

Totem

The Chimera.

Wolf Form

The Stargazer wolf form tends to be either totally black, or a light color such as light brown or yellow.

Meetings and Moots

The Stargazers have no organization at all, and thus no regular meetings or moots. When they do meet, it is normally a small number who gather together for meditation; it is not uncommon for not a single word to be spoken during these meetings. When they do speak, though, older tribe members, or those known to be unusually insightful or wise, are generally heeded.

Habitat

They have no fixed habitat, preferring to wander randomly from caern to caern. They stay in no one place except to actively battle the Wyrm. They breed with those humans who exist on the edge of civilization, such as trappers, hermits, explorers and others who spend much or all of their time in wilderness areas.

Protectorate

Stargazers are sworn to the protection of the loners and outcasts from human society, with special consideration given to those who dwell in the wilderness. If such a one is "enlightened" enough, a Stargazer may teach him for a time before moving on again.

Quote

"To face the Wyrm without, one must first face the Wyrm within."

Uktena

This tribe was originally one of the Native American Garou tribes, but over the past two hundred years, they have gathered to themselves representatives from oppressed peoples the globe over. This has greatly disturbed many Garou, as the Uktena have always been known as sullen and introverted. A mysterious group, they are loath to associate with other Garou and are renowned for both their unfriendliness and their love of the mysterious and sometimes malevolent spirits of the Deep Umbra.

Truly, when matters turn to the spirit world, none are more gifted than the Uktena. They are easily the most powerful spirit weavers among the Garou. However, the mystics of other tribes are profoundly disturbed by some of the spirits they employ in their rites and their fetishes. Rumor runs rampant among some Garou that the Uktena, if not already corrupted by the Wyrm, are teetering on the precipice. These whispers are encouraged by the strange and eclectic lore followed by the Uktena; into their own American Indian knowledge they have over the past thousand years blended Druidic, Qabbalic, Aborigine and perhaps darker lore. However, they refuse to discuss their beliefs or practices with members of other tribes. It is rumored also that the minions of the Wyrm spend more time and effort trying to corrupt the Uktena than any other tribe.

The Uktena are often found among those humans who practice neo-paganism or other forms of magic, evidently searching out new lore as well as protecting their flock. Uktena warriors and thieves have been known to steal grimoires and other tomes of lore from the Tremere vampires, and the two hate each other even more than is the norm for Garou and Kindred.

It is somehow not a surprise that Uktena sacred sites are the most potent in the world (or perhaps it is just that their users are very powerful and versatile to begin with). They are jealously guarded against all intruders; other Garou are most explicitly *not* welcome to use them, and chiminage (see the *Lexicon*, p. 203) is *always* charged to those who pass through.

Totem

The totem of this tribe is the Uktena itself — a Native American water spirit which incorporates features of serpent, cougar and deer.

Wolf Form

In Lupus form, they tend to be small and dark-furred, with strange patterns of lighter or contrasting fur on the back and flanks.

Meetings and Moots

The Uktena are very tightly organized, with highly integrated septs. There is a formal messenger service to transmit communiques between septs and to coordinate tribal programs and plans.

Their moots almost always involve ceremonial magic on a grand scale, and the attempted binding of powerful spirits is a common occurrence. Their actual format is very strange, with much emphasis on mysticism. The gathering, which is called a coven, often performs elaborate dances, incantations and chants, and reads from certain ancient books that they have gathered over the centuries. The Uktena allow no witnesses to their gatherings.

Feuds between members of the tribe are rumored to be unusually intense, particularly when the disputes center on fetishes or other objects of power.

Habitat

The Uktena prefer to dwell as close as possible to their caerns. They seem to have no inherent preference in location for their caerns, as long as they are isolated; an abandoned warehouse or tenement basement is as suitable as a deep, dark forest.

Protectorate

Theoretically, the Uktena watch over the oppressed and the disenfranchised; in practice, they care only for those humans who may be of use to them. They mingle and breed with the political and social outcasts of society: poor blacks, New Agers, neo-pagans and other members of the counterculture. In recent years, their ranks have been expanded to include any and all oppressed peoples: Africans, Australian aborigines, Ainu and Vietnamese refuges. Many of the younger members of the tribe are either members of street gangs, or operate their packs as if they were a street gang.

Quote

"You have come upon our sacred ground. You are not welcome. You will go — after rendering your Fang Dagger to us as chiminage."

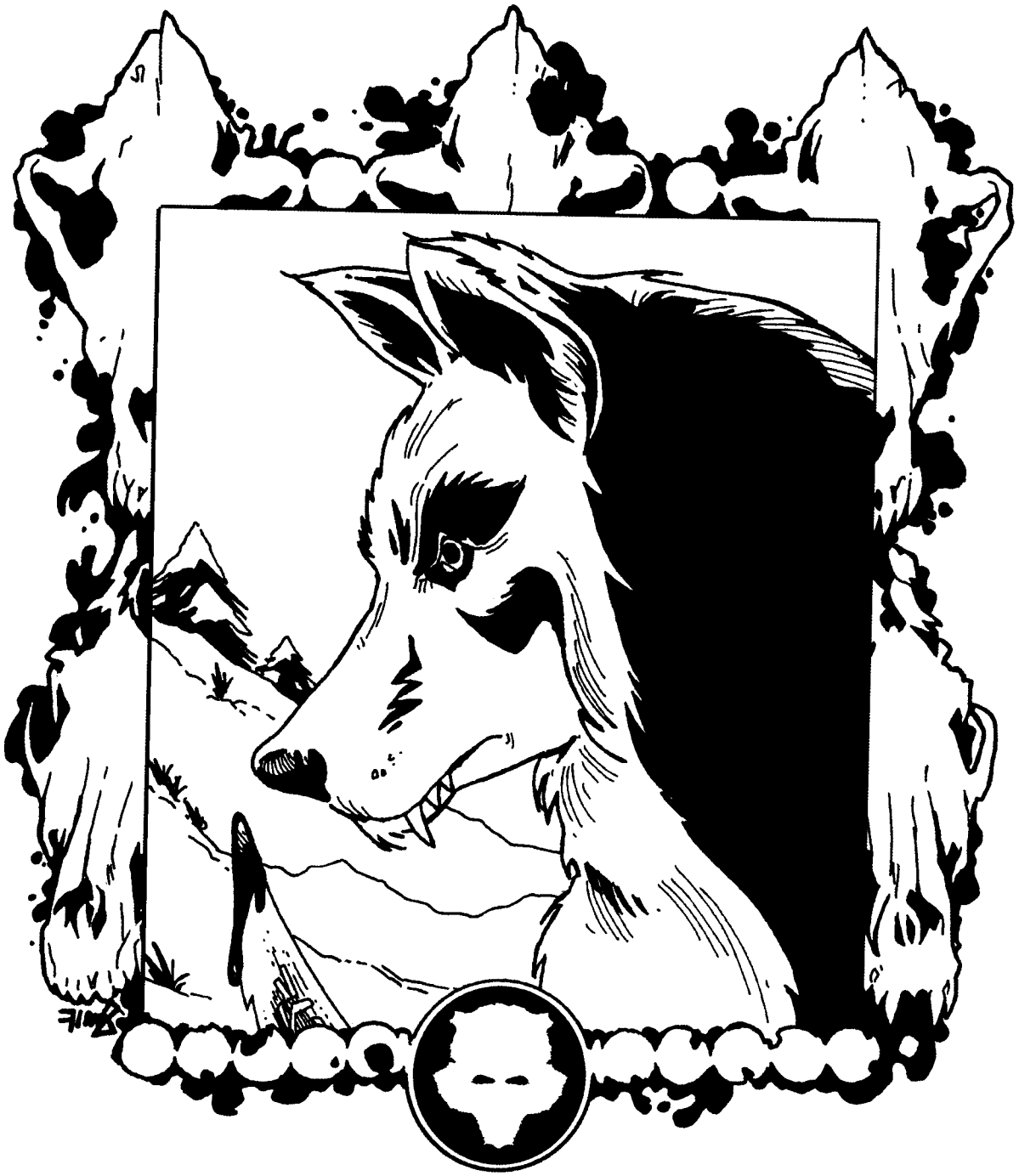
Wendigos

The Wendigos are the last of the pure-blood American Indian Garou tribes left, and much of their tribal culture revolves around this. Their memories of America before the coming of the Europeans are still fresh, and they feel no small enmity toward the "rapists" who despoiled it. They are even more isolationist in their ways than the Stargazers, and bear no love for Garou of European descent, although they will reluctantly aid them against the Wyrm. It comes as no surprise that they share a dream of purging North America of the "invaders" and cleansing the entire continent of corruption.

They are of no single Amerind tribe, but are a consolidation of the many Garou of Indian blood who survived the westward progress of the white man and the many forced migrations of Indian populations. The Wendigos blend together the blood of Cherokee, Navajo, Apache, Iroquois and many other tribes. They are strongest in Canada and the Pacific Northwest, although their caerns can be found coast-to-coast, and even outside of North America. One tribal goal is the liberation of northern Canada as a Native American homeland, but they do not advertise this, even to other Garou. On an individual level, they are usually found on reservations with their kinfolk.

Although as a rule they shun them, they do have covert organizations in many major cities. Several of their packs are also well-trained, elite shock troops. The Wendigos as a whole are experts at terrorism and guerrilla warfare; their tactic of stealthily creeping up on their intended victim several nights before the kill, softly calling out his name, and then vanishing has provided the basis for a cycle of horrible myths among the Canadian Indians. Surprisingly, they are as adept at urban operations as they are at woodscraft, and often use these skills to provoke conflict among whites. Sometimes these attacks bring them into conflict with other tribes when they infringe upon other protectorates, for the Wendigo rarely take into account the sensitivities of other tribes.

Recently, a major schism has begun to develop among the Wendigos. Those radicals who support a genocidal war against the Europeans have come into conflict with those more moderate pragmatists who believe that there may be grounds for compromise with the whites. Many of these moderates are younger tribe members, who have gone out into the white man's world to see if it is as blasphemous as their elders claim.



Totem

The Wendigo itself, the winter spirit of the north.

Wolf Form

The Wendigo take the form of the classic timber wolf: great and fierce, with dark gray or brown fur and cold, dark eyes.

Meetings and Moots

The Wendigo are organized along the lines of the classic Native American tribe. Their moots are held on the crescent moon and are very ritualistic, and are held on sacred sites that date back thousands of years. The ceremonies themselves are clearly reminiscent of old Native American traditions, with fire dancing and the smoking of the "peace pipe." Garou often undergo vision quests at these moots. The spirit world and ritual combat are emphasized — indeed, the Wendigo Hunters often catch and bind a spirit so that it can be "hunted" by the tribe as a whole. (The tribe's Theurges, of course, always placate the brother-spirits with sacrifice and prayer.)

Habitat

They inhabit the steadily-shrinking North Woods, and wherever else they can find sanctuary. Most of the tribe's homids live in reservations, although there are a large number of "city Indians" among their ranks.

Protectorate

The Wendigos protect Native Americans and the wilderness preserves which surround them. They are especially opposed to strip mining, the clear-cutting of forests, and dam construction. Much of their energy recently has been focused on attacks upon a Wyrm-inspired dam project in Quebec and the wholesale harvesting of forests in the Northwest.

Quote

"You came. You saw. Now you die."

Ronin

Ronin Garou are not a tribe, but rather a group characterized by their refusal to align themselves with a tribe, and remain outside of tribal society for their entire lives. There have been many names for such Garou over the millennia, but the Japanese term for a masterless samurai has of late become the preferred one.

A Ronin character has renounced himself completely from his tribe, sept and lineage, and is, in effect, a non-person to Garou society as a whole. The pack to which he belongs may allow him to remain a member, but it is not required to.

Obviously, they have no regular meetings or moots.

Totem

Ronin are not likely to have a tribal totem, although they may have a pack totem. In this case, the totem spirit will vary depending on the pack.

Wolf Form

Ronin wolf form is variable. Some may be almost archetypical examples of their birth tribe, but others may be virtual mutts, depending on their pedigree.

There were only the four of us. With the confidence of youth, we were sure that we could turn the spot into a caern by ourselves. We figured that would stop the trouble for sure. Despite what you might think, it was possible — Diana knew the Rite of Caern-building. Where she learned it, Gaia only knows; no mentor that I knew of would've taught it to her. It wouldn't be a big caern, or a powerful one, but it would be a caern, and it would've given the area enough protection from the influx of Banes that had flooded the area. Fools that we were, we were so caught up in what we were doing that the Fomori surprised us.

We lost Dom right away; an insect-like fomor bit his head clean off with its mandibles, and the surprise of it, the suddenness of it just froze us all for a moment while the rest of the fomori jumped on us. The next thing I knew, I was disembowelling a fomor with the one hand, and fending off another with the other. Longtail had already fallen, but he still lived, and he was starting to get a familiar gleam in his eye — he was about to frenzy. I begged Gaia not let him Fox this time. There were at least five fomori on Diana — it figured; she was the one leading the rite.

I took a slash under my left arm that almost opened my chest up, and felt faint. We were doomed. If I didn't know it from the start, I knew it then. I saw Diana close her eyes in the middle of all those fomori and I was certain she'd given up, even though I'd never known her to yield, ever. I was hit again, and the world spun around me and Diana slipped out of my sight.

Then every nerve in my body screamed out in sudden agony — the bittersweet agony of silver that only an Ahroun knows, truly knows deep in his heart. More silver than I had ever seen in my life had appeared, just suddenly appeared, somewhere near me. As I opened the throat of the fomor before me, I twisted around and saw. Diana — no longer sleek brown fur, but gleaming gray-white and silver, eyes wide and shining. No longer flesh, but living metal that sliced knifelike through the fomori who surrounded her.

It was then that I realized that Diana wasn't at all who or what she'd said she was . . .

Chapter 5:

GIFTS AND RITES

Mystical explanations are considered deep. The truth is that they are not even superficial.

— Friedrich Nietzsche

The defenders of Gaia are blessed with a wide variety of magical gifts and talents. No two Garou seem to have exactly the same assortment of powers, making them highly individual and dangerously unpredictable to opponents such as the Servants of the Wyrm. In addition to their inherent gifts, they are also masters of a wide variety of rituals: while some are simply social in nature, others are magical ceremonies that grant them power over the spirits that lie behind the visible world.

In ***GURPS Werewolf: The Apocalypse,*** these abilities are represented by several mechanisms: magical spells (both standard casting and ceremonial magic), super-advantages and super-powers — and sometimes by a combination of all three! However they are defined for game purposes, though, these powers are all supernatural gifts granted to the Garou in their service to Gaia.

Gifts

I believe in the flesh and the appetites,
Seeing hearing and feeling are miracles,
and each part and tag of me is a miracle.

— Walt Whitman

Gifts are the special powers and secrets of the Garou, and the ways in which they focus their Gnosis to affect the world. Gifts are divided by breed, auspice and tribe — each group of Garou has its own particular secrets, though the auspices (the Garou "professions") have more gifts than any other group. Some gifts are abilities granted by spirits, and others are already latent in the Garou themselves, but either way, a Garou only needs to be trained by the elders of his tribe in order to express these powers.

Gifts from outside one's breed, auspice or tribe can be learned, if the Garou finds a teacher, but such do not come easily; initiates in any one set of traditions are reluctant to teach gifts to outsiders. If by some means a teacher is found, gifts from other tribes, auspices and breeds take twice as long as normal to learn — their cost is double.

Gift Prerequisites and Costs

Gifts are divided into levels, with Level 1 being the weakest gifts — those taught to the raw cubs — and

Level 5 gifts only taught to those heroes who have proven themselves again and again. In order to learn a gift, a character must have a Status equal to or greater than the level of the gift. There is one exception to this: Level 1 gifts can be learned by Garou of Status 0.

Gaining Gifts in Play

When a character learns a new gift as a result of gaining Status, he pays the cost of the gift immediately upon the completion of his training. However, many gifts have very large point costs; a large number are in excess of 50 points, and some can reach almost 200 points. Most characters will not have that many character points available. In such a case, the GM should grant the character the gift and require all subsequent earned character points be allotted to the gift until it is completely paid off.

Using Gifts

Gifts are considered advantages. There are two basic types of gifts. Many are *switchable;* that is to say, the Garou can turn them on and off at will. Others require a roll against an attribute to activate them; these usually have a set duration, after which the Garou must make another roll or allow the effect to lapse. In either case, the Garou must concentrate for 1 second to activate the gift. In combat, this requires the Concentrate maneuver.

Many gifts of both types require the expenditure of Gnosis points; when such a gift also requires a roll against Gnosis, the roll is made *before* the points are paid, and is paid again every time the effect is extended. This is functionally equivalent to maintaining a spell (see pp. B148-9).

Initial Allotment

Beginning Garou characters receive one gift from *each* of the lists for his breed, auspice and tribe.

Breed Gifts

Homid, Level 1

Persuasion ***5 points***

By spending 2 Gnosis points and making an IQ roll, the Garou may gain a +1 on all reaction rolls and social skills for 1 minute.

Smell of Man ***5 points***

Creatures of the wild have learned well that man is often a bringer of death. With this gift, the Garou greatly enhances the human scent around him, causing animals to feel uneasy and nervous. While this gift is activated, all animals within 7 hexes of the Garou must make a reaction roll at -3 every second; those that roll bad reactions will flee rather than fight.

Homid, Level 2

Jam Technology ***10 points***

The Garou can cause technological devices within 50 feet to cease functioning. This costs 2 Gnosis and requires a Gnosis roll with a modifier equal to (10 - TL of the item). Even relatively simple items such as knives can be kept from working properly with this gift. Artificial Intelligences can resist this gift with their IQ. The malfunction lasts for 1 minute.

Staredown ***5 points***

By staring into the eyes of an animal or a Garou in Hispo or Lupus form, the Garou can cause them to flee in terror. The Garou must win a Quick Contest of IQ with the subject; the subject will flee for 5 seconds for each point by which the Contest is won. A subject who cannot escape can turn and take the All-Out Defense maneuver if attacked.

Homid, Level 3

Reshape Object ***10 points***

The Garou can shape once-living (but not undead) material into a variety of objects — thus buck antlers may become spears, animal hides become armor and flowers become perfumes. This requires the expenditure of 1 Gnosis per 10 pounds of material reshaped, and a roll against IQ modified by the magnitude of the change:

Type of Change	*Modifier*
Minor	-1
Significant	-3
Large	-5
Radical	-7

The more "built" or "technological" the result is, compared to the raw materials, the greater the difficulty.

A minor change is an alteration such as making a spearhead from an antler. A significant change is one such as tanning raw hides. Turning tanned hides into clothing or armor is a large change. Turning a tree into a shelter is a radical change. If a reshaping involves several different types of change (raw animal hides directly into leather armor, for instance), use only the largest penalty.

This gift may not be used to change one substance completely into another; the resulting material must retain at least some of the character of the original. For instance, flowers could be turned into a perfume, but not into a knife.

The duration of the change depends on the number of points by which the IQ roll was made: 0-1, 10 seconds; 2-3, 10 minutes; 4-5, 10 hours; 6-7, 10 days; 8+, permanent.

Disquiet ***15 points***

The Garou causes the subject of this gift to feel depressed and withdrawn, and becomes apathetic, viewing all things with a resigned fatalism. He must be strongly encouraged by others and make a Will roll in order to rouse himself to perform any action other than the absolute minimum necessary for the maintenance of life. The subject of this gift is unable to regain Rage points for its duration. This gift requires the expenditure of 2 Gnosis and a successful Quick Contest of Will between the Garou and the subject. The effect is permanent, until the subject regains his Rage.

Homid, Level 4

Cocoon ***65 points***

The Garou is able to shroud himself in a thick, opaque shell that protects him from damage. He may maintain this shell for as long as he desires, and remains conscious and aware for the duration (although he may sleep if he wishes without bringing down the shell). The shell has a DR equal to the Garou's HT. While it is up, the Garou doesn't need to eat, drink or breathe. The Garou must spend 2 Gnosis to create the shell.

Spirit Ward ***45 points***

With the expenditure of 4 Gnosis and a successful Gnosis roll, the Garou can set up a field of magical energy that impedes spirits and their actions. Spirits in the area of effect have a -4 to all skill, IQ or DX rolls. This spell affects both physical (elementals, demons) and non-physical (shades, ghosts, Banes) spirit manifestations. Attacks from outside the ward on targets inside the ward suffer the same penalties. The Spirit Ward lasts 1 minute per point of success on the Gnosis roll.

Homid, Level 5

Assimilation ***75 points***

The Garou is able to blend smoothly into any culture — human, Garou or other. This ability neutralizes the effects of the Curse (p. 24), and provides the user with the culture's dominant language and an appropriate Savoir-Faire skill, both at IQ level. Assimilation lasts for one hour per Gnosis spent, but a minimum of 3 Gnosis must be expended no matter how long the ability is used.

Reduce Delirium ***35 points***

The Garou may, with the expenditure of 2 Gnosis and a successful IQ roll, cause any human under the effect of the Curse or the Delirium to forget about it and treat the Garou normally for a period of 1 minute. It only affects humans already reacting to the Curse or the Delirium, and when the duration ends, the Veil will reassert itself, causing the human to forget or reason away the encounter.

Metis, Level 1

Sense Wyrm ***5 points***

With a successful IQ roll, the Garou can sense manifestations of the Wyrm (including vampires) within a radius of 10 hexes. This gift will not reveal the locations of such manifestations, simply that they are there.

Create Element ***5 points***

The Garou can create a small amount of one of the four basic elements — fire, air, earth or water. The Garou must make a successful Gnosis roll, and must spend 1 Gnosis per cubic foot created, to a maximum weight of 100 lbs. Precious metals cannot be created (especially silver), nor can lethal gases or acid. Elements created are permanent.

Metis, Level 2

Burrow ***50 points***

The Garou may burrow into and through the earth at 1 hex/second.

Curse of Hatred ***30 points***

The Garou may verbalize the hatred in his heart, disheartening opponents with the intensity of his emotion. By spending 1 Gnosis and winning a Quick Contest of Gnosis vs. the subject's Will, the Garou can cause the subject to lose 4 points of Rage.

Metis, Level 3

Eyes of the Cat ***20 points***

By spending 1 Gnosis, the Garou may see clearly in

pitch darkness. The Garou's eyes will glow a lambent green while this power is in effect.

Mental Speech ***8 points***

The Garou may, with a successful IQ roll, mentally communicate with another being over a distance of 10 miles for each point by which the roll is made. This does not allow mind-reading, but does allow the Garou to use all Social Skills from a distance. Mental Speech lasts for 1 minute.

Metis, Level 4

Wither Limb ***40 points***

The Garou can, with the expenditure of 5 Gnosis and a successful Quick Contest between Gnosis and the subject's HT, wither one of the subject's limbs. The subject also takes 1d of damage. Subjects with Regeneration will recover use of the limb in 1d minutes. The Garou must touch the limb to be withered. This gift has no effect on the head.

Gift of the Porcupine ***50 points***

The Garou must be in Crinos, Hispo or Lupus form to use this power. The Garou can cause his fur to become quill-like spines. Any slam or grappling attack, or unprotected hand-to-hand attack, against the Garou will do Thrust/Impaling damage to the attacker, based on the *attacker's* ST; no Active Defense can be taken against this, but a roll against PD is allowed to see if the spines are turned.

This ability costs 1 Gnosis to activate, and lasts 1 minute.

Metis, Level 5

Madness ***8 points***

Using this gift, the Garou can induce madness in others. He needs to spend 2 Gnosis and win a Quick Contest of IQ against the subject's IQ-2. The victim becomes subject to a severe insanity for 1 day for each point by which the Contest was won.

Possible insanities include: catatonia, hebephrenia (fits of laughter and giggling), severe Delusions, Phobias and the like.

Totem Gift ***75 points***

The Garou is in close contact with the totem of his tribe and can actually plead with the totem, gaining some of its power. By spending 2 Gnosis and successfully rolling against Gnosis with a penalty equal to the totem's Spirit Status (see sidebar, p. 164), the Garou can contact his totem, who will grant aid to its worshipper in some way.

The effects of this spell are up to the GM, but any gifts of aid, power or information should be in keeping with the "flavor" of the totem: thus, the Chimera (totem of the Stargazers) might grant the Garou a shapeshifting ability or increased insight, while the Rat (totem of the Bone Gnawers) might send swarms of rats to attack the Garou's enemies, and Grandfather Thunder (totem of the Shadow Lords) might smite the Garou's enemies with a blast of thunder and lightning.

Lupus, Level 1

Heightened Senses ***8 points***

The Garou may, by spending 2 Gnosis, vastly increase his sensory input for a short while. If in Homid or Glabro form, his senses become as sharp as those of a wolf (+2 to all perception rolls, plus the Discriminatory Smell advantage), while if in wolf form already, his senses become supernaturally potent (+2 over and above wolf senses). Duration is 1 minute.

Leap of the Kangaroo ***9 points***

The Garou, with a successful HT roll, can double his jumping distance for one leap.

Lupus, Level 2

Scent of Sight ***50 points***

The Garou can, with an IQ roll, use his sense of smell to completely compensate for his eyes, within a radius of 5 hexes; thus, he could attack invisible creatures normally, or roughly navigate in absolute darkness.

Sense the Unnatural ***10 points***

On a successful IQ roll, the Garou can sense any unnatural presence (magic, spirits, the Wyrm, ghosts) within 10 hexes, and determine its approximate strength and type — the more points by which the roll is made, the more information is given. If any items to be detected are shielded or otherwise protected, the GM should assess a penalty to the roll.

Lupus, Level 3

Catfeet ***55 points***

By spending 2 Gnosis and making an IQ roll, the Garou can make himself immune to damage from falls under 100 feet (and subtract 100 feet from falls from a greater height before determining damage), give himself perfect balance even on the most slippery surfaces, and acquire +2 PD versus slams and grappling for a duration of 1d minutes.

Detect Spirit ***25 points***

On a successful IQ roll, the Garou can detect any spirits within 10 hexes, their type, power and nature.

Lupus, Level 4

Beast Life ***30 points***

The Garou may not only communicate with any animal, but can attract and command them with a successful Gnosis roll. The Garou must spend 3 Gnosis to summon any desired animals in a 10-mile radius, plus 1 Gnosis per minute he keeps the animal(s) under his command. If no animals of the desired type are in the vicinity, none can appear.

Gnaw ***35 points***

The Garou may strengthen his jaw to the point that, given time, he can chew through just about anything. The Garou gains +2d to his biting damage, and at least 1 point of damage *always* gets through DR. This ability costs 1 Gnosis to activate, and lasts until the Garou chews through the object, or until he gives up.

Lupus, Level 5

Elemental Gift ***60 points***

The Garou may call upon the primal force of Gaia herself, commanding the spirits of the elements. By spending 2 Gnosis and making a successful roll against Gnosis, the Garou may control a large volume of air, earth, water or fire — approximately 20' × 20' — per point by which he makes his roll. The Garou can cause the elements to rise up, undulate forward and even engulf foes. The effect lasts 1 minute.

Song of the Great Beast ***75 points***

The Garou must be in the deep wilderness to employ this gift. By making a roll against Gnosis-5, spending 4 Gnosis points, and howling at the sky, the Garou can call one of the Great Beasts — the ancient creatures that used to walk the earth in ages past — to his aid. Examples of Beasts are the Sasquatch (Bigfoot), the Willawau (giant owl), the Yeti, the giant sharks that swam the seas eons ago, or other legendary creatures.

Auspice Gifts

Ragabash, Level 1

Scent of Running Water — ***5 points***

At the cost of 1 Gnosis, the Garou is able to completely mask his scent, making himself and his possessions totally undetectable by smell. The effect lasts 1 hour.

Blur of the Milky Eye — ***5 points***

By spending 1 Gnosis and making a roll against IQ, the Garou can make it more difficult to perceive him. Any perception rolls made to notice or locate him are at a penalty of -1 for every 2 full points by which he made his roll (minimum penalty of -1), for 1 minute.

Open Seal — ***5 points***

This gift can open nearly any sort of closed or locked device. The Garou must make a successful Gnosis roll. Magically sealed items resist this roll with the level of the spell that locked them.

Ragabash, Level 2

Blissful Ignorance — ***10 points***

The Garou can remain completely invisible to all senses, spirits or monitoring devices by remaining still. This requires an IQ roll, with each point of success indicating a -1 to the perception rolls of anyone actively looking for the character. If no one is doing so, then a successful roll indicates complete concealment.

Taking the Forgotten — ***10 points***

Not only is the Ragabash an accomplished thief, but those he steals from often never realize they have been robbed. If the Garou succeeds in stealing something, he can make the victim permanently forget that they ever owned the stolen object, if they win a Quick Contest of IQ with the owner. The owner need not be present!

Sense of Prey — ***5 points***

The character, if he knows anything about his prey, can track it down as rapidly as he can travel. This unerring sense of direction can operate anywhere, and is used to track spirits through the Umbra as well as beings on Earth. No roll is required unless the target is actively hiding, in which case the Garou must win a Contest of his best Sense roll versus his target's IQ.

Ragabash, Level 3

Open Moon Bridge — ***30 points***

This gift gives the Ragabash the ability to open a Moon Bridge (see p. 156) with or without the permission of the totem of the caern where he does so.

Gremlins — ***30 points***

The Garou can cause a technological device to malfunction simply by touching it. This requires an IQ roll with a modifier equal to (10 - TL of the item). Even relatively simple items such as knives can be kept from working properly with this gift. The magnitude of the malfunction is determined by how many points the roll was made by; making the roll by 5 or more completely disables the device. This gift is actually an intimidation of the spirit which inhabits the device and makes it work, and a successful use of the Intimidation skill may add a bonus to the gift's roll (GM's call). The malfunction lasts for 1 minute.

Ragabash, Level 4

Luna's Blessing — ***25 points***

When the moon is visible in the sky, silver refuses to cause the Garou aggravated wounds, and if the moon is full, it is likely that silver weapons will turn on their users, for those with Luna's Blessing have a special affinity with elementals of silver, and have limited command over them. The Garou's Vulnerability to Silver is negated when the moon is visible, and during the full moon, any attackers using silver weapons have their effective skill with the weapon reduced by -10 *only* for the purpose of determining critical failures. Any critical misses determined this way are *always* a result of 5 on the Critical Miss Table on p. B202.

Example: Moonrunner is a Red Talon Ragabash with the Luna's Blessing gift. On the night of the full moon, she is attacked by a Fomor wielding a silver dagger. The Fomor has Knife-15. Because it's a full moon, the Fomor will have a critical failure on a roll of 15 or more (effective skill of 5). On its first attack, the Fomor rolls a 6 — not a critical success, but close. Because of Luna's Blessing, the dagger does only normal damage to Moonrunner — there is no vulnerability bonus and no aggravated wounding. On its next attack, the Fomor rolls a 16. Usually this would be a normal failure, but because of Luna's Blessing, it is a critical miss. The Fomor ends up stabbing himself with his own dagger!

Whelp Body ***60 points***

Many consider the use of this power on a foe as a declaration of unending war. The Garou is able to permanently drain points from the physical attributes of his opponent. The Garou must spend a Gnosis point and win a Quick Contest of his Gnosis versus the target's Will; every point by which the Garou wins the contest allows him to permanently remove 1 point from the target's ST, DX or HT.

Ragabash, Level 5

Thieving Talons of the Magpie ***75 points***

The Garou can steal the gifts of others and use them himself. A Quick Contest of Will must be made; if successful, the Garou can use the specified gift, Vampiric Discipline or power every succeeding turn he is willing to spend a Gnosis point. Once the Garou stops spending Gnosis to keep the power, it goes away.

Violation ***100 points***

Those few Garou privy to the secret of Violation know well the hate and revulsion of others. This power requires the Garou to make physical contact with the target and win a Quick Contest of IQ versus the target's Will. If successful, the victim is quickly overwhelmed by feelings of defilement and uncleanliness. The subject also feels intense shame. All actions are at -5 except, and Rage is effectively +5; however, Garou subjects cannot expend Rage points while this gift affects them, though they can still go into Frenzy. The effect lasts 5 seconds for each point by which the Quick Contest was won.

Theurge, Level 1

Sense Wyrm ***See p. 115***

Spirit Speech ***5 points***

This gift allows the Garou to communicate with any spirit, in whatever mode is native to that spirit. The amount and type of information exchanged depends on the spirit's intelligence and sphere — elementals, for instance, will know little of matters not concerning their element and those that use it, nature spirits will have knowledge of anyone who has entered their personal domains, and ghosts may have quite extensive knowledge and opinions! This gift does not compel the spirit to answer, nor does it summon one; all it does is give the caster the ability to communicate. A spirit which is not inclined to talk to the caster is free to ignore him or leave entirely. The Garou must spend 2 Gnosis for each conversation, lasting up to an hour.

Mother's Touch ***10 points***

The Garou is able to heal the wounds of other werewolves, aggravated or otherwise, simply by laying hands over the afflicted area and winning a Quick Contest of IQ versus the subject's current Rage. 1 HT is restored for every point by which the Contest is won. Normal wounds require no Gnosis expenditure to heal, but aggravated wounds cost the user 2 Gnosis. It is even possible to cure battle scars, but the process requires special ingredients and costs a large number of Gnosis points, depending on the injury – the GM should choose an appropriate number.

Mother's Touch may be used only once per day on any given person. The Garou many not use his healing powers on himself.

Theurge, Level 2

Sight From Beyond ***25 points***

When danger stalks the Garou, or momentous events are in the offing, visions begin striking the Garou without warning. Images of the Cainite Elder stalking him haunts his dreams, he begins seeing symbols of the Wyrm wherever he looks, and the sky itself will open to show him the images of the glorious battle to come. Interpreting these signs is best handled through roleplaying, but the GM can require the Garou to make an Occultism roll if appropriate.

Name the Spirit ***15 points***

The Garou is able to detect the type and approximate attribute levels of any single spirit within 10 hexes, by spending 1 Gnosis and making an IQ roll.

Command Spirit ***15 points***

The character can manipulate encountered spirits, giving simple commands and expecting obedience. While he cannot summon them by name, he can interact with those he meets anywhere. The Garou automatically has the power of Spirit Speech if he doesn't have that gift already. If he wins a Quick Contest of Will, he may command a spirit, spending 1 Gnosis per command. Note that the Garou cannot command spirits to leave areas they have been bound to.

Theurge, Level 3

Exorcism ***15 points***

This is the gift of ejecting spirits from where they reside. If the spirit does not wish to leave, the character must win a Quick Contest of Wills. If the spirit has been bound to its lodging place, then the Exorcist must make a Quick Contest of Will versus the spell holding the spirit in place.

Pulse of the Invisible ***40 points***

Spirits fill the world around the Garou, and none know this better than the Theurge. While spirits usually only interact when they are summoned or choose to manifest, those Garou with the Pulse of the Invisible remain constantly aware of all spirits do around them and can interact with them at will. While most of what occurs is barely worth watching, the Garou will be aware of any dramatic changes. This gift subsumes the gifts Spirit Speech and Detect Spirit.

Theurge, Level 4

Ultimate Argument of Logic ***40 points***

Those who speak with the Garou generally come away sure of some fact they otherwise might not have believed — but now they believe it wholeheartedly. With a successful Quick Contest of IQ versus the target's IQ+2, the Garou can completely convince the target of the truth of any one statement, no matter how outrageous or bizarre.

Spirit Drain ***35 points***

If the Garou succeeds in a Quick Contest of Gnosis while combatting a spirit, he can drain 1 point of Power/HT from the spirit for every point by which he made the roll, and add them to his own Gnosis. For every 2 points so drained he also gains a temporary +1 to his Will, which lasts 1d minutes.

Theurge, Level 5

Feral Lobotomy ***50 points***

With but a thought, the Garou can turn an opponent's brain to that of an animal. By making a successful Quick Contest of IQ versus the victim's Will+3 and spending Gnosis, the character can *permanently* destroy a foe's IQ. 2 Gnosis points must be spent for every point of IQ destroyed, and the Theurge cannot destroy more points than he won the contest by. Also, for every point of IQ the target loses, the more wolf-like he will act.

The Malleable Spirit ***50 points***

The Garou is capable of completely altering a spirit's form or purpose. In order to initiate this, the character must be able to see or otherwise sense the spirit, and the spirit must be within 10 feet. The Garou must then win a Regular Contest of Gnosis against the spirit. Once this is accomplished, the Garou then makes an IQ roll in order to control the reshaping; his degree of success (or failure) determines how close the spirit's new form or purpose comes to his intention. The GM assigns a difficulty to this roll based on how radical a change is attempted; for example, -2 to rearrange its attribute scores; -5 to change the base type (for example, from a Glade Child to a Water Elemental); or -10 to change its overall disposition (Weaver spirit to Wyldling, Bane to Glade Child).

Philodox, Level 1

Resist Pain ***5 points***

By spending 1 Gnosis, the Garou is able to ignore all pain, including pain-causing spells. He cannot be stunned in combat, and does not lose DX when wounded, or slow down when his HT is reduced to 3. This effect lasts 1 minute.

Truth of Gaia ***5 points***

Philodoxes have the ability to sense whether others have spoken truth or falsehood. The Garou must win a Quick Contest of IQ versus the subject's IQ (or Fast-Talk or other skill, if used).

Scent of True Form ***5 points***

This gift allows the Garou to determine what a subject really is. They can automatically tell when someone is a werewolf, and can detect vampires and faeries on a successful IQ-2 roll. Even Magi can be detected, with a successful roll against IQ-4.

Philodox, Level 2

Call to Duty ***10 points***

The Garou can summon spirits if he knows their names, and may give them one command. How well they follow the command is determined by the amount of success on a Quick Contest of Will. If the Garou chooses to spend 1 Gnosis, he can summon all spirits within 1 mile to protect or assist him.

King of the Beasts ***5 points***

Specific animals, generally ones the Garou regularly associates with, will follow his commands willingly and unconditionally. They understand him and want to help. The target must be within 100 feet, and the Garou must make an IQ roll with a modifier based on his relationship with the animal. This gift works on only one animal at a time, and does not attract animals to the Garou's vicinity.

Relationship	*Modifier*
A sibling	+2
Feed and care for	0
Stranger	-3
Hostile	-6

Strength of Purpose ***25 points***

Some Garou feel so strongly about their roles in the pack, the tribe and the world that they can draw upon this resolve in times of need. Once per every hour of *play*, when the character feels he needs additional strength of Will, he may roll against his Will score; for every 2 points by which he succeeds, the Garou gains a temporary +1 to Will (minimum +1), lasting 1d minutes.

Philodox, Level 3

Wisdom of the Ancient Ways ***15 points***

All Garou have an innate connection to their totem spirits, a form of racial memory that can be accessed through intense meditation. Some Garou can tap deeply into these deep memories and recall ancient facts and lore which might be of use today. The Garou must Concentrate for 5 seconds, spend 1 Gnosis and make a successful IQ roll. If the Garou has the Racial Memory advantage, he gains a +3 to this roll.

Weak Arm ***20 points***

The perceptive Philodox can study a foe and analyze his fighting style; weighing its strengths and weaknesses, he can optimize his own attacks against that opponent for both accuracy and damage. The Philodox must study the opponent in action for 5 turns, using the Concentrate maneuver. He may not attack the opponent during this time, but may make any defense he needs. Taking damage does *not* spoil the study. At the end of the study time, the Garou rolls against his IQ-2; for every point by which the roll is made, the Garou gets a +1 bonus (to a maximum of +5) which he may allocate to either his skill rolls to attack *or* to the damage he does to the opponent. Once allocated, they cannot be re-distributed. This does *not* take an action, but occurs before the start of sixth turn proper.

Example: Gregor is a Philodox with the Weak Arm gift and an IQ of 16. He is facing Bela, a vampire, whom he nimbly avoids for 5 turns. On the sixth turn, he rolls, and gets an 8 — success by 6 points. He thus gets the full +5, which he allocates as +2 to his combat skill and +3 to his damage. He attacks, and gives Bela an unexpected surprise.

The bonus(es) last only for the duration of the current combat; if at any future time the Garou faces the same opponent, he must study him again to regain the bonus.

Philodox, Level 4

Scent of Beyond ***50 points***

With a successful IQ roll, the Garou can view a distant location as if he were standing there and looking about himself. The location *must* be familiar to the Garou; he cannot view any place that he has never personally been to. The farther away the location is, the harder it is to view; use the Long Distance Modifiers on p. B151 to adjust the IQ roll.

Roll Over ***35 points***

The Garou has such a commanding presence that those encountered will submit to him upon their first meeting. The Garou must win a Quick Contest of Will-2 versus the target's Will. On a success, the Garou dominates his target, causing humans to fall to their knees, wolves to roll on their backs and so on.

Philodox, Level 5

Wall of Granite ***68 points***

Garou often gain renown for their familiarity with elementals, and the Wall of Granite is just one manifestation of this relationship. While in contact with earth or rock, the Philodox can call up a wall of solid stone, 2 yards wide by 3 yards high by 1 yard thick, to protect himself. The wall has DR 8 and 540 hit points (see p. B125), and lasts for 1 minute or until it is destroyed.

Geas ***80 points***

A Geas causes other to do a Garou's bidding, although he cannot make them act contrary to their basic instincts. Thus, he could send a group on a quest, but could not make them attack or try to kill each other — unless they were psychotics or werewolves. To use the Geas gift, the Garou must win a Quick Contest of Will and spend 1 Gnosis for each person commanded.

Galliard, Level 1

Beast Speech ***5 points***

By spending one Gnosis point and making a roll against Gnosis, the Garou may speak to animals for one minute. This does not change their basic reaction — a hungry tiger is still hungry and may well attack.

Call of the Wyld ***10 points***

The Garou can summon others by howling, and Garou far beyond the range of hearing will sense the call and may come to aid. This howl can also be sounded in order to summon specific Garou for a moot. Finally, the Call of the Wyld is often used at the start of revels and other events to invigorate the pack. The Call of the Wyld has a radius of 40 miles.

Mindspeak ***10 points***

Through the creation of waking dreams, the Garou can place chosen characters into a dreamlike state of silent communication. The beings must all be within sight. The Garou must spend a Gnosis point for each person chosen, and if the person is unwilling, win a Quick Contest of the Garou's Gnosis versus the subject's Will. All those included in the dream may interact normally through the Mindspeak, though they can do each other no damage through it. Their real bodies can still act, but are subject to a -3 penalty on all skills and rolls. The Mindspeak ends when all the participants want it to, or on the turn that the Galliard fails the Quick Contest needed to draw in an unwilling participant.

Galliard, Level 2

Dreamspeak ***20 points***

The Garou can enter the dreams of others, and then affect the course of those dreams. The Garou does not have to be anywhere near the target, but must know or have seen the dreamer. It requires an IQ-2 roll to initiate Dreamspeak. If the subject is awake, or asleep but not dreaming, no contact can be made.

To adjust a person's dream, a roll is made against the Garou's IQ, with the amount the roll succeeds by determining how real the dream seems to be. If the subject awakens, the contact is broken and the Garou loses a Gnosis point.

If the dreamspeaker is trying to give someone actual nightmares, the IQ roll is resisted by Will. If it succeeds, the subject must make a Fright Check. Use the amount it succeeds by as a penalty on the sleeper's Fright Check. The sender can force the dreamer to make one Fright Check per minute he is manipulating the dream.

To do so without being noticed, make a roll for subtlety (IQ vs. the subject's Mind Shield or IQ, whichever is higher). If successful, the dreamer remains unaware of the user's presence. If it fails (or is not attempted), the sleeper feels a foreign presence in his mind, and will remember this when he awakens.

If the dreamer is experiencing a particularly strong dream, the dreamspeaker may become trapped. Whenever an IQ roll to control the dream is failed, it means the Garou lost control of the dream at some point, and the GM should alter it in some way to make it disturbing. Both the dreamspeaker and the subject experience the effects! Perhaps a fantasy turned into a horror situation, or a PC trying to shape a nightmare got caught up in it. Experiencing an uncontrolled dream or nightmare always requires a Fright Check at Will +3, but with a -5 penalty if the dreamspeaker lost control of *deliberate* nightmare. On a critical failure, anything can happen. The participants may even be trapped within the dream even *after* the spell ends, telepathically linked and lost in "dream space," perhaps until they perform certain actions within the dream's logic that will enable them to escape.

Call of the Wyrm ***10 points***

This dangerous gift actually attracts creatures of the Wyrm to the Garou. It is usually used to create an ambush or to flush prey from hiding. The user must make an IQ-2 roll and make an audible cry; Wyrm creatures within hearing distance must resist this roll with their Will or else go directly to the caller.

Distractions ***5 points***

The Garou can make annoying yips, yelps and howls which divert the attention of his target. The Garou must win a Quick Contest of his IQ versus the target's Will; the target suffers a penalty to all attack and defense rolls of -1 for every 2 points by which the contest is won (minimum -1 penalty), for the next turn only.

Galliard, Level 3

Song of Rage ***15 points***

The Garou unleashes the Beast in others, forcing Garou to transform into half-wolf form, sending vampires into frenzy, and turning humans in berserkers. It requires a Quick Contest between the Garou's IQ and the target's Gnosis (or Humanity, for vampires). The effect lasts 5 seconds for every point by which the contest was won.

Eye of the Cobra ***15 points***

With but a look, the Garou can attract anyone to his side. The Garou must win a Quick Contest of his Will versus the target's Will+3; if he does, the target will find himself drawn to stand at the Garou's side.

Galliard, Level 4

Bridgewalker ***45 points***

The Garou has the ability to create minor Moon Bridges on which he alone can travel, with the expenditure of 1 Gnosis point. These Moon Bridges last only for one passage unless the Garou spends 1 *permanent* Gnosis during their creation, in which case they last until the next full moon. The Garou travels between points of this Moon Bridge in 1% of the time it would normally take to travel that distance, allowing him to reach distant places quickly, and letting the Garou disappear from in front of a foe and reappear instantly behind him. Note that these Moon Bridges occasionally attract the interest of creatures on the spirit plane, and these beings have been known to follow the Garou into the world.

Shadows by the Firelight ***40 points***

The Garou creates interactive stories in which others may take part. Usually this power is used at a Moot to tell old stories, as those who take part in the story actually enact what is going on. However, this gift can also be used on the unwilling to force them to take part in a story. The Garou must spend 1 Gnosis and win a Quick Contest of IQ for each unwilling participant.

The participants are brought into a shared hallucination wherein they take the roles of characters in the story being told; the caster may not take a role — he acts solely as "narrator" and "director" of the story. He controls all aspects of the tale, including characters that have no corresponding participants. The GM may wish to require Bard rolls to determine the quality of the tale's telling.

The participants in the story are carried along by the plot; they exist in a dreamlike dual level. Foremost is the character whom they are "occupying," and whose thoughts and feelings they experience. "Behind" the character is their true personality, which is aware of the experience, although distant. During the course of this story, they may believe they have free will, but all their character's thoughts and actions are predetermined by the story. Once the story ends, they retain full memories of their participation.

This gift lasts until the end of the story.

Galliard, Level 5

Fabric of the Mind ***100 points***

Garou with this gift can bring their imagination to life, creating any form of life that they can think of. To create a creature, the Garou makes an IQ roll once per turn; each point by which the roll is made goes to a pool from which the creature is constructed. Attributes are set directly, as in the manner of creating elementals, at 1 point of success = 1 level of the attribute (for example, 10 points yields an attribute of 10); skills and advantages are purchased as though the success points were character points. The creature may be given PD and DR at 3 success points per point of DR and 25 per point of PD.

The Garou can take as long as he likes to form the creature, accumulating success points from turn to turn, but once he stops rolling, the Dream Beast takes form, and the Garou must spend 1 Gnosis point per turn to keep it manifest. The Beast is automatically under the Garou's control and does what he desires, without the need for instructions. A critical failure on an IQ roll to "build" a Dream Beast manifest an uncontrolled (and often hostile) Beast.

Head Games ***4 points***

Other werewolves always accuse Galliards of being manipulative and playing with their emotions, but those

Garou with the gift of Head Games do it like nobody else. By making a successful Quick Contest of IQ versus the target's Will, the Garou can steer the emotions of any one person he is talking to. The greater the amount by which the contest was won, the more quickly the target's emotions change and the more strongly they are felt. Especially good roleplaying on the part of the Galliard may result in a bonus to his IQ for the Quick Contest, at the GM's option.

Ahroun, Level 1

Razor Claws ***10 points***

By spending one Rage point and taking a turn to scratch his talons over a hard surface (such as a stone), the Garou may hone his claws to razor sharpness, gaining +1d damage for up to 10 minutes.

Inspiration ***10 points***

Other Werewolves look to the Ahroun for leadership, especially in combat, and their gift of Inspiration is one reason. Other Garou are heartened and inspired by the Ahroun; if he spends 1 Gnosis per turn, all his comrades and allies within sight of him gain a +1 on Will and Rage rolls for as long as he spends the points. Note that this gift does *not* affect its possessor.

The Falling Touch ***5 points***

This gift allows the Garou to send a foe sprawling with but a touch. The Ahroun must win a Quick Contest of his DX versus the target's HT, and upon success, the target trips and falls down.

Ahroun, Level 2

Sense Silver ***5 points***

Ahrouns are the Garou least concerned by humans, but even the greatest can be brought low by silver weapons. Thus, the Ahrouns have learned to sense when silver has been brought into their presence. This is the Silver Sense advantage (p. 58).

Spirit of the Fray ***20 points***

By spending at least 1 Gnosis point, the Garou may attack first in a turn, no matter what his normal initiative would be. If more than one Garou in the combat has this gift, the one who spends the most Gnosis goes first. If they spend the same amount, they attack in order of Basic Speed.

True Fear ***15 points***

The Ahroun can pick one foe to show the true extent of his power. If he succeeds in a Quick Contest of his ST-5 versus the target's Will, the target is completely cowed for 1 turn per point by which the contest was won. Cowed characters may not attack, but can defend themselves and otherwise act normally.

Ahroun, Level 3

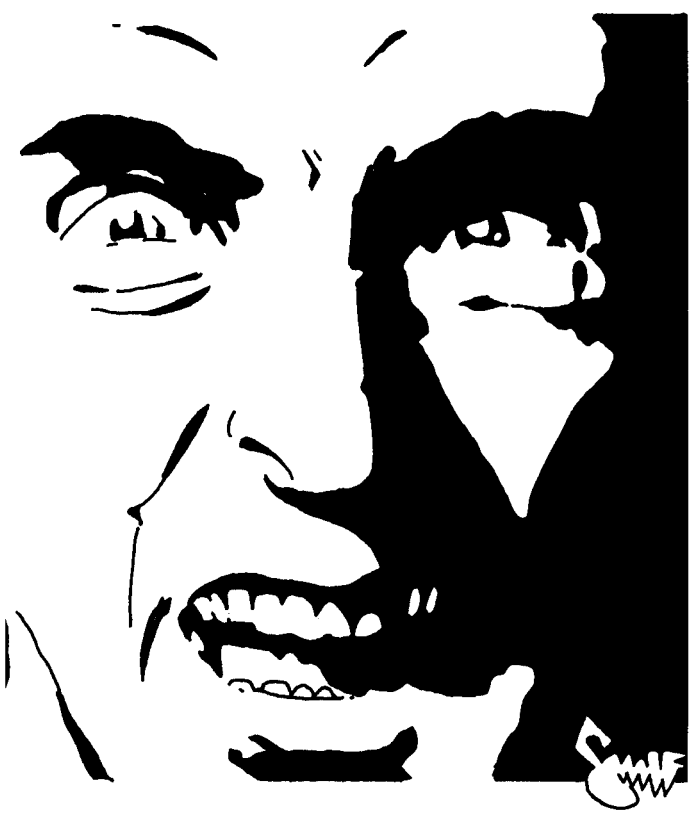
Silver Claws ***25 points***

With a successful roll against his current Gnosis level, the Garou can turn his claws into silver, allowing him to inflict extra damage on other Garou. The proximity of the silver causes intense pain to the user; he suffers a -2 to skill rolls due to pain, and gains 1 Rage for each turn that he keeps this ability active, to his maximum Rage.

Heart of Fury ***25 points***

The Garou can put a ceiling on his Rage pool, at any level he desires, to reduce the chance of frenzy and to keep his mind on matters at hand. Any Rage points gained which would cause the pool to exceed this cap are reserved until the cap is released, at which time they are immediately applied to the Rage pool. (Any points still held in reserve at the end of an adventure are lost.) The pool can always go *below* the cap.

In order to establish the Rage cap, the Garou must make a roll against his current Gnosis level, at a penalty equal to half the cap. Once it is imposed, any Rage points above the cap are immediately lost! The cap lasts until the Garou chooses to release it.



Ahroun, Level 4

Clenched Jaw ***40 points***

Upon a successful bite attack, the Garou can spend 1 Rage point and make the bite's grip unbreakable. Each following turn, the Garou does his usual biting damage without having to roll to hit. The target can attempt to break free with a Quick Contest of ST, but the Garou can add half his Will to his ST for the purpose of this contest.

Stoking Fury's Furnace ***15 points***

By concentrating and then making a successful IQ roll, the Ahroun can add 1 point to his Rage pool. He may repeat this *ad infinitum* until his normal maximum is reached.

Ahroun, Level 5

Strength of Will ***90 points***

Werewolves with this gift can use their own strength of Will to raise the Will of their comrades. Once per hour he may roll against his Will; for every point by which he makes this roll, each of his comrades within 100 feet gains a temporary bonus +1 to his Will, to a maximum of +5 Will. This bonus lasts 10 minutes.

Kiss of Helios ***81 points***

With the expenditure of 1 Gnosis point, the character becomes immune to normal fires, although artificial forms like gas fires and napalm, and magical fires, do half damage; additionally, the Garou gains the ability to set parts of his body on fire and keep them burning for supernaturally long times. Most commonly, a Garou will light his mane during rituals, but he can also light claws, fangs, arms or whatever.

Tribe Gifts

Black Furies, Level 1

Sense Wyrm ***See p. 115***

Heightened Senses ***See p. 117***

Black Furies, Level 2

Sense of Prey ***See p. 118***

Curse of Aeolus ***15 points***

The Garou can summon an eerie, chilling fog to shroud the landscape. The Garou must make a Gnosis roll (at +2 near the sea, or -4 in a desert) to call it up. The Garou's vision is unhindered by the mist, but all others are limited to 2 hexes' visibility, and suffer a -5 to Sense rolls while in the fog. A Fright Check is also required of intruders first entering the fog, and again every 5 minutes. Anyone failing the first Fright Check will be very reluctant to enter! The fog covers an area 10 hexes in radius, and lasts 1 hour.

Black Furies, Level 3

Visceral Agony ***25 points***

The Garou, by concentrating for one turn and spending 1 Rage and 1 Gnosis point, turns his claws into hellish barbed talons dripping with black venom. This venom does no extra damage of its own, but instead doubles the skill penalty caused by the pain of the wounds (pp. B126-127); if the target has High Pain Threshold or is Berserk, he will suffer the normal shock penalty from wounds. This effect lasts for 1d minutes.

Coup de Grace ***20 points***

By spending 1 Gnosis point and successfully rolling against IQ, the Garou may temporarily *double* his ST for the purpose of determining damage; if his next blow misses, the benefit is lost.

Black Furies, Level 4

Wasp Talons ***30 points***

The Garou can actually hurl his claws up to 100 feet, doing normal Thrust Impaling damage as calculated for his ST and talons. The claws then regenerate the next turn, during which the Garou can use his ST only for non-aggravated Crushing damage in combat.

Wasp Talons are "fired" using Guns (Talons) skill, which defaults to DX-4 or Guns (Other gun type)-4. 1 point of the cost for this gift is invested in this skill, for a skill level of DX.

The talons have the following ranged weapons stats: SS 12, Acc 1, ½D 17, Max 34.

Body Wrack ***20 points***

With the expenditure of 1 Gnosis and a successful Quick Contest of IQ versus the target's HT, the Garou may inflict agonizing pain upon an opponent. He must make an IQ roll to avoid crying out (if it matters). If he is in a precarious position (climbing, for instance), he must make a DX roll to avoid catastrophe! His DX and all DX-related skills are at -3 for the next turn only. If the subject is in the middle of a spell requiring gestures, he must roll vs. IQ or start over. The subject's Toughness and Strong Will both *add* to any of the above rolls. High Pain Threshold gives +3.

Black Furies, Level 5

Wyld Warp ***50 points***

By calling out to the Wyld, the primal force of chaos itself, the Garou can call one of the great Wyld spirits, or a number of lesser ones, to the earth. The Garou must win a Quick Contest between his Gnosis and the Gauntlet rating (see sidebar, p. 158) of the area. The summoned spirit(s) will probably help the Garou, but nothing is certain about these creatures of chaos; this is a desperation tactic at best.

The Thousand Forms ***175 points***

The Garou may take the form of any animal between the sizes of a sparrow and a bison, gaining all the special abilities thereof (flight, gills, etc.). The Garou must make a successful Gnosis roll and spend 1 Gnosis point.

Bone Gnawers, Level 1

Cooking ***5 points***

The Bone Gnawer must have a small pot and ladle to use this gift. By spending a Gnosis point and making an IQ roll, the Garou may take any small, easily-destroyed item he can find — bark, beer cans, plastic wrap, whatever — and stir it into the pot, turning it into a foul-tasting but edible mush. If the base material is organic and vaguely edible to begin with, there is no penalty to the roll, but the farther it is from edibility, the greater penalty there is to the IQ roll, from -1 for non-edible organics like plastic to -7 for poisons and heavy metals.

Scent of Sweet Honey ***5 points***

This gift requires an IQ roll and the expenditure of 1 Gnosis. Minor spirits of the air will then be attracted to the target of the Garou's choice, causing the target to exude a wonderfully sweet aroma and become slightly sticky to the touch. Naturally, all manner of vermin will shortly make their appearance, and the target will swiftly become coated with and surrounded by swarms of gnats, flies, bees, and so on. Water will not wash off the smell. The effects last for one hour per point by which the IQ roll is made.

Bone Gnawer, Level 2

Odious Aroma ***10 points***

The use of musk has long been a defense in the wild. With this gift, the Garou can greatly amplify his own natural body odor. The Garou must spend 1 Gnosis, after which anyone within 20 feet of the Garou suffers a -4 on all actions due to the foul stench exuded by the Garou. The odor lasts for 10 minutes.

Blissful Ignorance ***See p. 118***

Bone Gnawer, Level 3

Gift of the Skunk ***35 points***

With the expenditure of 1 Gnosis, the Garou's musk glands swell to the point where he can actually spray like a skunk. On any turn after this power is activated, the Garou may spray his musk at any target.

This is a Level two Irritant venom with the Ranged Attack delivery system. See the Venom advantage (p. 59) for details.

Reshape Object ***See p. 114***

Bone Gnawers, Level 4

Attunement ***50 points***

By standing in a particular urban area and spending 2 Gnosis points, the Garou can commune with the spirits of that area and get an overview of the area's recent history (the last few days), approximate population and noteworthy landmarks (including secret tunnels and the like). The Garou must make an IQ roll with a modifier based on the size of the area being asked about:

Area Size	*Modifier*
Under 100 hexes (a small to medium room)	+3
100 to 1,000 hexes (a large room or small building)	+2
1,001 to 5,000 hexes (a warehouse, a small to medium park or a small city block)	+1
5,001 to 10,000 hexes (a small apartment building or a city block)	No modifier
10,001 to 50,000 hexes (several city blocks, a large apartment or office building)	-1
50,001 to 100,000 hexes (a neighborhood, a large park)	-2
Over 100,000 hexes	-2 (+ -1 for every 100,000 additional hexes or fraction thereof.

Thus, detailed information on a small apartment building or warehouse would be relatively easy to gain, while larger areas such as an entire city would be difficult to attune oneself to.

A failed roll indicates that either the spirits have incomplete or sketchy information, or no spirits cared to speak with the Garou at all. On a critical failure, the spirits speak, but they *lie*.

Infest ***40 points***

With the expenditure of 3 Gnosis points and a successful IQ roll, the Gnawer may call up a horde of vermin (rats, insects, slugs, birds, snakes, etc.) to invade an area (no greater than a large building) of his choice. The number of points by which the roll is made will determine the size of the horde: 0-2 will cause a notable problem and several calls to the exterminator, while 8 or more will cause a scene from a horror film as the building is swamped in creatures. The creatures will act according to their nature, and will not mindlessly attack humans; indeed, many of them may try to flee. This gift is essentially instantaneous in duration, and once the vermin have infested the target area, they are under no further compulsion.

Bone Gnawers, Level 5

Riot ***75 points***

The garou summons a horde of malevolent spirits to play on the hatreds and fears of the down-and-out — the homeless, the gangs, the urban animals such as alley cats and stray dogs, etc. This is accomplished with an IQ-2 roll and the expenditure of 3 Gnosis and 2 Rage points. If the roll is successful, these individuals will loosely unite against a target of the Garou's choosing, though they will by no means work together, or even be aware that others are trying to accomplish the same thing. The number of points by which the roll is made determines the extent of the riot:

0-1 Building
2-4 Block
5-6 Neighborhood
7-8 District (the South Side, etc.)
9+ Entire city

Survivor ***110 points***

This power requires the expenditure of 3 Gnosis and a HT roll; if the roll is successful, the Garou becomes virtually unkillable for 1 day for each point by which the HT roll was made (minimum 1 day). During this time the Garou is immune to any kind of pressure or temperature variation, does not need to rest, eat or drink, and is immune to disease, poison and even radiation, as well as any corrupting effects from the touch of Wyrm entities. He also has +5 DR versus aggravated damage and High Pain Threshold.

Children of Gaia, Level 1

Resist Pain *See p. 120*

Mother's Touch *See p. 119*

Children of Gaia, Level 2

Calm ***30 points***

The Garou can reduce another Garou's Rage. By spending 1 Gnosis and winning a Quick Contest between his Gnosis and the subject's Will, the Garou may reduce the subject's Rage pool by 1 point for every point by which the contest was won.

Luna's Armor ***25 points***

With a successful HT roll and the expenditure of 1 Gnosis point, the Garou gains DR 10 versus everything for 1 minute, after which another HT roll and Gnosis point expenditure will renew it.

Children of Gaia, Level 3

Dazzle ***5 points***

By winning a Quick Contest of the Garou's Gnosis versus the subject's Will, the Garou can overwhelm the subject with the glory and beauty of Gaia. The subject will stand mutely in awe for 5 minutes or until attacked, and will not notice what is going on around him, nor remember it later.

Spirit Friend ***15 points***

The Garou must make a successful Quick Contest between the Garou's IQ and the target spirit's Rage. For every 2 full points by which the contest was won, the Garou receives a +1 on all social skills and reaction rolls with that spirit (minimum bonus +1).

Children of Gaia, Level 4

Serenity ***25 points***

By spending 1 Gnosis and winning a Quick Contest between the Garou's IQ and the subject's Will, the Garou can keep the target from spending Rage for 5 seconds per point by which the contest was won.

Beast Life ***See p. 117***

Children of Gaia, Level 5

Halo of the Sun ***75 points***

The Garou becomes surrounded by a sphere of blazing sunlight. All attacks made by him do +4 damage, or regular aggravated damage in Homid or Glabro form. Anyone directly facing him suffers a penalty of -5 to all

actions from the glare, and any vampires within 20 yards suffer damage as if exposed to true sunlight.

The Living Wood ***50 points***

With a successful IQ-2 roll, the Garou may animate trees to serve him. He may animate 1 tree for every point by which he made his roll (minimum 1 tree), but must spend 1 Gnosis for each tree so animated. The trees will restrain, block or even fight foes.

Fianna, Level 1

Resist Toxin ***15 points***

By making a successful HT roll, the Fianna will take no damage from poisons or diseases of any sort. The roll is not voluntary, but is made automatically upon exposure.

Persuasion ***See p. 114***

Fianna, Level 2

Glib Tongue ***5 points***

By spending 1 Gnosis and winning a Quick Contest of IQ, the Garou is able to mystically make anything he says be what the target wants to hear. Whatever he says, even total gibberish, will be heartily agreed with. However, the Garou won't have a clue about what the target thinks he's saying. The effects of this gift last 5 seconds per point the Contest was won.

Howl of the Banshee ***5 points***

The Garou may emit a fearful howl that unnerves all in the vicinity. This requires the expenditure of 1 Gnosis point. All who hear the howl, friend or foe, must make a Will roll or run in terror for 5 seconds for each point by which they failed the roll.

Fianna, Level 3

Faerie Kin ***30 points***

By spending 2 Gnosis points and successfully rolling against IQ-3, the Garou can call one or more faeries to aid him. More Gnosis spent over the base amount increases the faeries' raw power, and the number that appear is equal to the number of points by which the character made his roll. Note that the faeries are not under the Garou's control, although they will be favorably disposed towards him. On a failure nothing happens, but on a critical failure, faeries appear as on a success, but they are hostile. What they can do — and actually do — is up to the GM.

Reshape Object ***See p. 114***

Fianna, Level 4

Phantasm ***40 points***

This gift creates a static illusion with full visual, audial and even tactile and olfactory components. The Garou must spend 1 Gnosis point for each 2-hex radius area to be covered by the illusion. All in the vicinity must win a Quick Contest of IQ with the Garou or believe that the illusion is real.

Balor's Gaze ***50 points***

The Garou spends 1 Gnosis and 1 Rage, and rolls against IQ. If he is successful, any foe at whom he so much as glances at during the next 10 minutes must resist with Will or double over in agony, suffering the effects of the Body Wrack gift (p. 127) until the 10 minutes ends. If the victim makes his resistance roll, he is immune to the spell's effects for the remainder of its duration.

Fianna, Level 5

Call the Hunt ***50 points***

This gift may be used only once a month, and there must be an overwhelming evil in the area. The Garou may call the Wild Hunt of Celtic mythology (see p. 177) down from the sky to harry and slay the evil. The Garou must chant and concentrate for a full hour, then roll against his IQ as he spends Gnosis to summon the Hunt: a minimum of 2 points will bring the Huntsman, and every point spent over that brings 1 hound. The Garou may also spend Rage to bring additional hounds, if he runs out of Gnosis. If the roll is a critical failure, the threat is not deemed appropriate, or the Wild Hunt turns upon its summoner.

Gift of the Spriggan ***215 points***

The Garou may grow up to three times his normal size, or shrink to the size of a puppy. When at 200% or more of his normal size, the Garou has an additional 10 points of ST (for a base of 20 in Homid and 30 in Crinos) and an extra 5 hit points. When smaller, the Garou still retains his normal ST and abilities, but may sneak around unnoticed or pass as a "cute doggie" among humans. This power requires a roll against HT and the expenditure of 2 Gnosis points.

Get of Fenris, Level 1

Razor Claws ***See p. 125***

Resist Pain ***See p. 121***

Get of Fenris, Level 2

Snarl of the Predator ***10 points***

The Garou must win a Quick Contest of Will with his target; if he is successful, the target is cowed and overwhelmed by the Garou's ferocity and on his next turn suffers a penalty of -1 to any rolls for each point by which the Contest was won.

Halt the Coward's Flight ***10 points***

By spending 1 Gnosis and winning a Quick Contest of Will against a fleeing foe, the Garou may halve the Move of that individual for 10 minutes.

Get of Fenris, Level 3

Venom Blood ***30 points***

By spending 1 Gnosis and 1 Rage point and making a HT roll, the Garou can change his blood into a black, viscous bile that causes aggravated wounds to anyone who comes in contact with it. This is the Venom advantage (see p. 59): a level three Corrosive skin agent that is delivered as a "sweat" after the Garou takes his first wound.

Might of Thor ***50 points***

By spending 1 Gnosis and 1 Rage point and making a Will roll, the Garou may double his ST for 1 turn for every point by which he made the roll (minimum 1). However, there is a terrible toll for this ability; when the duration expires, the user's Fatigue is reduced to 1.

Get of Fenris, Level 4

Scream of Gaia ***50 points***

The Garou may leap into the midst of his foes and, upon spending 1 Rage and 1 Gnosis and making a Rage roll, emit an earsplitting shockwave that will knock back and damage everyone around him. Everyone in a radius of 3 hexes per point of success will take 1d of crushing damage per point of success, and will suffer knockback (see p. B106) in the process.

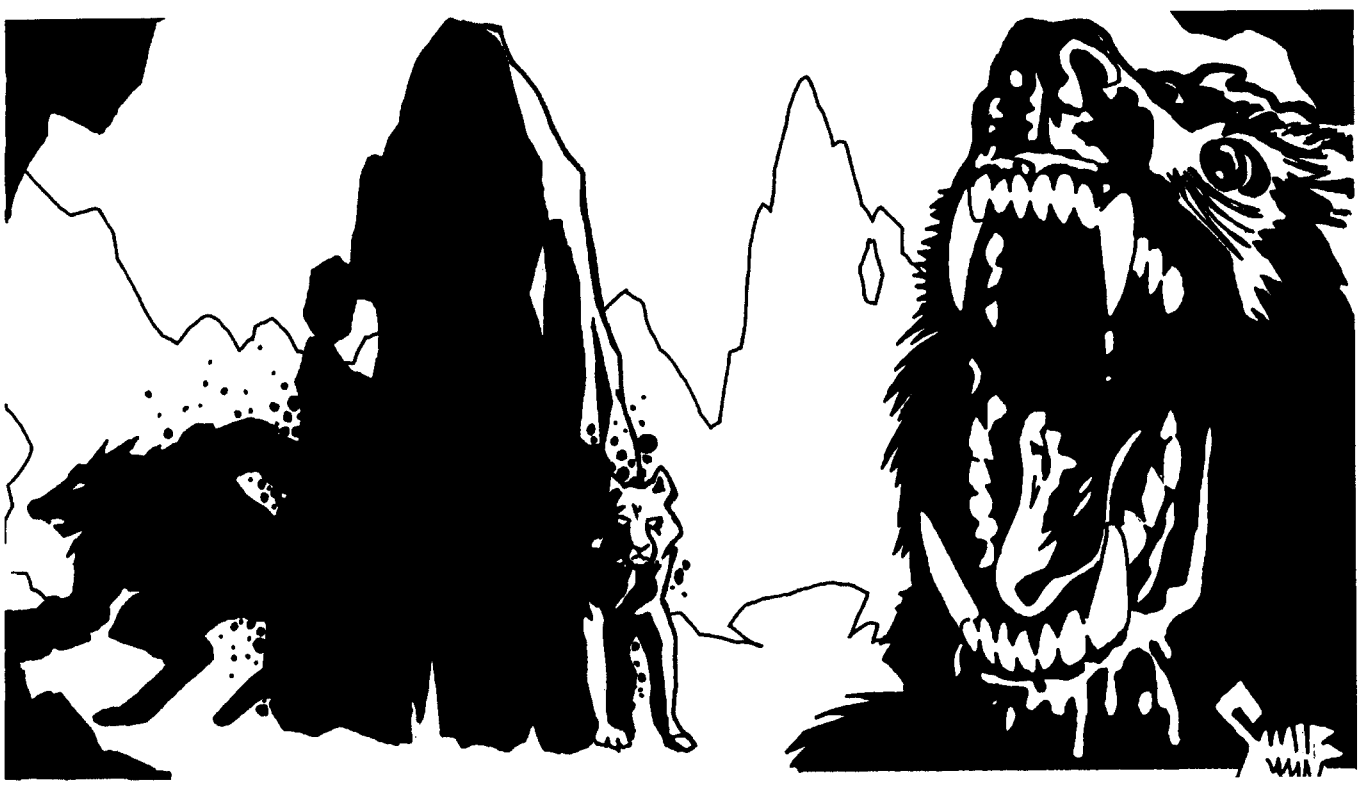
Hero's Stand ***85 points***

The Garou must plant himself on a patch of earth and must make a roll against Will. By doing so, he channels the very force of Gaia through himself, essentially becoming one with the earth. He cannot be moved off that patch of earth (knockback results of 40 hexes or less are ignored), nor can he be surprised; he has full 360-degree vision. He also gains +10 DR and +1 PD. Only when all the foes in his vicinity are defeated — or he himself is defeated — may he retreat or leave. If there are no foes within the Garou's reach, but one or more within his vision, the user of this gift may make a Will-8 roll to deactivate it.

Get of Fenris, Level 5

Horde of Valhalla ***50 points***

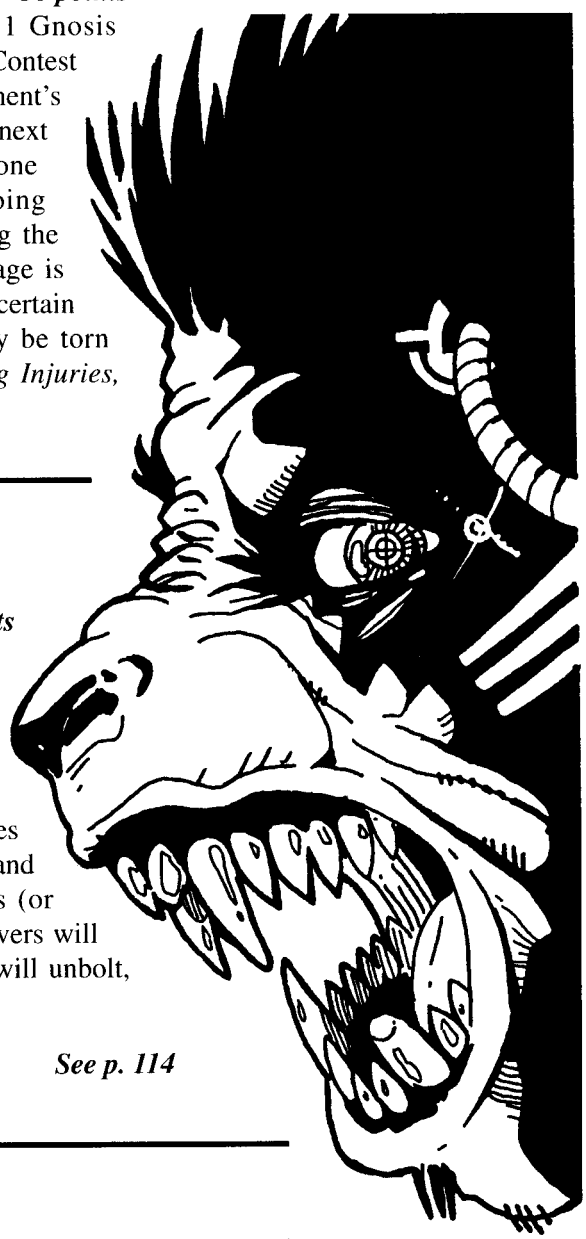
The Garou using this gift must be in good standing with his totem, that is to say, must have displayed exemplary courage. He may only use this gift in the most dire



circumstances. This gift allows him to ask Fenris for aid. If he then succeeds on an IQ roll, a number of spirit wolves from Valhalla (equivalent to a Hound of the Wild Hunt, p. 177) will emerge from the Umbra to battle with his foes — one for every point of Gnosis or Rage he chooses to spend.

Fenris' Bite ***50 points***

The Garou must spend 1 Gnosis and 1 Rage and win a Quick Contest between his ST and his opponent's HT. If this is successful, his next bite will crush and mangle one of his opponent's limbs, doing +1d of damage and rendering the limb *Crippled* until the damage is healed or regenerated. Under certain circumstances, the limb may be torn completely off; see *Crippling Injuries*, p. B127.



Glass Walkers, Level 1

Control Simple Machines ***5 points***

The Garou may speak to the primal urban elementals in the simplest mechanical devices (no electronics), causing them to operate or shut down as he sees fit. This requires an IQ roll and the expenditure of 1 Gnosis (or more for huge machines). Levers will flip, pulleys will roll, doors will unbolt, etc.

Persuasion ***See p. 114***

Glass Walkers, Level 2

Cybersenses ***25 points***

The Garou, through studying his own senses and the tools of science, may alter his sensory perceptions to those of a machine — one sense per Gnosis point expended. Thus, he might change his hearing to be able to pick up radar, change his eyes to be able to sense UV emissions or radiation, etc. Simple acuity may be acquired as well. This gift requires an IQ roll; the GM may apply a penalty to this roll based on the nature of the changes made. Duration is 1 hour.

Power Surge ***20 points***

By speaking with the spirits of electricity, the Garou may cause a blackout over a wide-spread area. The Garou spends 1 Gnosis and rolls against his IQ with a modifier based on the size of the area he wishes to affect:

Area Affected	*Modifier*
Room	+2
House or single story	0
Large building	-2
City block	-4
Neighborhood	-6

Glass Walkers, Level 3

Control Complex Machine ***varies***

The Garou may now bargain with the strange elemental life of the electronic world, thereby controlling cars, calculators, computers, video games, etc. The Garou must spend 1 Gnosis and make an IQ roll with a modifier determined by the GM and based on the magnitude of the task desired.

Elemental Favor ***40 points***

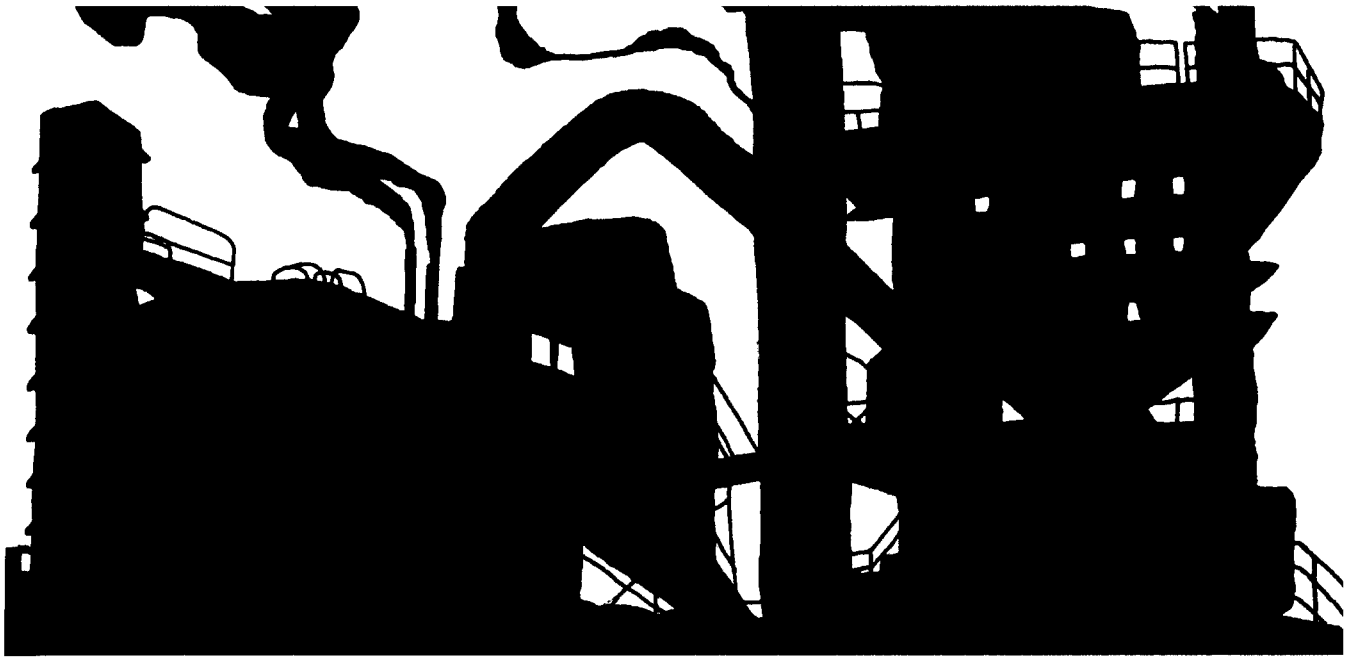
The character may influence nearby urban elementals (glass, plastic and other such elementals) to do a single "favor" or task. This could be anything in their power, including the destruction of their "housing" — the manufactured item in which they dwell. For instance, a metal vault door might unlock itself, a glass sheet might explode at the Garou's enemies, or cables might coil around his opponents. The Garou must make an IQ roll.

Glass Walkers, Level 4

Attunement ***See p. 128***

Doppelganger ***85 points***

By spending 1 Gnosis point and rolling against IQ, the Garou may take the exact likeness of a particular human or wolf. The effect lasts for 1 day per point by which the roll was made.



Glass Walkers, Level 5

Summon Net-Spider ***40 points***

By rolling against IQ and spending 3 Gnosis points, the Garou can summon one of the "net-spiders" — the Weaver spirits that dwell within the realm of electronic reality. Within reason, the net-spider gives one absolute control over computers. The Garou can also send the spider into someone else's system to disrupt it — the effects of this are up to the GM, but should be destructive.

Calm the Flock ***50 points***

The Garou can use this power to walk among humans without the effects of the Curse or the Delirium being felt. The Garou spends 2 Gnosis and must make a Will roll; the number of points by which the roll succeeds indicates the number of hours that the effect lasts.

Red Talons, Level 1

Beast Speech *See p. 122*

Scent of Running Water *See p. 118*

Red Talons, Level 2

Beastmind ***8 points***

The Garou must win a Quick Contest of IQ versus the target's Will; success reduces the mental faculties of the victim to those of an animal (IQ 4) for 5 seconds per point by which the contest was won.

Sense of Prey *See p. 118*

Red Talons, Level 3

Trackless Waste ***35 points***

The Garou employing this gift must be at least roughly familiar with the terrain in a given area (spent at least a week in the vicinity). By concentrating for 15 minutes, rolling against IQ, and spending 2 Gnosis, the Garou may completely disrupt the perception of landmarks and the like over an expanse of terrain (a 2-mile radius for every point by which the IQ roll was made). Humans and the like will automatically be lost (Area Knowledge, compasses and maps notwithstanding; Absolute Direction allows one attempt to resist with IQ). Garou resist with IQ. The effect lasts for 4 hours.

Elemental Favor ***30 points***

This is similar to the Glass Walker power (p. 132), but is limited to the four "classic" elements of earth, air, fire and water.

Red Talons, Level 4

Quicksand ***60 points***

With the expenditure of a Gnosis point and a successful Gnosis roll, the Garou may turn a 4 hexes of ground per point of success into a viscous, sticky substance that may trap anything entering it. The Quicksand has an effective ST of 20; creatures caught in it may roll a Quick Contest of ST every turn to free themselves. This effect lasts 1 minute per point of success.

Avalanche ***40 points***

The Garou must be in a mountainous or otherwise geologically unstable area to use this gift, and must spend 2 Gnosis points. On a successful IQ roll (modified by the

instability of the terrain — GM's call), the Garou can cause an avalanche, mudslide, etc. to engulf his foes — the more points by which the roll is made, the more powerful the effect. On a critical failure, the Garou himself is caught in the avalanche.

Red Talons, Level 5

Gaia's Vengeance ***100 points***

This power requires the expenditure of 5 Gnosis points and 2 Rage points, and a Quick Contest between the Garou's Gnosis and the area's Gauntlet (see sidebar, p. 158). The very features of the land will then mystically animate and attack intruders: trees and plants will lash out or trip them, rocks will roll and smash, water will suck them under, etc. An area of 7 hexes (a 2-hex radius) is affected for each point by which the contest is won, and the effect lasts 1 minute per point of success.

Curse of Dionysis ***50 points***

The Garou may, on a successful Quick Contest of Gnosis, turn his opponent into a normal wolf. Note that Garou (or other shapeshifters) subjected to this ability can shapeshift back to one of their usual forms after 10 minutes; the effect on humans is permanent. This gift costs 3 Gnosis to use.

Shadow Lords, Level 1

Fatal Flaw ***25 points***

The Garou can detect flaws and weaknesses in an opponent. By concentrating on an opponent for 5 seconds, spending 1 Gnosis and winning a Quick Contest of his IQ versus the target's Will, the Garou can inflict an extra 1d of damage against that opponent for the duration of one combat. Additionally, for every 2 points by which he won the Contest, the Garou discovers one inobvious mental or physical disadvantage or quirk that can be exploited in combat. On a critical success, he discerns all such disadvantages possessed by the target.

Aura of Confidence ***25 points***

By spending 1 Gnosis and making a successful Will roll against an opponent employing Fatal Flaw, the Garou will radiate an aura of strength and command that will prevent any information about his weaknesses or flaws from being determined. Also, this ability can be used to resist the Aura spell; if resistance is successful, the spellcaster will see only the aura of strength and command and nothing else about the Garou.

Shadow Lords, Level 2

Clap of Thunder ***10 points***

The Garou, by spending 1 Gnosis and clapping his hands together, may sound a clap of thunder that stuns all around him; the Garou must be in Crinos, Glabro or Homid form, and must have his hands free. All those within 10 feet, friend and foe alike, must roll against Will or be mentally Stunned and unable to act for 5 seconds.

Luna's Armor ***See p. 129***

Shadow Lords, Level 3

Icy Chill of Despair ***25 points***

The Garou can make himself seem bigger, more looming, shadowy and terrible. Doing so costs 1 Gnosis and requires a an IQ roll; those viewing the Garou must resist with their Will. If they fail they will be cowed by the Garou. They may not oppose or attack the Garou — physically or verbally — unless they make a Will-2 roll first.

Paralyzing Stare ***30 points***

The Garou can freeze an opponent in his tracks. The Garou must make spend 1 Gnosis and win a Quick Contest of Will with his target; if the target loses, he is frozen in place for 1 second per point by which he lost the contest.

Shadow Lords, Level 4

Open Wounds ***50 points***

By spending 1 Gnosis and winning a Quick Contest between his Will and his opponent's HT, the Garou can cause the next wound he inflicts upon that opponent bleed profusely for 1 turn per point of success; each turn that the wound bleeds, the victim loses 1d HT.

Strength of the Dominator ***70 Points***

The Garou can drain the Rage of an opponent and add it to his own Rage pool. The Garou must win a Quick Contest of Will against his opponent. For a number of turns equal to the total points by which the Garou won the contest, the opponent will lose 1 Rage per turn and the Garou will gain that 1 Rage. The transfer is permanent, but the Garou cannot increase his Rage above his normal maximum.

Shadow Lords, Level 5

Obedience ***85 points***

The Garou must spend 1 Gnosis and make a Will roll. All within the sound of his voice must resist with their Will, or they will obey the commands he gives. The degree to which they obey depends on how many points they failed their resistance roll by. Failure by 1-3 points indicates that they can be persuaded to do something they don't mind doing; 4-6 points means they'll do what the Garou tells them, as long as they aren't utterly opposed to it; 7 or more means the listener will undertake even life-risking actions.

Shadow Pack ***60 points***

The Garou can call into being duplicates of himself to fight at his side. Each duplicate is identical to him in all ways except that it only has 2 hit points and cannot spend Gnosis or Will. To create these duplicates, the Garou must make a roll against his current Gnosis level, and then spend 1 Gnosis for each duplicate he wishes to conjure. If he fails the roll, the Gnosis is still spent.

Silent Striders, Level 1

Sense Wyrm ***See p. 117***

Speed of Thought ***5 points***

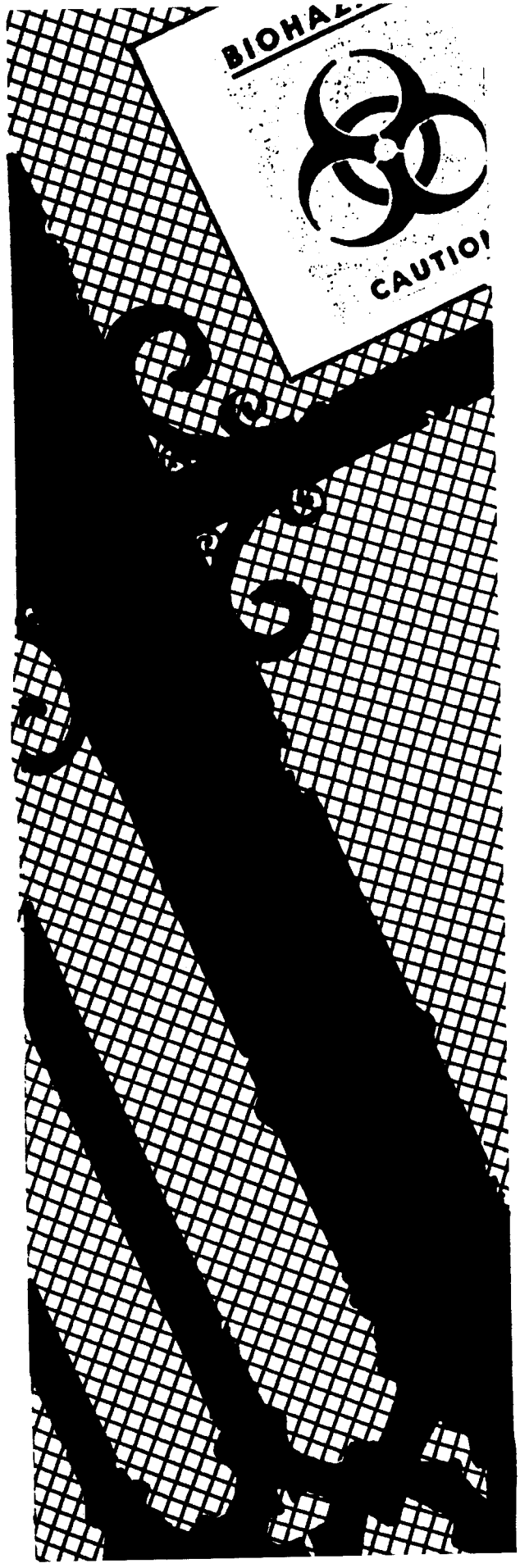
By spending 1 Gnosis, the character can double his long-distance travel rate; this does not affect combat Move. The effect lasts for 1 day.

Silent Striders, Level 2

Blissful Ignorance ***See p. 118***

Messenger's Fortitude ***36 points***

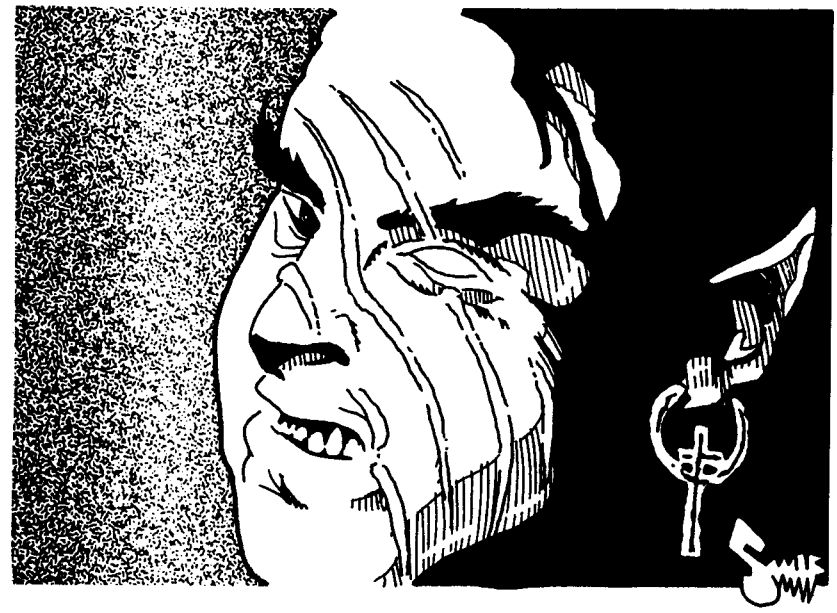
With the expenditure of 1 Gnosis, the Garou gains superhuman stamina and can run at full speed for 3 days without need of food, water or rest. After this time is up, the Garou must sleep for an entire week! By expending an extra Gnosis point and touching another person, the Garou may also grant this power to him for the same duration.



Silent Striders, Level 3

Adaptation ***110 points***

By spending 1 Gnosis and making a HT roll, the Garou can survive in any environment, regardless of the pressure or temperature, or even the presence of breathable air! The Garou also takes no damage from poison or disease, although concentrated flame and radiation still have their normal effects. The Garou also gains DR 5 for the duration. This protection lasts 1 hour, and can be maintained by the expenditure of 1 additional Gnosis per hour. By spending another Gnosis point and rolling again, the Garou can affect another with this gift.



The Great Leap ***43 points***

By spending 1 Will and making a DX roll, the Garou can leap a distance equal to 32 times his normal long jump distance (see p. B88).

Silent Striders, Level 4

Speed Beyond Thought ***27 points***

The Garou may run at almost 8 times normal speed by spending 3 Gnosis and successfully rolling against HT. This power has a flat duration of 8 hours; at its completion, the Garou will be famished and must eat or risk frenzy (+1 Rage gained for every 10 minutes without food after stopping).

Attunement ***50 points***

As the Bone Gnawer gift (p. 128), but this version functions only in wilderness areas.

Silent Striders, Level 5

Gate of the Moon ***75 points***

This power works only at night, and there must be at least a sliver of moon in the sky. The character must spend 1 Gnosis point for every hundred miles he wishes to travel, and must make a successful IQ roll, modified by the distance and familiarity of the destination (from 0 for a nearby, familiar place, to -10 for a long journey to a distant, unknown location). Success enables the Garou to travel to that place instantly. He will be disoriented for 1 second upon arrival unless he can make a Body Sense (p. 65) roll. A critical failure means that the traveler is hurled through space in a random direction, arriving far from his destination (or even high in the air). By spending a point of Gnosis for each companion, the Garou may take others with him.

Reach the Umbra ***25 points***

If he can make a simple Gnosis roll, the Garou can always reach the Umbra by Stepping Sideways (see p. 58) without having to roll a Quick Contest against the area's Gauntlet, and without the need for a reflective surface.

Silver Fangs, Level 1

Sense Wyrm ***See p. 115***

Lambent Flame ***10 points***

With the expenditure of 1 Will, the Garou can invoke a silvery light surrounding his body. This provides light in a 100-foot radius, and all hand-to-hand attacks against the Garou are at -2 because of the glare; ranged weapon attacks, however, are at +2.

Silver Fangs, Level 2

Luna's Armor ***See p. 129***

Awe ***10 points***

With a successful Quick Contest of Will, the Garou can Awe his target. Characters who are Awed react at +1 to the Garou and are at -1 on combat skills when attacking the Garou.

Silver Fangs, Level 3

Silver Claws ***See p. 125***

Wrath of Gaia ***25 points***

The Garou spends 1 Gnosis and makes an IQ roll. All agents or minions of the Wyrm (including vampires) must resist with Will or flee in terror for 10 minutes.

Silver Fangs, Level 4

Mastery ***40 points***

This power works only on Garou (including, however, the Black Spiral Dancers). By winning a Quick Contest of Will, the Garou can cause the victim to obey any non-suicidal command for 1 turn per point of success.

Mindblock ***30 points***

By spending 1 Gnosis, the Garou sets up a powerful psychic shield. All attempts to mentally affect or attack the Garou automatically suffer a -15 penalty.

Silver Fangs, Level 5

Paws of the Newborn Cub ***100 points***

By spending a Gnosis point and winning a Quick Contest of Gnosis versus the target's HT, the Garou can neutralize the special abilities of other Garou, vampires or any other creature with supernatural, paranormal or metahuman powers. This includes aggravated damage, claws, Garou gifts and the like. Each point of success allows the Garou to strip his target of one such ability.

Luna's Avenger ***109 points***

By spending 3 Gnosis, the Garou can turn his body to pure silver for 1 minute. This ability obviously confers immunity to the effects of silver, as well as the Silver Claws gift (p. 125). The Garou gains PD 2, DR 6 and 5 extra hit points, off of which damage is taken first. The Garou's move is reduced by 20%, but damage from punches and kicks is raised by +2.

Stargazers, Level 1

Sense Wyrm ***See p. 115***

Balance ***15 points***

By spending 1 Gnosis, the Garou is able to walk across any ledge, rope, etc., no matter how thin or slippery, and gains a +3 on all Climbing rolls.

Stargazers, Level 2

Surface Attunement ***15 points***

With a turn of concentration and the expenditure of 1 Gnosis point, the Garou is able to walk at normal speed across liquid surfaces without falling through or leaving tracks.

Inner Strength ***15 points***

With a successful roll versus IQ-3, the Garou may convert Rage points into a Will bonus of the same amount, at 1 point converted for every point by which the Garou made his roll. The bonus lasts 1 minute.

Stargazers, Level 3

Merciful Blow ***5 points***

By spending a Gnosis point, the Garou can attune himself to the body of his foe. The Garou must make a successful attack roll; use the Parts of the Body modifiers (p. B203) at an extra -2. At least a point of damage must get through clothing or armor; natural Toughness does *not* protect. Then, roll a Quick Contest between the Garou's IQ and the victim's HT. If the Garou wins, the body part is paralyzed; otherwise, nothing happens other than normal damage.

Arms or legs struck this way are considered crippled for 5d turns. A hit to a torso in this manner will diminish, or even totally arrest, the victim's breathing. He starts suffocating as per p. B122 and must make a HT roll every second to recover. A hit to the head will stun the victim; he must roll versus IQ to recover.

Clarity ***70 points***

By spending 1 Gnosis point and making a successful roll against IQ + Alertness (if any), the Garou is able to dramatically expand his visual senses, allowing him to see through darkness, fog, illusions, invisibility and so on. To see through illusions, roll IQ + Alertness as resistance to the spell or power that created the illusion.

Stargazers, Level 4

Preternatural Awareness ***45 points***

By spending 2 Gnosis points and successfully rolling against IQ-2, the Garou can sense what foes are going to do in combat, and gains a +1 bonus to his Active Defenses for every 2 full points by which the roll was made (minimum +1) *for that turn only*. This gift requires no concentration.

Ultimate Argument of Logic ***See p. 120***

Stargazers, Level 5

Wisdom of the Seer ***50 points***

By gazing into the night sky for an hour, spending 2 Gnosis points, and making an IQ-2 roll, the Garou can gain the answer to any one question. The clarity of the information is based on how many points the IQ roll was made by, but it is rare to gain a complete and straightforward answer.

Circular Attack ***75 points***

The Garou must be in melee combat or being attacked with ranged weapons by two or more foes in a relatively direct line to each other. By spending a Gnosis point and winning a Quick Contest of IQ (if against multiple opponents, use the highest IQ), the Garou can not only avoid the attacks but channel them into another foe (or cause the foe to strike himself if the Garou is fighting only one foe). Each point by which the Garou wins the Quick Contest enables him to channel one attack in this manner.

Example: Starsinger has an IQ of 14 and is fighting 6 foes (among whom the highest IQ is 11). Starsinger rolls a 9, and the GM rolls an 10; Starsinger wins the Contest by 4 points. He would then be able to avoid the attacks of 4 of his opponents, who would roll to hit each other or another of Starsinger's foes.

Uktena, Level 1

Sense Magic ***5 points***

By spending 1 Gnosis and making a successful Sense roll, the Garou is able to sense Garou rituals and gifts, the Thaumaturgy of the Tremere and the Magi, fetishes, and

other magical phenomena in a maximum radius of 3 hexes per point of success. These merely sense the presence of magic, and its location and general strength; it tells nothing about type or powers. The GM should modify this roll based on the strength and subtlety of the magic.

Shroud ***5 points***

The Garou must spend 1 Gnosis and make a Gnosis roll with a modifier (-2 for being indoors, -8 for high noon, +1 for twilight); for each point of success, a 7-hex area is covered in pitch-black darkness.

Uktena, Level 2

Spirit of the Fish ***19 points***

With the expenditure of 1 Gnosis and a successful HT roll, the Garou becomes able to breathe underwater, and swim as fast as he can run. This gift lasts 1 hour.

Spirit of the Bird ***20 points***

The Garou, by spending a Gnosis point, may fly, hovering and floating and able to reach speeds up to 20 miles per hour. Maneuvering requires the Flight skill (see p. 66) or a roll against DX-4.

Uktena, Level 3

Call Flame Spirit ***40 points***

The Uktena must have a fire source for this gift, even if it is only a cigarette lighter. By spending 1 Gnosis point and rolling versus IQ, he may summon a spirit of fire to perform one task for him. The fire spirit will ignite inflammable objects or hurl itself at his foe, blasting it in a great explosion before departing from the material world (6d aggravated damage). A critical failure summons a hostile spirit . . .

Invisibility ***45 points***

This power makes the Garou invisible, and muffles hearing and smell as well. The Garou must spend 1 Gnosis and make an IQ roll. When employing this power, the Garou must concentrate on its use at all times; he many not move any faster than half speed, nor may he do anything that would be a distraction. As soon as the Garou's concentration lapses, the invisibility ends. Anyone who attempts to see through the invisibility must resist the original IQ roll with his own IQ.

Uktena, Level 4

Hands of the Earth Lords ***72 points***

By successfully rolling IQ, and spending 1 Gnosis per turn, the Garou can telekinetically move up to 500 lbs.

Call Elemental ***70 points***

The Garou is able to call one of the four classic elementals (air, earth, fire, water) of his choice to him (see the *Bestiary* chapter for examples of elementals). The Garou must spend a Gnosis point and roll a Quick Contest of Gnosis versus the area's Gauntlet to summon the elemental, and then make an IQ roll to cause the elemental to look favorably upon him.

Uktena, Level 5

Fabric of the Mind ***See p. 124***

Fetish Doll ***100 points***

The Garou must have a lock of hair or article of clothing from whomever he intends to use this gift against. He must then construct a mannequin in the shape of the victim, spending a week and making a successful roll against whatever craft skill(s) he possesses. It need not be an identical likeness, but it must reflect the basic body type of the target (humanoid, non-humanoid) and bear some resemblance to him (hair/fur color, eye color and so on). Failure on the craft roll(s) indicate the doll is unsuitable for use with this gift. Unless the GM rules otherwise, dolls created by others for the caster will not work.

The Garou may then inflict damage on the doll by whatever means he desires (to a maximum of 10 points, at which time the doll is destroyed). Damage need not be applied all at once; it can be spread out over as long as the caster likes. With every point of damage done to the doll, the Garou rolls a Quick Contest between his IQ and the target's Will. If the target fails the contest, he takes 1 die of aggravated damage in the manner in which it was inflicted upon the doll: burning the doll with a match would inflict burning damage on the subject, while stabbing it with a nail would cause impaling damage. This damage bypasses all DR except for Toughness! Each die of damage is applied separately, unless several points are inflicted at once upon the doll by the same means (a dagger thrust, for example). In such a case, while the Quick Contest is made separately for each die, they are totaled *before* being applied to the victim.

Wendigos, Level 1

Call the Breeze ***15 points***

With the expenditure of a Gnosis point, the Garou may call up a strong (20 mph), chill breeze, directing it at whim. The breeze will clear out clouds of vapors or insects, and anyone relying at all on hearing will have a -2 to all hearing rolls.

Camouflage ***15 points***

By spending 1 Gnosis point, the Garou can reduce all Perception rolls to spot him by -6. The effect lasts 5 minutes.

Wendigos, Level 2

Cutting Wind ***25 points***

The Garou may, by spending 1 Gnosis point, call up a painfully bitter blast of wind, which he may direct in combat with a DX roll, with a range of 35 hexes. Anyone hit by the wind takes 8d *for the purpose of determining knockback only*. He also suffers a -4 on all actions in his next turn, and a -2 on the turn following that.

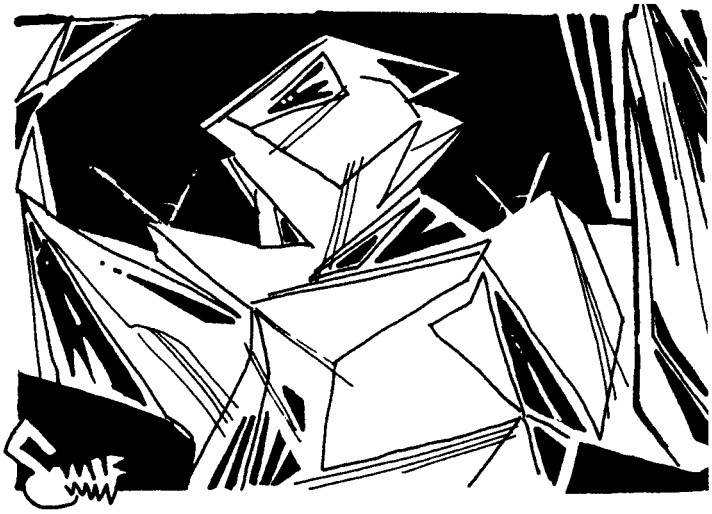
Speak With The Wind Spirits ***30 points***

This is similar to the Bone Gnawer gift Attunement, except that the Garou can only ask one specific question of the spirits. The Garou must roll as per Attunement, with the same modifiers.

Wendigos, Level 3

Chill of Early Frost ***45 points***

The Garou invokes the spirits of winter in a great ritual, spending an hour and 1 Gnosis in so doing. He then rolls against his IQ, with a modifier based on the current temperature (no modifier for 40 degrees or lower; -3 for 40 to 70 degrees; -6 for over 70 degrees). On a successful roll, the temperature drops to below freezing (or even subzero if it was freezing already) in an area measuring 5 miles in radius for every point of success. (See *Freezing*, p. B130, for effects of exposure.) The chill is as much mystical as it is physical, sent from the domain of the great Wendigo Himself, and anyone without a natural fur coating (humans, Kindred, Garou in Homid or Glabro form) will have a -4 to actions — even if properly dressed — due to the pain of the cold.



Sky Running ***40 points***

By spending 2 Gnosis and concentrating for 1 turn, the character gains the ability to run at 50 mph through the skies; this ability lasts for 4 hours, and may be maintained with additional Gnosis expenditure. The Garou must continually remain in motion, or he falls! The Garou leaves a track of fire in the sky as he runs.

Wendigos, Level 4

Attunement ***50 points***

As the Bone Gnawer gift (p. 128), but only usable in the wilderness.

Call the Cannibal Spirit ***50 points***

The Garou must chant and dance for a full hour under the night sky to invoke this gift. An IQ-3 roll is required, and 3 Gnosis must be spent. If the roll is successful, a Wendigo avatar (p. 163) will answer the summons, and will track down a victim of the Garou's choosing (the Garou must have an article or part of the victim) to eat his heart. If the IQ roll is a critical failure, or the Wendigo avatar is thwarted in its mission (but not killed), it will return to kill the summoner.

Wendigo, Level 5

Invoke the Spirits of the Storm ***100 points***

The Garou may call up just about any weather effect he desires: a blizzard, a monsoon, a tornado, a thunderstorm, pea-soup fog, whatever. A Will roll is required, with a modifier to be set by the GM based on the desired effect and the difference between it and the prevailing weather; 3 Gnosis points must also be spent. The effects extend over a 10-mile radius for each point by which the Will roll is made; if a Thunderstorm is called, each additional Gnosis point spent by the Garou enables him to call a 10d lightning bolt or tornado down on his enemies (roll vs. DX to hit).

Heart of Ice ***100 points***

The Garou must know the name of the being to be affected by this power, and must whisper it, spending 1 Gnosis point in the process. The Garou then rolls a Quick Contest of his IQ versus the target's HT+4. On a success, the target suffers 1d of aggravated damage per turn for a number of turns equal to the number of points by which the contest was won. This represents the victim's heart or other internal organs turning to ice. Vampires affected by this power have their blood freeze instead, losing 2 Blood Points per turn; if this reduces the vampire to 0, he starts losing 4 hit points per turn. At -HT, he will be forced into Torpor.

Rites

Rites are rituals by which the Garou mark special occasions, and in some cases, rites are ceremonial magical spells (see pp. B151-2). All magical rites, and most other rites, are multiperson affairs, and usually require at least 2 persons to perform. Whether or not they are actively magical, they have religious and mystical connotations, and have extensive social components.

In all cases, a rite must be led by an individual. When a rite is actually ceremonial magic, use the ceremonial magic rules from the ***GURPS Basic Set,*** *Third Edition,* except that all casting is done with Gnosis rather than Fatigue. When the rite is a social event, all participants roll against their skill in the rite, but unless there is a critical failure (which indicates a grave disruption of the ceremony by a faux-pas on the part of that character), only the leader's roll determines the success or failure of the rite.

Each rite is a separate skill. Those which are purely social are Mental/Easy; they are, in effect, a specialized form of the Savoir-Faire skill, defaulting to IQ-4. Those which are actual spells are, of course, Mental/Hard or Mental/Very Hard skills. Rituals must be learned from tribal elders, and usually they will not be taught unless the prospective student has shown great promise, or has paid the elder, either in fetishes or talens, or by performing a favor for him.

Regardless of whether or not a rite is a spell-casting, it may be performed only at a caern or other mystically-charged spot, or it may be performed in the Umbra. All rites, magical or not, take 10 minutes per level to enact.

Rite Prerequisites

In order to thoroughly learn a rite (instead of relying upon his default), a character must have History (Garou) and Theology (Garou), both at a certain minimum level. As the complexity (level) of the rite to be learned increases, so does the minimum level in these prerequisite skills:

Rite Level	*Prerequisite Level*
1	10
2	12
3	14
4	16
5	18

Lower levels of rites are not required to learn higher levels; it is entirely possible to know one fourth-level rite and no others, as long as the character has at least a 16 skill in both prerequisite skills.

Spell-rites include a listing of other prerequisites; these are *not* required for Garou, but are presented for those non-Garou who might learn them or duplicate them through independent research. Prerequisites listed with a dagger (†) are spells found in ***GURPS Magic.*** If the GM is not using any of those spells, he can ignore these prerequisites or set his own.

Listing of Rites

In the following listing of Garou rites, those which are not magical (and are Mental/Easy skills) are noted as "Social." Those that are ceremonial magic spells are given full descriptions. Some are both, and are noted as "Special."

Every rite below is common to all tribes; there are no "secret" rites, unless the GM wishes to restrict some.

Level 1

Rite of Contrition ***Regular; Resisted by Rage***

This Rite is a form of apology and is often used to prevent the enmity of spirits or Garou which you have annoyed, as well as to prevent war between septs or tribes. This Rite actually makes it more difficult for you to be harmed by spirits or Garou in spirit form. You must possess some aspect of the spirit or Garou from which you are praying contrition in order to conduct this ritual. The spirit or Garou, whether or not he is present, resists the rite with his Rage at the moment of completion; if he fails his resistance roll, the number of points by which he failed becomes both a penalty to attack rolls and a bonus to reaction rolls for the duration of the rite's effects.

Duration: Permanent until the Garou performs an action which could harm or insult the target.

Cost: 1.

Time to cast: 10 minutes.

Prerequisites: Magery and Summon Spirit† *or* Great Geas†.

Rite of Cleansing (VH) ***Special***

This rite purifies a place, object or person so that it or he may be touched or used without fear of the contamination of the Wyrm. This can even cleanse a person of corruption by the Wyrm. It can be cast on individual objects or persons, or may cast over an area, in which case anything in the area of effect is cleansed.

This spell is resisted by the Gnosis of the spirit which originally caused the contamination/corruption (even if it is no longer present!), or by Will if cast on an unwilling sentient being, such as a Fomor who gave himself to the Wyrm. If cast on an area, each item in the area resists separately, *and* the area itself resists as a whole.

Each 2 full points by which a person, object or area loses its resistance roll indicates the lowering of its Wyrm mana or Wyrm taint by 1 level. When they have reached No Wyrm Mana or No Taint, they are completely cleansed; fomori brought to this level revert to their original human forms and identities. Note that Banes and other Wyrm servitor spirits may not be Cleansed, nor can vampires.

Duration: Permanent.

Cost: 1 per person, object or hex cleansed.

Time to cast: 10 minutes.

Prerequisites: Magery and at least one spell from each of ten different colleges.

Rite of the Questing Stone ***Information***

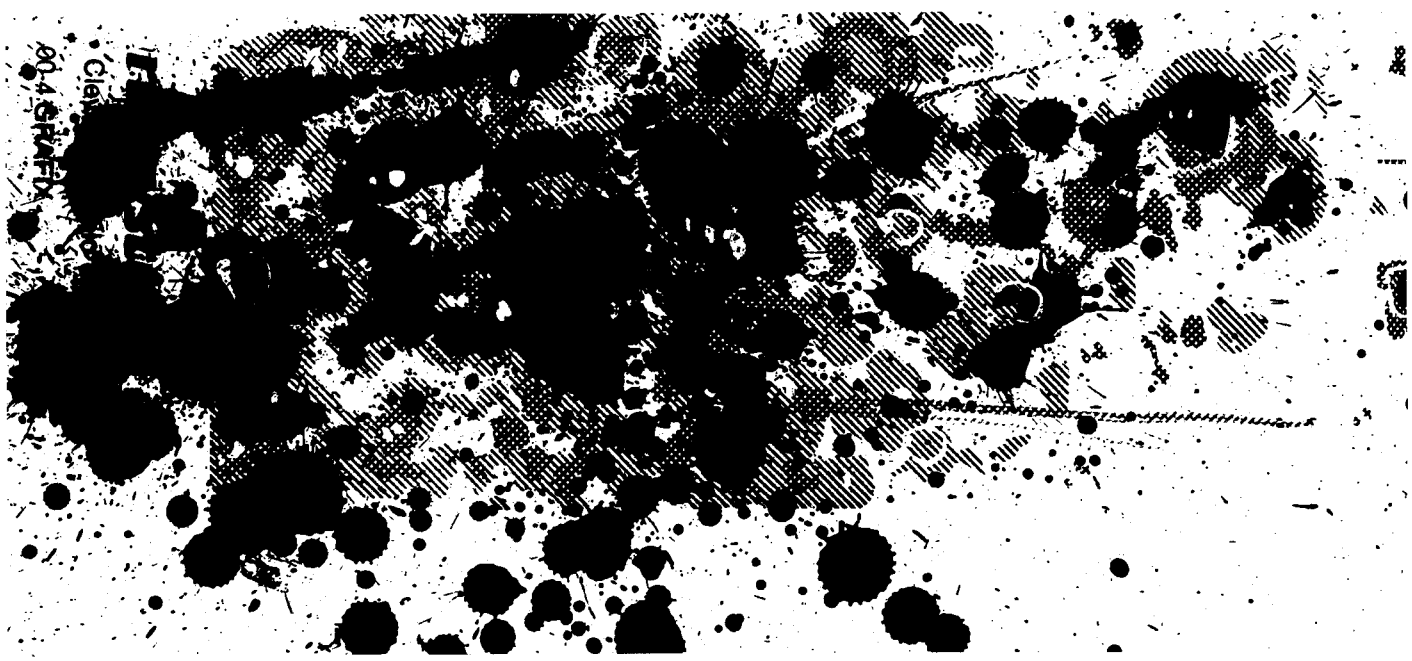
This rite allows you to find something or someone. You need to know their name, but if you have something of them (hair or fingernails, for example), the rite roll is at +2. You actually dangle a stone from a string in order to perform this rite, which should be handled as the Seeker spell (p. B163). This rite may be performed by a single person.

Cost: 3.

Prerequisites: As for Seeker.

Rite of Talisman Dedication ***Regular***

This rite allows the Garou to "bond" objects to his body or that of another, so that when he takes different shapes or enters the astral plane or spirit world, these objects will go along. The objects must be easily worn or carried, like clothing or jewelry or even a weapon; a safe or bicycle cannot be bonded! Living creatures cannot be bonded. Individual items of clothing are counted separately; a three-piece suit will be three separate items, not one. When the Garou is in Lupus or Hispo form, the objects



will meld into his body; in Crinos or Glabro forms, the objects will appear in their usual form on the Garou, but cannot be removed unless the Garou makes a Will roll. An individual may have no more than his IQ/2 items bonded to him at any given time, and may "unbond" an item at will.

This rite may be performed by a single person.

Duration: Permanent, until "unbonded."

Cost: 2 per item for small to medium items; 4 per hex for anything unusually large.

Time to cast: 10 minutes.

Prerequisites: Magery 2 and Reshape†.

Rite of the Opened Caern (VH) ***Regular; Resisted by Gnosis***

Caerns are highly spiritual places, and are sacred to those who create them. Each caern has a store of power, and many are *Aspected* (see p. 170) to give a bonus to certain kinds of magic. If a character is knowledgable enough, he may be able to tap into a caern's power and use it himself. This is commonly called "opening" the caern. This rite opens a caern so that the Garou may use its inhabiting spirit in a manner not unlike a powerstone. The caster does not need to "awaken" the caern spirit first. Opening a caern is a dangerous business — if not done correctly, the caster may suffer from the backlash!

When this rite is performed, the caern spirit resists with its Gnosis. If the rite wins the contest, all of the spirit's Power is available for his use as if it were a powerstone of the same size for up to 5 hours. He must remain on the grounds of the caern in order to use this power; if he ventures beyond the borders of the caern, the rite's effect ends and it must be performed again.

If the caster loses, he is mentally Stunned, and takes 1 point of damage for each point by which the spirit exceeded his roll. On a critical failure, he takes 1d damage for every point by which the spirit won! In either case, if he survives he may not use any Gnosis-based powers, spells or gifts for 24 hours.

This rite may be performed by a single person.

Duration: 5 hours.

Cost: None.

Time to cast: 10 minutes. May only be cast ceremonially.

Prerequisite: Restore Mana† *or* Summon Spirit† and Magery 3.

Moot Rite ***Social***

This is a rite that must be performed to start any moot.

Gathering for the Departed ***Social***

This is a funeral rite, which sends the spirits of the newly departed into the Umbra to join with their totem spirit(s).

Rite of Binding ***Regular; Resisted by Gnosis***

This is a rite to bind a spirit to yourself, thereby making it your servant. The more powerful the spirit, the more difficult the process is.

Whenever a spirit is encountered, there is always the possibility of binding it. The Garou generally feel that binding a spirit should only be done when needed, and they do not feel good about binding spirits for great lengths of time. Imprisoning spirits unnecessarily is often unacceptable, although this is often contested, particularly among the mystics of the Uktena tribe.

Most of the spirits within the Umbra may be bound into service, or into objects such as fetishes. No spirit will be bound by choice, unless it is a spirit friendly to the characters' totem. Spirits can be bound into objects, places and people, although the latter two are generally not performed by the Garou unless necessary.

When the Garou seeks to bind a spirit, the spirit resists with its Gnosis. However, every point of Gnosis that the Garou puts into the rite (minimum expenditure of 1 point) reduces the spirit's effective Gnosis by 1 for the purpose of this contest. If the Garou wins the contest, the spirit will serve him for 1 week per point of success.

If the spirit successfully resists the rite, it must immediately make a Reaction roll at -5. On a Bad or worse reaction, the spirit will attack the caster.

This rite may be performed by a single person.

Duration: 1 week per point by which the spirit failed its resistance roll.

Cost: 1 or more.

Time to cast: 10 minutes.

Prerequisite: Summon Spirit†.

Rite of Wounding ***Social***

This is a celebration in honor of the first wound that a Garou receives in battle. Among the Get of Fenris, it is cause for a wild, all-night revel of drinking and fighting (often leading to another Rite of Wounding, and so on . . .)

Baptism of Fire ***Special***

This rite is both a spell of sorts and a social event. Most tribes will track down all the children born to their "flock" one month after they are born in order to see if they "share of the blood." Those who are indeed Garou are "baptized" in the light of the moon under which they were born. In the presence of one of the tribal spirits, they are seared with a brand from a rite fire. Because of the healing powers of the Garou, the only mark that is permanently left is a spiritual one, which forever identifies the individual as a member of the tribe. Moreover, a minor spirit is bound to the child to keep tabs upon him, so that the tribe always knows where he is. When the child is about to undergo his first Change and is ready for the rite of passage, the spirit alerts the tribe.

This rite is actually composed of two parts. The first is the social aspect, which is a M/E skill. The second part is an actual spell which is cast by the rite leader and which binds the spirit to the child.

Duration: Until child is just short of his first Change.
Cost: 2.
Time to cast: 10 minutes.
Prerequisite: Summon Spirit†.

Level 2

Rite of Spirit Awakening ***Regular***

This spell will awaken a sleeping or otherwise quiescent spirit (such as that found in a caern). The spirit will immediately become conscious and aware of the caster and must make a reaction roll.

This rite may be performed by a single person.
Duration: Instantaneous.
Cost: 1.
Time to cast: 20 minutes.
Prerequisite: Summon Spirit†.

Rite of Becoming ***Regular***

This rite may only be performed at an Anchorhead Domain (see sidebar, p. 155) in the Umbra. By properly casting this rite, the Garou is able to propel himself or another person into the Deep Umbra. This rite may be performed by a single person.

Duration: Instantaneous.
Cost: 3.
Time to cast: 20 minutes.
Prerequisite: Planar Summons† *or* Banish†.

Rite of Summoning ***Information***

Garou mystics are adept at calling the spirits. This ability can range from summoning minor Jagglings to perform menial tasks, calling upon totem spirits or even seeking counsel with Incarna. Summoning spirits often involves complex rituals, long periods of meditation and tribal mantra chanting. Within the spirit world this process is far easier and the mystic can shake off the trappings of the mundane world to call upon those spirits he seeks. This rite compels spirits to seek out who calls them, and once the summoning is successfully completed, the spirit cannot escape its caller and must attend the mystic whether it wishes to or not. Many spirits, particularly minor ones, are too weak to resist a powerful summoning; powerful ones come out of curiosity. It is only important that they come.

Successfully summoning spirits depends on how good the mystic is, how powerful the spirit is and the Gauntlet which must be broken. Breaking the Gauntlet is the first obstacle, and is achieved much the same as entering the Umbra (see p. 153). However, a mystic already in the Umbra is not required to break the Gauntlet.

The general level of power of the desired spirit determines a modifier to the rite roll:

Spirit Type	*Modifier*
Jaggling	+2
Gaffling	0
Totem Spirit Servant	-2
Totem Spirit or Avatar	-5
Incarna	-9
Celestine Avatar	-12

For every hour the Garou spends invoking the spirit, there is a cumulative +1 bonus to the roll, but the Garou can never raise his roll above his skill with this rite +2. The GM is final arbiter on the modifier to this roll; there are cases when a Garou who attempts to summon a specific spirit will have no chance of success at all, and other times when they will have no chance of (normal) failure.

If the summoning roll is a success, the spirit appears. It must then make an immediate reaction roll to the summoner, with all normal modifiers. This roll is also modified by a Gnosis roll that the Garou must make at this time; for every 2 full points by which the Garou made the roll, there is a +1 to the spirit's reaction, or a -1 for every 2 points by which he fails the roll. If he has a critical failure on the Gnosis roll, the spirit automatically has a *Disastrous* reaction to the summoner.

If the summoning roll is a failure, nothing happens. If it is a critical failure, the Garou has summoned the wrong type of spirit, in great numbers or great hostility. This can easily cause a flood of Banes to appear.

Duration: Instantaneous.

Cost: 10.

Time to cast: Special; see description.

Prerequisites: Magery, and at least one spell from each of two colleges.

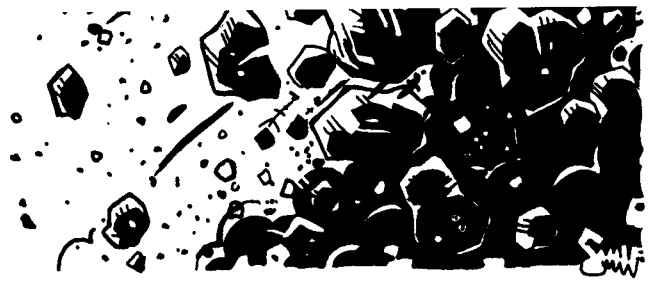
Rite of Passage ***Social***

When Garou children reach an age when they are close to their first change (usually near the end of puberty), they are kidnapped and brought to the tribal territory. There the werewolf within them is awakened, they are taught how to transform into wolf or human form, and are forced to undergo a trial by which they must prove that they are ready for adulthood. The trial varies by tribe. A Wendigo might have to undergo a vision quest; an Uktena might have a riddle contest with a dark spirit; a Get of Fenris might have to destroy a Vampire or Wyrm creature; and a Silent Strider might have to investigate a long-deserted caern.

This rite-skill handles all the preliminaries of the trial, and also incorporates all the traditional lessons taught to the new Garou.

Rite of Ostracism ***Social***

Although this is a commonly-levied punishment for lesser crimes, the Rite of Ostracism can be downright dangerous in war, as it essentially estranges the individual



in the eyes of tribe, sept and sometimes even pack. For a certain period, to be determined by the elders officiating, the tribe will treat the offender as a complete stranger, ignoring him as much as possible and forcing him to fend for himself for even basic needs, although (in theory) the tribe will take no hostile action against the offender. In a life-or-death situation the tribe might grudgingly heed the offender, but otherwise they will not speak to him, look at him or interact with him in any way. Strictly speaking, he is on his own in a battle (although friends of the outcast generally find solid tactical excuses to attack the same foe, etc.). For serious crimes, the Rite can be decreed permanent, essentially exiling the offender.

Stone of Scorn ***Social***

Although defined as social, this rite employs a magical artifact — a rock to which are bound malevolent spirits that cause shame, sorrow and similar feelings. As part of this rite, offenders are dragged to this rock, there to stand before the tribe while insults, stones, worms, maggot-ridden meat and the like are hurled at him by his tribemates. The Moon Dancers generally become quite creative with their mockeries, meticulously pointing out the offender's crime and any other flaws possessed. Once the night of Scorn is over, the punishment is done; however, any positive reaction modifiers (such as Charisma or Reputation) within the tribe are temporarily reduced by 1, as many of the best jokes and insults are whispered behind the offender's back for some time to come.

Voice of the Jackal ***Regular***

This rite is cast upon a tribal offender, usually with the words: "Since thy (cowardice/gluttony/greed/selfishness/whatever) has proven thee to be of the jackal breed, let thy true voice be heard." From here on, the subject's voice becomes a shrill, nasal whine, offensive and annoying to listen to. This effectively negates the Voice advantage, if it is possessed by the user. All social and Artistic skills that require vocal communication are at -4 for the duration of the effect. The punishment can be repealed at the punisher's discretion, though for serious crimes it will be made permanent.

Duration: 24 hours.

Cost: 2 to cast, 1 to maintain. Can be made *permanent* at a cost of 100.

Time to cast: 20 minutes.

Prerequisite: Voices.

Level 3

The Hunt ***Social***

This rite should not be confused with the Fianna gift *Call the Hunt* (p. 130), which allows a member of that tribe to summon the Wild Hunt of Celtic mythology. This rite is performed to organize and charge a hunt of a more mundane kind.

The Hunt is called against Garou who have committed capital crimes, yet who still retain a vestige of honor. Murderers (but not treasonous ones) and the like will be Hunted. The Hunt is essentially what it sounds like — the criminal will be hunted down by the pack or tribe until he is dead. No submission is possible, but upon the Garou's death he is considered exculpated of his crimes (for what it's worth). There are many tragic stories of Garou heroes who were tricked into a choice between violating their word and committing a grave crime; they chose to honor their word and a Hunt was called, but in their dying they displayed such valor (including, of course, gaining revenge on the one who tricked them) that they gained great fame posthumously.

Satire Rite ***Social***

A more serious version of the Stone of Scorn, a Satire is a special song/dance/theatre exercise crafted by the Half Moons and Moon Dancers for the sole purpose of ridiculing the offender. There is no single "Satire Rite" skill — the rite is basically written from scratch each time it is performed. Its effectiveness and success is determined by the combined success of the participants' creative and performing skills, including (but not limited to) Bard, Dancing, Performance, Poetry, Singing and Writing.

When the rite has been prepared, a moot is called and, while the offender sits in a public place in full view of the tribe, the Rite is performed. As the Garou keep oral histories, the Satire will be remembered and sung through the ages: Garou children will sing some of the lewder verses at play, adults will forever use some of the wittier quotes and movements in reference to the offender, and the old will snort out whatever they remember and guffaw loudly. While the Stone of Scorn is usually confined to members of the offender's tribe, Moon Dancers and Tricksters are all too happy to spread the new Satire around to any Garou they meet.

The effect of this besmirching ceremony is the *permanent* loss of Reputation. Any and all Reputations the character possesses are *permanently* lowered by -2. If this would result in a negative value, or the character has no Reputation to begin with, the character gains a negative Reputation of the appropriate value, even if he already possesses the maximum number of points in disadvantages. The character's point total is accordingly diminished; he is not allowed to "make up" the lost points, except by earning them through play.

Rite of the Fetish ***Spell***

This Rite allows a Garou to create a fetish (an object with a spirit trapped in it). The Garou must first persuade or force a spirit to enter the item. The full process of enchanting fetishes and talens is detailed on pp. 166-167.

Rite of the Totem ***Special***

This rite bonds a totem to a group of Garou. This is usually invoked when a pack is first created, and thus will rarely be seen in play. The effects of this rite are detailed under the Totem Spirit advantage, and if the casters are successful in acquiring a totem spirit, they must all immediately take that advantage at a level determined by the GM. They must dedicate all subsequent earned points to this advantage, if they cannot pay for it immediately.

This is much like a voluntary adoption of the Garou by the spirit. Success of the rite can be modified by appeals and offerings to the spirit, as well as certain social skills.

Duration: Permanent.

Cost: 1 per 5 character points invested in the spirit (see *Designing a Pack Totem* on pp. 166-167).

Time to cast: 30 minutes.

Prerequisite: Planar Summons†.

Rite of the Winter Wolf ***Social***

This solemn and bleak rite is performed for a Garou who is too wounded to fight with his tribe. The Garou, upon announcing that he will undergo this rite, sits at the center of a gathering of his tribe- or pack-mates. This meeting is an onerous, dirge-like affair during which the Moon Dancers sing the hymns of his life and deeds, and invocations to the spirits for his glory in the next world. He then slowly and proudly walks through the closed ranks of the tribe, to the beat of heavy bass drums, and drags himself to a secluded site, where he then ends his life, usually through the use of a silver klaive.

Immediately after this rite is completed, the Gather for the Departed (p. 143) is performed.

Level 4

Rite of the Opened Bridge ***Spell***

This ritual creates a Moon Bridge, a shimmering portal that serves as a mystical means of transportation between two caerns. A Moon Bridge is actually a road that winds through the spirit world; those who travel on a bridge traverse distances in 1/100th of the normal time.

The primary requirement to open a Moon Bridge is an artifact called a Moongem or Pathstone. These are very rare; they are found only in the spirit world, and are often the objectives of quests. Pathstones resemble flat pearls with the imprint of a wolf's paw on one side. It is possible to steal a Pathstone from another caern, but this is considered blasphemous and may result in war between two Garou tribes.

This rite may be performed only at a caern under the light of the moon with the permission of the totem of that caern, or in the Umbra at a Domain. If cast at a caern, the destination must also be a caern, while when cast at a Domain the destination must be a Realm. The Gnosis cost of the Bridge is dependent on the distance traveled:

Distance	*Cost*
up to 2 miles	5
2 to 9.99 miles	10
10 to 99.99 miles	15
100 to 999.99 miles	20
1000 to 9,999.99 miles	25
10,000 to 99,999.99 miles	30

And so on, at +5 cost for each 10× increase in distance.

To open a Moon Bridge from a Domain to a Realm varies in cost, depending on the "proximity" of the two, but is never less than 10 Gnosis.

Because a Moon Bridge is a physical road of sorts, distance to the destination is measured across the surface of the earth, not *through* it. Moon Bridges *can* reach off the surface of the earth; if the destination is not within line-of-sight from the starting caern, measure along the surface of the earth until the destination becomes visible.

A successful roll opens a portal. The portal will stay open for 5 minutes; as many people can use the Moon Bridge as can pass through the portal in that time. When the distance to be traveled has been covered, a portal opens up at the destination; this portal also lasts for 5 minutes. If a party gets separated on a Moon Bridge (due to different running speeds, for example), the destination portal will not open until the last member of the party has arrived at the end of the Bridge.

Even failed rolls open portals, but they lead to random destinations. Any travelers who enter such a gate will all arrive at the same location, although they will have no idea where it is unless it is already familiar to them. A critical failure on the spell roll is a permanent failure — if it happens, the mystic energies of the site have been so badly mishandled and disturbed that no Moon Bridge can ever again come from or to this caern. A Garou can find himself banished for such a botched job.

However, since most of the time Moon Bridges will be created at caerns, the caster(s) can always tap into the caern's own energy and trade power for skill (as per p. B151) to keep this from happening.

Duration: Special; see description.

Cost: Special; see description.

Time to cast: 40 minutes.

Prerequisites: IQ 15+ and at least one spell from 5 different colleges, *or* Hawk Flight.

The Badger's Burrow ***Information***

This rite allows a Garou at a caern to gain knowledge about an area within the caern's borders. This is a ceremonial spell form of the Level 4 Bone Gnawer gift Attunement (p. 128), but it can only be used on an area within the boundaries of the caern. Use the table under Attunement to determine the size-of-area modifiers to the roll made for this rite. One query can be made for each 2 full points of success on the roll.

This rite can be performed by a single person.

Duration: Instantaneous.

Cost: 1.

Time to cast: 40 minutes.

Prerequisite: History.

Rite of the Shrouded Glen ***Area; Resisted by IQ***

This rite makes an area in the Umbra invisible, so that it cannot be seen in any way from other parts of the Umbra. Those who approach it, in fact, often find themselves walking in circles without ever getting close.

Duration: Instantaneous.

Cost: 1 per hex protected; minimum 10.

Time to cast: 40 minutes.

Prerequisites: Avoid† and Hide†.

The Rending of the Veil ***Spell***

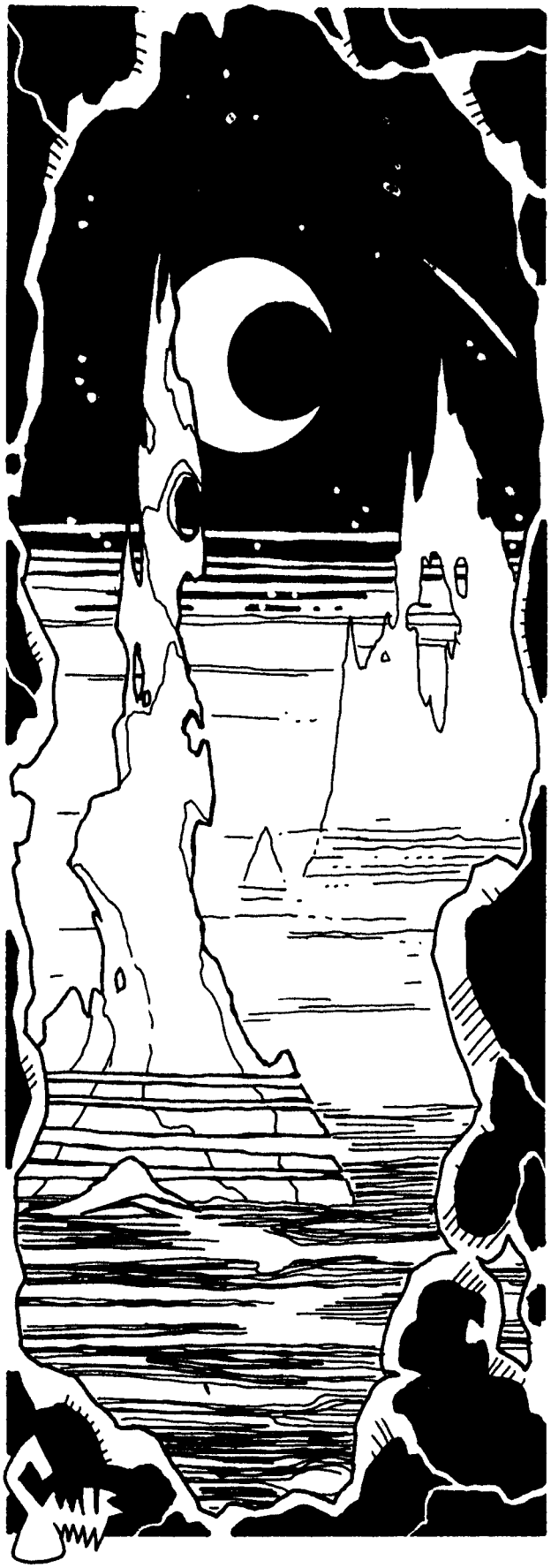
This rite is sometimes known as Actaeon's Folly. It is used as part of the punishment for a human who greatly offends the Garou. It drops the Veil for the period of one night so that the human may see and remember the Garou for the full duration. The human is then the target of a hunt which is not part of the rite proper, but which always follows afterwards.

Duration: One night.

Cost: 5 Gnosis

Time to cast: 40 minutes.

Prerequisites: Bravery.



Level 5

Rite of Caern Building ***Area***

This is one of the most powerful rites known to the Garou, the purpose of which is to create a permanent area where the spirit world and the Realm of Gaia are in close contact. The creation of a caern is very dangerous, however. Simply reciting the Rite will draw the attention of the Wyrm's servitors, and actually performing it has been known to be fatal. It is virtually a requirement of this rite that guards be posted, for servants of the Wyrm will often gather to attack the participants. (The GM should decide in advance just what form the attacks will come in, but they should increase in power and ferocity as the rite proceeds.)

If successful, this rite will turn an area of land into a *caern* — a place where the spirit world and the physical world are in close contact, and where magic is more powerful. Caerns are also inhabited by spirits, sometimes avatars of Totems, and this spell will summon or attract a spirit willing to serve as the caern's guardian.

The land that is to be made into a caern must be relatively free of Wyrm Taint — no more than Low Wyrm Mana; if necessary, the Rite of Cleansing (p. 142) should be cast upon the land first.

There are several significant limitations to this rite. Firstly, it can only be performed at night. Second, it cannot be cast on an area smaller than 5 hexes in radius. Thirdly, it makes the casters *extremely* obvious to spirits for miles around, and can easily attract malevolent spirits who may wish to attack them and disrupt their efforts. Fourthly, it can *never* be learned at a level better than 15. However, a power-for-skill tradeoff *can* be used to raise the caster's effective skill level at the time of casting.

The casting process for this spell is somewhat different from the usual. Multiple spell rolls are made, to determine both progress and later, degree of success. Once every hour of casting, the leader of the circle rolls against his skill in the spell. The number of points by which he made his roll are added to a running total (making the roll exactly is counted as 1); a critical success is worth an extra 5 points beyond this. If the roll was a failure, there is no penalty, and the casting continues. If the roll was a critical failure, see below.

Once the running total of success points has reached 40, the casters have achieved their goal and created a caern of the weakest type — Level 1. If sufficient time remains in the night, the casters may elect to continue and try to add more success points to the total. For every 10 points beyond 40, the level of the resulting caern is increased by 1. (For caern levels and their effects, see the table below.) If they do not reach 40 success points before the night ends, the spell has failed, with no ill effects to the casters.

Caern Table

Success Points	*Caern Level*	*Mana Level*	*Gauntlet*
40	1	Normal	8
50	2	Normal	7
60	3	High	6
70	4	High	5
80	5	Very High	4

(See also the sidebar on p. 158 for further information about caerns, mana level and the Gauntlet.)

On a critical failure, all participants in the spell will take 6d in aggravated wounds. The spell will *not* be lost, but may be continued, if the casters so desire!

Upon completion of the rite, the casters must spend the Gnosis to enact it — a minimum of 100 points. If there is insufficient Gnosis available, the spell will begin to drain the HT of its casters *without their consent* to make up the difference; this HT loss will be evenly divided among all participants, with any remainder being suffered by the leader of the circle. This is not aggravated damage, but it is painful and will leave numerous small scars scattered across the characters' bodies, if they survive.

Also, upon completion of the spell, the leader must sacrifice 5 points from his maximum Gnosis score; these do *not* count towards the Gnosis cost of the spell. The lost points reduce the leader's character point total, and can only be regained through earned experience; however, the GM should offset some of the point loss by granting a Reputation of at least +2 for having successfully completed this rite!

Aspected Caerns: A caern can be *aspected,* which means that it favors one kind of magic, such as life/healing or combat, over others (see p. 170). Usually this is the result of centuries of one kind of use "leading" a caern into an aspect. However, if the GM allows, caerns can be *created* aspected. The casters must agree on the aspecting before the start of the ceremony, and the degree of the aspecting. Every +1 given by the caern to one kind or college of magic and every -1 it gives to an opposite type of magic (to a maximum of +5 and -5 respectively), provides a discount of 1 point to the Base Cost. However, it also applies a penalty of -1 to the effective skill of the caster! It is not required to penalize an opposing type of magic when aspecting an area.

Example: A group of Children of Gaia are building a caern to which they wish to give a Healing aspect. The rite leader knows the spell at 15, but he feels uncomfortable with bringing his skill down too far, so they settle on a +3 enhancement. This makes the base cost 17 points, and gives the leader a -3 on his roll, for an effective skill of 12. The participants in the ceremony have 105 points of energy available between them. The minimum casting will cost them only 85 points to produce a caern 5 hexes in radius. This leaves 20 extra points that can be used to either expand the caern's radius by 1 hex, or to increase the leader's effective skill by +1!

Duration: Permanent.

Base Cost: 20 (minimum 100), but see the Aspecting rules above.

Time to cast: No more than one night, from sunset to sunrise, minimum 1 hour.

Prerequisites: Restore Mana, Summon Spirit and Magery 3.

Gaia's Vengeful Teeth ***Regular; Resisted by HT***

The greatest punishment among the Garou, this rite is reserved for traitors, those who consort with the Wyrm, cowards whose actions caused the deaths of many others and the like. The Garou is taken to a spot of hard, cracked earth and stones, and this rite is cast on him. It renders him terribly vulnerable to things of the natural world. For its duration, every natural surface or object he touches will inflict 1 point of aggravated cutting damage on him per turn; this damage bypasses all DR! If he touches several different objects at the same time, each inflicts separate damage.

He is then chased like a dog over the earth by Crinos with silver-tipped whips. Whenever his feet touch the earth, the ground turns to blade-edged silver, so he is treated to an agonizing and slow death as his feet are chewed up bit by bit until he finally falls to the ground, where he is slowly sliced up both by the earth and the whips of the Crinos. The offender's name is then stricken from the histories and will forever be spoken of with a curse.

Duration: 1 hour.

Cost: 10 to cast; 5 to maintain.

Time to cast: 50 minutes.

Prerequisite: Deathtouch†.

The hackles rose on the back of his neck, and Nightrunner risked a sidelong glance to either side of him. The misty grey moonlight limned the unearthly terrain, but revealed nothing new to his eye. Still, he was uneasy. Something was watching him. The problem was that here, almost everything was something that could watch you. And to whatever sense it was that warned him, it didn't matter if it were the spirit of a rock or a nexus-crawler.

It made him nervous.

Just to reassure himself, Nightrunner looked up and carefully scanned his surroundings. In this anchorhead domain, the Umbra no longer resembled the surface of the earth; its rules and nature were subtly different, and studying it did not help. He spent several minutes examining the "land" around him before forcing himself to relax. Nothing out there, he thought. There's nothing to worry about. He turned his attention back to his purpose, and settled himself down to perform the Rite of Becoming. In just a few minutes' time he would be hurtling into the Deep Umbra and closer to his goal.

Nightrunner had almost completed the rite when his hackles rose again. But before he could react, there was a roar, and he felt the burning bite of claws raking his back. Falling forward, he rolled over to face his foe, and grimaced at the raw pain that shot through him as the rocks and stones dug into his wounds. Over him stood a stooped horror bristling with razor-sharp claws, its ghoulish face and fang-filled maw pulled wide in a parody of a grin of triumph.

Chapter 6:

SPIRIT AND BEING

"The world is strange," said Jeremy.
"As compared with what?" asked the Spider.

— *George Macdonald*

This chapter will take you on a guided tour through the Umbra — the spirit world that exists alongside and parallel to the physical world. We will look at the mystical ties between the Umbra and our world, in addition to the many other realms within the Tellurian.

Cosmology

Every thing possible to be believ'd is an image of truth.

— William Blake

The Garou have a surprisingly complicated and detailed cosmological view of the universe — much more so, for example, than the seemingly more sophisticated vampires. It is a perspective which has been developed over millennia and is the product of much personal interaction with the spirits within the Umbra.

Why do the Garou interact with the Umbra at all? Chiefly, it's because they are creatures native to both this world and the next. They cannot deny the call of the spirit-lands any more than they can deny the howl of the wolf within them. The spirit world of the Umbra is at the center of both the religion and the magic of the Garou, and is the keystone of their culture and their racial purpose.

The Tellurian

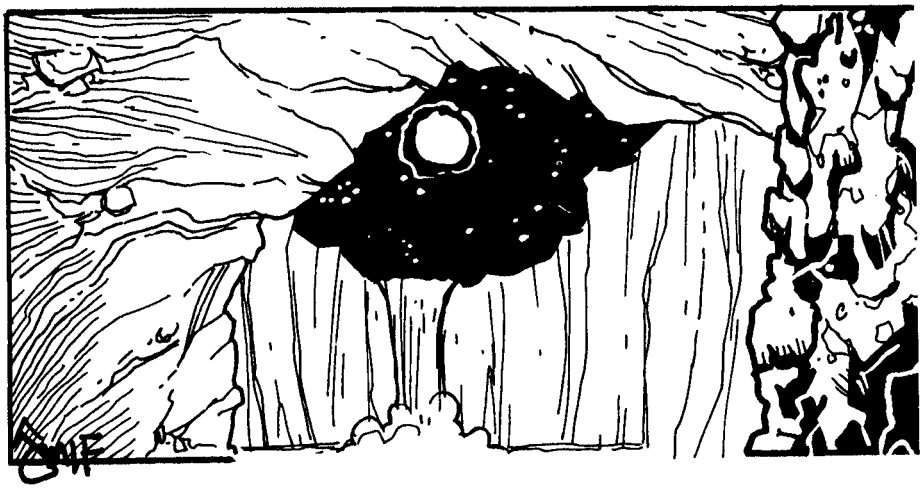
The Umbra is what others call the spirit world. In truth it is not a world unto itself, but another universe tied to the one known as the "physical" universe. What is called "the Earth" in the physical universe is represented by a nebulous, changing realm known as the Near Umbra. "Space" is the Deep Umbra, a formless void full of possibility.

The Garou are tied to the Umbra just as they are tied to Nature on Earth; it is an inherent part of their being even if they never visit it. Though they are inextricably linked with the Umbra, Garou cannot comprehend the mysterious Tellurian completely. Even the wisest Garou have trouble explaining what they know. Several theories exist as to the origin and nature of the Tellurian (see sidebar, p. 154), and it seems that while none of them are completely wrong, none of them are completely right. Different philosophical viewpoints and theologies are grounds for much conflict, both physical and spiritual, among the Garou.

The Near Umbra

The Near Umbra is the shadowy land which is the Gaia Realm's land of spirits, so called because it is a murky representation of the physical world. It can be said that every place in the Umbra of Earth corresponds to a real place in the Realm, on Earth.

Other Realms within the Tellurian have Umbræ: in fact, the Umbræ of War and Beauty are the Umbræ of Mars and Venus in the Realm, respectively, and are named such because of the links humans have made with these planets in the past.



The Tellurian

The Tellurian is everything that exists, the sum of this universe and all the realities beyond it — both our world and the others and the Umbra in between. The mundane world is but a fraction of the essence which makes up the Tellurian, for it consists of countless Realms of which this world is but one.

How Real Is the Umbra?

Many mentors believe the Umbra to be but a shadow of this reality, a pale dance in imitation of a more solid reality, while others teach that the Umbra is the only true reality, and our Realm is little more than the dream of the true plane of existence. The dispute between the two theologies runs deep and has been argued for millennia. It is a matter of what came first, the chicken or the egg, and is essentially unanswerable. Most Garou simply understand that the two aspects of the Tellurian, tangible reality and the Umbra, are in an endless fluid dance.

How much of the Garou's understanding of the nature of reality is actually true is up to the GM to decide. Certainly the Umbra does exist, but to what degree events in the Umbra actually affect mundane reality must be decided by the GM. In the end it can simply be a dream world, with little effect on the physical world, or it could be the archetypal reality that so many Garou believe in.

The sidebars on the following pages provide several different perspectives on the nature of reality from within Garou society. In fact, each tribe has its own unique beliefs. However, there are three dominant perspectives, those of the Stargazers, the Silver Fangs and the Glass Walkers. Most other tribes believe in some variation or combination of these three viewpoints; only members of these three tribes really care enough about the spirit world to argue about it, and they tend to do so whenever they meet.

Perspectives

Stargazers

The creating and unifying force of Realms such as our reality is the Weaver, while the force which perpetuates and pervades the Umbra is the Wyld. They are the original Celestines, and are two of the endless and limitless forces of nature.

Gaia is nothing more than the place where the two still combine. In places where the Weaver is pure, there can be no life, no possibility, while in the places where the Wyld is pure, there can be no reality, for no one thing can ever be chosen. Throughout history the Weaver and the Wyld have grown farther apart and then closer together, in a constant pattern of change. The force which was meant to maintain the balance between them is the Wyrm, but of that dark entity we must say little, for it has turned from its true path. It now exists in opposition to Gaia, and represents death in the same way that She represents life. It seeks to tear apart the Weaver and the Wyld so that they no longer touch, and so that there is no more life.

Glass Walkers

It can be helpful to think of the Weaver as representing the force of gravity, and thus as the force drawing things in. Gaia is at the center of the Realm-system because she has the most mass, and thus the most gravity; Gaia would, using this analogy, represent the sun. The other realms revolve around Gaia because of the power of the Weaver within her. The Wyrm is the corrupter, for it is the one who seeks to destroy the Weaver, and thus splinter Gaia into many parts. Already it has succeeded many times, and many of the pieces it has already taken from Gaia it has swallowed whole and made its own.

Silver Fangs

The Wyld represents the possibilities of existence, as well as the mystery of existence. The Wyld exists most strongly where the Weaver does not; the two forces are diametrically opposed to one other. The Wyld is something like deep space, where anything might exist and which we know nothing about. Yet the Wyld is everywhere, for chaos and possibility are everywhere, except where laws overlay their patterns upon it. The Weaver represents the definition of existence. If left unchecked, it could calcify and stagnate all of creation. Gaia is one of the Weaver's patterns which developed a power all Her own: feeding off of the Wyld and incorporating it into Her. We call this power Life.

Realms

Realms are physical worlds that can be reached through the Umbra, islands of solid reality within the Umbra. Often, Realms are found in clusters and groupings, like the planets and sun of a newly-born solar system are drawn together by mutual gravitation. Together all these Realms make up a Realm-system, an interweaving network of different Realms of the same origin. The Umbra surrounds and connects the Realms to one another.

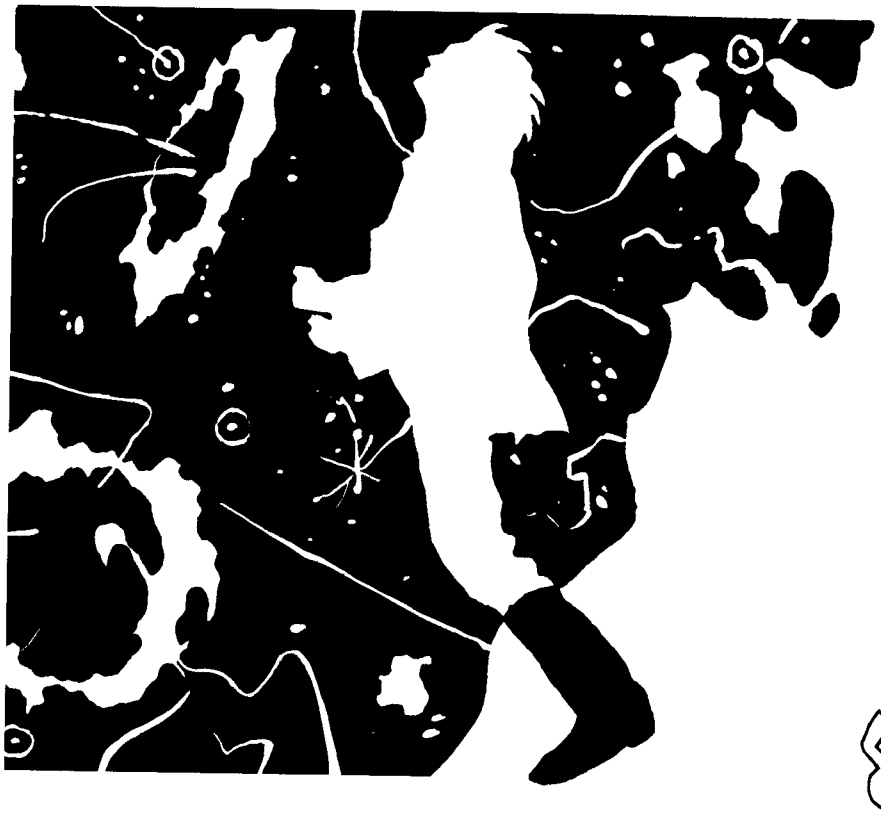
However, they may not all be in the same physical universe! For instance, this Realm system is known as Gaia, as is her nexus point, the Realm known as Earth. Earth is the largest Realm within Gaia, and the center of the Realm-system. Arcadia, the world of the faeries, is another Realm, as is the Inferno and the mythic Realm of the Wyld. And while all of these, and the many others which are part of Gaia, can be reached through the Umbra, none of them is in any way part of the same physical universe as Earth!

While many other Realms outside Gaia are known, the existence of other Realm-systems remains nothing more than conjecture. There may be other Realm-systems besides this one, but if there are, no one has ever visited and returned from them.

Domains

Those Realms which "orbit" Gaia — Faerieland, Hell, the Underworld, the Dream-Realms, and others — are each a world unto itself, with specific laws and inhabitants. It is unknown how many their are. Some of these Realms are mere outgrowths of the Gaia Realm, while others are complete spirit bodies in and of themselves.

The Garou can travel to these other realities to interact with their totems or beseech aid from the powers thereon; however, this is done infrequently at best, as many of the powers of these Realms are capricious and untrustworthy. The Celestines and Incarna (see p. 163) usually have Realms of their own somewhere in the Umbra.



Where the foreign Realms make a mark on our reality, the Near Umbra of our Realm is affected, creating a zone within the Near Umbra called a Domain. A Domain is always linked to a specific Realm, and it is often easier to travel to that Realm through a Moon Bridge or other portal within the Domain. Think of a Domain as a "vestibule" or "anteroom" (or, perhaps more accurately, an "airlock") to its corresponding realm. Note that not all Realms must be accessed through domains. Garou can travel to Realms in other ways, at the GM's discretion.

Other Domains often reflect the nature of the corresponding spot on Earth; these are caused by the same kind of influence, except the Realm is the Earth, and not an external one. These Domains tend to mirror their counterparts, only to an extreme degree — unspoiled land on Earth generates a mini-paradise in the Umbra, while toxic landfills create wastelands as their corresponding Domains. Even though these Domains are not created by outside influences, they may provide easy travel to a Realm if the ideal they reflect is represented or supported by a spirit or other being(s) possessing such a Realm.

The Deep Umbra

The Deep Umbra is, as mentioned before, the "outer space" that lies between Realms. A mystical membrane separates the Deep Umbra from the Near Umbra, preventing free travel from one to the other. Usually Garou require a Moon Bridge (see p. 156) to travel to locations in the Deep Umbra, but they sometimes can venture directly into it. This is accomplished by finding an Anchorhead — a Domain where the barrier to the Deep Umbra is thin enough that a Garou can spend Gnosis points to actually propel himself through the membrane and thus into the Deep Umbra. It is possible to "fly" this way to the Umbræ of War and Love, respectively the planets Mars and Venus in the Realm. However, it is not possible to Step Sideways on those Umbræ in order physically appear on the planets themselves.

Travelling in the Umbra

When great causes are on the move in the world . . . we learn that we are spirits . . . and that something is going on in space and time, and beyond space and time, which, whether we like it or not, spells duty.

— Winston Churchill

Fundamental to the Garou's very nature is their ability to enter into the spirit world almost at will.

Domains in the Gaia Realm

The GM is encouraged to create as many domains, with as many weird properties, as he wants. Some examples of domain types are:

Blight: Slums, housing projects and the like project Blights into the Umbra. The ground there is asphyxiated under the buildings, parched and lifeless. What plants exist are Blight Children. The only buildings that can be seen are those that focus magic or other energies, such as the foul vibrations of a crack house or a brothel.

Calumns: The influence of Malfeas, the Wyrm's Realm, causes domains called calumns to form. These are usually "ruled" by a Bane and are "tuned" to a specific negative emotion that colors all that occurs there. Banes frequent calumns and sometimes make their nests in them. Some calumns are anchorheads to Malfeas; these are known as "Far Calumns."

Chimare: A chimare is a "dreamworld" where the dreams of mortals take tangible shape. Chimaræ may be idyllic paradises or nightmarish, monster-inhabited realms. These domains are highly ephemeral unless some outside force feeds them power.

Glen: An unspoiled natural area in our reality often has a Glen domain at that point. A Glen is often a purer reflection of the real-world area: a veritable Eden, often inhabited by talking animals and sentient trees.

Hellhole: Corresponding to the vile areas on the earth where radiation experiments and waste dumps lie, these places are of the Wyrm through and through. Hellholes are fiery deserts of sulfurous air and toxic fluids, inhabited by Banes (see p. 179). Portals to Malfeas, the Realm of the Wyrm, can be found in these domains.

Trod: As the Weaver's Web slowly depleted magic from Gaia, the surviving magical creatures and essences flowed away into the Umbra to form a Realm of their own. This Realm is known by many names among humans, but Garou generally refer to it as Arcadia, the realm of faeries. Many beings believed to be mythological among mortals dwell here, and may still pass through to Gaia at certain times of the year. When the Faeries enter Gaia they leave behind portals of their passage (menhirs, faerie circles) and these cause the formation of Trod Domains in the Near Umbra, where it is easier to travel to Arcadia. There are often echoes of the Fey's last visit to Gaia at these places.

Continued on next page . . .

Domains in the Gaia Realm (Continued)

Web. The incursions of the Weaver into the spirit world, the Web domains correspond to large areas of cities in the real world. They appear as technological constructs covered in webs and inhabited by pattern spiders and net-spiders (see p. 183).

Wylding: Wyldings are constantly shifting zones where nothing is stable or permanent, and where magic permeates the air (treat as Very High mana zones). Wyldings are usually found near the Deep Umbra, where the Wyldling spirits still congregate. Thus, Anchorheads are especially dangerous places. Other domains include lunes (areas of the moon and madness) and epiphs (mini-realms comprised of ideas).

Moon Bridges and the Near Umbra

Moon Bridges between caerns and Realms (see *The Rite of the Opened Bridge*, p. 147) are actually located in the Near Umbra; a traveler in the spirit world merely has to look up to see the ancient roadways of the Tellurian and those using them.

Opening a Moon Bridge in the Near Umbra is handled with the same rite as on Gaia. However, just as they can only be opened at caerns in the physical world, Moon Bridges are only possible at Domains in the Umbra. No Pathstone (see p. 147) is required to open a Bridge in the Umbra, nor is it necessary to get any spirit's permission. The Gnosis cost for the Bridge is up to GM, who should judge not only the "distance" to the target Realm (the farther out in the Near or Deep Umbra it is) but how welcome visitors are to the Realm, when determining the cost.

Stepping Sideways

Garou have the innate talent to "step sideways" into the Umbra. They do this by gazing into any highly reflective surface, such as a clear pool, a mirror or the like. They then roll a Quick Contest between their Gnosis and the Gauntlet — the rating of the location's "proximity" to the Umbra (see sidebar, p. 158). Garou who travel to the Umbra as a pack use the Gnosis of the Garou with the highest score. They may choose to enter individually, but risk entering at different times or even losing each other.

If the Garou wins the contest, he can enter the Umbra in a number of seconds equal to his current Rage less the number of points by which he won the Quick Contest.

If he lost, he loses 1 point from his Gnosis pool and may not try to enter the Umbra for one hour.

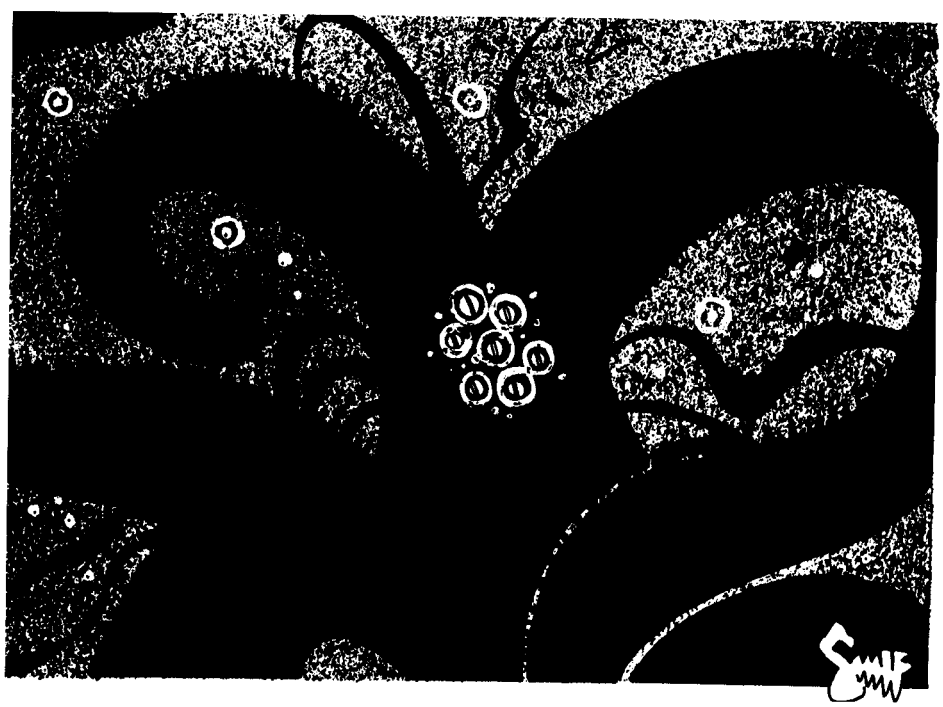
If he lost with a critical failure, the Garou becomes "caught" — temporarily stuck between the Realm and the Umbra. He is held fast and cannot move until he is assisted by another Garou. It is embarrassing, and also dangerous, for a malevolent spirit may take notice and attack. The Garou who is caught must be pulled from one of the two sides into either the Realm or the Umbra; the rescuer must win a Quick Contest of his ST versus the Gauntlet of the area.

In the Umbra

The moon shines in the spirit world at night, and is often the only light. Thus, night on Earth is day in the spirit world. When there is no moon in the real sky, there is no moon in the spirit-sky. The only light in the spirit world at that point is the gray half-light that always pervades this land. Time doesn't seem to pass in the spirit world, even though it marches on within the Realm, so Garou must be careful not to stay overlong in the Umbra.

What It Looks Like

Being a world permeated with the essence of life, the spirit world is vibrant — not so much in color as in simple effect. It looks much like the mundane world, because spirits most often resemble their material counterparts; however, things also look more alive, with brighter colors and sharper contrasts. Everything is more vivid, from sights to sounds to smells. It appears much more *real* than our own world.



The geography and major features of the world look as they do in the mundane world, and remain constant in their spatial relations to one another. The spirits of such features are also easily discernible within the form, but are normally unwilling to speak to those of the mundane world. Garou and some Magi are often able to change this, though, and use such spirits to great effect.

Unliving objects such as buildings, barren areas (normally those destroyed by man) and unliving creatures (such as vampires and ghosts, as well as certain magical constructs) appear as vague blurs in the Umbra. Buildings are only visible because they repress the ground beneath them, making the area dim to those in the spirit world. People moving within buildings appear fuzzy, their form muted somewhat by the intervening material.

Barren areas appear as swirling areas of black fog, vaporous and quite treacherous because they are often home to malevolent spirits. Such spirits are usually twisted and violent due to the effect of the dead earth upon them. Such things as mines, toxic waste dumps (or areas of such waste) and unnaturally defoliated areas are considered barren (if not actually Wyrm) areas, as are any places that have been defiled severely by the predations of mankind or other creatures. Garou hate such areas for obvious reasons.

Unliving creatures are hazy shadows, visible only when a Gnosis roll to "peek" (see p. 158) is made at an additional -3 penalty. Creatures such as vampires are clouds of black, swirling orbs, evidence of their completely unnatural existence. Such figures are often surrounded by malevolent spirits, but are completely unaware of them. This can lead to all sorts of unpleasantness and is one of the primary things Garou guard against.

Night

It is during the hours of night that the Umbra becomes the domain of the Garou. Once the moon is in the night sky, the Garou can be seen treading the ancient pathways between worlds. The darkness is rarely complete as Luna's guiding light can almost always be seen from anywhere within the Near Umbra.

At night the Umbra is active, with spirits making their ways across the Umbra and others tending their duties, yet it is safer. Most Wyrm spirits retreat deep within their own corrupted Blights, whispering to their human minions in dreams and fantasies. Pattern spiders, exhausted from their work throughout the day, are easier prey to the Garou, who choose this time to hunt.

Allied spirits of the Garou will often reach the Realm during the night, seeking out their friends in the pale light of moonbeams.

The Spirit Body

When a Garou enters the Umbra, his physical body is translated into a "spirit body." This is not unlike, in some ways, the "astral body" of those who can astrally project.

The spirit body of a Garou is as real as the physical body is. When cut, one bleeds. One does get tired and must rest. However, one need not eat, sleep, drink or excrete while in the Umbra. Transformation is much easier, as well: the Garou simply decides what form he wishes to be in and it is so, immediately. It is only under stress or in certain Domains within the Umbra that werewolves need to use Rage.

Spiritual Reality

Spiritual reality is as real as any other reality in the Tellurian. Walls are hard, and they must be circumvented normally (climbed, punched through, etc.). Everything in the Umbra is a spirit, though most spirits are passive and not sentient (especially spirits of things that are inanimate in the Realm, like rocks and buildings). Living creatures in the Realm have active, aware spirits in the Umbra. However, nothing is permanent in the spirit world.

Spirit and Being

The Gauntlet

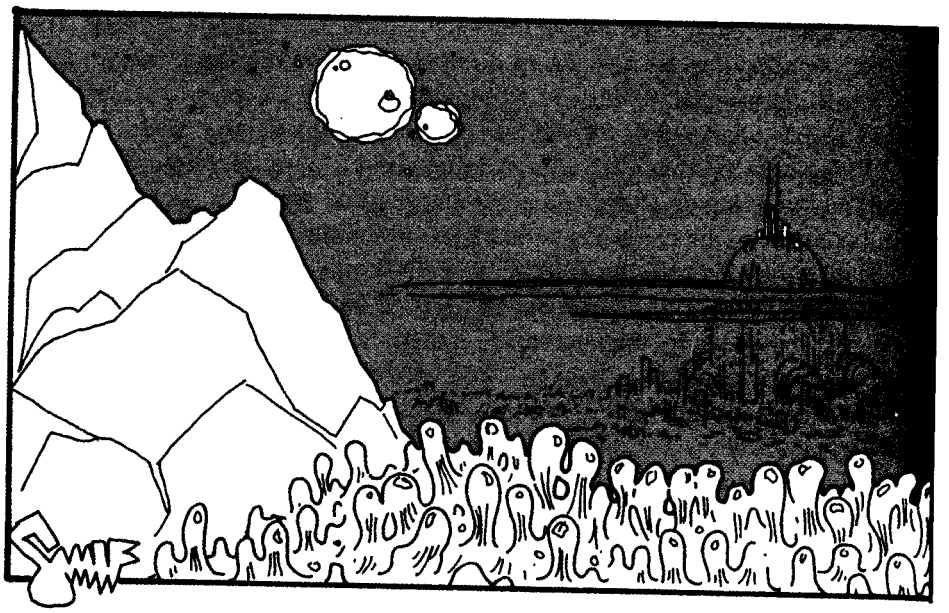
In days of old, the ties between the mundane and the spirit worlds were much stronger, but as other Realms broke away from Gaia and the humans inexorably spread across the wild places, the division between the two worlds has deepened. Now, almost every place on Gaia has a distinct boundary between Realm and Umbra, making spiritual travel difficult. This boundary is referred to by the Garou as the "Gauntlet."

Every area has its own Gauntlet, rated as a number from 4 to 18. Areas with a Gauntlet of 18 are almost spiritually null, and travel between the realms is virtually impossible there. Areas with a Gauntlet of 4 (and there are almost none of these places left in the world) allow virtually unhindered access, provided one knows the correct procedures for travel. The Gauntlet rating is used in a Quick Contest against a Garou's Gnosis to determine if the Garou can enter the Umbra.

The Gauntlet normally corresponds to the location's mana level; the higher the mana, the "closer" that site is to the Umbra. Areas of technological or scientific pursuit, or of other Weaver activity, tend to be completely lacking in mana and are rated with the highest, most difficult Gauntlet.

Area	*Typical Gauntlet*	*Mana*
Science Lab	18	None
Inner city	16	
Most places	14	Low
Rural countryside	12	
Deep wilderness	10	Normal
Typical active caern (Level 1)	8	
Level 2 Caern	7	
Powerful caern (Level 3)	6	High
Level 4 Caern	5	
The greatest caerns (level 5)	4	Very High

The GM should not feel constrained to these values; these are only guidelines. Most sites, though, will rarely have a Gauntlet more than 1 point away from the "usual" rating. Still, unusual Gauntlet ratings may make for intriguing adventure hooks. For instance, suppose the pack were to find a laboratory with a Gauntlet of 10; what goes on in that lab? Or what has happened to raise the local caern's Gauntlet to 13, while leaving all its other functions untouched?



Power

Everything in the Umbra (including spirits) has an attribute called Power, which is the measure of how durable and "real" they are. Power measures both the raw energy of a spirit for the purposes of affecting its environment, and the amount of damage they can withstand. See p. 175 for more information on Power and its use.

Travel in the Umbra

Garou travel through the spirit world at their normal speed, and emerge from the spirit world at a point equivalent to the distance which they would have traveled in the real world: if a Garou runs for one subjective day in the spirit world and reenters the real world, he will have traveled one day's distance.

Travel Time

Outside of point-to-point travel across the Near Umbra, time spent in motion can vary wildly. Travel time to different domains is widely subjective, ranging from a few minutes to great voyages involving months of travel time. Traveling to an Anchorhead so that one can reach the Deep Umbra always takes at least a week. Certain gifts and rituals can greatly speed travel time.

Peeking

Those who are in the Umbra cannot automatically see the living spirits of those who inhabit the mundane Realm, even though they are technically very close to them. Such spirits show up as flickering shadows at best, and sometimes they do not show up in the Umbra at all (often the case when the Weaver is a strong influence in the realm).

Garou may focus their spirit-eyes to see the mortal world by concentrating for one second and then winning a Quick Contest between their Gnosis and the Gauntlet in that area. If they succeed, they see a shadowy vision of the Realm area that corresponds to their position in the Umbra, complete with shadowy representations of people and the physical environment. It is not possible to make out small print and other fine details, although large details can be discerned.

While Peeking through the Umbra, one does not see the normal spirit environment, so this is not a wise thing to do in dangerous areas without adequate wards or protection. Other spirits in the Umbra will not be revealed through Peeking, but spirits locked in items or containers in the Realm will.

Note that many spirits can and do Peek without even trying, and often switch back and forth at will between the different types of vision in the Umbra.

Piercing the Membrane

The Deep Umbra is separated from the Near Umbra by the Membrane, a barrier that usually prevents passage between the two. However, at certain Domains such as Wyldings, the Membrane is unusually thin, and a Garou can penetrate it. These Domains are called Anchorheads.

To enter the Deep Umbra, the Garou must be at an Anchorhead domain, and must know the *Rite of Becoming* (p. 144). The character must successfully perform the rite and spend 3 points from his Gnosis pool; he is then launched into the Deep Umbra. Once in the Deep Umbra, the Garou may "fly" to his destination. He must either know where his destination is, or have acquired directions from someone who does.

Upon returning, it is not necessary to expend Gnosis to enter the Near Umbra, nor is it necessary that the Garou return to the same Anchorhead from which he left. He merely locates an Anchorhead and steps through. However, when using a different Anchorhead, it is important to make sure it returns you to the correct Near Umbra! A careless choice of Anchorhead could deposit a Garou in the Near Umbra of Mars or Venus.

It is possible to learn an Area Knowledge skill for the Deep Umbra, but such learning will only cover Realms and parts of the Deep Umbra itself that the character has personally visited or heard about; Area Knowledge of the Deep Umbra will *not* reveal otherwise unknown Realms and Domains. It is also possible to get lost in the Deep Umbra! However, the GM may allow characters with sufficient experience therein to learn a Navigation skill for the Deep Umbra; this will let them find their way even in unfamiliar parts of the Deep Umbra, and will permit them to return home even when lost.

Mana

Mana, the fundamental energy source of magic, is also a function of how close an area is to the spirit world (and thus the Wyld, the originator of magic); the closer it is, the higher the mana level. The Umbra itself is a high mana zone. The majority of the Gothic-Punk world is *low mana*, as can be seen on the chart on p. 158, but the closer the area is to untouched wilderness, the higher the mana level there.

There are actually *two* different kinds of mana in the Gothic-Punk world. Garou and Magi, among others, use "natural" mana. Tremere vampires and many other beings actually employ "Wyrm mana." This is power provided as a result of the Wyrm's contamination of the Gaia Realm. Wherever Wyrm influence is present, so is Wyrm mana. When Wyrm mana has completely displaced natural mana, then the corruption of Gaia will be complete.

Most of the Gothic-Punk world has Normal Wyrm mana levels, and despoiled areas such as toxic waste dumps and facilities like nuclear power plants can have High or Very High Wyrm mana. Unspoiled natural wilderness has Low Wyrm mana. Caerns of the Garou and other special sacred sites are the only places where there is no Wyrm mana at all. This is one reason why the creation of caerns attracts so much attention from creatures of the Wyrm.

Spirits and their Nature

Black spirits and white, red spirits and gray,
Mingle, mingle, mingle, you that may.

— *Thomas Middleton,* ***The Witch***

Spirits are beings who live in the Umbra. It is very hard for a spirit to manifest in a Realm. Usually they interact with a Realm only through specially prepared objects that are set to receive them — fetishes. Spirits are creatures of power rather than of flesh and blood. Because of this, all spirits owe some of their existence to one or more patrons: each spirit has a patron — that is, a spirit to which it owes its existence. (The relationship is not unlike the Patron advantage for characters.) Even the mighty Celestines have their patrons, so it is said, but of these highest forces the Garou know little.

Spirits are known to the Garou by the amount of power they have, as that is what Garou respect. The most powerful and respected spirits are the Celestines (see p. 163), who each have many stories and legends told of them.

The Triat

The Triat is the Garou's name for the shadowy higher forces that, in their legends, shape and control eternity. The Triat are not exactly gods, but are something more than impersonal cosmic forces. They comprise the Tellurian and all within it, and before them, it is said, there was nothing — an ironic fact, as one of their number, the Wyrm, seeks to bring about this state once more.

Rage and Gnosis in the Umbra

As noted elsewhere, high levels of Rage are not compatible with the abstract thought and levels of concentration required to use one's Gnosis. This is even more true in the Umbra than in the physical world — any Gnosis roll made in the Umbra suffers a penalty equal to *half* the character's current Rage!

People and Spirits in the Umbra

People

Within the Umbra, people look like they normally do in the mundane world, but their features are usually affected by their inner being. For instance, a handsome human who is perhaps not too trustworthy may appear weasel-like, with sharp, rodent-like (although still handsome!) features. In short, intelligent beings will bear the mark of their true natures in the Umbra.

Spirits

Spirits have widely varying appearances, though it is always readily apparent what their element is. Water spirits will always be surrounded by a fine mist, and are usually composed of water. Likewise, other spirits resemble their mundane counterparts in some way. The exceptions to this are malevolent spirits, who are able to cloak themselves in deceptive guises (as are certain Garou and some Magi) to fool the unwary.

Visitors to the Umbra

Besides the Garou, other creatures from the mundane world can venture into the Near Umbra. The Near Umbra is, in fact, the "Astral Plane" so well-known to those familiar with occult lore, and the astral bodies of such travelers can be seen from time to time. Likewise, it is also within the reach of certain vampires who are extremely adept with the Auspex discipline.

The Weaver

The Weaver was once the member of the Triat charged with the weaving of the Pattern Web. Where there was form, the realm would progress — evolve, if you will. The Pattern Web brought with it orderly change, logical advancement and permanence. Where too much Pattern was spun, the Wyrm would come and tear it down, destroying only enough to maintain the balance.

However, at some point, something went wrong. The Weaver gained consciousness. When this occurred, something happened — no one can be sure what. The results were quick to show themselves as the Weaver went out of control, spinning everything into the Pattern Web. The universe advanced in leaps and bounds, and evolution became unstoppable and unchecked. Whatever happened also brought a terrible insanity upon the Weaver; some say she looked into the Web and saw only madness. The Wyrm soon became exhausted in its task of maintaining the balance, for it became impossible to stop the Weaver and the Wyld at the same time. It is said the Wyrm decided to destroy its brother the Wyld and intended to use the Weaver and her Web to achieve this, yet the Wyrm, too, fell victim to the Web and was transmuted into the paragon of corruption it is now.

The Weaver has become too powerful, for she is too real and too fierce. The ancient balance of pattern and chaos has been replaced by a web of corruption and decay. The Weaver has become a mindless creator of order without logic, and a harbinger of stagnation and lifelessness. When the Web is finished, some Garou say, all the Tellurian will be tightly wrapped up, smothered and unable to move.

The Wyld

The Wyld is the Triat entity of pure change, the chaos of transmutation and elemental force. Of the three Triat only the Wyld escaped the pitfall of consciousness, and this was due to its very nature. Constantly changing, adapting and changing again, it has the power to shake off any form of danger. However, this has also meant that the Wyld is the least personified member of the Triat, for it has the capacity for any action. It has no true form or nature due to its own mutability.

Spirit Combat

Garou and other physical beings who manifest in the Umbra conduct combat as normal. Weapons will act normally, as well – even high-tech weaponry – if they have been subjected to the *Rite of Talisman Dedication* (p. 142). Technological weapons (that is, any non-muscle-powered weapon of TL4 or later) do *double* damage to Wyldlings and Naturæ.

Spirits and other beings native to the Umbra may enter physical combat, if they so desire. Treat the spirit as if it were *Materialized* to determine the appropriate attributes. (See p. 176) All predatory spirits (animal Incarna, Banes, etc.) will have Brawling at DX/Will; animate spirits who don't normally attack others will fight at DX/Will-4. Inanimate spirits do not fight at all.

Any protection possessed by a Garou, either through gifts or even armor bound by talisman dedication, provides full normal benefits.

Totem Spirits

The great totem spirits of the tribes are Incarna who have chosen to manifest to the Garou in exchange for worship. They will often demand quests and sacrifices from their worshippers in dreams, and may occasionally aid them as well.

Chimera: Wise and ever-changing, the Chimera is the mystic totem of the Stargazers, and guides them on their inner journeys. She is known for her love of mysteries and her strength of purpose. She will not aid those who do not actively search for enlightenment.

Cockroach: Old and cunning, the Cockroach is the master of adaptation and survival, and is revered by its minions the Glass Walkers.

Falcon: The majestic totem of the Silver Fangs, the Falcon flies deep into the Umbra, beautiful and aloof, and leading all Garou. Through his insight into the hearts of other Garou, Falcon helps them be strong. Falcon is a highly respected totem, though perhaps not as respected as he once was.

Fenris: Great Fenris watches over his Get from Valhalla, the Realm of war. The Norse Wolf-God of legend, Fenris is bloodthirsty, powerful and strong. He expects no quarter and gives none. He only chooses warlike packs. Unstoppable in battle, heedless of pain or danger, the great Wolf is honored by the Get of Fenris, who seek to imbue themselves with his spirit in time of battle.

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Totem Spirits (Continued)

Griffin: Hungry, continually hungry, the Griffin murders with lightning claws and feasts. It is the defender of the deep wilderness and the Wyld. A being of great anger and little patience, its ability to act with speed and decisiveness is admired by its followers the Red Talons.

Owl: The Owl is silent and swift. In the night, the Owl rules. The Owl lends quiet aid to her children, gifting them with premonitions of danger and leading them to forgotten mystic places. Silent Striders will often appear out of nowhere to aid the pack when they are in danger. The Owl flies through the night, all-seeing and all-knowing, and imparts much of her wisdom to her followers, the Silent Striders.

Pegasus: Aloof and beautiful, the Pegasus is nonetheless capable of savage action to protect what is hers. The Pegasus is chiefly concerned with sacred places and seeks to protect them. She is held in homage by the Black Furies, who emulate her swiftness and grace in their errands of vengeance.

Rat: Silent, quick and crafty, the Rat is a master of guerrilla warfare, survival and camouflage, and knows well the truth of the old adage "Safety in numbers." The Rat has taught many Garou these virtues and is quite violent itself when cornered. The patron of the Bone Gnawers, the Rat is a fierce and clever survivor, and these qualities are emulated by his worshippers.

Stag: Proud and noble, the Stag is the totem of the Fianna, who emulate its beauty, grace and tireless stamina, as well as its prowess in combat. The Stag is a great defender of Nature and is the representation of the wild masculine power of nature. He often manifests in the form of the Wild Hunt to punish transgressors. The Stag may appear to lost Garou to lead them out of danger and during hard times to aid them in a crisis.

Thunder: "Thunder rules with a fist of iron and a voice of silk," is the ancient adage. The Shadow Lords alone among the Garou have chosen to worship a being disembodied from the mortal realm, perhaps in hopes that they in turn would ascend to godhood. Proud and unforgiving, Thunder is a harsh totem, but will aid the strongest and most cunning of his worshippers. Thunder teaches patience, ingenuity, subtlety and strategy to those he chooses.

Uktena: Sly and cunning, the Uktena is a powerful water spirit with the features of serpent and cougar. Wise in the ways of other spirits, the Uktena passes on what she knows to her mortal namesakes, teaching secret lore and knowledge to those she favors. Uktena is a dark, powerful and ancient totem.

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The Wyld is alive with possibility; moreover, the Wyld is possibility itself. Every ant and tree contains a particle of this essential spirit, this chaos of possibility. Gaia could not exist without it. But without the Weaver, the Wyld is formless and without feature — life without bounds is possibility without existence. On Gaia, the Wyld is now the least powerful force of the Triat, as its essence — that force known as magic — slowly disappears under the heel of reason and technology. Only a few scattered sites of Wyld essence remain in the world, and these the Garou protect at all costs.

The Wyld is venerated by the Garou, as it may yet be able to shape destiny away from the Apocalypse, but if it fails, it will only be able to provide constant change to despair and corruption. When this happens the Wyld will become little more than a mutagenic force. Until then, however, it is seen as a bright hope within the Tellurian. Its realms flourish with countless forms of life, and are places of changing aspect, places where the Pattern Web cannot take a firm hold. This unfathomable force may prove to be the greatest ally to the Garou and Gaia; it is an incorruptible power within the Tellurian, but nothing can be expected of it.

The Wyrm

The Wyrm was once the restorer of the balance, bringing harmony where there was none, and ensuring that neither order nor chaos prevailed throughout reality. Between the Pattern Web and Chaos was only the Wyrm, tearing everything down and making way for harmony. Now it is the Apocalyptic torch bearer, spawning entropy, decay and corruption wherever it can. Its personality has become so warped with emotions such as hatred and envy that it has become their spiritual embodiment. It manifests in millions of shapes wherever it can find the weak ones who will bend their knee and serve it.

It is the Wyrm who brings the Apocalypse to Gaia, who used the insane Weaver to spin a web of decay to destroy its brother the Wyld. Now the Wyrm is caught up in the Weaver's madness of Pattern which it once sought to use as a tool.

The Wyrm has many servants, for its corruption is like a plague within the spirit world. The spirits it has spawned also serve it and its Apocalypse. Realms have been lost to the Wyrm, and those who dwelt within have been enslaved by or joined the Wyrm for their own greed and lust for power.

Some pathfinders have reached the realms of the Wyrm. These places are devoid of Gaia, and those who dwell there are enslaved or destroyed; these places are domains of evil, ruled by Banes and Incarna of the worst kind. Such places will spread across all of reality should the Wyrm succeed in its task of unmaking — there will be nowhere to run.

Celestines

Celestines are the first rank of spirits below the Triat. Think of them as archangels. They are quite powerful, and usually act as the servants of the members of the Triat. They are extremely intelligent and possess a limited omniscience. They are, however, bound by a complex and unknowable set of customs which they must keep. All but the most impoverished of the Celestines have Realms dedicated entirely to them, created and controlled completely by them. These realities are where they are most powerful. They are attended by lesser spirits, such as Incarna and Jagglings.

Celestines are the least "normal" appearing of the spirits; they appear as abstract forms and communicate in strange ideas. Gaia Herself is a Celestine, as is Luna.

Incarna

The Incarna are the Celestines' servants, consorts and advisors, potent in their own way but usually deriving power from the Celestine whom they serve. Some of them actually inhabit Domains of their own, but not Domains that they themselves created. Most Incarna are free-willed, even capable of revolting against the Patron that created them in the first place. When a Celestine dies, their Incarna remain; such orphaned Incarna sometimes seek spirits and Gnosis in an attempt to gain power and lay claim to the title of Celestine.

Jagglings

Jagglings are the simple but useful servants of Incarna or Celestines. Technically they are elements of their Patron but some of them have free will. Incarna will sometimes create a new Jaggling by forming some of the spirit of their body into a new independent spirit. Jagglings copy this method to make Gafflings for themselves. Trickster Jagglings will have unreliable, mischievous Gafflings with the cunning of wildcats. Certain Jagglings serve as totem spirits to Garou packs.

Totem Spirits (Continued)

Unicorn: The gentle Unicorn is the healer, the bringer of calm and serenity. She is pure, powerful, strong and wise. The Unicorn is held in homage by the Children of Gaia, who implore her to repair the world.

Wendigo: The howler in the Arctic wastes, the Wendigo is the personification of the wilderness. He will protect his own in great need, but is often a savage and heedless spirit, and his manifestations consume the hearts and blood of those they catch. Wendigo teaches the Garou about the wild tactics of the storm in battle.

Spiritual Status

For the purpose of designing pack totems (see the maintext), spirits are presumed to have the equivalent of Status within their own ineffable culture. Normally these levels correspond directly to their nature and power level; Celestines, for example, are considered to be of the highest Status, while Gafflings are the lowest. However, it is possible for a lower spirit to gain the respect of its fellows and rise in status; thus, it may someday advance into a higher, more powerful form. This is often a spirit's motivation behind becoming a pack totem. Many of the tribal totems, for instance, were once lower spirits who became pack totems.

This "spiritual status" should not by any means be interpreted as a literal status in the mortal/human sense; it is only a tool for understanding the relationships between spirits. A human of Status 7 cannot claim to be the social equal of an Incarna with a spirit Status of 7! The status equivalents are as follows:

Type	*Status*
Gaffling	-1
Elemental, Natura	0
Pack Totem	0 or higher
Jaggling	1
Incarna	4
Incarna Totems	6
Celestine	8

Reincarnation

Garou belief includes a strong affirmation of reincarnation. Every Garou is believed to have lived many lives before his current one, stretching back into the mists of creation. This belief is especially reinforced by the frequent Garou with the Racial Memory: Past Life advantage, who can access the minds and memories of their ancestors.

It is up to the GM to determine — along with the rest of the nature of the spirit world — if Garou reincarnation is the literal truth or simply a genetic phenomenon. If the Umbra is indeed the archetypal meta-reality that many Garou believe it is, then reincarnation may well be the truth, as the great Garou leaders and heroes continually return to Gaia to continue their battles against the Wyrm.

Gafflings

Finally, there are the Gafflings, the simplest spirits. They are used as tools by the Jagglings and the Incarna (some Incarna don't even recognize Gafflings as sentient) and they are usually the "fuel" for Garou fetishes. They are in constant communication with their Patron, and often allow their Patron to control them directly, as they possess only rudimentary sentience at best. The only Gafflings with free will are those created "by accident" by a higher force.

Totem Spirits

Certain spirits, some though by no means all of them Incarna, have chosen to manifest themselves to the Garou as totem spirits. Each tribe has a totem spirit (see the tribe descriptions on pp. 89-109 and the sidebars on pp. 161-163) who guides the tribe and epitomizes its philosophy and beliefs.

Pack Totems

Individual packs may have totems as well. The process of "adopting" a totem is more like that of a parent adopting a child than two friends devoting themselves to each other. The totem feels a tie to the Garou, and speaks of those Garou who choose them as its "Children." The actual spirit that attends the children is a lesser spirit representative called a totem avatar. (It is this avatar which is built with the Totem Spirit advantage.)

Generally, a totem spirit is an Incarna. Usually they are animal spirits, but sometimes totems are mythological creatures, elemental forces and other kinds of spirits. However, a pack can also choose a lesser spirit for its totem. Such spirits, like Jagglings, are usually not as powerful or resourceful as the greater spirits, but the pack can be assured of its full attention, as it attends them personally instead of sending an avatar.

All totems fall into one of three categories, despite their level of power: totems of Respect, totems of War and totems of Wisdom. Each of these types has a governing Attribute which must be given a certain minimum number of points during the creation process; see the sidebar *Designing A Pack Totem* on pp. 165-166.

Totems of Respect are ancient spirits that have been associated with the greatest of all the Garou. They are the totems of Honor, and have provided leadership advice, diplomatic assistance and other kinds of help to the leaders

of the Garou for many years. They have been known to lend their iron Will to their Children. The governing attribute of a Totem of Respect is DX/Will. Among this type of totem are found the Pegasus, the Stag, Grandfather Thunder and the Falcon.

Totems of War are most often animal spirits that are traditionally predators and warriors themselves. They are totems of Rage, and have aided the Garou in battle, in tactics and strategy, and in reconnoitering since the First Pack. They are perhaps a bit too bloodthirsty to win much lasting respect from the Garou as a whole, but they are helpful in times of battle. They have been known to lend Rage to their Children, and to aid them in war. Not surprisingly, their governing attribute is ST/Rage. Totems of War include the Rat, Fenris Wolf, the Griffin, Wendigo, the Bear and Coyote.

Totems of Wisdom are wild, strange, spiritual totems, usually nature spirits and elemental forces. They have taught many of the Garou mystics the secrets of wild magic, and they continue to aid the Theurges of the Garou in learning about the Gifts lying fallow in their psyches. Often these totems are looked upon with a measure of disrespect because they are secretive and unpredictable. They have been known to teach Gifts to their Children and to protect them spiritually. The governing attribute of totems of Wisdom is IQ/Gnosis. The Owl, the Unicorn, the Cockroach, the Chimera, and Uktena are found among the ranks of the totems of Wisdom.

Fetishes and Talens

I have been a word in a book.
— "The Song of Taliesin" in ***The Black Book of Caermarthen***

Fetishes are objects which contain the essence of a spirit. In effect, the spirit is bound into an object where it can be used to perform tasks for the wielder of the fetish. In other words, the spirit is both spell and powerstone for the magic item that houses it (see *Enchanting,* pp. B152-53, and *Powerstones,* p. B161).

Designing A Pack Totem

Once a pack has decided to bond with a non-Incarna totem spirit, its creation is handled as follows. First, make sure that all players have paid the same base cost and have the same frequency of appearance for the totem. The pack must also decide if they want a Totem of Respect, War or Wisdom.

Next, multiply the base cost of the spirit patron by the number of members in the pack. This total becomes a number of points which are then allocated to the spirit's attributes (see *Spirit Attributes,* p. 175), similar to the process of creating an elemental (p. B157).

The basic totem spirit cannot speak directly to the characters; it is of minor influence with the community of spirits (Status 0; see the sidebar *Spiritual Status,* p. 164), and has little or no inherent powers except whatever knowledge it has via peeking from the Umbra and from its innate intelligence. If the players so desire and agree, some of the points may be used to purchase advantages for the totem instead of attributes:

Cost	*Advantage*
3	Can speak to the characters
3	Can always find the characters
5	Per +1 Status among other spirits
10	Per spirit charm (see p. 176) other than Materialize
20	Totem can use Materialize charm (see p. 176)

Continued on next page . . .

Designing a Pack Totem (Continued)

Once advantages have been paid for out of the available points, what is left over is used to set the spirit's attributes. At least ¼ of these points must go into the *governing attribute* of the spirit. This is determined by what kind of totem it is: ST/Rage for a Totem of War, IQ/Gnosis for a Totem of Wisdom, and DX/Will for a Totem of Respect.

Two further guidelines for spirit creation: spirits generally have a large pool of HT/Power available, and it is rare for any attribute other than HT/Power to exceed 20. Most lesser spirits will have 7-12 points in all attributes except for HT/Power.

Example: The Crescent Howlers pack wants a totem spirit. They decide on a 15-point base patron. There are 6 Howlers, so that means they have 6×15 or 90 points to spend on the spirit. They want the spirit to be able to talk to them (3 points) and to have some respect among other spirits (+3 Status for 15 points). They also want it to be able to Materialize (20 points). The total for these advantages is 38 points, leaving 52 points in attributes. The pack wants a totem of Wisdom, so the GM assigns it a 13 IQ/Gnosis (¼ of 52 points); he then gives it a Rage/ST of 7, a DX/Will of 12, and a HT/Power of 20. The Howlers' totem spirit is wise and respected, but not overly powerful; it may be a Jaggling, a Turtle or Raven spirit, or something similar.

A fetish is almost always a natural object, made from wood, clay or the like (although the fetishes of the Glass Walkers are often made from technological objects) and can often be held in the hand. Many are adorned with feathers, beads, braids and carvings of the spirit contained within. Some of them are actually weapons, such as spears and knives.

Creating a Fetish

The magic items of the Garou are not the result of a slow, careful enchanting process, but rather of a collaboration between a Garou Theurge and a spirit. Therefore, while the Rite of the Fetish (see p. 146) is treated as the Enchant spell (p. B160) for most purposes, no other spell is needed to create a desired effect. Instead, the Theurge must negotiate, entice or (rarely) bludgeon a spirit into performing the roles of both spell and power source. This process can *only* be done by a Theurge, although other Garou can create lesser magic items called "Talens" (see p. 168).

The more powerful the effect or effects, the more powerful a spirit must be employed, and this gives the GM a mechanism by which to control enchanting, if necessary. Spirits must be negotiated with or actively combatted to reduce their Power to 0. Those spirits who negotiate will demand favors or services from the Garou, sometimes in advance (and as the power of the intended fetish increases, the magnitude of the favors will also increase). Those spirits who are unwillingly imprisoned in fetishes will fight the imprisonment fiercely, and will be rebellious afterwards; such fetishes will be thought of as "cursed" by the Garou who encounter them. The specific effect to be produced by the fetish must also be negotiated with willing spirits (although it can be dictated outright to unwilling ones).

The GM should roleplay the entire process of recruiting a spirit from beginning to end, requiring social skill and reaction rolls, or combat, as required.

The Process of Enchantment

Once a proper object has been created or obtained, and the cooperation of the spirit has been achieved (or when an unwilling spirit has been reduced to Power 0), the Garou (and his companions, if any) begins the Rite of the Fetish. The roll he makes against this Rite (which is the ceremonial version of the Enchant spell) has the following modifiers:

Unwilling Spirit: -1

Per 20 points of Power the spirit normally possesses: -1

Per *permanent* Gnosis spent: +2

The caster's skill *can* go below 15, unlike the usual limitations on enchantment.

On a success with this roll, the spirit enters the object and the fetish is successfully created.

On a failure, the object is destroyed, but the spirit remains "ready."

On a critical failure, the spirit is released. Its Power, if reduced to 0, will be fully restored, and a coerced spirit will almost certainly attack the Theurge.

There is *no* Gnosis or Fatigue cost to create a fetish of *any* level of power.

Properties of Fetishes

Properly created fetishes will have one or more spell effects. These should, in general, be handled as standard magic items for effects. However, all Gnosis cost to use the item comes from the spirit which inhabits it; the item is completely self-powered and the user need never worry about it ever running out. In effect, the spirit's own Power acts like an exclusive powerstone, providing all the energy needed for the fetish at a high level of efficiency.

Also, whatever personality a spirit may have had before entering the fetish is effectively submerged, except for "cursed" items, which are aware of their involuntary servitude. The spirit in a fetish can be detected or even viewed under the right conditions, but it is effectively unconscious and unaware, for the most part; the Rite of Awakening will *not* awaken a fetish's spirit.

Using a Fetish

Whenever a character finds a fetish and grasps it, he is required to make a Gnosis roll to attune himself to the fetish. This attunement achieves several purposes. Firstly and most importantly, it allows the Garou to actually use the fetish; without attunement, the fetish is just another mundane item to him. Secondly, it informs the Garou just what the fetish is and what it can do. Third, it binds the fetish to the Garou and creates a spiritual bond which enables him to take the item anywhere in the Tellurian; in effect, it automatically performs a Rite of Talisman Dedication on itself, but the fetish does *not* count towards the limit on bound objects.

Sample Fetishes

Below is a short list of sample fetishes. Although fetishes (usually) cost no money to create and are not sold, a price is given for each. This is to let beginning characters use their initial cash supply from Wealth to equip themselves with fetishes. These prices apply *only* during character generation.

Baneskin ***$1,500***

This tiny piece of a Bane is wrapped carefully in cloth and worn as an amulet. When activated, it causes all malevolent spirits, especially Banes, to react to the wearer as if he were a kindred soul — a "wolf in Bane's clothing," as it were.

Harmony Flute ***$500***

This small flute is made from hickory and has many small feathers attached to it. When activated and played (the user must have the appropriate Musical Instrument skill), the flute emits a harmonious melody; every aggressive creature who hears the song must make a successful Rage roll or they will not continue to fight.

Monkey Puzzle ***$2,000***

This talisman of amber contains a single human hair, and when activated, causes all humans viewing the wearer to believe him to be a normal human. However, actions such as tearing out an enemy's throat will be seen as the act of a psychotic.

Phoebe's Veil ***$1,500***

This is a small golden half-moon pendant attached to a leather thong and worn around the neck. When activated, the wearer becomes invisible to both mundane creatures and spirits for one minute per point of success on the activation roll.

Sanctuary Chimes ***$1,500***

This miniature tubular bell, when activated, chimes in the wind. All spirits, unless invited, may not manifest within 100 feet.

Silver Sword ***$10,000***

This broadsword is of ancient design and is forged from purest silver (the hilt is steel), although it will not blunt or cause Gnosis loss to anyone attuned to it. It grants a +2 Accuracy bonus, and the spirit in the blade will warn the wielder of danger nearby, giving, in effect, Danger Sense. The wielder may also draw up to 5 points per week of any combination of Gnosis, Will or Rage from the sword for his own use.

Coninued on next page . . .

Sample Fetishes (Continued)

Spirit Tracer ***$1,000***

This is a human hair melted into an iron ingot. When the user concentrates on a specific spirit, the ingot will pull in that direction.

Spirit Whistle ***$2,000***

This small ivory whistle, when activated and blown, emits a wailing scream causing immense pain to all spirits within the wielder's line of sight. Those spirits of less than 16 Gnosis will flee from the scream.

Sample Talens

Bane Arrows

These obsidian-headed arrows are able to seek out and home in on Banes, whether they are visible or not. They inflict normal damage; however, the bite of the arrow is so painful that no Bane can resist howling in agony.

Death Dust

This small jar, when broken open, activated and sprinkled over the body of a recently dead creature (within a day), allows the wielder to communicate with the spirit of the body for a period of 5 minutes.

Moon Glow

This is a single moonbeam, caught within a small crystal. The wielder may activate this gift from Luna upon embarking on a journey in the Umbra. As long as it is continually carried, the journey will be a safe one. This lasts for one journey only.

Moon Sign

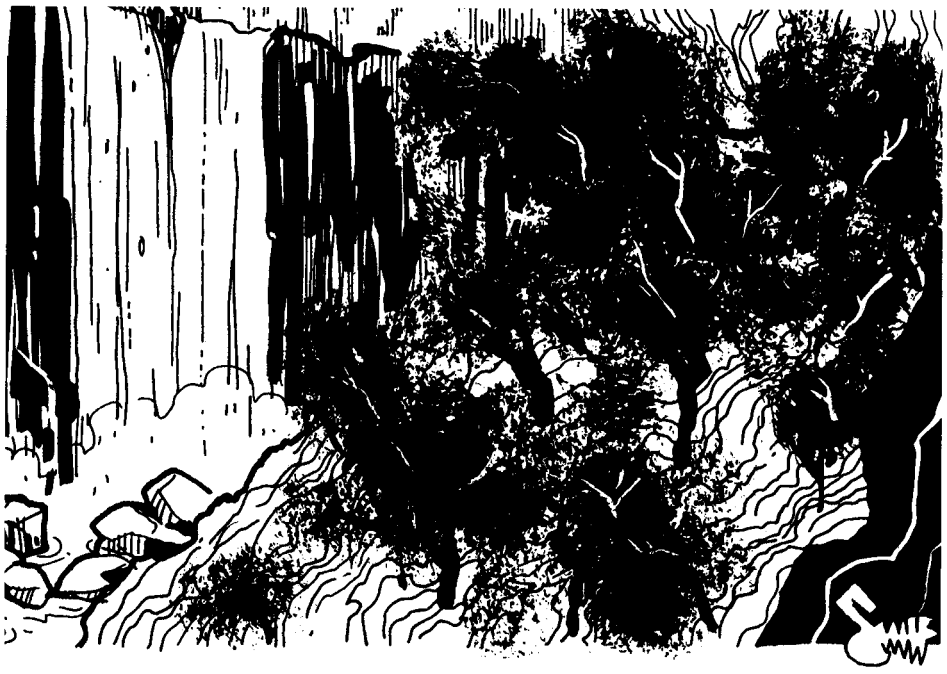
This small waxen seal bears the sign of the full moon. When activated and thrown down before any Garou, the Garou must make a Will roll or immediately change to Lupus form.

Nightshade

This talen is distilled from the very essence of the night. One fluid ounce of this liquid, when quaffed, turns the imbiber's body into shadow, rendering him virtually invisible in darkness. The effect wears off after an hour.

Wyrm Scale

This sigil is imbued with a limited resistance against the power of the Wyrm. Servants of the Wyrm will, when the sigil is activated, revert to their true form. However, this action alerts the Wyrm to the existence of the sigil and it will be consumed in a blaze of flames.



In order to use one of a fetish's powers, the owner must make a Gnosis roll to "activate" it. No concentration is required, just the intent to use the power. Alternately, the Garou may simply spend 1 Gnosis of his own to automatically activate the power.

Several sample fetishes are listed in the sidebar.

Talens

Talens are much easier to create than fetishes and can sometimes be fashioned by characters who are not Theurges. Talens are similar to fetishes in many ways — they are bound into objects, they require a Gnosis roll to activate (but not to attune) and they contain the living essence of a spirit. The real difference between talens and fetishes is that talens are one-shot items. After one use, the talen's spirit is released back into the Umbra and the object becomes mundane once again.

Creating Talens

Talens are made by forcing a defeated spirit (one with its Power reduced to 0) into an object. No rite is necessary; the creator of the talen is in effect trading the spirit's life for one service. Normally that service — the power provided by the talen — should be something appropriate to the type of spirit; elementals could not provide powers outside their element, but Jagglings and Gafflings would be more versatile.

The intended object should be present; a defeated spirit will *not* wait for the Garou to go get one. Also, the object chosen must be appropriate for its intended power; one cannot make a Bane Arrow out of a flute.

Several sample talens are listed in the sidebar.

Caerns

A savage place! as holy and enchanted
As e'er beneath a waning moon was haunted. . .
— Samuel Taylor Coleridge, ***Kubla Khan***

Caerns are sites where the boundaries between the physical and the spirit worlds are weaker, and thus where wondrous and mystic phenomena are commonplace. The Garou savagely fight to preserve the caerns that are left in the world. As long as there are caerns to leak the magic of the spirit world and of the Wyld into Gaia, the Wyrm cannot have its complete victory. There are all too few caerns left, though.

A caern is an area, sometimes as small as one hex, but usually much larger, which not only has a proximity to the Umbra, but also a higher level of mana than the average (the one produces the other). However, this is not enough to make a caern. A caern is also a holy place, into which a spirit is bound. This spirit acts as both a guardian and a source of power for the caern. The presence of the spirit and the proximity of the Umbra also allow the invocation of other spirits there — most notably totems, Incarna and the Celestines.

When tapped into these sacred sites, Garou can travel anywhere in the world by opening Moon Bridges to other such places; they can summon beings beyond the ken of mortals or focus the raw force of the spot for creation — or destruction. Others know of these spots as well, and use them. The Magi seek them out to systematically rape them of their power. The minions of the Wyrm use the corrupted caerns to spread their sickness and the faeries use some of these places because they are the only remaining roads between our world and theirs.

Caerns and the Garou

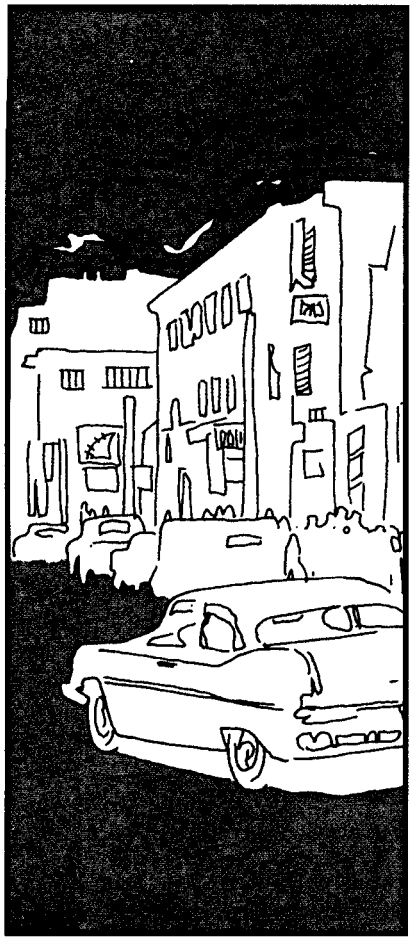
The Garou have a network of these sacred places which they have established and maintain; these places serve as the framework around which their culture is built. They are the sites of worship for the Garou, their meeting areas and the final resting places of those to old to continue the Journey. Such spots are vital to the well-being of the Garou, for they, more than any other beings, are creations of two disparate forces. Without the mystic energy of the sacred spots, where the spiritual and the real are bound together, however briefly, their split inner nature might well rip them asunder.

Tribal Caerns

Each tribe possesses certain sacred areas appropriate to their purposes (although there are some sites which are the property of the Garou as a whole). Most caerns are dedicated to one particular spirit, often to one of the totem spirits of the tribe that maintains the caern. Gates to the domains of such spirits can be opened by completing certain great rituals at the caern.

Caern Strength

Caerns are ranked for their strength, which usually corresponds to their mana level and Gauntlet. (See the chart in the *Gauntlet* sidebar on p. 158.) The most powerful caerns have the highest mana, and the lowest Gauntlet. Also, the more powerful a caern is, the more extensive the powers it provides. For instance, a Level 1 caern of Healing might refresh and heal the minor injuries of exhausted Garou who invoke its spirits, but a Level 5 caern would cure all but the most grievous wounds.



The spirit inhabiting the caern is both a reflection and beneficiary of the caern's strength. It will have a maximum Power of no less than 15 times the caern's level, and its other attributes normally will be equal to 5 + (the caern's level × 3). The attributes of individual spirits may vary as much as 5 points in either direction from this average.

A caern spirit's Power can be tapped or expended in many ways. It "recharges" at the same rate a Powerstone would: 1 point per day at a Level 1 or 2 caern, 2 points per day at a Level 3 or 4 caern, or 4 points a day at a Level 5 caern. Also, when a moot is held at the caern, the spirit regains 1 point of Power per participant. This Power is bestowed upon the spirit at the end of the revel held after the moot.

Caern Powers

The spirit or spirits inhabiting a caern provide much to the Garou who use it. In particular, the caern spirit can provide magical services. The variety of magic — expressed as a set of spells that the spirit may cast — is up to the GM to determine. Guidelines for the selection of these spells are found in the sidebar on p. 171.

In addition to their own spells and spell-like abilities, the inherent power of caern spirits can be tapped directly. This is accomplished using the Rite of the Opened Caern (p. 143); if the rite is successfully performed, the Garou may draw upon the Power of the caern spirit and use it instead of spending his own Gnosis. The spirit becomes, in effect, a powerstone. See the description of the rite for more details on this process.

With a Pathstone, a Garou can open a Moon Bridge between a caern and another caern. (See The Rite of the Opened Bridge, p. 147.)

Spirits from the Umbra can be summoned or spoken to more easily at a caern. Users of such spells and gifts have a bonus to their skill equal to the level of the caern.

Individual caerns will have other powers and qualities, unique to themselves, at the GM's discretion. The ultimate source of all caerns' power is, after all, the Wyld, and any attempt to regiment and standardize that power is doomed to failure.

Aspected Caerns

Caerns are often dedicated to a specific purpose, such as healing or war; the spirits inhabiting them are appropriate to this purpose, and the powers that are thus invoked there are of that nature. Such a caern is said to be *aspected*. An aspected caern gives a bonus to its specific kind of magic, and sometimes a penalty to magic opposite to its aspect. These are applied to any roll made for the magic, be it a Gnosis roll, a spell skill level, or the like. Bonuses can range from +1 to +5, and penalties from -1 to -5.

Caerns may take on, or change, a magical aspect through the law of "contagion." Simply put, this states that like seeks like and that like encourages like. So, for instance, a caern used for bloody celebrations by the Get of Fenris will eventually become war- or combat-aspected, while a caern used by the Children of Gaia for healing would become life-aspected.

Creating Caerns

Caerns are often natural in origin, but they can be created by Garou who know the proper rite. This ceremony, the Rite of Caern Building, is a difficult and dangerous ritual to perform, not only because of the amount of magical power it manipulates, but because it attracts the immediate attention of the Wyrm by diminishing its power in the area of the caern-to-be. For more details, see the listing for the Rite of Caern Building on p. 147.

Subverting Caerns

The Wyrm can take over a Garou caern; this is possible because of its nature as the Corrupter. By seeding a captured caern with toxic waste and radioisotopes, the Wyrm can warp the site's power and turn it towards its own ends. Such caerns are not completely lost to the Wyrm, though, and can be rescued, if the Wyrm creatures occupying it are driven out.

Urban Caerns and the Delirium

While many caerns have been swallowed up by the cities of man, they still retain their potency, and many Garou risk the cities in order to worship at what was once theirs. This covert worship is the source of many urban legends; if the Get of Fenris worship and conduct rituals in the midst of an abandoned stockyard (that was formerly a burial mound) every new moon, then people will instinctively avoid that spot, especially near the night of the new moon. The revel that the Garou hold after each moot, in which they run about the area of the caern in half-wolf form, is enough to scare anyone away.

Those humans who have seen the revels of the half-wolves at their urban caerns will, under the influence of the Delirium and the Veil, forget exactly what it was that they saw. Even so, though, they will spread their fear to others of their kind. Soon all those who live nearby will feel uneasy and on edge when they come near the place, without really knowing why. Children will sing weird little nursery rhymes about the place as they jump rope. Older kids will dare each other to go on the "haunted lot," but never really will. Only outsiders who do not know any better will dare the "haunted place" on the full moon, and they never return. Of course people don't really understand why they avoid these places. They might tell themselves that "weird murders" happened there to make the spot haunted — the reality is too horrid for them to believe.

Thus does the Veil preserve the sanctity of the sacred sites.

Selecting Caern Powers

One of the more delicate jobs a GM will have is determining the array of spells available to a caern spirit. The selection must reflected the nature of the caern and its users. If the caern is aspected (see above), then the powers available from its spirit are specific to that aspect. Life-aspected caerns will not provide combat magic, no matter how fervently the Garou there plead, nor will a caern of lore provide healing. If the caern is not aspected, there is no inherent limitation to the variety of spells known.

The number and skill level of spells known to a caern spirit is governed by the level of the caern (see the Gauntlet sidebar, p. 158). A caern spirit can have a maximum skill with any given spell of 10 + (caern level × 2), and has a number of character points equal to its Power to spend on spells. The spirit may ignore all prerequisites except Magical Aptitude, which corresponds to caern level; Magery 1 is caern Level 2, Magery 2 is Level 4, and Magery 3 is Level 5.

On the other hand, the GM may not want to rigidly limit the abilities of a caern spirit with a spell list. If the GM is willing to accept the challenge, it is possible to handle all spirit spells using the Improvised Spells or Rune Magic rules found on pp. 76-80 and 80-83 respectively of ***GURPS Magic***. The GM will have to determine the nouns and verbs (or runes) known to the spirit; its skill levels are determined as above. The precise numbers and types will vary greatly, depending on the power of the caern and its aspecting (if any); only the spirits of the very greatest caerns will have anywhere near all the possible nouns, verbs or runes, and only if they are not aspected. Aspected caerns will naturally have less of a selection available to them, as they are limited to their aspect.

WENDIGO ??
KAIAS ?
BANE...??!!

The trail of bodies led Sundaughter into the city. She recoiled at first, but the vow she had taken drove her onward, that and the thought of the innocents suffering at the hands of the madman she stalked. She had devoted herself to her task, and ignored the growing disquietude the city birthed in her. Driving her senses to their utmost, she found the scent of her prey — fresh, almost unbelievably so. Despite the sinister surroundings, her luck had clearly changed. The scent trail took her deep into a neighborhood that had long ago begun to decay; empty buildings stood like attentive corpses along the streets. Finally, on a street corner, she found herself debating whether it was the prostitute or the potential customer who was her prey.

"Come on, baby, how about a little fun?" trilled the girl, and led her john into the alley. Sundaughter slid carefully towards the alley, but the man's sharp, surprisingly shrill scream rang out, then was suddenly cut off, before she could reach it. Without a moment's hesitation, she stepped into the alleyway.

A single, weak bulb lit the scene. The would-be customer lay sprawled in the mud and garbage, his torso as shredded as his clothing. Above him stood a hairless gray creature, its vaguely feline muzzle stained with blood as it chewed his flesh. Despite herself, Sundaughter gasped, and at the sound, the creature looked up at her. Its red eyes blazed, and suddenly its four-footed form blurred and flowed; Sundaughter found herself facing a giant hairless Crinos – a beast of nightmares. A chill of fear ran through her, and she shifted into Crinos herself.

"Come on, baby, how about a little fun?" bellowed the thing in a bass that duplicated every inflection of the whore's come-on. "Come on, baby, how about a little fun?" Arms spread, it rushed her.

Chapter 8:

BESTIARY

Whoever fights monsters should see to it that in the process he does not become a monster. And when you look long into an abyss, the abyss also looks into you.

— Nietzsche, ***Beyond Good and Evil***

Outside of the sight of humanity, the world of the Garou exists. And in that world can be found many strange inhabitants — spirits from the Umbra, and creatures that walk unrecognized among men.

Dwellers in the Umbra

The spirits that I summoned up I now can't rid myself of.

— Goethe, ***The Sorcerer's Apprentice***

The spirit world is as full of life as the mundane world. It could even be said to have its own territories and ecosystems. The variety of creatures to be met in the spirit world is staggering, and largely left up to the GM; however, the following is a short list of certain creatures that the Garou interact with on either a friendly or hostile basis.

Spirit Attributes

Although spirits are "solid" within the Umbra, they are not physical creatures, and as such, do not have strictly physical attributes. They do have mental attributes that act much in the same way, and if the spirit is able to *materialize*, its physical form uses their values.

For the purpose of clarity, the attributes are referred to by both the physical name and the mental name, separated by a slash.

The four spirit Attributes are ST/Rage, IQ/Gnosis, DX/Will and HT/Power.

ST/Rage

Rage is what allows spirits to make attacks upon one another, and upon beings such as the Garou. When a spirit materializes, its Rage *becomes* its physical strength. Determine damage from the Basic Damage chart (p. B74) for both spirit and physical damage.

IQ/Gnosis

A spirit's Gnosis is its IQ, plain and simple. IQ is IQ in both Umbra and physical form, and is the measure of its permanent Gnosis. Note that spirits do *not* spend their Gnosis; instead they spend their Power (see below). Gnosis can be taken from a spirit, but if the spirit's Gnosis is reduced, so is its IQ. If Gnosis is reduced to 0, the spirit *dies.*

DX/Will

Will allows spirits to take physical actions, and becomes DX when a spirit manifests itself in the Realm.

HT/Power

Spirits rarely use their own Gnosis in attacks; instead they use a "battery" of mystical energy which they harness from the Umbra to sustain themselves. This battery is called Power, and it is depleted through the use of special abilities, and through taking damage. When a spirit's Power is reduced to 0, it dissipates into the Umbra for a number of hours equal to 20 minus its Gnosis (minimum 1 hour), after which it is reformed with full Power. Power regenerates at the normal rate of powerstone recharge for the area (see p. B161).

If a Garou has reduced the spirit's Power to 0, and knows the proper rite, he can bind the spirit into a fetish; however, the fetish will not be usable until the spirit's Power is recharged, and the fetish will usually be cursed in some way. A Garou who reduces a spirit's Power to 0 may also elect to take up to 10 points of Gnosis from the spirit in order to recharge his own Gnosis. However, if the spirit has 10 or less Gnosis to begin with, this kills the spirit! Either way, doing this makes other spirits angry!

When manifested in the physical world, Power translates to HT and hit points. Spirits always have a minimum HT of 10, with a number of hit points equal to their Power. For every full 10 points of Power above 10, they get +1 to their HT score. *Example:* A Gaffling with a Power of 15 materializes. Its physical form has HT 10/15 (HT of 10, 15 hit points). At the same time, a Vortex Wyldling (p. 182) materializes. It has a Power of 80, which becomes HT 17/80.

Materialized spirits expend hit points to use their charms and powers.

Speed, Move and Defenses

These are calculated normally, based on the spirit's attributes, as if the spirit were a character, unless otherwise noted.

Charms

Described with each spirit entry are the special powers, known as charms, that the spirit possesses. Each charm generally uses a certain amount of Power to employ. Charms may be represented here by a number of different mechanisms, from spells to super-powers; in all cases any cost that is normally taken from Gnosis or Fatigue is instead paid out of Power.

These are common charms that most spirits possess:

Airt Sense: Most spirits have a natural sense of the airts of the spirit world (directions) and are able to travel without much difficulty. Airt Sense is a innate ability that functions like the Seeker spell (p. B163) at a cost of 1 Power and without the need for a die roll.

Materialize: The spirit can materialize within the physical world; the Gauntlet must be 8 or less for it to be able to do so. If "killed" by reducing its hit points to 0, it returns to the Umbra and reforms as above. Materializing costs 10 Power.

Reform: This charm allows a spirit to dissipate itself and reform somewhere else in the Umbra, usually far away from its enemies. There is no range limit. Each use costs 20 power.

Spirit List

Naturae

These are the natural spirits of the wilds, found most often in glen domains, which are usually the places within the spirit world where they spawn. Many Naturae are the spirits of dead and departed animals, or even colonies of many spirits of the same variety of animal. Other Naturae are spirits which are created out of the special significance or beauty of a particular spot.

At one time all rivers and trees may have had spirits, back in the days when the glen stretched across most of the Near Umbra, but now only a few such places have spirits.

Glade Child

ST/Rage: 11 **DX/Will:** 15 **IQ/Gnosis:** 16 **HT/Power:** 20-80

Move/Dodge: 0/0 **PD/DR:** 0/0 **Damage:** 1d+1 cr **Reach:** 1

Size: varies

The Glade Children are tree spirits, the true souls of trees. In the Umbra they can be seen as luminescent figures draped in robes, asleep within a tree. Their kind and wise faces carefully keep a vigil over their surroundings, and their green eyes watch all who pass by.

The spiritual form of the Glade Child depends primarily on the location of the tree within the Realm. If it is beside a busy highway, the spirit-tree will be grimy with the Blight and perhaps Pattern Webs will be spun between its branches. In the wild the spirit would appear magnificent and majestic. Glade Children are able to impart a wealth of knowledge concerning any aspect of the area within their sight, and are friends of the Garou. However, the closer a tree becomes to the Blight and the Patter Web, the more warped their perception is, resulting in less reliable and sometimes misleading information.

Charms: Airt Sense. Cleanse the Blight (Purges spiritual corruption in a 10-hex radius, Power cost 10), Forest Sense (Can sense all that transpires in its earthly domain, up to 100 hexes away, Power cost 10).

The Wild Hunt

The manifestation of the Stag's vengeance, the Hunt is occasionally called by the Fianna against the worst of the Wyrm's menaces. This is very dangerous, however, as the Hunt is a personification of the rage and fury of the Garou, and those who participate in the scourge may well be consumed by it.

The Hunt is composed of raw spiritual energy, and if "killed" will merely dissipate into the Umbra once more, to reappear if called later.

The Huntsman

ST: 20 **Move/Dodge:** 15/10 **Size:** 1
DX: 20 **PD/DR:** 2/5
IQ: 14 **Damage:** 2d-1/3d+2
HT: 20 **Reach:** 1

The Huntsman is not a spirit proper, but a physical avatar that appears in the mundane world upon the summoning of the Hunt. He appears as a stag-antlered man with a pack of hounds. He carries a spear which he uses with a skill of 18, and he is able to pursue his quarry unerringly.

Hounds of the Hunt

ST: 16 **Move/Dodge:** 14/8 **Size:** 1
DX: 16 **PD/DR:** 1/2
IQ: 8 **Damage:** 1d cut aggravated
HT: 16 **Reach:** C

The Hounds of the Hunt resemble large, mastiff-like dogs. Like the Huntsman, they are not spirits per se but avatars, and can unerringly track their prey.

The Wendigo

ST: 20 **Move/Dodge:** 12, 24 flying/10 **Size:** 1
DX: 20 **PD/DR:** 2/10
IQ: 15 **Damage:** 2d-1/3d+1
HT: 20 **Reach:** 1

This is a physical avatar of the Great Wendigo totem spirit, itself. It appears as a twisted humanoid with blue skin, claws and fangs, blazing eyes, and black stumps of hooves. Its claws do Swing/Cutting and Thrust/Impaling damage, and it can bite for 1d impaling; the damage it does is all aggravated. It can lower the local temperature to below zero at will and summon destructive windstorms; it can also run through the sky at 50 mph (Move 24). The Wendigo is occasionally called by the Garou on missions of vengeance; it will track its prey down, rip it apart and eat its heart.

Lune

ST/Rage: 16 **Move/Dodge:** 14/8 **Size:** <1
DX/Will: 16 **PD/DR:** 0/0
IQ/Gnosis: 15 **Damage:** 1d+1/2d+2
HT/Power: 12/35 **Reach:** 1

Lunes are Jagglings of Luna and appear as shimmering ribbons of light, surrounded by an aura of gold and blue. Great friends of the Garou, they communicate empathically, undulating into various forms as they commune with another spirit. This motion becomes increasingly more unstable as the moon waxes. The demeanor of Lunes changes dramatically depending on the phase of the moon; like their mistress they are susceptible to lunar madness, and become insane during the new moon.

Lunes have the power to open up any Moon Bridge at will, should they so desire. They sometimes perform this service to Garou who successfully petition them — a taxing task. However, should the lune be suffering the madness, there is no guarantee that the spirit will send the traveler where he wishes to go.

Charms: Airt Sense, Reform, Open Moon Bridge (as the Garou gift, at the same costs).

Elementals

These spirits are the manifestations of the elements — the building blocks of Gaia and all life. In recent years, the classical concept of the four elements of air, fire, earth and water has been replaced by the discovery of a multitude of different elementals. Indeed, in the urban domains, spirits of glass, metal and plastic have been contacted by certain Garou, notably the Glass Walkers. All elemental types have their own specific Summon, Control and Create spells.

The following are examples of minor elementals that might be contacted by Garou Theurges.

Fire Elemental

ST/Rage: 18 **Move/Dodge:** 6/6 **Size:** 1
DX/Will: 13 **PD/DR:** 0/0
IQ/Gnosis: 13 **Damage:** 1d+2/3d
HT/Power: 12/30 **Reach:** 1

Air Elemental

ST/Rage: 16 **Move/Dodge:** 12/12 **Size:** 1
DX/Will: 11 **PD/DR:** 0/0
IQ/Gnosis: 15 **Damage:** 1d+1
HT/Power: 13/40 **Reach:** 1

Earth Elemental

ST/Rage: 25 **Move/Dodge:** 3/3 **Size:** 1
DX/Will: 10 **PD/DR:** 0/2
IQ/Gnosis: 12 **Damage:** 2d+2/5d-1
HT/Power: 14/50 **Reach:** 1

Water Elemental

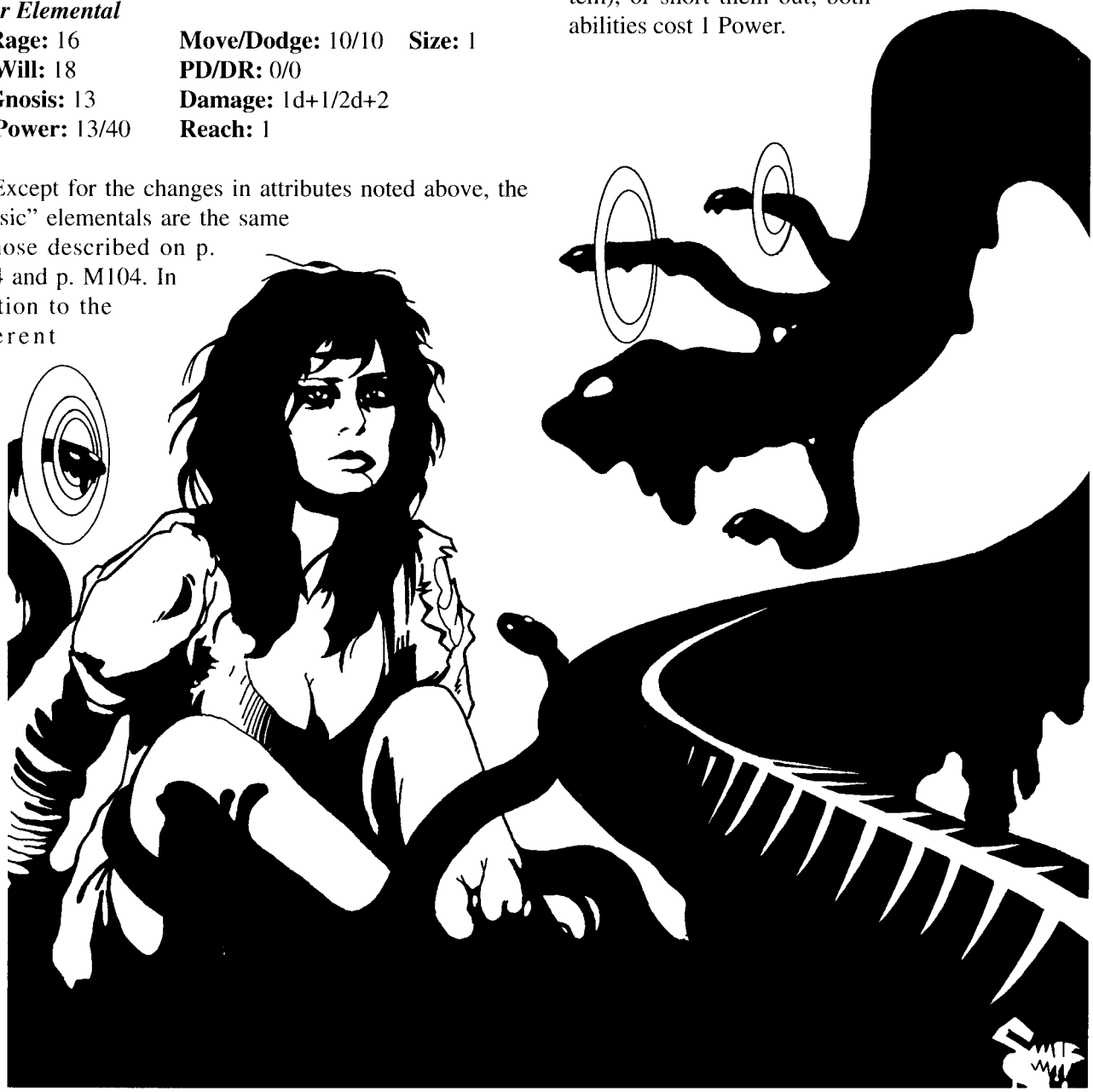
ST/Rage: 16 **Move/Dodge:** 10/10 **Size:** 1
DX/Will: 18 **PD/DR:** 0/0
IQ/Gnosis: 13 **Damage:** 1d+1/2d+2
HT/Power: 13/40 **Reach:** 1

Except for the changes in attributes noted above, the "classic" elementals are the same as those described on p. B154 and p. M104. In addition to the inherent powers listed there, they also have the charms of Airt Sense and Materialize. Air elementals also have the Reform charm. Any attack powers cost 1 Power per use.

Electricity Elemental

ST/Rage: 15 **Move/Dodge:** 40/12 **Size:** <1
DX/Will: 14 **PD/DR:** 0/0
IQ/Gnosis: 13 **Damage:** Special
HT/Power: 13/40 **Reach:** C

Electricity elementals appear as small animated sparks or ball lightning. They can control the flow of electricity through wiring. They have the charm Airt Sense. They may throw 8d bolts of lightning (SS 12, ACC 1, 1/2D 5, Max 10, roll against DX to hit), and may take over and control electrical systems (roll against IQ to perform a specific task with the system), or short them out; both abilities cost 1 Power.



Glass Elemental

ST/Rage: 15 **Move/Dodge:** 6/6 **Size:** 1
DX/Will: 12 **PD/DR:** 0/0
IQ/Gnosis: 15 **Damage:** 1d+1 imp/2d+1 cut
HT/Power: 13/45 **Reach:** 1

Glass elementals appear as crystalline beings of vaguely humanoid form. The facets of their crystal bodies are razor-sharp (inflicting cutting damage on those who grapple or attack them barehanded), and their arms end in shard-like fingers capable of stabbing or slicing opponents to ribbons. They take double damage from crushing attacks.

Charms: Materialize. They also have a limited form of telekinesis that allows them to shatter nearby glass and then direct the shards at a target; they use this ability at a skill of 18 and can inflict 6d cutting damage (SS 12, Acc 1, ½D 10, Max 15).

Atomic Spirits

ST/Rage: 13 **Move/Dodge:** 14/14 **Size:** <1
DX/Will: 18 **PD/DR:** 0/0
IQ/Gnosis: 18 **Damage:** 3d
HT/Power: 40-? **Reach:** C

These are the spirits who dance in atomic fires. They are *not* radiation (that is, of the Wyrm) but raw reaction. They understand much of the Wyrm and the basic structure of the universe, for they were present at the beginning of All and know many ancient secrets. They are occasionally consulted by Glass Walkers. An atomic spirit will answer the queries of mortals, but only if they help it "advance" — often by detonating the cyclotron it is contained in.

Atomic Spirits have a minimum Power of 40; they can reach much higher totals, up to 1,000 points at ground-zero of a 100-megaton nuclear explosion.

Charms: Airt Sense, Materialize, Reform. Atomic spirits can Break and Solidify Reality (see Wyldings and Weaver Spirits respectively). They may also make a ranged Atomic Blast attack that does 1d per 3 Power they spend (SS 12, Acc 1, ½D 5, Max 10).

Banes

Banes are the vile spirit minions of the Wyrm. They assume countless forms, for destruction takes endless shapes throughout reality. Certain Banes appear to be avatars or representations of principles such as hate and disease, while others simply appear to be random demonic entities. A few Garou have claimed to see Banes actually fighting each other, as if divided into different factions, but whether this is true, and to what extent, is unknown. The Banes are perhaps the greatest enemies of the Garou.

All Banes are lost to the Wyrm and destruction is the only sure way to rid a realm of their influence. Even then it may be too late, for their dark emotions can infect those humans around them. These emotions fester and grow to become strong enough to project a Blight into the Umbra, thus opening the way for more Banes to come through. This often happens when groups of evil and corrupt people gather together, creating a temporary Blight in the Umbra where a Bane can come through and feed off their cold hearts. Banes, when in true form, are horrifying; humans who see them suffer from the same effects as the Delirium.

Most Banes have the ability to Possess living beings or even inanimate objects. The Bane rolls a Quick Contest of its Gnosis versus the Will of the target. The number of points by which it wins the contest controls how long the process takes:

Points	*Time Taken*
0-1	6 hours
2	3 hours
3	1 hour
4	15 minutes
5	5 minutes
6+/Critical success	Instantaneous

During the time that it takes to possess its victim, the Bane must do nothing but concentrate on the process; if anything breaks its concentration, the possessive link is

broken. Therefore, a Bane in the process of possession will find a dark, isolated part of a Blight and remain there to concentrate. Possessing Banes are often guarded by others of their kind, to ensure the possession process goes smoothly. There is no Power cost for possession. Banes that have successfully possessed a victim are able to manifest special powers and abilities through the vessel of the victim's body. These hapless humans are known as Fomori (see p. 184).

Banes also tend to have a specific power or powers based around the emotion or force they characterize. These powers can range from basic emotion control to the ability to spread living corruption throughout the reality of a Realm. The GM should feel free to let his imagination run rampant when creating Banes, as long as the powers reflect the powers they represent. Many Banes have powers based on corruption or mutation, and Garou who make a practice of fighting these creatures risk their bodies and souls. Bane powers often require either the expenditure of Power, a Contest using or roll against their Gnosis, or both.

The Banes listed here are a scant few of those which infect the Tellurian. GMs should feel free to create their own Banes, based around the frameworks given here. For more Bane ideas, see the guidelines for creating demons on p. B154.

Nexus Crawler

ST/Rage: 18 **Move/Dodge:** 7/7 **Size:** 2+
DX/Will: 14 **PD/DR:** 0/0
IQ/Gnosis: 18# **Damage:** 1d+2/3d, special
HT/Power: 15/60 **Reach:** 2

Few minions of the Wyrm are as feared as the dread nexus crawlers. From whence they come is unknown, but it is clearly not from our continuum, for in their presence, reality oozes and runs like melted wax. In their natural state, they are undetectable save for a black shimmering in the air, a warbling, vibrato drone and a feeling on the skin like ground glass or nails scraped across a chalkboard. When they materialize in the physical world, their forms are truly loathesome. Crawlers have a sentience of a sort, but they are very alien, and even other Wyrm minions are uncomfortable around them.

They may, after manifesting in the Realm, spend 1 Power to create a truly vile body. Anyone viewing a crawler must make a Fright Check at -7, and if a Garou fails the check, he must go into Fox frenzy.

For each additional point of Power spent during the Materialization process, a crawler can add an additional limb or mouth to its body, and the full coordination needed to use them in combat. Invariably, all of a crawler's limbs are tipped with talons, and it is always heavily fanged. The most feared power of the nexus crawler is its ability to warp reality. They are beasts of raw entropy, and may shift reality out of place by spending Power:

For 1 point, a minor paradigm shift: a simple illusion, start fires, change a person's appearance, change local temperature.

For 3 points, serious change: turn stone to quicksand/mud, transmute steel weapons to silver, change a foe's sweat to acid, complex illusion, create darkness. They may also fire ranged blasts of entropic destabilizing force (SS 12, Acc 1, ½D not applicable, Max 10); this and other direct attacks cause 6d damage.

For 5 points, truly spectacular effects: turn a person's bones to jelly, transmute air to carbon monoxide, remove a person's face (and all sensory organs), perfect illusion, large-scale transmutation (hundreds of pounds). At this level, damage is 10d.

All attacks are made using the crawler's DX/Will. Any attacks that cause transmutation or alteration of living matter are resisted by HT.

As it is the crawler itself that causes and maintains the entropic effects, all such effects (except damage sustained and other instantaneous effects) vanish when the crawler is banished or destroyed. Note also that crawlers are not intelligent as we define the term; their actions in combat rarely smack of rationality, and they do not often employ "logical" tactics. Consider their effective IQ to be 6, although their Gnosis is 18.

Charms: Entropic powers as detailed above. Airt Sense, Materialize, Reform.

Scrag

ST/Rage: 18 **Move/Dodge:** 6/6 **Size:** 1
DX/Will: 14 **PD/DR:** 0/0
IQ/Gnosis: 12 **Damage:** 1d+2 imp/3d cut
HT/Power: 13/40 **Reach:** 2

The Scrag are one of the many warrior Bane races who serve the Wyrm. Within the Umbra they appear as semi-physical, almost incorporeal ghoulish spirits with razor-sharp claws and fangs. Scrag do not walk upright, but stoop, almost on all fours; this does not seem to affect their speed of movement, though.

The Scrag are killers, without mercy or remorse. They live to kill and revel in the mayhem and bloodshed they cause, often indulging in orgies of killing and dismemberment. The Scrag travel in packs of 2-12, and are malevolent spirits in the extreme.

The Scrag have a variant form of the usual Bane gift of Possession, which they must use in order to manifest in the physical world. A Possession attack is made as described on p. 179, but the process always takes 48 hours, during which the victim gradually begins to exhibit many traits of the Scrag: antisocial habits, bad attitudes, a short and violent temper, and a ravenous hunger for raw, red meat. At the end of the 48 hours, the victim is physically transformed into the Scrag that possessed him.

This possession can be halted with the use of the Exorcism gift (or other similar spell or spell-like ability), whether applied before or after the 48 hours have expired. The Scrag can also depart the victim's body at any time, at which time the victim returns to normal.

Charms: Possession as noted above. Incite Frenzy (costs 3 Power; if the Scrag wins a Quick Contest of its Rage versus the target's Will, the target berserks as per the disadvantage, or if Garou or vampire, enters Frenzy).

Blight Child

ST/Rage: 16 **Move/Dodge:** 6/6 **Size:** 1
DX/Will: 14 **PD/DR:** 0/0
IQ/Gnosis: 12 **Damage:** 1d+1/2d+2
HT/Power: 11/20 **Reach:** 1

The Blight Child is the spirit of a tree, a Glade Child, which has become corrupted and warped by the Blight. Such spirits become highly malevolent and dangerous to Garou.

Trees within the Blight take on wiry and gaunt appearances, and their humanoid spirits are nightmarish; their robes are in tatters and their faces are made up of rotting wood — deformed parodies of their former visages. Insect spirits burrow in and out of their bodies constantly, causing them extreme pain.

These spirits are mobile within the Blight and have the ability of the Blighted Touch; if a successful hand-to-hand attack is made in spirit combat, the target must make a Will roll or have all his negative mental disadvantages and quirks come to the fore at once. If this happens, the effect lasts 1d hours; if a critical failure occurs on the Will Roll, the effect is permanent, and the character must make a Will Roll every time he wants to do something in contradiction of them. This ability costs 2 Power to use.

Kalus

ST/Rage: 11 **Move/Dodge:** 5/5 **Size:** <1
DX/Will: 13 **PD/DR:** 0/0
IQ/Gnosis: 15 **Damage:** 1d-1/1d+1
HT/Power: 10/15 **Reach:** C

A Kalus is a spiritual manifestation of evil thought which roams the Blighted parts of the Umbra searching for human spirits who can be easily corrupted. The spirit, upon finding such a victim, latches onto the target's mind and begins to suggest ideas and notions of evil intent to the target.

A Kalus has no physical manifestation but often appears to the victim in dreams as a shadowy phantasm around 18 inches tall, with wings, tiny clawed hands and cloven hooves. If threatened, the spirit will flee from the area, only to return again when it is safe.

This purely malevolent spirit serves no other purpose but to cause one being to bring misery to others. Often these beings only think some "bad thoughts" accidentally; this is food enough for the Kalus, who can turn a friendly and compassionate being against his family and friends. Each evil suggestion from a Kalus costs it one Power point.

Psychomachiae

ST/Rage: 18 **Move/Dodge:** 6/6 **Size:** 1
DX/Will: 15 **PD/DR:** 0/0
IQ/Gnosis: 16 **Damage:** 1d+2 imp/3d cut
HT/Power: 11/20 and higher **Reach:** 1

These are the dark spirits that feed on fear and life force. These entities take possession of a disturbed individual, corrupting him and turning him into a psychotic serial killer. Each person killed by the host grants the spirit +1 HT and +10 Power; this lasts for as long as the Psychomachia possesses that individual.

Physical manifestations of these spirits can be very horrible (-3 to Fright Checks), with razors, fangs or other instruments of torture and death.

Wyldlings

Wyldlings are the children of the Wyld, and prefer to reside in the Deep Umbra, as Gaia has become too stagnant and permanent for them. They generally appear as ever-shifting maelstroms of matter.

All Wyldings have the following charm:

Break Reality: This power allows a spirit to break up the reality of a substance, and thereby modify the form of the spirit world, by making a Gnosis roll. Thus the spirit could, with a successful enough roll, create a door in a wall, enabling the spirit to pass through. The roll has a penalty which is determined by how much change the spirit is attempting: from -1 for minor changes (transmute a pound of matter, change the species of plant life in a hex) to -10 for major changes (erase a living being from reality, bore a tunnel through a mountain). Changes against living creatures are resisted by HT. The Power cost is between 1 and 20, depending on the magnitude of the change. A critical failure on the roll costs the spirit 1 Gnosis.

Vortex

ST/Rage: 16 **Move/Dodge:** 8/8 **Size:** 7+
DX/Will: 16 **PD/DR:** 0/0
IQ/Gnosis: 18 **Damage:** 1d+1/2d+2 aggravated
HT/Power: 17/80 **Reach:** 2

The great vortex is one of the most powerful of the Wyldlings, and is respected and feared by spirit and Garou alike. It appears as a huge, cloudy implosion of energy and solid, liquid and gaseous matter, always swirling and writhing. Vortices used to occasionally enter the real world (where they feasted on the Wyld energies of magic), but now spend most of their time in the Deep Umbra. They are capricious, unpredictable and totally alien. As it is composed of all kinds of matter, all of a vortex's attacks do aggravated damage.

Charms: Airt Sense, Break Reality, Materialize, Reform. Disorient (Power cost 2; the vortex may completely alter landmarks and directions with a Gnosis roll). Shapeshift (May take the form of anything it desires, Power cost 5).

Lesser Wyldling

ST/Rage: 15 **Sove/Dodge:** 6/6 **Size:** 1
DX/Will: 12 **PD/DR:** 0/0
IQ/Gnosis: 14 **Damage:** 1d+1/2d+1
HT/Power: 13/40 **Reach:** 1

While not as powerful as the Vortex, the lesser Wyldlings are nonetheless extremely dangerous spirits. They appear as hazy, shifting patterns in the Umbra. They will sometimes act as spirit guides, but are not to be trusted.

Charms: Airt Sense, Break Reality, Materialize, Shapeshift (May take the form of anything it desires, Power cost 5).

Weaver Spirits

Weaver spirits are the myriad spawn of the Weaver, and inhabit the labyrinthine branches of the Pattern Web. Most Weaver spirits appear as spiders, strange geometric patterns, and the like.

All Weaver spirits have the following charm:

Solidify Reality: This charm enables the Weaver spirit to spin the Pattern Web, thus reinforcing the laws and rules of the Weaver upon aspects of the Umbra. The spirit must make a Will roll, with a penalty proportional to the difficulty and the size of the change intended. Thus a spirit could, with a successful enough roll, make a spiritual wall so solid it could not be walked through. Each point by which the roll is made renders the affected object or spirit more solid, effectively granting it 2 DR for each point of success; this effect lasts 24 hours.

Pattern Spider

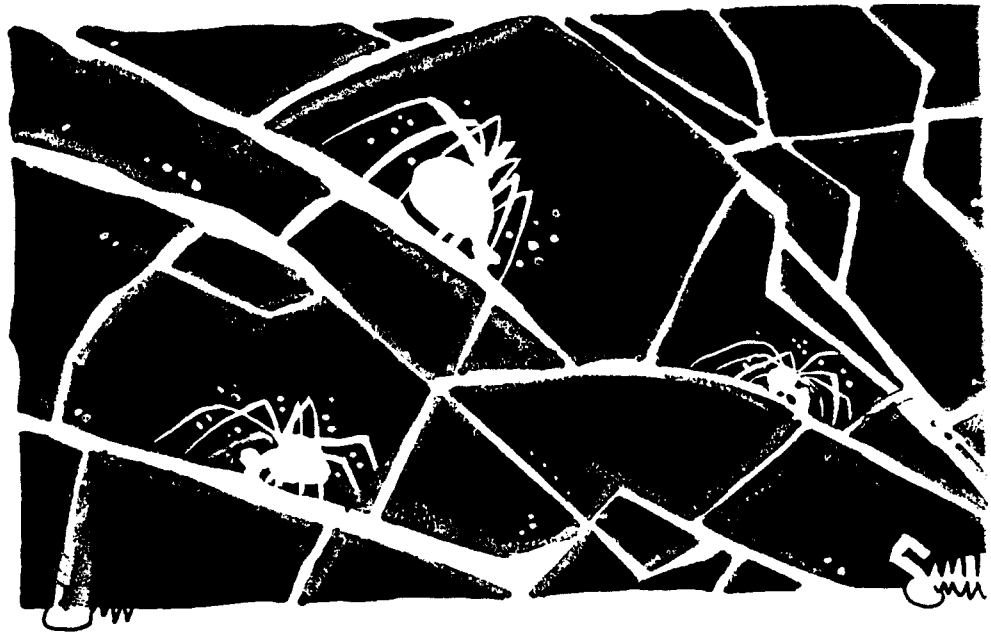
ST/Rage: 12 **Move/Dodge:** 6/6 **Size:** <1
DX/Will: 14 **PD/DR:** 0/0
IQ/Gnosis: 14 **Damage:** 1d-2/1d+2
HT/Power: 11/25 **Reach:** 2

The pattern spiders are the most common and numerous servants of the Weaver, and ceaselessly spin the Pattern Web. Though primarily workers, the pattern spiders can also attack those who violate the tenets of the Weaver, calcifying them into the Web for all eternity.

Charms: Solidify Reality. Calcify: This charm costs 2 Power and requires the pattern spider to win a Quick Contest of its Will versus the target's Rage. Every point of success on this roll reduces the target's ST (for physical beings) or Rage (for spirits) by 1; when the attribute reaches 0, the target is bound fast into the Pattern Web until freed (rescuers must in one turn equal or exceed the bound being's ST/Rage in either points of success on Will rolls, or points of damage from attack rolls). If the pattern spider is killed or lured away before the target's ST/Rage is reduced to 0, the lost points return at 1 per minute.

Net-Spider

ST/Rage: 12 **Move/Dodge:** 7/7 **Size:** <1
DX/Will: 16 **PD/DR:** 0/0
IQ/Gnosis: 17 **Damage:** 1d-1/1d+2
HT/Power: 13/40 **Reach:** C



These spirits reside within the spirit-aspects of computers. They are capable of discovering details about all data which is held online. Net-spiders can travel only along phone lines or computer cables, and can be blocked by security programming (which sometimes takes the form of another net-spider within the spirit world).

Net-spiders are used by Glass Walkers to recover information about institutions and corporations, and appear as small spiders that seem to float atop strange fractal patterns of energy. They are exceedingly useful in pirating data, having an effective Computer Hacking skill of 17.

Charms: Airt Sense, Reform, Solidify Reality. Spirit Static: At a Power Cost of 10, they may raise the Gauntlet in any one area (up to 100 hexes in size) by 3 for a duration of 24 hours.

Chimera

ST: 13#
DX: 12
IQ: 8+
HT: 13

Move/Dodge: 6/6
PD/DR: 0/0
Damage: 1d cut/2d-1 imp
Reach: Varies

Size: Varies

These bizarre creatures (not to be confused with the totem spirit of the same name) have been encountered by the Garou in the past, but very rarely, as they are innately shy and have very effective means of camouflaging themselves. Humans have no idea of their existence. They dwell mainly in cities, but the exact nature of their original ecological niche is uncertain; they seem to be scavengers or perhaps lesser predators. Whether they are "natural" or magical creatures is also unclear.

In its natural form, the chimera is a hairless gray quadruped about the size of a cougar, but it can shift its shape to resemble any other creature between the size of a mouse and a large horse. It can even transform into an exact duplicate of a specific human or Garou, and imitate speech, although it will usually have only a rudimentary idea of what it is saying. Its ST will vary directly with its size, doubling in its largest shapes and being reduced to 1 in its smallest.

The chimera's morphing ability, while apparently used primarily for camouflage, can also serve it in combat. They are not limited to mimicking other creature's forms, but can alter their bodies in unexpected ways – for example, by extruding up to six extra limbs for use in attacks and defense, or adding more eyes to gain 360-degree vision. They can manifest fangs and claws capable of cutting and impaling damage, as well. However, they cannot gain any abilities that are not a direct result of the configuration of their physical form, and they cannot change the material of their bodies to anything other than flesh.

Lately, the chimeræ who inhabit the cities have become quite vicious, even sadistic. They seem to have evolved both greater intellect and a love of killing and devouring humans, and are behind many of the recent "serial killer" incidents that are not attributable to the victims of psychomachia Banes.

Fomor

ST: 13-18
DX: 10-16
IQ: 6+#
HT: 13-18

Move/Dodge: varies
PD/DR: 0/0
Damage: varies
Reach: 1

Size: 1

A fomor (plural fomori) is a human being who has turned to the Wyrm, or has been completely taken over by a Bane. In the process, they gain great power, but are usually marked or deformed in some way. Many fomori are mindless, deformed cannibals who lurk in the woods and near landfills, but a few retain their sentience and appearance; these are used by the Wyrm to infiltrate human society.

All fomori have one or more special abilities, "gifts" from the Wyrm's corruption. Most have three abilities; some have less, and some have many more.

Several suggested powers are listed below, but GMs may wish to consult ***GURPS Supers*** for even more "gifts." Magical knacks (as described on p. M86) are also appropriate. In addition, many fomori (but not all) are immune to the Delirium.

Fomori Gifts

Claws and barbs: The fomor has either Talons, or sharp, blade-like protrusions of bone at its joints that function in the same manner. The damage they do is aggravated.

Exoskeleton: The fomor has a hard carapace covering its body, with a texture like bone and with many ridges, vein-like tubes and odd shapes upon it. The coloration ranges from rust-red through dark brown to oily black. The exoskeleton provides PD 3 and DR 15, and the fomor frequently has up to +5 to both ST and HT.

Extra Limbs: Fomori often have a number of extra limbs, usually in the form of tentacles or masses of tendrils. Those fomori with extra arms and legs often possess them in awkward places, such as an extra arm on one of their thighs. Most of the time this will not allow them to make extra attacks in combat, but some fomori will also have the Full Coordination necessary to make one strike with each reasonably functional limb.

Eyes of Damnation: The fomor's eyes are weird and can dilate to reveal images of the horror of the Wyrm to one opponent, who must make a Fright Check at -7. The fomor may do nothing else in the round in which it uses this ability.

Fungal Parasite: The inside of the fomor's body has been replaced by a foul-smelling fungoid substance. The fomor can infect others with this fungus by touch (requiring a successful roll to hit in combat). The victim must make a HT-3 roll or be infected; those Immune to Disease are not affected. Anyone who fails the roll begins to lose 1 point each of HT, DX and ST and 1 level of Appearance per day until one of his Attributes reaches 0, at which time he dies. The fungus may only be cured by use of healing magic.

The fomor may also cause the fungoid mucus to coat the outside of his body, causing those who engage it in close combat to suffer a -2 to all rolls to attack due to the revolting stench.

Gaseous Form: The fomor can turn its body into a gas, which can stay cohesive even in a strong wind. It takes the fomor 3 seconds and costs 1 Fatigue to make the transition from one form to the other. The fomor cannot directly affect physical objects, and usually emits a horrible stench while in gaseous form.

Hide of the Wyrm: The fomor has a tough, leathery hide that provides PD 1 and DR 7. Some have huge knots, scales, lumps and other disgusting features to accompany the protection. A fomor may not have both this ability and an Exoskeleton.

Increased ST: Gives a base ST of 20 instead of 10.

Infectious Touch: The fomor can transmit fever and sickness with its touch. This ability effectively incapacitates the victim if he fails a HT roll; it lasts 1d days. Characters with Immunity to Disease are not affected.

Lashing Tail: The fomor has a semi-prehensile tail which can wield a simple weapon or be used as a whip in combat. The tail can be up to twice the fomor's height in length. Any attacks with the tail are made at DX or Brawling -3; as a whip it does normal swing/crushing damage.

Mouth of the Wyrm: The fomor can swallow objects up to the size of a medium dog or a child. If the object swallowed is alive, it will suffocate if it cannot somehow get out (see *Holding Your Breath,* p. B91). The fomor will also digest the creature as food; its stomach acid is a corrosive that does 1d every 10 seconds. When the victim reaches -5×HT, it has been completely digested. All indigestible parts (bones, shoes, glasses, etc.) will be eliminated normally.

Plasmic Form: The fomor can turn itself into a viscous, reddish-brown liquid which is invulnerable to all kinetic damage. Changing forms takes 3 seconds and 1 Fatigue.

Roar of the Wyrm: The fomor is able to issue a gutteral scream that terrorizes those around it. All those who hear it must make a Fright Check at -3.

Stomach Pumper: The fomor is able to vomit forth a acidic stream of digestive juices that does 4d damage. The attack has a range of 25 feet, and is made with a skill level equal to the fomor's DX. After being hit, the target must make a HT roll or be incapacitated for 1 minute due to the stench of the vomitus.

Tumorous: The fomor is covered with tumors filled with a noxious pus; when struck, these spurt forth a 3d corrosive venom. Barehanded attacks automatically inflict this venom on the attacker. If the attacker strikes with a melee weapon, he must Dodge or be hit by the squirting pus.

Umbral Passage: The fomor may "step sideways" into the Umbra like a Garou.

Webbing: The fomor has a special gland over his abdomen that is about the size and shape of a football, and which projects a tough, sticky webbing through an orifice above the navel. The fomor rolls against his DX to hit with this webbing, which has an effective ST of 20 if used to entangle a target. The fomor may also manufacture walls (DR equal to the fomor's ST) and ropes of webbing. The web strands themselves are about an inch thick but are almost invisible (-5 to Vision rolls to spot them).

Wyrmtongue: The fomor's tongue is long and slug-like, and it may speak with the Voice of the Wyrm. When this fomor chants the vile syllables of the Dark Litany, all not of the Wyrm within hearing range must make a Will Roll or lose half their current Gnosis pool. The tongue may also lick in close combat for normal Swing damage.

Vampires

The vampires are creatures of the Wyrm, and are among the Garou's greatest enemies. They are largely responsible for the unchecked growth of the cities, as they need more human population (and thus more food). A meeting between vampire and Garou is usually a battle to the death.

Vampires subsist on human blood, and derive many special powers from it. A vampire who has recently feasted on blood is usually much stronger and faster than a mortal. Vampire fangs and claws cause aggravated wounds to Garou, and vampires are capable of Frenzy as well, though their Frenzy is much more uncontrolled than that of the Garou.

GMs intending to make extensive use of vampire or ghoul characters should refer to ***GURPS Vampire: The Masquerade***, in which they will find complete rules for their design and special powers. For less frequent use, follow the guidelines below.

Basic Vampire Design

Vampires are built as characters, with 200 to 300 points. Being a vampire is a 55-point advantage. This is a package which includes the following: Unaging, Blood Healing (a regenerative ability powered by blood at 2 HT per point of blood spent), and Doesn't Breathe. Also included is Vampiric Invulnerability: the vampire cannot be killed except by sunlight, fire and aggravated damage. They take damage from all other attack forms, but cannot die from that damage. They may also reach -HT

before having to make HT rolls to remain conscious. They suffer no debilitating effects from injury (shock, reduced Move, etc.) until they reach 0 HT.

Vampires suffer 1d of damage per minute of exposure to direct sunlight. They accordingly suffer from the Rötschreck, a severe phobia of sunlight and fire. They also all possess the Berserk disadvantage (Frenzy) and a -20-point Secret (that they are vampires). They lose 1 Blood Point per night, and do not heal normally, but must use their Blood Healing.

The amount of blood a vampire can hold is called his Blood Pool. The size of this pool — and how much of it he can use in a turn — is determined by the vampire's Generation . . . how far the character is from Caine, the first vampire:

Generation	*Blood Pool*	*Blood Points/Turn*	*CP cost*
13th	HT	1/turn	0
12th	HT+1	1/turn	5
11th	HT+2	2/turn	15
10th	HT+4	2/turn	25
9th	HT+6	3/turn	35
8th	HT+10	4/turn	60
7th	HT+15	5/turn	75*
6th	HT+20	6/turn	100*
5th	HT+30	8/turn	125*
4th	HT+40	10/turn	160*
3rd	HT+60	15/turn	200*

*Not recommended for starting characters.

A vampire can drain 1 point of blood per turn; once they begin draining, the victim no longer resists the attack and indeed becomes a full partner in the ecstasy of the feeding. A Will Roll at -5 is required to resist the Embrace. The average human has 10 Blood Points. The average Garou has 25. A wounded character has 1 less Blood Point for every 2 HT he has lost.

Vampires have a variety of special gifts and powers, called Disciplines. Most deal with the control of minds, both human and animal, and some allow the temporary improvement of attributes, Damage Resistance or Move and number of attacks. The GM can use Garou gifts, psionic powers or magical spells to give vampires their abilities.

Ghouls

Many of the Kindred (vampires) create Ghouls. This is accomplished by giving a mortal or an animal some Kindred blood, without first draining them of all their own blood. Ghouls make excellent retainers, for after they are given blood three times, they are Blood Bound to that vampire, making them unwaveringly loyal and devoted to their master.

No statistics can be given for a Ghoul, since they can be so different from one another — simply take a typical 100-point human and then adapt them so that they become more "Ghoulish," Odious Personal Habits, Claws (hand-to-hand damage becomes thrust/impaling and swing/cutting), a vampire Patron and disturbing Compulsions and Delusions would be appropriate. All Ghouls gain a +2 to their ST.

Ghouls have a number of special powers which they derive from the blood they receive from their patrons. As long as they receive vampire blood at least once per month, they are able to live forever. Their Claws, while not full talons, do aggravated damage. They are able to use blood in the same manner as a vampire (a recently fed Ghoul is significantly faster and stronger than a mortal). In rare instances, Ghouls are also able to use some of the vampiric Disciplines that their "sire" is able to use.

However, Ghouls are also susceptible to Berserking, and older Ghouls (those beyond their normal lifespan) must always have vampire blood in them, or they will die very quickly — in a few days or even hours.

I prowl and I hunt. I stalk through the city on little rat feet. The humans don't see me for what I am, and the Leeches don't know I'm here.

I am death to those who deserve it.

The city stinks around me, the stink of corruption, the stink of man. The stench of the Wyrm, in all its foul glory.

It grows nearer to the time of destruction.

Mankind will die, or Gaia will die. It's as simple as that. I know what side I am on.

But today is not the day of the Apocalypse. Today is the day I hunt. And I hunt the corrupted and the criminal.

The mugger in the alley I decapitate with the flick of my wrist. His body goes into the dumpster, another mystery death for the police. There isn't enough of the rapist that I catch in the act to even bother with this much; it's a shame the Delirium took his victim, and she will not remember the details of her rescue.

But it's all makework, it is. Just another night to occupy me until the last day comes. When we finally wipe the humans from the face of Gaia.

The waiting doesn't help. The Apocalypse is coming.

I long to rage.

Chapter 9:

CONVERSIONS

We are only fabulous beasts, after all.

— John Ashberry

Many players will come to ***GURPS*** with ***Werewolf*** characters already designed in the Storyteller system. To make things simpler, this chapter contains notes for converting characters from one system to the other. Characters converted with these rules will have the same abilities, and more important, they will "feel" and play like their ***Werewolf*** counterparts.

Fortunately, most of the abilities, attributes and skills for Storyteller characters are direct analogues of those found in the ***Basic Set.*** For example, the Social Attribute *Charisma* converts almost directly to the ***GURPS*** advantage Charisma (see p. 192). Others, however, are more complex. The Social Attribute *Manipulation* converts as a combination of the Fast-Talk and Diplomacy skills.

Note: The GM should *not* allow ***GURPS*** players to create werewolves using the Storyteller system, and then convert them to ***GURPS*** using these rules. There are too many ways this could be abused. These rules are designed only to convert existing werewolves to ***GURPS***.

Ratings

The Storyteller system uses a system of ratings from 1 to 5 to show relative skill or aptitude in an ability. These ratings are shown with dots or filled circles on character sheets. In the conversion notes that follow, these dots are referred to simply as a "rating." For example, a rating of 4 in the Acting talent is equal to an Acting skill of 16.

Please note that this conversion system does not allow as much variation among characters as the normal ***GURPS*** rules. Players are encouraged to customize characters to their liking upon conversion, using the rules in Chapter 2.

Order of Conversion

Werewolves are different from the usual ***GURPS*** character in that they have five separate forms, each with its own character sheet. In converting a ***Werewolf*** character, it is best to start by defining the Homid (human) form, as all other forms are expressed as variations on its theme; each form's adjustments to attributes are treated as if they were individual racial attribute bonuses. The point total of the Homid form should be declared "shared" points, as per the Were Form advantage (p. 60).

Required Advantages and Disadvantages

The basic racial characteristics of the Garou can be noted as "Garou Package — 228 (226 for Metis) points." These points are also *shared* (see p. 49) among all five Garou forms, and should be so noted on the human form's sheet.

Attributes

Attributes are a werewolf's basic building blocks. In ***GURPS*** terms, however, they cover a wide variety of traits, including attributes, skills and advantages.

Physical Attributes

Strength

Strength converts directly to ***GURPS*** ST. Convert ratings on the following scale:

Rating	***GURPS*** *ST*
•	8
••	10
•••	13
••••	16
•••••	18

Dexterity

This Attribute converts directly to ***GURPS*** DX. Conversion is the same as for Strength.

Stamina

Stamina converts directly to ***GURPS*** HT. Conversion is the same as for Strength.

Social Attributes

Charisma

This converts to the Charisma advantage. A rating of 2 is equal to a +1 Charisma, with each additional rating equal an additional +2. A rating of 1 indicates a lack of Charisma, so gives no bonus and no advantage.

Manipulation

In ***GURPS*** terms, Manipulation is a combination of the Fast-Talk and Diplomacy skills. Use the *Ratings to Skills Conversion* table below to convert, but if the initial rating is 1 or 2, subtract 2 from the indicated skill level. Otherwise, use the indicated level. The result is the werewolf's skill in *both* Fast-Talk and Diplomacy.

Appearance

This Attribute converts to the appropriate Appearance advantage or disadvantage. A rating of 1 is equal to the Appearance (Unattractive) disadvantage, 2 gives no advantage or disadvantage, 3 is equivalent to Appearance (Attractive), 4 equals Appearance (Handsome or Beautiful) and 5 converts to Appearance (Very Handsome or Beautiful).

Mental Attributes

Perception

At first glance Perception appears to be the equivalent of the Alertness advantage, but there is a *talent* called Alertness that more closely matches that advantage. The easiest way to convert Perception into ***GURPS*** terms is to consider it simply a bonus to the character's IQ. To figure the bonus, subtract 2 from the character's Perception rating and add it to his IQ (or subtract if the result is negative). For example, a Werewolf with a rating of 3 in Perception would add +1 to his final IQ score. A Garou with a 1 rating in Perception would subtract 1 from his final IQ score.

Intelligence

Intelligence translates directly to ***GURPS*** IQ. Convert in the same way as Strength.

Wits

This Attribute is difficult to define in ***GURPS*** terms. The best conversion is: a rating of 1 means the character has the Gullibility disadvantage. A 2 rating gives no advantage or disadvantage. A rating of 3 gives the Common Sense advantage, while a 4 gives both Common Sense and Intuition. Finally, a rating of 5 gives Common Sense, Intuition, Lightning Calculator *and* a +1 to IQ.

Abilities

Abilities include all of the werewolf's collected experiences, be they untrained Talents, developed Skills or learned Knowledges.

Rating to Skill Conversion

Most of the Talents, Skills and Knowledges convert straight to ***GURPS*** skills. To make conversion easier, use the table below to translate to the appropriate skill level for any entry that indicates a direct translation.

Rating	*Skill Level*
•	10
••	12
•••	14
••••	16
•••••	18

Important Conversion Note

Occasionally, the converted character will end up with a skill level that is lower than he would normally get for ½ point, but higher than his default level of that skill.

This is normally impossible in ***GURPS***, but occurs in the Storyteller system because the skill and talents are not based on the attributes, but separate from them. To correct this, simply raise the skill to the value that the character would get for ½ point. Or, if it turns out that the skill level was lower than the *default* for that skill, use the default level instead.

Also note that this may seem very un-***GURPS***-like. However, this system produces more accurate reflections of the original ***Werewolf*** characters than would assigning CP values to ratings, or having ratings based on attributes.

Also, certain levelled advantages may be gained from several different sources below; an example is Alertness, which can be assigned from both the Alertness and Primal-Urge talents. In such a case, the character does *not* receive the cumulative total levels in that advantage; take only the higher of the resulting levels.

Talents

Alertness

Alertness converts to the Alertness advantage. Each rating is equal to a +1 Alertness bonus. A Garou with an Alertness rating of 4 would have Alertness at +4.

Athletics

The Athletics talent comprises three ***GURPS*** skills: Acrobatics, Jumping and Climbing. In addition, Garou with a high rating in Athletics will have some level of skill in Sports of various types. Use the Table above to convert the ratings to the appropriate skill level. The werewolf will have this level in all three of the skills mentioned above. Plus, for each rating above 1, the character will know a separate Sports skill at DX+1 level. To illustrate, Blackie has an Athletics rating of 3. He thus has a skill level of 14 in Acrobatics, Jumping and Climbing. He also knows two Sports skills at DX+1 skill level.

Brawl

The Brawl talent translates directly to the Brawling skill. (The GM may allow Stargazer characters to take Judo or Karate instead; see p. 53.)

Dodge

In ***GURPS,*** Dodge is not a separate ability, but is a function of a character's Move minus Encumbrance. However, a Werewolf with a Dodge rating of 3 or more gains the Combat Reflexes advantage. No other bonus is gained by a high Dodge rating.

Empathy

Despite its title, the Empathy talent does *not* convert directly to the Empathy advantage. A rating of 1 in Empathy gives the Werewolf a Psychology skill of 12. A rating of 2 gives the Psychology skill and the Detect Lies skill, both at 12. A rating of 3 gives the Empathy advantages, Psychology at 15 and Detect Lies at 16. Ratings of 4 and 5 merely add +2 per rating to the Psychology and Detect Lies skills.

Example: A werewolf with a rating of 4 in Empathy would have the Empathy advantage, a Psychology skill of 17 and a Detect Lies skill of 18. Note that these skill levels already include the bonuses for the Empathy advantage.

Expression

Expression converts to the skills Bard, Poetry and Writing, at the appropriate skill level using the table on p. 192. After the conversion, the player can alter his skill levels in each skill by up to plus or minus 4, but each alteration must have an opposite effect on another skill (i.e., if you had all skills at level 12, you could change Bard to 14 by bringing Poetry down to 10).

Intimidation

Intimidation converts directly to the ***GURPS*** skill Intimidation, detailed on p. 66 of this book.

Primal-Urge

This talent does not translate directly to any one existing skill. Rather, it converts to a combination of skills and advantages.

Firstly, the Garou gains the Change Control skill (see p. 65); however, subtract 1 from the character's Primal-Urge rating before determining the skill level from the table on p. 192. Likewise, the Garou gains the Navigation skill at the same level. The character also gains the Tracking skill as indicated normally on the table.

The Garou receives the Alertness advantage at a level of rating-1 in the Crinos, Hispo and Lupus forms. A rating of 1 means no Alertness is gained. For example, Angus has a Primal-Urge rating of 4; he receives Alertness +3 for his wolf and wolf-man forms.

With a Primal-Urge rating of 2 or higher, the Garou has the Absolute Direction advantage. With a rating of 3 or higher, the character also has the Danger Sense advantage.

Streetwise

Streetwise translates directly to the Streetwise skill.

Subterfuge

This talent does not convert directly to any specific skill. However, each level adds +1 to the werewolf's Acting and Psychology skills. If the character possesses neither of these skills, this talent will give him both skills at the level indicated on the conversion table.

Other Talents

If the Garou character has listed other talents, they should be converted to the nearest appropriate ***GURPS*** skill.

Skills

Animal Ken

This skill gives the character the Animal Handling skill, at a level indicated on the table on p. 192. However, at a rating of 3 or more, the character will also have the Animal Empathy advantage. Note that Animal Empathy gives a bonus to all Animal skills, *including* Animal Handling. This bonus should be added after the skill level is found on the table.

Drive

Drive converts to the Driving (Car) skill, unless the character has specified a different vehicle. Use the table on p. 192. Note that most other vehicles will default to Driving (Car) at -4. See p. B68 for more on Driving skill.

Etiquette

Etiquette converts directly to Savoir-Faire. In addition, each level of Etiquette above 1 gives a +1 bonus to Diplomacy.

Firearms

This skill translates to any one Guns skill, usually Guns (Pistol). Use the table on p. 192. Note that all Guns skills default to each other at -4, so a Garou with a Firearms rating of 4 would have a Guns (Pistol) skill of 16 and all other Guns skills at 12.

Leadership

Leadership converts to the Leadership skill.

Melee

Since ***GURPS*** uses a separate skill for each melee weapon, this conversion forces a character to specialize. The character can pick one melee weapon skill (often Knife) and will have a skill level based on the *Rating to Skill* table on p. 192. In addition, the Werewolf gains a bonus to his default for other weapons equal to his rating in the Melee skill. For example, Sundowner has a Melee rating of 4. He translates that to a Knife skill of 16. He can also use a broadsword skill at default+4, which is DX-1 (since Broadsword skill defaults to DX-5). Or he could use a flail at DX-2, and so on.

Repair

This skill converts to the Mechanic skill. The character must choose a specialization, but most Mechanic specializations default to each other at -4, so someone with a rating of 2 could have a Mechanic (Automobiles) skill of 12 and a default skill in Mechanic (Ships) of 8.

Stealth

Stealth converts directly to ***GURPS*** Stealth.

Survival

Survival consists of both the Survival skill and the Tracking skill. Use the table on p. 192 to find the level in *both* skills. If the character already has Tracking, use the higher of the two skill levels determined.

Other Skills

Most other skills will convert directly to their ***GURPS*** equivalents.

Knowledges

Computer

Computer knowledge converts to both Computer Operation and Computer Programming, per the table on p. 192. Figure the Computer Operation skill normally; however, subtract 2 from the character's Computer rating before figuring the skill level in Computer Programming. Thus, a character with a 1 or 2 in Computer would have the Computer Operations skill, but not the Computer Programming skill.

Enigmas

Enigmas translates directly to the new Enigmas skill found on p. 66, as per the conversion table.

Finance

Finance knowledge converts to *both* Economics and Merchant skills. Figure Economics skill normally; however, subtract 1 from the character's rating before figuring Merchant skill. For example, a werewolf with a 2 rating in Finance would end up with an Economics skill of 12 and a Merchant skill of 10, and someone with a rating of 1 would only have the Economics skill at 10.

Investigation

Investigation translates directly to both Criminology and Research skills at normal levels per the table on p. 192.

Law

This knowledge converts directly to the Law skill.

Linguistics

Linguistics does not translate directly to the ***GURPS*** skill Linguistics. Instead, the character takes one language at IQ level of each rating in Linguistics. However, werewolves with a Linguistics rating of 3 or more gain the Linguistics skill as indicated by the conversion table, figured at the Werewolf's rating-2. For example, someone with a Linguistics rating of 5 would know 5 languages at IQ level and have the Linguistics skill at level 14.

Medicine

The knowledge of Medicine includes the four skills First Aid, Diagnosis, Physician and Surgery. A character

with a Medicine rating of 1 would have First Aid and Diagnosis skills of 10. A rating of 2 gives First Aid at 12, Diagnosis at 12 and Physician at 10. A 3 gives First Aid and Diagnosis at 14, Physician at 12 and Surgery at 10. A rating of 4 converts to First Aid and Diagnosis at 16, Physician at 14 and Surgery at 12. Finally a Medicine rating of 5 converts to First Aid and Diagnosis at 18, Physician at 16 and Surgery at 14. The character has the choice of either Garou or Human medical specialties; all skills must be in the same specialty.

Occult

The Occult knowledge translates to the Occultism skill.

Politics

This knowledge converts directly to the Politics skill.

Rituals

Rituals translates directly to History (Garou) and Theology (Garou), both at the level determined by the table. The specific rites known by the Garou are determined by the Rites background (p. 197).

Science

Science knowledge converts directly to the following skills: Astronomy, Botany, Chemistry, Ecology, Geology, Physics, Physiology or Zoology. The character can choose one skill per level of rating in Science and covert to the appropriate skill level using the table on p. 192. After the conversion, the player can alter his skill levels in each skill by up to +/-4, but each alteration must have an opposite effect on another skill (i.e., if you ended up with Botany and Chemistry at level 12, you could change Botany to 14 and Chemistry would go down to 10).

Other Knowledges

Additional knowledges should be converted to the nearest appropriate skill.

Backgrounds

Backgrounds generally describe a werewolf's position in the world. In ***GURPS*** terms, this is defined mostly by the social advantages Status, Allies, Reputation, Wealth, Contacts, etc. All converted Garou will have at least one of these background traits.

Allies

Each rating in Allies give the werewolf one ***GURPS*** Ally, described on p. B23. A rating of 1 or 2 gives one or two Allies created with between 76 and 100 points. A rating of 3 gives two Allies between 76 and 100 points and one between 101 and 150. A rating of 4 gives three Allies between 76 and 100 points and one between 151 and 200, and a 5 rating gives four Allies between 76 and 100 points and one over 200 points. All the Allies appear Fairly Often (on a roll of 9 or less).

Contacts

The Contacts background converts to the ***GURPS*** advantage *Contacts,* described on p. 54 of this book. Each rating level gives the character one Major Contact. A Major Contact in ***GURPS*** terms has a base cost of 10 points (effective skill 15), is available quite often (12 or less), and is usually reliable. Note that each rating level then costs 40 points in ***GURPS*** terms.

Fetish

The Fetish background is converted simply by noting down the ***GURPS*** versions of the character's fetishes on his sheet under possessions.

Kinfolk

The Kinfolk background translates to the Ally Group advantage (see p. 53). A rating of 1 or 2 becomes a small ally group; a rating of 3 or 4 is a medium-sized group; a rating of 5 is a large group. All human Kinfolk are 100-point characters, which increases the base cost of those groups by 10 points. (They are also by definition Immune to the Delirium.) All wolf Kinfolk are effectively 30-point characters (see ***GURPS Bestiary,*** p. 83), which halves the cost of the group. All Kinfolk groups appear quite often (12 or less).

Mentor

A Mentor is a Patron, usually one person, but not always. The rating of the Mentor determines how powerful a Patron he is. A rating of 1 indicates an individual werewolf created with between 500 and 550 points and of Status 2. A rating of 2 indicates a Garou, worth from 550 to 600 points, of Status 3. A rating of 3 indicates a quite powerful and influential Garou, created with between 600 and 650 points, with a Status of 4. A 4 rating indicates a very powerful and renowned werewolf of status 5, per-

haps an elder, between 650 and 700 points. And a 5 rating means the Patron werewolf is of Status 6 or 7 and may be an Old One or hero of legendary status, worth 700 to 800 points, or more. All Mentors appear fairly often (a roll of 9 or less). However, their willingness to actually do anything is usually quite low!

Past Life

The Past Life background translates to the Racial Memory: Past Life advantage. For every rating point over 1, the Garou gets a bonus of +1 to his IQ roll for the purposes of contacting his Racial Memory: Past Life.

Pure Breed

Pure Breed translates to the Pure Breed advantage (p. 57), at a level equal to the rating.

Resources

Resources is comparable to the Wealth advantage. A rating of 1 indicates no advantage — average starting wealth for the campaign. A rating of 2 is equal to the Wealth (Comfortable) advantage, while 3 indicates Wealth (Wealthy). A 4 rating converts to Wealth (Very Wealthy), and a rating of 5 means the Garou is Filthy Rich.

Rites

See *Rites*, pp. 141-149. The rites known by the Garou should be taken at a skill level equal to that determined by his Rituals (p. 196) rating or his IQ, whichever is greater.

Totem

A Totem translates into a spirit Patron. By necessity, this will be the same value for the entire Pack, so the GM must carefully evaluate the attributes and abilities of the Totem to determine its value as a Patron, and its frequency of appearance. See the Totem Spirit advantage on p. 59 for guidelines on the construction and cost of the totem. Translate the totem's ratings in Rage, Willpower, Gnosis and Power using the attribute table on p. 191. The totem can exceed a base cost of 15 if it is necessary to convert it properly.

Gifts

The Garou gifts are described fully in ***GURPS*** terms in Chapter 5. The breed, auspice and tribal gifts are expressed as advantages, super-powers and spells that produce the same effects; converting these simply amounts to noting the new mechanics and point costs.

Rank and Renown

Rank and renown are two attributes that measure a Garou's level of admiration and respect from his peers, specifically in the area of battle experience.

Rank

Rank translates directly into Garou Status as detailed on p. 74. In addition, a character with a high Rank gains a bonus to his Will for the purpose of resisting Frenzy (berserking):

Rank	*Frenzy Bonus*
0 to 2	No bonus
3	+1
4	+1
5	+2
6	+2
7	+3

This bonus does not apply to any other use of Will.

Also, any Garou who has reached Rank 3 or higher is known throughout Garou society. This is effectively a Reputation of 0, but with recognition from all Garou, all the time — in other words, they are known to all, but are nothing more than a name that has filtered through the culture, unless the recognizing Garou comes under the umbrella of another Reputation.

Renown

Renown breaks down into a combination of Reputations, other advantages, and sometimes disadvantages and skills. The first step is to determine the relative levels of Renown's three components: Glory, Honor and Wisdom. For each of these, cross-index its Renown point total on the Renown table (reproduced below) to determine a "rank" for that virtue alone.

Rank	*Renown*
0	0
1	10,000
2	20,000
3	40,000
4	80,000
5	160,000
6	320,000
7	640,000

Next, use this "rank" to determine what advantages that level of the virtue translates to, using the appropriate table below.

Glory Table

All of the following are cumulative unless otherwise noted. All reputations are for martial prowess and ability to get things done. Whenever frequency of recognition increases in a category, all previous bonuses in that category gain the same frequency. Where no frequency of recognition is given, frequency is "all the time."

"Rank"	*Translates to:*
0	Nothing
1	Code of Honor: Code of Glory
2	+1 Reputation in sept
3	+1 Reputation in sept, +1 Reputation in tribe on 7 or less.
4	+2 Reputation in sept, +1 Reputation in tribe on 10 or less.
5	+2 Reputation in tribe all the time, +1 Reputation among all Garou on 7 or less, no sept reputation necessary.
6	+1 Reputation among all Garou on 10 or less
7	+2 Reputation among all Garou all the time. No tribal reputation is necessary.

Examples: Moonrunner has 82,000 Renown points in Glory. This is a "rank" of 4 for Glory alone. To convert his Glory, Moonrunner must take the Code of Glory, but gains a +4 reputation among his local sept and a +2 from members of his tribe on a 10 or less. Starsinger has 472,000 points in Glory — a "rank" of 6. Like Moonrunner, he has the Code of Glory. However, he has no sept reputation, as that is subsumed in his +4 reputation all the time from his tribe; he also has a +2 reputation for Glory from all Garou on 10 or less.

Honor Table

Use the Glory table, except that at "rank" 1, instead of the Code of Glory, the Garou has his choice of Honesty or the Honor Code of Honor. All reputations from this table are for Honor.

Wisdom Table

If the character already possesses any of the skills on the following table from conversion of skills, use whichever one gives the higher level. As with the previous two tables, all table entries are cumulative unless otherwise noted, and increased frequencies of recognition supersede any lesser frequencies from previous entries.

"Rank"	*Translates to:*
0	Nothing
1	Common Sense
2	Empathy, Reputation +1 among sept on 7 or less, Detect Lies-IQ.
3	Reputation +2 among sept on 10 or less, Detect Lies.
4	Reputation +2 among tribe on 10 or less, Detect Lies-IQ+3, Psychology-IQ, no sept reputation necessary.
5	Reputation +4 among tribe, Reputation +1 among all Garou on 7 or less, Psychology-IQ+2.
6	Intuition, Reputation +2 among all Garou on 10 or less.
7	Reputation +4 among all Garou, all the time, no tribal reputation necessary.

Willpower

Willpower translates to basic Strong Will or Weak Will in ***GURPS***. Use the following table for conversion:

Rating	*Converts to*
•	Weak Will -4
••	Weak Will -3
•••	Weak Will -2
••••	Weak Will -1
•••••	No advantage or disadvantage
••••••	Strong Will +1
•••••••	Strong Will +2
••••••••	Strong Will +3
•••••••••	Strong Will +4
••••••••••	Strong Will +5

Rage

A Garou's base Rage in ***GURPS*** is equal to 10, just like any other attribute. Determine the character's ***GURPS*** Rage by cross-referencing his ***Storyteller*** rating on the following chart, and adjust the base value with Reduced or Extra Rage until the appropriate total is reached.

Rating	*Rage*
•	8
••	10
•••	11
••••	12
•••••	13
••••••	14
•••••••	15
••••••••	16
•••••••••	17
••••••••••	18

Gnosis

The character's base Gnosis is the same as his Fatigue. As with Will and Rage, determine the character's Gnosis level with the chart used for Will, and adjust the base Gnosis by Reduced or Extra Gnosis to reach that level.

Health Levels

Most converted Garou will be completely healthy, so Health Levels will not play a part in the conversion process. However, for completeness, conversion notes are given here.

Bruised werewolves are at HT-2. Injured are at HT-6, and Wounded are at -8. Mauled Garou are at HT-12, while Crippled are at HT-16. Incapacitated werewolves are at always at -1×HT, and must make HT rolls to remain conscious.

Finishing Touches

The player should now examine the summary of the werewolf's tribe, found among the Tribe descriptions on pp. 89-109. Any trait noted as required there should be applied to the character. Any limitations imposed by the tribe should already be reflected in the conversion, but if there are any "forbidden" traits present, they should be removed or modified as necessary. Do *not* apply tribal Will modifiers to the character, as the conversion of Willpower has already incorporated them.

If desired, the player can specify quirks based on previous role-play of the character. He may also choose to take disadvantages not specified in the character's ratings, but displayed or acquired in play: phobias, behaviors, odious personal habits and the like. Note that without such disadvantages, the point total for the character may seem unusually high.

Sample Conversions

Following are two characters built with the Storyteller system and then converted to ***GURPS.***

Werewolf Character: Charisse

Name: Charisse **Breed:** Homid **Pack Totem:** Pegasus

Player: **Auspice:** Ahroun **Concept:**

Chronicle: **Tribe:** Black Furies **Battle Scars:**

Attributes

Physical	*Social*	*Mental*
Strength: ••	Charisma: •	Perception: •••
Dexterity: ••••	Manipulation: ••	Intelligence: •••
Stamina: •••	Appearance: •••	Wits: ••

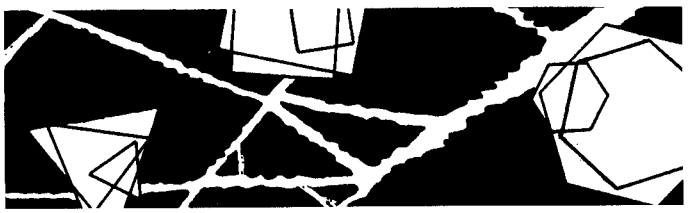
Abilities

Talents	*Skills*	*Knowledges*
Alertness: ••	Animal Ken: —	Computer: •
Athletics: •	Drive: •	Enigmas: ••
Brawl: •••	Etiquette: —	Investigation: •
Dodge: ••	Firearms: —	Law: —
Empathy: —	Melee: —	Linguistics: —
Expression: —	Leadership: ••	Medicine: •
Intimidation: ••	Performance: —	Occult: ••
Primal-Urge: •••	Repair: —	Politics: —
Streetwise: —	Stealth: •	Rituals: •
Subterfuge: —	Survival: •	Science: —

Advantages

Backgrounds	*Gifts*	*Renown*
Ally ••	Persuasion	Glory: 250
Pure Breed ••	Falling Touch	Honor: 100
Past Life •••	Heightened Senses	Wisdom: 150
Rites ••		

Rage: •••••
Gnosis: ••••
Willpower: ••••••



Charisse: Converted to GURPS

Homid Ahroun of the Black Furies

ST 10 [0] **IQ** 14 [45] **Speed:** 7.25
DX 16 [80] **HT** 13 [30] **Move:** 7
Dodge 7 **Parry:** 10 (Brawling)
Rage: 13 **Will:** 15
Gnosis: 12
Damage: Thrust *1d-2;* Swing *1d*

Point Total: 546 points.

Advantages

Absolute Direction [5]
Alertness +2 [10]
Allies (two at 76-100 points, 9 or less) [10]
Appearance: Attractive [10]
Extra Gnosis +2 [16]
Extra Rage +7 [28]
Garou Package [228]
Pure Breed/2 [10]
Racial Memory (+2 bonus on IQ rolls) [40]
Strong Will +1 [4]

Disadvantages

Intolerance: Get of Fenris [-5]

Skills

Acrobatics-10 (default); Brawling-15 [½]; Change Control-12 [1]; Climbing-11 (default); Computer Operations/TL7-10 (default); Diagnosis-11 [½]; Diplomacy-11 [½]; Driving (Car)-14 [½]; Enigmas-12 [1]; Fast-Talk-12 [½]; First Aid-13 [½]; History (Garou)-12 [1]; Intimidation-12 [½]; Jumping-15 [½]; Leadership-12 [½]; Navigation-12 [1]; Occultism-12 [½]; Stealth-11 (default); Theology (Garou)-12 [1]; Tracking-14 [2].

Rites

Moot Rite-14 [1]
Ritual of the Questing Stone-14 [4]

Gifts

Persuasion [5]
Falling Touch [5]
Heightened Senses [8]

Charisse has no quirks and almost no disadvantages, other than those in the racial package. She could easily be brought down to 450 points, if so desired.

Werewolf Character: Walker

Name: Walker **Breed:** Lupus **Pack Totem:** Owl
Player: **Auspice:** Theurge **Concept:**
Chronicle: **Tribe:** Silent Striders **Battle Scars:**

Attributes

Physical	*Social*	*Mental*
Strength: •	Charisma: •••	Perception: ••••
Dexterity: •••	Manipulation: •••	Intelligence: •••
Stamina: ••	Appearance: ••	Wits: •••

Abilities

Talents	*Skills*	*Knowledges*
Alertness: —	Animal Ken: •	Computer: —
Athletics: —	Drive: —	Enigmas: •••
Brawl: •	Etiquette: —	Investigation: ••
Dodge: —	Firearms: —	Law: —
Empathy: •	Melee: ••	Linguistics: —
Expression: ••	Leadership: •••	Medicine: —
Intimidation: —	Performance: —	Occult: ••••
Primal-Urge: —	Repair: —	Politics: —
Streetwise: •	Stealth: •	Rituals: ••••
Subterfuge: —	Survival: ••	Science: —

Advantages

Backgrounds	*Gifts*	*Renown*
Contacts •••	Heightened Senses	Glory: 50
Mentor ••	Mother's Touch	Honor: 200
Kinfolk ••••	Sense Wyrm	Wisdom: 250
Rites ••••		

Rage: ••
Gnosis: •••••••
Willpower: •••••

Walker: Converted to GURPS

Lupus Theurge of the Silent Striders

ST 8 [-20] **IQ** 15 [60] **Speed:** 5.75
DX 13 [30] **HT** 10 [0] **Move:** 5
Dodge 5 **Parry**
Rage: 10 **Will:** 15
Gnosis: 15
Damage: *Thrust* 1d-3; *Swing* 1d-2

Point Total: 617 points.

Advantages

Ally Group (medium-sized group of 100-point human Kinfolk, available 12 or less) [60]
Charisma +2 [15]
Common Sense [10]
Contacts: 3, each with effective skill 15, usually reliable, available on 12 or less. [120]
Extra Gnosis +7 [56]
Garou Package [228]
Patron: 600-point Status 3 Garou, appears on 9 or less [20]

Disadvantages

Compulsive Behavior: Secrecy [-10]
Compulsive Behavior: Traveling [-15]

Skills

Animal Handling-12 [1/2]; Area Knowledge-15 [1]; Bard-13 [1/2]; Brawling-12 [1/2]; Criminology-13 [½]; Diplomacy-14 [2]; Enigmas-14 [2]; Fast-Talk-14 [1]; History (Garou)-16 [6]; Knife-12 [½] (+2 to all other weapon defaults); Leadership-14 [1]; Occultism-16 [4]; Poetry-13 [½]; Psychology-12 [½]; Research-13 [½]; Stealth-11 [½]; Streetwise-13 [½]; Survival-12 [½]; Theology (Garou)-16 [6]; Tracking-13 [½]; Writing-14 [1].

Rites

Rite of Cleansing-15 [8]
Gathering for the Departed-15 [1]
Rite of Passage-15 [1]

Gifts

Heightened Senses [8]
Mother's Touch [10]
Sense Wyrm [5]

Although Walker has more points than his Patron, this is because he has no quirks and only the minimum required disadvantages for his character. Fleshing him out with a full complement of disadvantages and quirks would bring him down to 547 points — a little on the high side for a starting Garou, but not too much so.

LEXICON

This is a brief lexicon of terms in broad use among the Garou. They have taken words from many different sources, and an etymological study of their language would lead back to a veritable babel of tongues.

Common Parlance

These are the words in common use among 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 for the days of the final battle with the Wyrm, which many consider to be the present.

Auspice: The phase of the moon under which a particular Garou was born. Commonly thought to determine personality and tendencies.

Bawn: Boundary area around a caern, where mortals are watched.

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

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

Caern: A sacred place, one of the meeting spots of the Garou where they can come into close contact with the spirit world.

Celestine: The greatest of the spirits — the closest thing the Garou have to gods. They are usually servants to members of the Triat.

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

Corruption: The word used to describe the act of destroying life, and often times overwhelming effects of the actions of the Wyrm. In the present age, it often specifically refers to the ecological ruin wrought upon the environment by humans.

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

Deep Umbra: The aspects of the Umbra that are not of Gaia, but are only found away from the Realm. Reality becomes more and more fragmented the farther out one gets.

Delirium: The madness that ensues when humans look upon a Garou in Crinos form.

Domain: The territory claimed and patrolled by a pack or sept. Also an area of the Umbra which is "flavored" by the proximity of another Realm.

Feral: Slang term for Lupus.

Gaia: The earth and related realms, both in physical and spiritual form; the Mother Goddess.

Garou: The term which the Werewolves use for themselves.

Hispo: The near-wolf form of the Garou.

Homid: A human, as well as a Garou of human ancestry. Occasionally used disdainfully by ferals, as in, "That boy fights like a homid."

Impergium: The 1,000 years after the birth of the age of agriculture, during which strict population quotas were kept upon all human villages.

Incarna: Children of the Celestines, but still greater spirits by any measure; demigods.

Kenning: The empathic calling performed by some Garou when howling.

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

Litany: The code of laws kept by the Garou.

Lupus: Those Garou of wolf origin.

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

Moon Bridge: A gate between two caerns which appears during ceremonies held at such a place.

Moon-Calf: Idiot, simpleton.

Moongem: See *Pathstone*.

Moot: A conclave of a sept or tribe which takes place at a caern.

Mule: Slang for metis.

Near Umbra: The part of the spirit world that exists around each realm. Usually used to describe the area of the Umbra that is around the earth.

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

Pathstone: A type of jewel found only in the Umbra, also called a Moongem, used in the rite to create a Moon Bridge.

Reaching: Traveling into the spirit world.

Realms: The worlds of "solid" reality that exist within the Tellurian.

Ronin: A Garou who has renounced his tribe and chooses not to embrace another.

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

Talen: A magic item similar to a Fetish, but limited to a one-time use.

Tellurian: The whole of reality.

Totem: The spirit taken by an individual or tribe to represent its inner nature.

Triat, The: In Garou belief, the three basic, personified cosmic forces that shape and control eternity: the Weaver, the Wyld and the Wyrm.

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

Umbra: The astral plane that exists around each realm.

Ways, The: The traditions of the Garou.

Weaver, The: The Triat member originally charged with creating order in the universe, but whose madness has set the Tellurian on a course of stagnation and corruption.

Wyld, The: The Triat incarnation of chaos, possibility and change.

Wyrm, The: Member of the Triat, and manifestation and symbol of evil, entropy and decay in Garou belief. Vampires are of the Wyrm, as is toxic waste and pollution.

Wyrmhole: A sacred place to the Wyrm, invariably a location of greater corruption.

Vulgar Argot

These are the words used by the younger Garou, words which help them distinguish themselves from the elders whom they are supposed to respect.

Ape: Slang for human. If the speaker wishes to indicate true contempt for his subject, he may change the word "ape" to "monkey."

Cadaver: A derogatory term for a Vampire.

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

Gremlin: A malevolent spirit.

Hyde, Mr.: The Glabro form.

Leech: See *Cadaver.*

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

Sheep: Humans.

Stepping Sideways: Entering the spirit world. This term is exclusive to the younger Garou; most Elders consider it flippant and disrespectful.

Throat: To best another in ritual combat. Used as a verb; i.e., "I throated his sorry butt."

Old Form

These are words which hail from the distant past of the Garou, and are no longer used as much as they once were. However, all Garou know these terms.

Adren: A pupil, or a student who learns from a mentor.

Airts: The magical paths within the spirit world; for example, Moon Bridges.

Aisling: A journey into the spirit world.

Anamae: "Soul-friend," most often a bond with a tribal spirit.

Anruth: A Garou who travels from caern to caern, but is bound to none of them. Most player characters will be of this sort, and likely to be called this by many of the elders they meet.

Athro: Teacher, mentor.

Awen: The sacred Muse, the creative impulse. It is said to actually be a spirit, but it has never been found. Moon Dancers periodically go on quests for her.

Banshi: Angry, spiteful and often malevolent spirits.

Brugh: Any sort of sacred place, whether it be Garou caern or a Wyrmhole. Often a glade or cave located somewhere in the wilderness. Synonymous with caern.

Charach: A Garou who has slept with, or does sleep with, another Garou. It is often used as a word of anger.

Chiminage: Traditionally, a sept can ask a request of any Garou who use their caern; Chiminage is the term for the request.

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

Fomori: Those Garou and humans who have turned to the Wyrm or been irretrievably corrupted by it.

Fostern: One's pack brothers and sisters, those who are your family by choice.

Gallain: The kinfolk of the Garou. Those humans and wolves who are related to the people and are not prone to Delirium, but are not of the blood.

Harano: Inexplicable gloom, inexpressible longing for unnameable things. Some say it is depression caused by contemplation of the suffering of Gaia.

Inceptor: A Garou who guides another through a Rite.

Kinain: The relationship that Garou hold when they are related by blood through an ancestor. This is a term of endearment and pride, and is never used when referring to metis.

Pericarp: The Near Umbra that exists around each realm.

Phoebe: The moon.

Praenomen: The guardian spirit of a pack.

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

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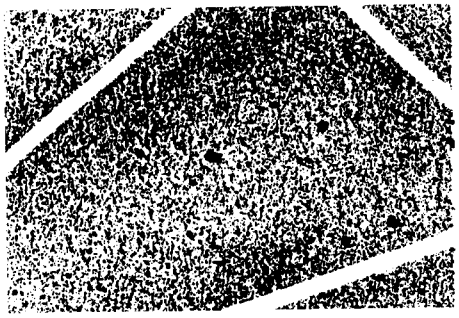

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