

# WEREWOLF

## THE FORSAKEN

*(Add-on to the Wolf for Urban Shadows)*

Werewolves symbolize everything humans fear about nature — the thought of being prey for something stronger than us, the fear that our civilization is a sham that masks the animal in our own hearts. They symbolize a world that cares nothing for humans, that sees us only as prey. But what if a sentient mind lay beneath that savagery? What if Werewolves stalked among us not because they were cursed to become less than human, but because they were transformed into something more? They were once lords among man and beast in a hunter’s paradise at the dawn of the world — but they destroyed that paradise with their own claws. Since then, they have culled their prey in the strange shadows of the world, cut off from the source of their power. The Werewolves are hunted by their own kind, unable to find solace among the humans they pretend to be. They are the Tribes of the Moon — the Forsaken.

### BACKGROUND

Any human with Wolf heritage, what the Tribes call **Uratha**, may undergo the First Change at some time in their life, becoming a Werewolf, though what triggers the change is unknown. Werewolves aren’t victims who become monsters due to a random assault — they’re born monsters. Any person who transforms after a biting was already going to in time, the experience of dealing with a Werewolf just triggered their first transformation sooner. They grow up believing they’re as human as anyone else, but the killer instinct that rises to the surface confuses them. For most, their first true brush with what they are comes when one of their own kind attacks and bites them. This bite does not make one a Werewolf, though. It only gives the attacker a taste of the near-changed Werewolf’s blood. When the time is right, the Werewolf will be able to find their new cousin. When it comes, the First Change has a profound effect on the Werewolf. Not all Werewolves experience the Change under the full moon, either. The phase of the Werewolf’s First Change moon marks his potential destiny. This half-blessing, half-revelation is called the **auspice**.

Whereas an **auspice** is an internal quality, a **Tribe** is a social unit on a larger scale. It’s a gathering of Werewolves who share a common culture based on philosophical and practical grounds — an extended family related by bonds of spirit rather than blood. It’s a choice that can affect a Werewolf for the rest of his life, and it’s a choice that comes soon after the Change. Once a Werewolf has show his worth, he is given the choice of entering a **Tribe**. No Werewolf must join a **Tribe**, and although other Werewolves might pressure him to join one particular **Tribe**, they cannot force him. The choice of being initiated into one of the five Tribes of the Moon is up to the Werewolf, and nobody else. The Oath of the Moon — the vow to abide by the principles that guide the Forsaken — is offered, but not forced.

A **Tribe** is like an extended family, providing potential allies bound by oaths and common cause. It offers a loose support network to guide a Werewolf down a specific path of power. Further, a Tribe offers a specific goal to a lost

and frightened shapeshifter; it offers principles that may help him master what he is. Even when a Werewolf ends up on the opposite side of a conflict from his tribemates, the Tribe’s laws provide common ground from which to work toward peace. Every Werewolf who belongs to a Tribe must swear the Oath of the Moon, which (roughly) describes the moral of the Werewolf (called Harmony). The phrases of the Oath are:

- **Hunt:** The Wolf Must Hunt (the Werewolf have to fulfill the roles of Father Wolf)
- **Control:** The People do not murder the People (Werewolves don’t murder other Werewolves)
- **Honor:** The Low honor the High, the High respect the Low
- **Respect:** Respect your Prey
- **Humanity:** The Werewolf shall cleave to Human (Werewolves are forbidden to mate with each other or with wolves and are mandated to reproduce)
- **Consumption:** Do not eat the flesh of Human or wolf
- **Secrecy:** The herd must not know (the Werewolf must be hidden from the humans)

Only things known about the change are that it almost never happens before puberty or after the age of 60. Werewolves can, theoretically, come from any part of human society, which can have a stronger or lower importance after the Werewolf’s first change.

Some forsake human society completely and others do not. Most Werewolves form packs of different sizes to hunt more efficiently and better protect their territory. The smallest packs consist of 3 Werewolves and every pack needs a totem (a spirit who bonds with the pack).

### INFORMATION

Here you will find the **Werewolf the Forsaken** add-on rules/text, for the Wolf playbook associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character
- Additional terms to the transformation process giving the character Holds when they transform
- 3 New Wolf moves and 1 Corruption Move
- 5 Auspices, a traditional role in Werewolf society, tied to one of five phases of the moon.
- 5 Werewolf Tribes, each with 5 Gifts (abilities)

**Note:** Werewolves created with the Urban Shadows: Wolf playbook, do not automatically



start with an Auspice (abilities based on when you were born.). It is up to the group/MC that if you want to start with in an Auspice that you give up your beginning playbook Move at the start of the game.

ADDITIONAL WOLF MOVES

☒ **Formcrafter:** You are now able to control your *transformation* through time and practice giving you the ability change at will into four distinct forms, each with its own benefits and drawbacks (physical abilities, digestive traits, reaction to certain drugs, instincts). During *transformation* choose a stat: you take +1 ongoing to rolls using that stat while shifted. The MC will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted. The forms, named in the First Tongue, are:

- **Dalu:** near-human form. The Werewolf is significantly bigger, hairier and stronger. Ears, teeth and nails are slightly pointed and the face is more angular. Facial hair is noticeable even on females. This form reacts in a similar manner as that of the human form.
- **Gauru:** wolf-man or war form. Half-human, half-wolf, the Gauru form of Werewolves are generally 8 to 9 feet (2.7 m) tall and much heavier and stronger than any human.
- **Urshul:** near-wolf form. A Werewolves in this form is a huge wolf 3 to 5 feet (1.5 m) high at the shoulder, resembling the extinct dire wolf. This form reacts in a similar manner as the wolf form.
- **Urhane:** wolf form. The Werewolf is indistinguishable from a normal grey wolf.

☒ **Spirit Walk:** When you enter a deep trance that leaves you unresponsive to the world, roll+Spirit. On a 10+, you successfully project yourself out of your body in spirit form, without a hitch. On a 7-9, you manage to project yourself, but the connection is tenuous and you cannot stay more than a few minutes. While in spirit form, you are invisible to any who cannot see the spirit world. You can see and hear (but not smell, taste or touch), cannot interact with the material world (but can still interact with other spirits), and cannot go more than a mile or so from your body. You must return to your physical body to leave your spirit form. On a Miss, take a -1 forward as you are lost in the spirit world searching for answers.

☒ **Predator’s Kin:** There are some things that no hunter can tackle alone. Some are massive creatures that could easily crush one hunter; others are groups of prey animals that would overwhelm a lone hunter. Even solitary predators understand the benefits of assistance. This gift summons nearby predators to the character’s aid, roll+Spirit. This pack of predators fight for you as a small gang for one scene. On a 10+, choose 3. On a 7-9, choose 2.

- You are able to call upon a greater amount of kin, upgrade your group size by 1.
- Your kin are agile and quick, +1 armour bonus.
- Your kin are vicious in their attacks, +1 harm.
- You protect them as if they were your own. When someone inflicts harm on your kin, you gain equal debt against them.
- You are able to prevent your kin from getting out of control and exercising their predatory instincts on innocents.

ADDITIONAL WOLF CORRUPTION MOVE

- ☒ **Eternal Hunter:** A Werewolf that who possesses this gift will keep on going almost forever. Neither hideous injury nor death will slow him down, as he focuses himself on his need to survive. While this gift will not allow him to regenerate his way back from an obvious death, his spirit-enhanced endurance puts off the effects of his wounds until after his enemy is dead on his claws, or he has overcome the problems before him. When you call on the rite of the Eternal Hunter to keep you safe in battle, roll+Blood. On a 10+, choose 2. On a 7-9, choose 1.
- You are willing to put your body on the line, add one Grievous injury to your character’s injury pool for one scene.
  - Though this will likely kill you after the fight, spend the additional option and also add one Critical injury to your injury pool for one scene.
  - Any ally seeing the use of this gift is inspired, +1 forward.

*\*Note: Once the scene is complete, all injuries taken rollover accordingly. Ie. An extra Grievous injury, will become a Critical injury after the scene.*

AUSPICES  
(Choose: only able to choose one)

Each Werewolves has an **Auspice**, a traditional role in Werewolf society, tied to one of five phases of the moon. Luna decides each Werewolves’ Auspice, based on their personality and abilities; accordingly, a Werewolves will go through the First Change during the corresponding moon phase. The five are:

- ☒ **Rahu (The Full Moon):** Warriors of all kinds from brawlers to seasoned commanders.
- **Rage Armour:** The natural resilience that the Forsaken have inherited makes Werewolves daunting foes. When you *unleash*, you receive +1 armour (max armour +2).
- ☒ **Cahalith (The Gibbous Moon:)** Seers, storytellers and lorekeepers.
- **Rallying Cry:** By giving of yourself and howling of past glories, Cahalith can give packmates hope even in their darkest hour. When someone comes to you for advice, tell them what the best way of action is. If they do it, they take +1 ongoing on the task and you get 1 XP.
- ☒ **Elodoth (The Half Moon):** Diplomats to the spirit courts, judges and arbiters.
- **Aura of Truce:** When the Elodoth uses this power, a subtle half-moon halo appears in the air behind her, bathing everyone present in calming, soothing light. When you *pass judgement* on someone, you may *threaten* with the force of the spirits.
- ☒ **Ithaeur (The Crescent Moon):** Occultists and keepers of spirit lore and rituals.
- **Between the Weave:** Once per session, when you or an ally take damage, call on your deity. As Ithaeur’s mastery of the the spirit world grows, roll+Spirit. On a 10+, the spirit intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage for one being. On a 7-9, the spirit still intervenes, but it cost a price. You are now-indebted to the spirit who takes 1 Debt against you..
- ☒ **Irraka (The New Moon):** Scouts, spies and trackers.
- **Short Cuts:** Your senses and knowledge help you find the fastest paths you need to take to get somewhere. When you come across an obstacle in your path, roll+Mind. On a 10+, you spot a way around the obstacle. On a 7-9, you spot a path, but there is a complication (MC’s call). On a Miss, have fun facing the obstacle.



## TRIBES

*(Choose: only able to choose one)*

Joining a Werewolf Tribe is conferring not only your Tribe’s gifts, but also the group/gang benefit at the same time.

The Forsaken have five Tribes. These Tribes consist of Werewolves who choose to follow one of five ancient and powerful wolf-spirits, called the Firstborn. These Firstborn are the first born children of Father Wolf (but not of Mother Luna) and have allied with the Forsaken. Every one of the Forsaken demands that the Werewolf who belong to his Tribe act in accordance to a certain ban. These Five Tribes are:

### Blood Talons

❑ **Blood Talons Tribe:** The Tribe of Fenris Wolf, who promotes the warrior and wolf aspects of the Werewolf. Their tribal banner is “Offer no surrender that you would not accept”. Matching warrior ethos with a religious kinship to their ferocious totem, the Blood Talons are creatures as much of the battlefield as of the hunt. To the Blood Talon way of thinking, the most serious problems must be solved permanently, and the greatest tools they have to do so are their fangs. Those drawn to the Tribe have a strong tendency to be competitive and aggressive, even before the First Change. Members were often archetypal “troubled children” during their school years and later proved too adversarial to succeed in most lines of work. Still others found lines of work in which their aggression served them well.

**Attitude Toward Others:** If you have family you give a shit about, honor Mortality and keep them safe. +1 Rapport to Mortality. When you reset Mortality, it always resets to +1. Wizards look human, but aren’t nearly so soft and vulnerable. If you know exactly what one’s capable of, and if he poses a direct threat to what’s yours, hunt him down — but if not, think twice. -1 Rapport to Power. When you reset Power, it always resets to -1.

#### Moves for Blood Talons

❑ **The Right Words:** Sometimes keeping a pack in line or a soldier’s morale up hinges on knowing just what to say. When your gang fights for you, roll+Heart. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your gang:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Show mercy to their defeated enemies.
- Fight and die to the last.

On a Miss, your gang turns on you or tries to hand you over to your enemy.

❑ **Victor’s Song:** All is lost when heart is lost. Yet even when hope has vanished, newfound courage can claim victory where there was only defeat. In the face of hopeless odds, whether surviving a suicide charge or bracing a crumbling levee, Victor’s Song doesn’t push allies beyond their limits, it pushes their limits beyond what they thought possible. The user must howl, chant or sing a song extolling his comrades to valor and courage, roll+Heart. On a 10+, receive both. On a 7-9, choose 1.

- Allies find themselves quicker and sturdier, +1 armour (max armour +3) for the session

- +1 on going for the next scene for all allies in ear shot

On a Miss, The spirits are offended by the clumsy use of their gift. The character loses the ability to use any of his tribe’s gifts for the scene.

❑ **Crushing Blow:** Sometimes a Werewolf chooses to kill without using his claws or fangs, +1 harm when using any melee weapon or fighting unarmed.

❑ **Legendary Arm:** *(requires Crushing Blow)* A Werewolf has tremendous strength to crush his enemies or hurl tremendous and unwieldy objects great distances. When you show a display of power in battle, roll+Blood. On a 10+, choose 2. On a 7-9, choose 1. On a Miss, mark 1 Corruption and the MC makes a hard move.

- You count as a ***force of nature***
- When you damage an enemy in melee, through your fiction you are able to root them in place. As long as you don’t engage another opponent they can’t leave their position.
- +1 harm done to enemies this scene
- Your opponent is unnerved by your presence, they become Scared
- You are able to lift objects that weigh as much as a ton
  - You can spend your second option to upgrade the weight up to 10 tons

❑ **Leach Rage:** A Werewolf literally steals the power of a rival and adds it to his own. With a hissing inhalation, the user draws off his opponent’s power in a wash of energy that distorts the air between them. You may lessen an injury one step if you injured your opponent in this scene, roll+Blood. On a 10+, lessen two injuries. On a 7-9, lessen one injury. On a Miss, the move is turned back on you. If the victim is either from the faction of Mortality or Night, mark 1 Corruption.

### Bone Shadows

❑ **Bone Shadows Tribe:** Occultists who seek to restore relations with the Spirit Courts with the guidance of their patron, Death Wolf. Their tribal ban is “Pay each spirit in kind”. Bone Shadow legends speak of Kamduis-Ur, the Death Wolf, the quietest of Father Wolf’s pups, and her hunt that encircled the Earth. Seeking to learn from all beasts as prey, she ascended the mountains and witnessed wild goats give birth. Many Werewolves who become Bone Shadows have experiences with the spirit world or the supernatural in general before their First Change. They notice signs that there is more to the world than their peers recognize. While what’s hidden might horrify them, they’re compelled to investigate.

**Attitude Toward Others:** Other Wolf’s can be hard to speak with as equals, but our mutual respect for our relative strengths transcends the need for words. +1 Rapport to Night. When Night resets, it always resets to +1. Humans are alienated from and unaware of so much of what goes on around them, but their ignorance doesn’t protect them, nor does it prevent them from giving strength to the Shadow’s darkness. And so we must hunt. -1 Rapport to Mortality. When Mortality resets, it always resets to -1.

#### Moves for Bone Shadows

❑ **Ward Versus Humans:** Many times, the biggest danger to a locus comes not from Werewolves’ supernatural rivals, but from humanity’s teeming ignorant masses. +1 Blood when dealing with the Mortality.

❑ **Ward Versus Predators:** *(requires Ward Versus Humans)* This gift lets other predators know that a tract of land has been claimed by a Werewolf, when you return to the place you live you will always know if another predator has been there. Any PC wanting to get into your place has to first ***face their fears***, while NPCs won’t even touch it.

❑ **Corpse Witness:** Many occultists believe that a corpse retains some memory of the moments just before its death, you can communicate with the recently deceased. When you call a spirit back to its body, roll +Spirit; on a hit, ask it three of the following questions. On a 10+, it answers truthfully and directly. On a 7-9, it answers with vague impressions.

- How did you die?
- Where did you die?
- What killed you?
- Who were you in life?
- Where are you now?
- What do you still want done?

❑ **Sense Malice:** Hatred has its own scent. When you ***help*** or ***interfere*** with someone, roll+Mind instead of roll+Debt.

❑ **Scent of Taint:** The smell of supernatural influence emanates from beings that are beyond human and mundane, at the beginning of the session, roll+Blood. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, you or the MC can spend your hold to have you at the scene of a supernatural conflict (a real battle, not intimate violence between a couple people). On a Miss, the MC holds 1, and can spend it to have you there and pinned down

### Hunters in Darkness

❑ **Hunters in Darkness Tribe:** Protectors of loci, the spiritual centres of the world. Black Wolf is their totem. Their tribal ban is “Let no sacred space in your territory be violated”. The Hunters in Darkness concern themselves primarily with the places farthest from the encroaching effects of man. They mark out large tracts of territory in the pristine wilderness, tending the sacred places and minding the spirits endemic to those environs. Those Werewolves who become Hunters in Darkness are strongly self-reliant before the First Change and jealously protective of what they claim as theirs. Many are withdrawn and somewhat haughty, hoarding and hiding what’s important to them without ever really questioning why. They have trouble trusting their peers and relatives, subconsciously valuing no one’s opinions or judgments above their own.

**Attitude Toward Others:** We can always count on a support if we need it, whether we ask for it or not. +1 Rapport to Wild. When Wild resets, it always resets to +1. Damn, you hate magic users! Do Wizards look backward to a time when humanity was more respectful, or do they look forward to a dream of domination? -1 Rapport to Power. When Power resets, it always resets to -1.

#### Moves for Hunters in Darkness

❑ **Shadow Flesh:** This Gift actually affects the Werewolf’s form, making her a living shadow. During the Twilight hours, receive +1 armour (max armour +2).

❑ **Blending:** An expert hunter knows the value of not being seen, roll+Mind. On a 10+, both. On a 7–9, choose 1:

- You get in
- You go unnoticed



On a Miss, neither.

❑ **Shadow Step:** Huddled in stone houses, humans looked out at the dark in fear, never knowing if some beast was going to attack, and if so where from. This gift allows a Werewolf to play on that fear, letting him slip from one patch of shadow to another to confuse prey, or predators, as to his location. Though hardly the fastest means of getting around, slipping between shadows in this way does allow the Werewolf to move without being seen, when you do roll+Blood. On a 10+, you can transport yourself through the shadows far distances exactly on target coming out quietly and hidden. On a 7-9, you can transport yourself through the shadows close distances. Unfortunately not exactly on mark, but still hidden from your prey. On a Miss, the Werewolf finds themself unable to slip between shadows at all leaving them exposed and in danger, as flashes of light stop them from being unseen.

❑ **Nature’s Vengeance:** For countless millennia, humans have exploited the forest. This gift lets the forest fight back. When attacked in the forest (or any area with a decent amount of foliage allowed by the MC,) nature comes to your call attacking all who oppose you (1 Grievous-gang small,) roll+Spirit. On a 10+, nature beckons without haste to fight for you. On a 7-9, the line of who is friend and foe becomes blurry causing it to attack all around. On a Miss, you have angered the spirits and at least for this moment, nature deems you its enemy.

❑ **Manipulate the Elements:** (*requires Nature’s Vengeance*) The elements of the earth becomes as malleable as clay in the Werewolf’s hands. When you call on the primal spirits of fire, water, earth or air to perform a task for you roll+Spirit. On a 10+, choose two. On a 7–9, choose one. On a Miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature’s price
- You retain control

### Iron Masters

❑ **Iron Masters Tribe:** This Tribe, following the teachings of Red Wolf, embrace change and new ideas. They are closer to humanity, keeping up with technology and taking cities for their territory. Their tribal ban is “Honor your territory in all things”. There are Werewolves of all Tribes in the cities, but the Iron Masters would argue that the others are never truly in the cities. In the same geographical location, certainly, but never a part of the city itself. The Iron Masters Tribe attracts those people who have always sought new ways of doing things and aren’t afraid to take risks. Before the First Change, they tend to be quick adopters of new technology, idealistic social reformers or pretty much anyone who rises above the provincial and conventional ways others think. They see how quickly and radically human society changes, and the idea of letting change happen and being left behind is frustrating.

**Attitude Toward Others:** Bless thee human’s nasty, brutish and short-lived geniuses for keeping us busy. What would life be like without them? +1 Rapport to Mortality. When Mortality resets, it always resets to +1. Times have changed! -1 Rapport to Wild. When Wild resets, it always resets to -1.



### Moves for Iron Masters:

❑ **Know Name:** To understand something, one must first know its name. When you *study someone*, ask an additional question.

❑ **Know the Path:** The quickest and most efficient path isn’t always the safest, but so it goes. Name your escape route and roll+Mind. On a 10+, you’re gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind or take something with you, the MC will tell you what. On a Miss, you’re caught vulnerable, half-in and half-out.

❑ **City Eyes:** Windows are the eyes of a city, everything is recorded by the spirits in each pane of glass. For an urban hunter, this extra perspective can help them track prey or be aware of danger. The Werewolf using this gift places their hand to one window of a building to *keep an eye out* through the windows of another building, looking either in or out with near perfect clarity. On a Miss, the MC makes a move as the window shatters under the Werewolf’s hand.

❑ **Maschinegeist:** A Werewolf calling on this gift merges his being with the spirit of a particular machine or electronic device. While accessed to the machine, you are allowed to access a machines natural capabilities, but you must also see what the spirits (the MC) directs you to do, roll+Spirit. On a 10+, mark Experience and take +1 forward if you do as instructed. On a 7-9, take +1 forward if you do as instructed and unleash if you don’t. On a Miss, take a -1 forward as you are lost in the spirit world searching for answers.

❑ **Left Hand Spanner:** (*requires Maschinegeist*) This gift temporarily disables a specific technological object, such as a cell phone, computer or automobile engine, within arm’s reach. The malfunction has no apparent external cause. In truth, the Werewolf using the gift has interrupted the flow of spirit energy into the object, thus causing its breakdown, roll+Spirit. On a 10+, choose 2. On a 7-9, choose 1 and mark 1 Corruption. On a Miss, mark 1 Corruption and the overwhelming amount of energy has you drained, -1 forward.

- The energy is chaotic, but you have control. You can single out which item you want to disable or turn off.
- Electronic items all around you start blinking in and out of power, making them useless. (area)
- Too much power! Electronic items explode, causing 1 Faint damage to those holding or too close to them. (area)

### Storm Lords

❑ **Storm Lords Tribe:** The Tribe of Winter Wolf seeks to lead all Werewolves through strength and noble example. Their tribal ban is “Allow no one to witness or to tend your weakness”. Werewolves who become Storm Lords tend to not only seek power, but seek to do something worthwhile with it. They brim with self-confidence, cavalierly taking what they want and working tirelessly to change the minds of people who don’t respond favorably. This behavior becomes overbearing very quickly and pushes people away despite every intention to the contrary, but it isn’t inspired by simple greed or arrogance. They know that they must be strong and unyielding in order to live up to their responsibilities, never holding themselves back out of fear, weakness or the worry that their cousins might not approve of their methods. All that matters is doing what’s required without fail and without complaint.

**Attitude Toward Others:** There is so much to learn, and those Mages are the quickest path to such knowledge. Wizards hide their



strength well — there’s no way of telling one from an ordinary human until it’s too late. One wonders if they’re simply worried about the human herd, or if they’re hiding from things that they can see and we can’t. +1 Rapport to Power. When Power resets, it always resets to +1. If Vamps really are unseen lords of the night, why is their every move motivated by an undying fear of their prey? -1 Rapport to Night. When Night resets, it always resets to -1.

### Moves for Storm Lords

❑ **Luna’s Dictum:** With this gift, when you *persuade* someone roll+Spirit instead of +Heart, on a 7+ you also take +1 forward.

❑ **Voice of Command:** At this level of dominance, the Werewolf learns to voice more complex and subtle decrees, in a tone that demands attention and respect. When you give someone an order or a warning, roll+Heart. On a hit, choose 1:

- They do it, following your order or heeding your warning.
- They freeze.
- They back away, hands where you can see them.
- They attack you.

On a 10+, take +1 forward against them as well. On a Miss, they do what they like and you take -1 forward against them.

On a Miss, they don’t care about your display which may cause you to go *reckless*.

❑ **Fog of War:** A well-ordered battle plan seldom survives being put into action. When you pick an escape route and run for it, roll +Mind. On a 10+, you and one person you’ve worked closely with can escape before the dust clears. On a 7-9, only you or your ally can make it out during your distraction. On a Miss, things get so confusing that nobody can find the exit.

❑ **Silent Fog:** Though fierce fighters and savage predators, even Werewolves recognize the need for stealth and guile. When you attack someone who cannot see you, deal normal damage, plus roll+Mind. On a 10+, choose two. On a 7–9 choose one.

- You are able to avoid any attacks from them
- You deal +1 harm
- You create an advantage, +1 forward to you or an ally acting on it
- Reduce their armour by 1 until the end of the scene

❑ **Thunderbolt:** (*requires Silent Fog*) This gift implores a mighty thunderbird to turn its gaze earthward and fix its flashing eyes on a select target. Projectiles of pure lighting attack from above inflicting a tremendous amount of damage to one target. When you command the heavens, roll+Spirit. On a 10+, choose 2. On a 7-9, choose 1 and mark 1 Corruption. On a Miss, mark 1 Corruption and the MC makes a hard move as the Spirits are not pleased for your abuse of your power.

- Your enemy is stunned by the electricity (s-harm)
- 1 Critical damage ap close loud
- Electricity archs 1 Faint damage to all those within a short distance (area)