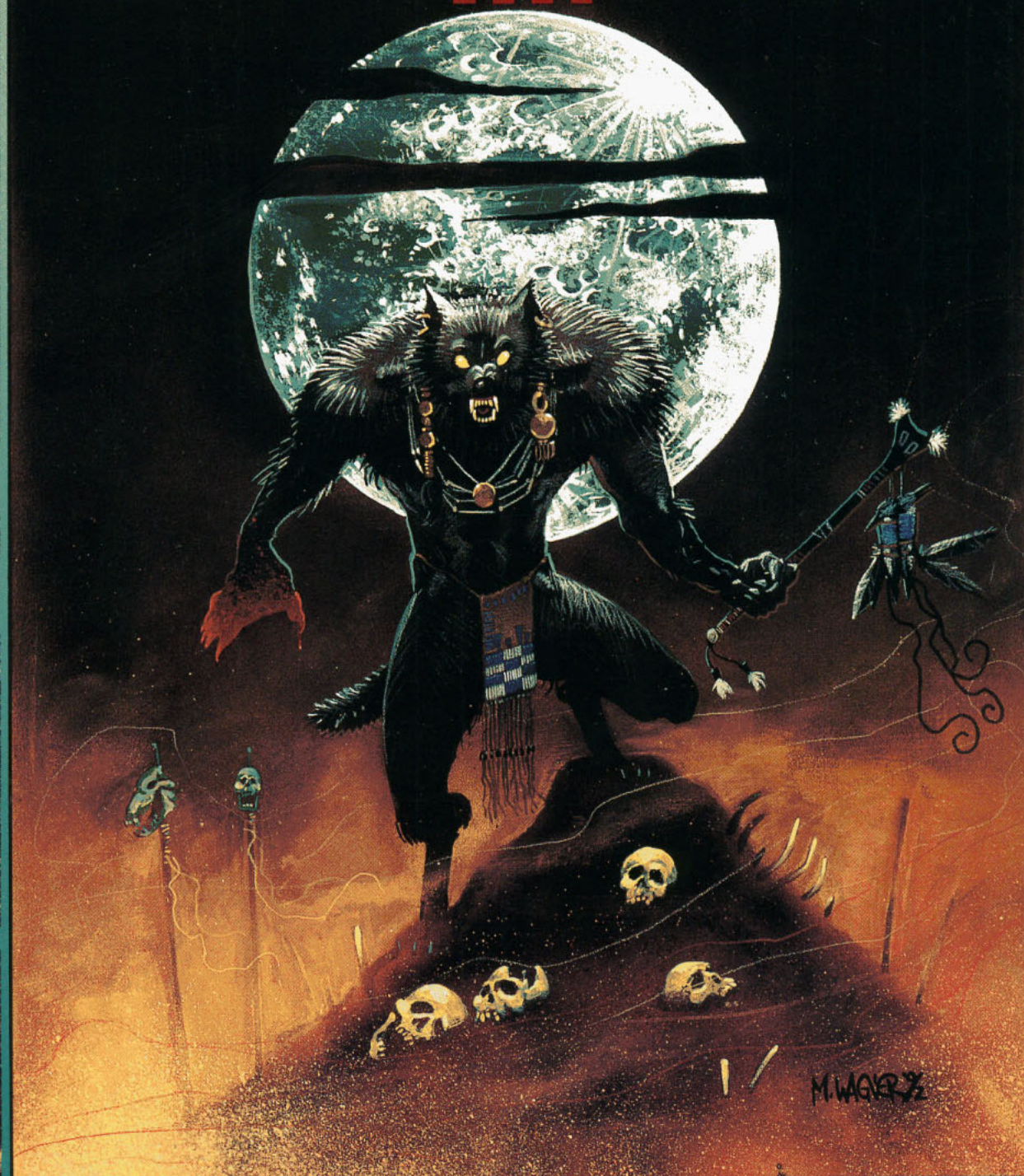


THE WEREWOLF

PLAYERS GUIDE



*A Complete Players Handbook
for Werewolf: The Apocalypse™*

THE WEREWOLF

PLAYERS GUIDE

"Gather, cubs, and hear the song of the mighty Garou, the Dying Race, the last Defenders of Gaia. Long have they fought against the rising dark, against the corruption that is the Wurm. Though wounded and in pain, they fight on, alone against the End. None listen to their pleas, none heed their call. Only the Garou still Rage!"

— Maverick Tongue, Galliard of the Silver Fangs

Rage against the Dying of the Light

In the face of Apocalypse, the Garou need every power they can muster against the armies of corruption and decay. The *Werewolf Players Guide* includes new powers for the battle, from powerful Gifts to amazing fetishes. Herein are detailed the strengths of the Garou — and their weaknesses. Discover the different camps within the 13 tribes who all vie for their own visions of the world. Sit in on a moot, from the Opening Howl to the predawn Revel. Witness the Litany enforced by the mighty Silver Pack. Uncover the secrets of the other werewolf, hiding throughout the world and nursing their ancient hate. The *Werewolf Players Guide* will enrich any **Werewolf** chronicle.

Werewolf Players Guide includes:

- New character creation options, including Merits & Flaws, Personality Archetypes and new Gifts.
- Expanded rules for Rage and combat, including Klaive dueling and the Garou martial art of Kailindo.
- The other shapeshifters of the world, from the uncanny Bastet catfolk to the bizarre Ananasi werespiders.



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The Apocalypse

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Werewolf Players Guide







Why the Garou Run In Packs

"Uncle, why do the Garou run in packs?" The question was respectful, and caught Black-Mane-That-Breaks-The-Spiral completely off guard. Black Mane looked down at the curious pup and shook his head.

"You may as well ask why Luna chooses to walk with the stars more often than the Sun. The Garou have run in packs for as long as Garou have been. It is our way." The pup looked at Black Mane with equal surprise; normally her uncle was more direct in answering her questions.

The young Garou shook her head sadly. "You do not know." She turned away and headed toward another section of the caern, unsatisfied with the only answer he could truthfully give her aside from the legends of the Garou. Black-Mane-That-Breaks-The-Spiral tried to avoid the legends in his lessons. He preferred to use the modern stories he was certain the younger Garou could understand more easily. The legends of the Garou were of great importance, but Black-Mane-That-Breaks-The-Spiral felt they should be savored, not used as examples. Black Mane considered his options as he grabbed a pine cone from the forest floor.

His aim was accurate. The pine cone hit his charge in the shoulder, bringing her around with a half snarl on her face as she considered who had attacked her. "The answer is inherent in us all. Can you not feel the need to run with a pack of your own? Do you wish to roam this world without others of your kind to call family?"

The Adren walked slowly back, forcing her jaws to unclench, reminding herself that she was here to learn, not to fight. Not yet at least. "Why is it inherent in us all?" she demanded. "Why

must I choose to live with the Garou, to be with the pack instead of running by myself?"

Black Mane looked at the young homid before him, saddened that she could even ask such questions; angered by his inability to ease the abuse heaped on her by the rest of the tribe. The abuse would lessen after her Rite of Passage, but how could he explain that? He motioned for the child to sit and, after a slight hesitation, she did so. Black-Mane-That-Breaks-The-Spiral looked to Luna far above him for guidance in his answers. As always, he was renewed by the love she shone down on him.

"Legends say that long ago the Garou did not run in packs. We, like so many of the werewolf, ran alone. In those days, Gaia was young, and she needed no defenders. The Wyrms were still in harmony with the Triat, not an opposing force to the Weaver and the Wyld."

Black Mane tossed a few sticks onto the small fire before him, staring into the flames as if in search of the words to help his charge understand.

"In times long gone, the Wyrms were friend to the Wyld, a mediator between the Weaver's order and the glorious Chaos that is the Wyld. Then the Weaver went mad, and took the Wyrms into her madness as well.

"Everything began to change, adapting to the ways of the Weaver and the Wyrms. Everything but Gaia. Gaia became a haven for life, a fighter against the Wyrms' corruption. Because she is mother to us all, the Garou agreed to join in her battle.



"Alone we fell quickly, but in packs we found we could survive the dangers of the Wyrn. Alone the other werebeasts stayed, choosing to fight for Gaia and the Wyld in some cases, doing battle for the Weaver or the Wyrn in others. Those who chose the Weaver soon found they had strength by themselves, those who chose the Wyrn became our enemies. Still, they all chose to run alone. They are weaker now, less in number than they once were. Of all the werebeasts, only the Garou have remained strong."

Satisfied that he had answered her question, Black Mane turned his gaze to the moon above, ignoring his charge, dismissing her. She shook her head sadly. "Why do you run with a pack?"

This time, Black Mane looked angrily at the pup. "Have I not just told you the reason?"

"No, you have told me why the Garou run in packs. How is it that you chose to run with your pack?" she countered.

Black-Mane-That-Breaks-The-Spiral smiled. This was a question he could answer.

"Once, longer ago than these old bones like to remember, I too doubted the need for a pack. During my Rite of Passage I saw that pack members could be useful, but I desired only to roam free, to feel the wind's kiss in my fur and to howl my pride to Luna. I was a fool." Black Mane shook his head in remorse.

"In those days the problems caused by the Wyrn were better hidden; I refused to believe that the Wyrn was a serious threat. I was not alone in my thoughts. Many of the pups believed they were above such petty doubts. Understand that such worries as toxic waste and nuclear disasters were still things of the future, most believed the Apocalypse was simply a fable. We know better now.

"I was not always of the woods. When I was younger I preferred the city to the areas where Gaia is strongest. I saw no need for secrecy, certain that those who saw me would never believe what they had seen. Again I say, I was a fool. Having grown to a young adult in the city, I saw no reason to change my old habits, or my beliefs that I and my friends would someday be the masters of all we saw. Those who had gone through the Rite of Passage with me tried to convince me that the ways of the Garou were best, but I would not listen. No sooner had I become an adult in the eyes of the Garou, than I decided the Garou were fools and I was far wiser.

"And so it was that I found myself in serious danger, doing what I had done all my life and doing what had never been dangerous to me before. I decided to join a group of my human friends in getting drunk. The human world still felt that I was too young to consume alcohol; but in my infinite wisdom, I decided the adults of the human world were also fools. I could do as I pleased, I was Garou, who could stop me? So I and my friends drank down the liquor that I had helped steal from a local store. We all had too much to drink. The world was tilting around us, and we were enjoying the sensation.

"Let me tell you, child, the Wyrn has many tricks for the seduction of Gaia's guardians. But I personally feel the worst of

them all is vodka; you may feel no pain while you are consuming that foul liquid, but the morning after...

"Well, anyway, we were sitting in the one place that was never bothered by the human police, Monroe's Junkyard, a massive grave to the leftovers that humans no longer wanted, when the Wyrms decided I would make a fine meal.

"Back then, the group I associated with was a street gang. We called ourselves the Spiders. Almost all the neighborhood groups were called gangs by the adults, and so it seemed that every group of friends belonged to one gang or another. But it was different then. If you fought with another gang, the worst that was likely to happen was a few bloody noses and maybe a broken arm. The Wyrms have even made the frustration of youth much harder; these days you will likely get bullet wounds for your troubles.

"There was another gang that often caused us problems, they called themselves the Silver Snakes. The Snakes were mostly boys from the other side of town, the side that had money, and they took a special pleasure in trying to beat me and my friends into a pulp at least once a week. This pleasure they derived no doubt came from the fact that they always won. When they showed themselves on our 'turf,' I knew that this time, things would be different. This time, I had the strength of a Garou to back my fists.

"That night, so many years ago, I saw the Correlli brothers — they were the biggest of the gang members, and they came from one of the richest families — coming my way. I decided that there would be no losing. I planned to tear them all apart; the hatred I felt for those who had so often defeated me was nearly limitless, or so I thought. I wasn't completely drunk; I had the good sense to stand behind my friends when I changed, making sure they could not see the fur that sprouted on my body, the way my nails lengthened and thickened, or the way my teeth grew.

"My friends did not see me change, but they certainly saw the change that came over the Correlli brothers. I had lived in the city all my life. I had gone to the same school as the Correllis. I had never once suspected that they too were Garou. Their clothes tore completely off their bodies. The wild fur spread unevenly over their flesh. For the first time in my life, I saw the horrors of true Wym Corruption. I saw the foul faces of the Black Spiral Dancers.

"Just to add to the fear I felt, my sickening feelings doubled and even tripled as the rest of the Silver Snakes transformed as well. They were not Spiral Dancers, they were fomori.

"In one second's time, I learned that all the Garou had told me was true. There really was a Wym, and I was looking seven of its agents in their twisted faces. I have never been that frightened since.

"The fomori disposed of my human friends, tearing them apart before my eyes. Bobby Carmichael, the biggest of my friends, was folded over himself. I heard the bones breaking even over the sound of his screams. Tony Carlucci was torn in half, used as a rope in a tug of war. Perhaps the worst was what the fiends did to Cindy Calhoun — by the time they were done

I think she must have been glad to die. I felt her loss the most; I had held dreams of the day when we would marry. I loved her.

"I wanted to help them. They meant all the world to me back then. I was too afraid. I was a coward. There was much I had never expected in my life — cowardice in the face of my enemy was near the top of that list. I would like to blame the vodka for my fear, but I do not like to lie. The Garou I had met and rejected were fearsome in their own right, but they never tortured another living being for the pure joy of watching that being suffer.

"I had thought the Wym a lie, a creation of the Garou elders to ensure that all the younger folk obeyed their commands. Seeing the reality was almost more than I could handle. I howled my pain, the loss of my friends and the loss of my youth, into the night. The howl was cut short by the attack of the Correlli brothers.

"What? Oh, I suspect they never attacked as Garou before because they too were young. Perhaps they had only recently been accepted by their own foul tribe. Or perhaps they preferred to hide their true natures behind the mask of normalcy. I have often thought that if I had not changed first, if I had not decided to flaunt the powers that Gaia and Luna granted me, that my friends might still be alive. But child, please let me finish my tale; even now to speak of this shame wounds me.

"The Black Spiral Dancers are true specialists in causing maddening pain. What they did to me was enough to make me shriek in agony. I begged for mercy; wounded and degraded, I never thought to fight back. In my soul I knew that nothing would stop the Correllis from tearing me apart, and I so wanted to live.

"The wounds they left on my body can still be seen in the scars that cover my pelt. They tore most of this ear away, leaving only the stub you see. The spot over here, just under my arm, they tore all the flesh away, leaving only the bone. I see the question in your eyes, and I shall answer truthfully. Yes, child, they are the reason I have never found a mate. That is why it is my honor to be your Uncle. I shall never know the pleasure of seeing my own pups grow to adulthood.

"It was when I was starting to desire death, that the pack that had so wanted me to join them made their presence known. From over the wooden fence that held the junkyard at bay they came, snarling in defiance of the Wym. Never have I seen a more glorious sight. Hops-Like-A-Bug landed directly on the back of one fomori, tearing with his claws and savaging the thick neck of the demon. Even as the beast was reaching for him, Sneak Thief tore the legs out from under the creature. She was a feisty one, I still miss her laughter. Truck Basher joined into the battle, and in seconds the beast was dismembered.

"The next two went down before the fury of my pack as if they were made of rags. They were shredded in a matter of seconds. I struggled to my feet and let my body heal what it could even as I joined the fray. Never has there been such a fight; it was my first battle with the Wym, and like so many things, it is the one I remember best. The Correlli brothers were ferocious in battle, but they, like me, lacked the true feelings of a pack. Each fought only for his own Glory, never to protect his



siblings. There lies the simplest weakness of the Wyrms; even when its agents work together, they work mostly for themselves.

"Every strike we laid on the twisted Dancers had us drawing back paws painted with their hideous Wyrmscented blood. Every blow they landed had us burned by the pain of their poisons. Their claws are an agony you have not yet felt, but one you will never forget. Had it not been for all of us working together, as a pack, none of us would have survived the night. As it was, none of my human friends lived to tell my secret, torn apart by the fomori. My cries of mourning could be heard for many a block. Even through my physical pain, the grief I felt was a trench cut down the length of my soul.

"But my pack was there to give me comfort, to take me away from the hideous blight of the city, and to show me back to the caern I had sworn never to visit again. I was helped into the place of power, and tended by those of the pack who were uninjured, or at least could stand on their own. It was a moment I shall never forget. You see, my own family did not tend to me with the kindness that the pack showed me. My parents had long since given themselves over to vodka and other things I care not to think about. They were too far off in their own worlds to care about each other, let alone their youngest son."

Black-Mane-That-Breaks-The-Spiral looked to the child at his feet, seeing more than the young girl she thought herself to be. He desperately wanted her to see what he saw, a Garou.

"You must try to understand, I — what is your homid name, girl? I tire of calling you pup."

"Melody Wainwright," she responded immediately, obviously expecting the name to mean something special to him. He knew of the Wainwrights, the family that effectively owned the town where he had grown up. Feeling it necessary, he nodded, showing that he knew the importance that she placed in her homid name. He hoped he could teach her that her entire family was as Wyrms corrupt as a family could be without actually becoming fomori.

"Well, for the time being I shall call you Songbird, it suits you better, I think." He sat in silence, knowing he had her attention, but trying to decide how to approach the next part of his tale; trying to make her understand the reason that Garou stuck so tightly together.

"Songbird, how does your family show you affection? Lately I mean, since the Change first took you."

Songbird thought about it, looking puzzled by the question, and a little worried she knew where this line of questioning was going. "They treat me as they always have; my parents give me my allowance and go on their way. We were never a tight family, if you can see what I mean."

"All too well, child. All too well, indeed. So your parents really didn't bother with raising you. How about the maids, your nanny, the pet dog? Do they treat you as they did before?"

"What do you mean? Why don't you just say what you're thinking about, Black-Mane-That-Breaks-The-Spiral? Why must you always ask questions?" Songbird was looking agitated; he knew he had struck a sore point.

"Very well then. They do not treat you at all the same, do they? The maids seem nervous. Your nanny — if you have one, that is — treats you less like a surrogate child and more like a stranger on the street. Fido, Rover, whatever his name might be, he scurries away from you in the night, no longer staying by your bedside. Am I right?"

Melody/Songbird said no words. She did not have to, the anguish was plain on her face. Careful not to startle the child, Black Mane reached out one arm and pulled her closer. At first she resisted, then she sagged against him, the weight of the world having grown all too heavy for her shoulders to bear alone. He remembered the first time old Broken Tooth had done this for him, giving him the simple contact so many denied. How could he do less, and still honor his Uncle?

With gentle nudgings and soft tuggings on her chin, Black Mane forced Songbird to look him in the face. Despite her sadness, there was defiance in the look she tossed his way. That was good, she would need that defiance in the days and nights to come; her Rite of Passage was not far away. "Poor little Songbird. Do you not see, you of all the Garou, you who were born beneath the Crescent Moon?

"Oh, child. It is not that they love you any less, these people and friends; it is that they can sense the hunter in you. Without even knowing you are different, they can feel the strangeness inside you." Black Mane looked upon his adopted niece, wishing that he could stop the pain she would experience.

Even knowing the glory that would be hers, he desperately wished he could take away the loss. "It is the Curse of being Garou, little Songbird. The human and the wolf both fear us, for we are different. We may run with them, we may even love them. But we can never again be a part of their world. We have only ourselves and Luna. Both Wolf and Human, child, these are breeds meant to run in packs. We are of both these races, and neither. We are more than they could ever hope to be, and we are also less."

He smiled for her, and was pleased to see her return the smile, though hers was strained, weak with sorrow. Black Mane took Songbird's hand, helping her from the forest floor and walking with her as a father does a young child. He had so wanted children of his own. He was glad to take the burden of teaching this one.

Black Mane's sigh was partly from grief, but mostly from fond memories of the times before his pack members had died in battle. "Dear Songbird, we run in packs because to do otherwise would kill us, not in our bodies, but in our hearts, our souls. We run in packs because we need so very much to have family, and there is no one else in all of Gaia's domain who will have us."

They walked in silence for several minutes, taking pleasure in each other's company. Then Songbird spoke again. "Uncle?"

"Hmm, what is it little one?"

"Why do we follow Luna, and not the Sun?"

Black-Mane-That-Breaks-The-Spiral sighed softly to himself. This was obviously going to be one of those days...

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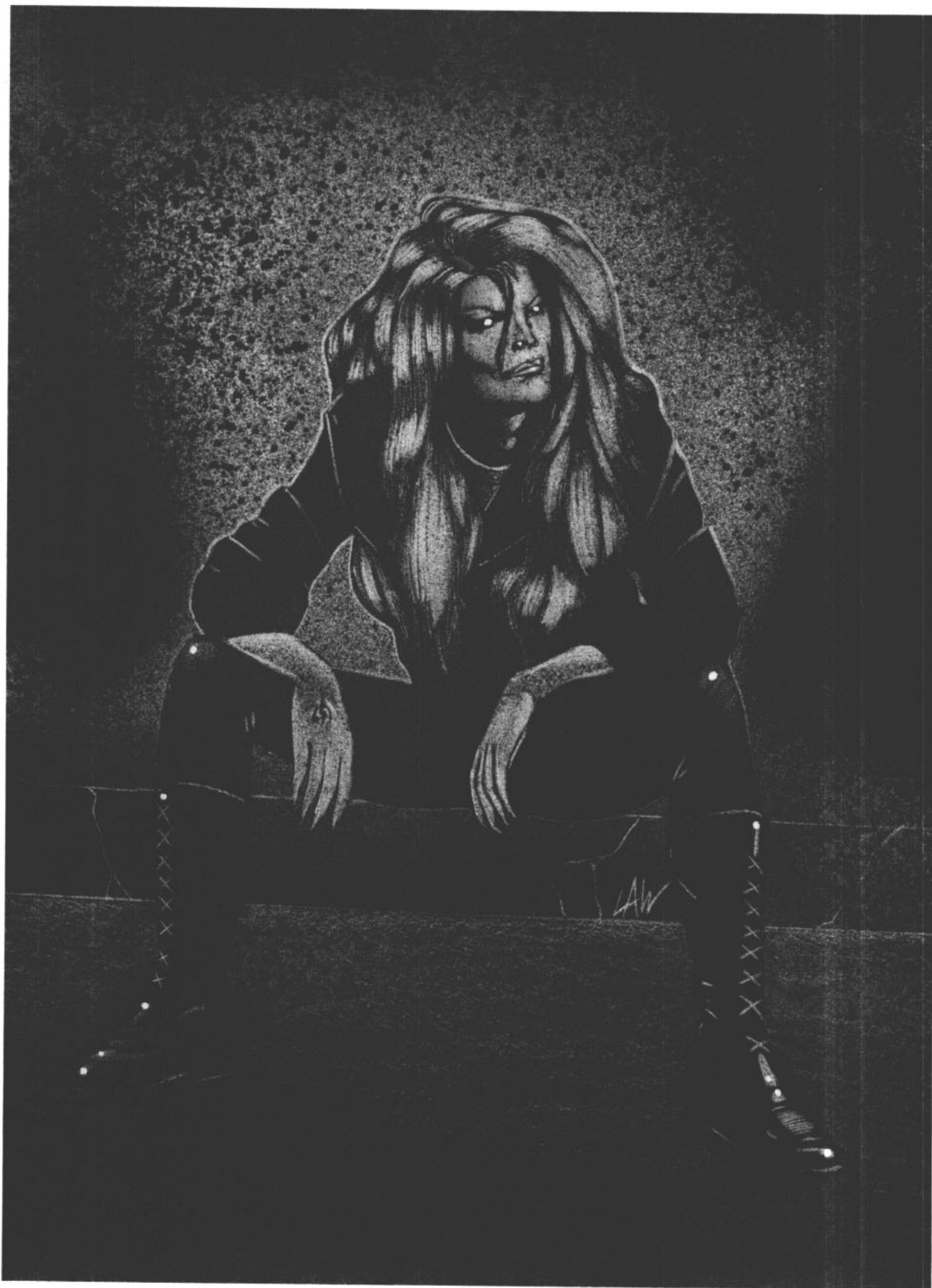


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Contents

<i>Legends of the Garou:</i>	5
“Why the Garou Run In Packs”	
<i>Chapter One: The Garou</i>	9
Expanded character creation	
<i>Chapter Two: The Tribes</i>	47
In-depth details on the 13 Tribes of the Garou	
<i>Chapter Three: The Sept</i>	99
Moots, challenges, Litany law and Garou pictograms	
<i>Chapter Four: The Caerns</i>	113
The sacred sites and their powers	
<i>Chapter Five: The Umbra</i>	123
New fetishes and spirits	
<i>Chapter Six: The Others</i>	137
The other shapeshifters of the world	
<i>Chapter Seven: Systems</i>	181
Expanded rules for Rage and combat	
<i>Chapter Eight: Roleplaying</i>	201
Essays on playing Werewolf	
<i>Afterword: The Apocalypse</i>	211
How the Garou view the End Time	
<i>Gift Chart</i>	215



Chapter One: The Garou

"When the long winter nights come on and the wolves follow their meat into the lower valleys, he may be seen running at the head of the pack through the pale moonlight or glimmering borealis, leaping gigantic above his fellows, his great throat a-bellow as he sings a song of the younger world, which is the song of the pack."

— Jack London, *Call of the Wild*

Personality Archetypes

We humans constantly roleplay. Every moment of our lives is spent playing a role. Our being is made up of many layers of personalities, some of which we pretend to be, others of which we present naturally.

Personality Archetypes are a way of defining these personalities. They describe the eternal roles that are a collective characteristic of our identities and that we all share in common. A character has two Archetypes, his Nature and his Demeanor. His Nature is his true self, his core personality. His Demeanor is how he behaves around others.

These Archetypes originated with **Vampire**, but they are presented here for those who wish to enrich their roleplaying (or at least get a better handle on regaining Willpower). Certain Archetypes tend to overlap some of the roles that are already set in Garou society, such as Philodox or Galliard. To a certain degree, all Philodoxes are Judges and Ragabashes are Deviants and Jesters, but these roles are more a duty to their auspice, not necessarily true personality traits of theirs. For many Garou, their auspice is their personality. It provides them

with the safety and comfort of a premade role, a stereotype by which they can live.

These rules provide a deeper level of psychology and variety of roleplaying for those who wish to use them. If the Storyteller and players wish it, the Storyteller can provide Willpower rewards based on auspice roles instead, i.e. a Ragabash who shows off or can't stop playing tricks would get back lost Willpower by successfully falling within the Ragabash stereotype. By doing what is expected of her (and what she expects of herself) she gains tangible self-confidence and a place in society.

Using Archetypes

The key to the use of Archetypes is the interaction between the character's Nature and Demeanor. The Nature is the true personality of the character, that which she is but may not reveal to others. Most people do not wish others to know them intimately, and they therefore create facades behind which they can hide — false fronts. A character's Demeanor may be as consistent as her Attributes, or it may change from minute

to minute. An extraordinarily open, honest or simple-minded individual will have the same Demeanor and Nature.

Archetypes have a practical impact on the game, for each Archetype provides a different way to regain Willpower points. The Nature of the character is thus vital in regaining Willpower. The procedure works like this: the player notices her character may be able to regain Willpower because of her actions or the situation — this varies from Archetype to Archetype. She asks the Storyteller if she can regain Willpower, and the Storyteller either accepts or rejects the request. If the Storyteller deems the request to be valid, he awards anything from one to three Willpower points, depending on the nature of the character's actions. The Storyteller shouldn't reward a character if he thinks the player took certain actions simply to regain Willpower, and was not really roleplaying.

The Storyteller should encourage his players to develop their own Archetypes to describe their characters' Natures or Demeanors, thus giving them an opportunity to create truly unique personalities.

• Alpha

You believe that you were born to lead and that instinct proves you correct. It is your driving goal to become the leader of the pack, sept, tribe — whatever. You are an 'alpha', a lead wolf. However, others do not necessarily recognize you as such. Thus, you feel the need to prove this to others constantly, in order to reinforce this idea in them and in yourself. This has brought you many challenges, and will bring many more in the future.

This archetype can be taken by any Garou, and the Storyteller should judge when to award Willpower: everyone expects to follow an Ahroun or Philodox, so don't give these character types Willpower unless they have truly earned it.

— Regain one Willpower whenever you successfully prove your right to lead others, either through challenge or by convincing them, through roleplaying, to follow you.

• Autist

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

— Regain one Willpower point whenever another character confesses an inability to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

• Bravo

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

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

— Regain Willpower whenever you intimidate or physically force another person into doing what you wish.

• Caregiver

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

— Regain Willpower whenever you successfully protect or nurture someone else. This comfort can be as small as a smile of support or a shoulder to lean on at an appropriate moment. You must help the other person in some way, though he need not acknowledge your assistance openly.

• Cub

You are still immature in personality and temperament: a kid who never grew up. Though you can (hopefully) care for yourself, you prefer the security of being watched over by others. You often seek out someone to look out for you — a caretaker of sorts. Some see you as a spoiled brat, while others see you as an innocent pup unaffected by the evils of the world.

— Regain Willpower whenever someone does something to help you with no apparent gain for herself.

• Competitor

You are driven by the need to win at all costs. The thrill of victory is the only thrill that you recognize; it is the thing that drives you on. You see life as a contest and society as a dichotomy of winners and losers. You believe *all* the macho business proverbs — *if you're not lead dog, the view never changes; there are no prizes for second place; eat or be eaten*. You try to turn every situation into a contest of some kind — it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest: you must be the leader, or the most productive, or the most indispensable, or the best liked — anything, as long as it means you win, in some way or another. This is a Nature found among many Shadow Lords.

— Regain one Willpower point whenever you win a contest of any sort, formal or informal. For truly impressive victories, the Storyteller may award more points.

• Confidant

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

fascinates you, as do the brutality and the beauty of Garou nature.

— You regain a point of Willpower whenever someone confides in you on a personal and intimate level.

• **Conformist**

You are a follower. Taking charge is just not your style. It is easy for you to adapt, attune, adjust, comply and reconcile yourself to any new situation in which you find yourself. You flit to the brightest star, the person whom you feel to be the best, and throw your lot in with her. It is both difficult and distasteful for you to go against the flow or rebel. You hate inconsistency and instability, and know that supporting a strong leader prevents chaos from occurring. All stable groups need some kind of Conformist.

— Regain Willpower whenever your pack accomplishes something because of your support and aid.

• **Conniver**

What's the sense of working hard when you can get something for nothing? Why drudge when, just by talking, you can get what you want? You always try to find the easy way out, the fast track to success and wealth. Some people might call what you do swindling or even outright theft, but you know that you only do what everyone else does; you just do it better. Additionally, it's a game, and you get great pleasure out of outwitting someone. Connivers play many roles, so you may be a thief, a swindler, a street waif, a con man or just a finagler. This is a Nature found among many Bone Gnawers and Glass Walkers.

— Regain Willpower whenever you are able to get your way by tricking another person into doing as you wish.

• **Curmudgeon**

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

— Regain Willpower whenever someone does something stupid, just like you predicted. You must predict it either out loud to the other characters or in private to the Storyteller.

• **Deviant**

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



—Regain Willpower whenever you are able to thumb your nose at society and its precepts without retaliation (a hard task in the tradition-bound Garou society).

• Director

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

—Regain Willpower when you are allowed to lead a group and accomplish some significant task.

• Fanatic

You are consumed by a cause; it is the primary force in your life, for good or ill. Every ounce of blood and passion you possess is directed toward it; in fact, you may feel very guilty about spending time on anything else. You will let nothing stand in your way — nothing that you cannot overcome, in any case. You and those around you may suffer, but your cause is everything — the end justifies the means. Before the game begins, make sure you describe your cause, and define how it

may affect your behavior. Fighting the Wyrms is every Garou's cause, so it is not recommended as a cause here.

—You regain Willpower whenever you accomplish an act that furthers your cause.

• Gallant

You are as flamboyant as you are amoral; some see you as a rogue, a Don Juan, a rake, or an idol to many — but you see yourself as all of the above. You are a consummate actor who loves to make as big a show of things as possible; nothing attracts your attention more than an appreciative audience. You love people and you love to impress them even more. Gallants vary widely in temperament and ambition, holding in common little more than their love of attention. This is a Nature found among many Fianna.

—Regain Willpower whenever you manage to dazzle or impress another person. The Storyteller is always the judge, even when characters are involved.

• Jester

You are the fool, idiot, quipster, clown or comic, forever making fun of both yourself and others. You constantly seek the humor in any situation, striving always to battle the tides of depression inside yourself. You hate sorrow and pain, and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget that pain exists. Your particular brand of humor might not always impress your



friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.

— Regain Willpower when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process

• Judge

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

In your view, people are resources, albeit ones that are most difficult to manage and employ. You hate dissension and arguments, and shy away from dogmatism. Sometimes Judges make good leaders, though a lack of vision can sometimes cause them to maintain the status quo instead of searching for a better way.

— Regain Willpower when you are successfully able to separate the truth from a web of lies (without using a Gift) or can convince disputing individuals to agree with your judgments.

• Lone Wolf

You are the type of Garou who is always alone, even in the midst of a crowd. You are the wanderer, hunter and loner. Though others might think of you as lonely, forsaken, isolated or remote, in truth you prefer your own company to that of others. There are many different reasons why this might be so: you don't understand others, you understand others too well, others dislike you, others like you too much, or you are simply lost in your own thoughts. Your reasons are your own. Despite the name, most Ronin are not Lone Wolves by Nature, and therein lies the pain of being outcast.

— When you manage to accomplish some significant task on your own, without the aid of others, yet which still aids the group (pack, sept, tribe) in some way, you regain Willpower based on the significance of the achievement.

• Maker

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

— Regain Willpower whenever you create or establish something of importance or lasting value.

• Martyr

All possess the martyr instinct, but few act upon it. Even fewer live the life of a martyr, but you are such a one. Your desire for self-sacrifice stems from a low self-esteem, a feeling of a lack of control, or a profoundly developed sense of love. You are able to endure long-lasting and severe suffering because of your beliefs and ideals.

At worst, a Martyr expects sympathy and attention because of his or her suffering, and may even feign or exaggerate pain or deprivation. At best, a Martyr will choose to suffer injury or even death rather than renounce his beliefs, principles, cause or friends.

— Regain Willpower when you sacrifice yourself in a real and immediate way for your beliefs or for another individual.

• Masochist

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

— Regain two points of Willpower whenever you suffer in a manner in which you have not before. You also regain Willpower whenever you receive a battle scar.

• Penitent

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

— Regain one Willpower point whenever you are able to do a good deed for someone to whom (in reality or in your imagination) you have been an inconvenience, annoyance or danger. For particularly outstanding acts of penitence or recompense, the Storyteller may award two or even three points.

• Predator

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

— Regain one point of Willpower whenever you singlehandedly stalk, attack and defeat another creature in order to ensure your own survival (said creature may be prey, or an actual threat). The defeat of particularly deadly foes may warrant additional Willpower points.

• Rebel

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

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

— Regain Willpower whenever your rebellion against the status quo turns out to be for the best.

• Reluctant Garou

Being a werewolf is cool, you guess, and you can understand the need for “change,” but why does it have to be you? You were enjoying being human (or wolf), and you can never go back. You want to have a normal life, to go shopping without guilt, to go to school, watch MTV, fall in love, have a family or a career like a normal person. Or, if you were a wolf, you would much prefer to roam the wilderness with your pack. Your eyes have been opened to things you never wanted to see, and you miss being half-blind. Granted, there are certain compensations in being a Garou; still, given the chance, you’d rather be the human/wolf that you never really were.

— Gain one permanent point of Willpower when you realize and accept your true place in the world and establish peace between your warring natures. This should occur after some long soul-searching and excellent roleplaying. After this, choose another Nature, perhaps one that is related to your catalyst for change: did you realize your true self as you intimidated others (Bravo) or while helping people (Caregiver)?

• Reveler

The Apocalypse is coming — so have as good a time as possible. A human would call you a bon vivant, sensualist, sybarite and party animal, but your fellow Garou call you an idler, loafer, layabout and irresponsible pleasure seeker. You are quite the partier, though; the words austerity, self-denial and self-discipline have no place in your life. You much prefer the concept of instant gratification. Still, you don’t mind a little hard work, as long as a good time awaits you upon completion.

— Regain Willpower whenever you have a truly good time and can fully express your exaltation (or perhaps even more points if you enjoy an especially fun night).

• Show-Off

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

others’ good opinions to your own advantage — you simply crave approval for its own sake, so that you can feel good about yourself.

— Regain one Willpower point whenever your antics cause you to receive praise, admiration or appreciation. If the appreciation is truly great, and/or the other character is powerful or particularly admired, the Storyteller may award extra points. However, the more points you get, the harder and harder they will be to gain thereafter; your feats must get increasingly spectacular — and dangerous.

• Survivor

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

— Regain Willpower whenever you survive a difficult situation through your own cunning and perseverance.

• Traditionalist

You are an orthodox, conservative and extremely traditional individual. What was good enough for you when you were young is good enough for you now. You almost never change. In general you are opposed to change for the sake of change — things could get worse, not better. You may be seen by some as a miser, a reactionary or simply an old fogey. You strive always to preserve the status quo.

— Regain Willpower whenever you are able to protect the status quo and prevent change.

• Visionary

Very few are brave or strong or imaginative enough to look beyond the suffocating embrace of the mundane for something more. Society treats such people with both respect and contempt — for it is the Visionary who perverts as well as guides society into the future.

You are always looking for something more. You see beyond the bounds of conventional imagination and create new possibilities. Though you might have your head in the clouds and are often of an impractical bent, you are filled with new ideas and perceptions. This is a Nature found among many Stargazers.

— Regain Willpower whenever you are able to convince others to believe in your dreams and follow the course of action outlined by your vision of the future.

Merits and Flaws

Merits and Flaws are two new classes of Traits. Merits work to the character's advantage, while Flaws work to the character's disadvantage. Merits and Flaws give you a way to describe your character in more detail than provided in the basic rules, but these new rules are optional. If you do not take Merits and Flaws for your character, you will not suffer; your character is simply different than who she might otherwise be.

When you create a character in **Werewolf**, you are given 15 'freebie' points to assign to whatever traits you like in order to give your character the finishing touches that make her unique. The optional system of Merits and Flaws expands on this idea, and allows you to further personalize your character.

Merits may only be bought with freebie points. Flaws give you extra freebie points to spend on Merits, or anything else. You can purchase as many Merits as you wish, up to the full amount of your freebie points (though that would leave you weak in your other areas). Each Merit has a different cost, which is described in terms of freebie points, if you wish to take it you must spend that number of freebie points.

Each Flaw you purchase gives you additional freebie points. The amount gained is listed with the Flaw. Thus, buying Flaws can allow you to buy more Merits. For instance, the Territorial provides you with three additional freebie points, while the Merit Daredevil costs one freebie point. However, you can only take up to seven points of Flaws (which makes it impossible for any character to have or spend more than 22 freebie points). Additionally, Merits and Flaws can only be bought when the character is first generated (unless the Storyteller makes an exception for someone who missed the opportunity earlier).

In some Chronicles, especially those in which horror is emphasized, Merits and Flaws may not be permitted, or may be restricted in some way. Make sure you have the Storyteller's permission before you start using these traits. Keep in mind that this system was not created to allow you to mini-max, it was designed to let you create a more fully realized character. The more you misuse the Merits and Flaws to create a super-character, the less likely it is that you will be allowed to take them when you design your next character.

Psychological

These Merits and Flaws deal with the psychological makeup of your character, and may describe ideals, motivations, or pathologies. Some psychological Flaws can be avoided at the cost of a Willpower point, and are so noted. If you possess such a Flaw and do not roleplay it when the Storyteller thinks you should, then she may tell you that you have spent a point of Willpower for the effort. Flaws cannot be conveniently ignored.

Berserker: (2 pt Merit)

The rage is in you, but you know how to direct and make use of it. You have the capacity to frenzy at will, and are thus able to act without regard to your wound penalties. However, you must pay the consequences of your actions while in frenzy, just as you normally would. Also, you have the same chance of going into frenzy, even when you do not wish to do so.

Compulsion: (1 pt Flaw)

You have a psychological compulsion of some sort, which can cause you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration, or just talking. A compulsion can temporarily be avoided at the cost of a Willpower point, but is in effect at all other times.

Dark Secret: (1 pt Flaw)

You have some sort of secret that, if uncovered, would be of immense embarrassment to you and would make you a pariah in the Garou community. This can be anything from having murdered an elder, to having been a vampire's Ghoul before the Change. While this secret is on your mind at all times, it will only come up in stories once in a while. Otherwise, it will begin to lose its impact.

Driving Goal: (3 pt Flaw)

You have a personal goal, which compels and directs you in sometimes startling ways. The goal is always limitless in depth, and you can never truly achieve it. It could be to reform the Black Spiral Dancers or to resurrect the lost Croatan tribe from the spirit world. Because you must work toward your goal throughout the chronicle (though you can avoid it for short periods by spending Willpower) it will get you into trouble and may jeopardize other goals. Choose your driving goal carefully, as it will direct and focus everything your character does.

Hatred: (3 pt Flaw)

You have an unreasoning hatred of a certain thing. This hate is total, and is largely uncontrollable. You may hate an animal, a class of person, a color, a situation — anything. You must make a frenzy roll whenever faced with the object of your hatred. You constantly pursue opportunities to do harm to the object or to gain power over it; so much so that your reason is clouded.

Intolerance: (1 pt Flaw)

You have an unreasoning dislike of a certain thing. This may be an animal, a class of person, a color, a situation, or just about anything at all. You have a +2 difficulty on all dice rolls where the object of dislike is involved. Note that some dislikes may be too trivial to be reflected here — a dislike of *White Wolf* Magazine or tissue paper, for instance, will have little effect on play in most chronicles. The Storyteller is the final arbiter on what you can pick to dislike. Garou cannot take an intolerance of the Wyrms; it is too common among their race.

Low Self-Image: (2 pt Flaw)

You lack self-confidence, and don't believe in yourself. You have two fewer dice in situations where you don't expect to

succeed (at the Storyteller's discretion, though the penalty might be limited to one die if you help the Storyteller by pointing out times when this Flaw might affect you). At the Storyteller's option, you may be required to make Willpower rolls to do things that require self-confidence, or even to use a Willpower point when others would not be obliged to do so.

Nightmares: (1 pt Flaw)

You experience a horrendous nightmare every time you sleep, and memories of them to haunt you during your waking hours. Sometimes the nightmares are so bad they cause you to lose one die on all your actions for the next day (Storyteller's discretion). Some of the nightmares may be so intense that you mistake them for reality. A crafty Storyteller will be quick to take advantage of this.

Pack Mentality: (2 pt Flaw)

You pride yourself on being a member of the pack; it is your life. Your identity is tied to that of your pack, so much so that you always think in terms of "us" rather than "me." When with your pack, you receive a -1 on all pack tactics difficulties, but you receive a +1 to all difficulties when not with your pack. You are so dependent on your pack, that sometimes you can't make decisions without them — even if you are the Alpha of the group. The Storyteller may decide you have to make a Willpower roll or even spend a Willpower point to act on your own in a stressful situation.



Phobia (Mild): (1 pt Flaw)

You have an overpowering fear of something. You will instinctively and illogically retreat from and avoid the object of your fear. Common objects of phobias include certain animals, insects, crowds, open spaces, confined spaces, and heights. You must roll Willpower whenever the object of your fear is encountered. The difficulty of this roll is determined by the Storyteller. If you fail the roll, you must retreat in terror from the object, and if you get less than three successes you will not approach it.

Phobia (Severe): (3 pt Flaw)

You have an overpowering fear of something: common objects of fear include certain animals, insects, crowds, open spaces, confined spaces, heights, and so on. You must make a frenzy roll not to go into a fox frenzy when faced with the object of fear. The difficulty depends on the circumstances. If you fail the roll, you must retreat in terror from the object of fear, if you get less than three successes you will not approach it. The Storyteller has final say over which phobias are allowed in a Chronicle.

Over-Confident: (1 pt Flaw)

You have an exaggerated and unshakable opinion of your own worth and capabilities — you display no hesitation in trusting your abilities, even in situations where you risk defeat. Because your abilities may not be enough, this can be very dangerous. When you fail, you are quick to find someone or something to blame other than yourself. If you are convincing enough, you can infect others with your over-confidence.

Short Fuse: (2 pt Flaw)

You are easily angered. The difficulty of frenzy rolls is always two less, no matter how you were provoked. This is a dangerous Flaw; don't choose it without careful thought.

Shy: (1 pt Flaw)

You are distinctly ill at ease when dealing with people, and you will try to avoid social situations whenever possible. All rolls concerned with social dealings are made with a +1 difficulty, and any roll made while you are the center of attention is made at +2 difficulty. Don't expect such a character to make a public speech.

Soft Hearted: (1 pt Flaw)

You cannot stand to watch others suffer, not necessarily because you care about what happens to them, but simply because you dislike the intensity of emotion. If you are the direct cause of suffering, and you witness it, you will experience days of nausea and sleepless grief. You avoid situations where you might have to witness suffering, and will do anything you can to protect others from it as well. Whenever you must witness suffering, difficulties on all rolls are raised by +2 for the next hour.

Speech Impediment: (1 pt Flaw)

You have a stammer or some other speech impediment which hampers verbal communication (even in the Garou tongue of howls and growls). All relevant rolls are made with

a +2 difficulty. Do not feel obliged to roleplay this impediment all the time, but in times of duress, or when dealing with outsiders, you should attempt to simulate it.

Territorial: (3 pt. Flaw)

You are extremely territorial. You do not like to leave your territory, nor do you like to have strangers enter it. In fact, you get so nervous and disoriented while outside your territory that you are at a +1 on all difficulties. In addition, you must make a frenzy roll not to attack intruders entering your territory, unless they obtain your permission to pass through.

Vengeance: (2 pt Flaw)

You have a score to settle. This may be something from your days before the Change, or may be from after the Change. Either way, you are obsessed with wreaking vengeance on an individual (or perhaps an entire group), and make it your first priority in all situations. The need for vengeance can only be overcome temporarily with the use of Willpower points. Someday you may have your revenge, but the Storyteller won't make it easy.

Mental

These Merits and Flaws deal with the mind: its strengths, weaknesses, and special capacities.

Absent-minded: (3 pt Flaw)

This Flaw may not be taken with the Merit *Concentration*. Though you do not forget such things as Knowledges or Skills, you do forget names, addresses, and when you last ate. In order to remember anything more than your own name and the location of your caern, you need to make a Wits roll or, as a last resort, expend a Willpower point.

Amnesia: (2 pt Flaw)

You are unable to remember your past, or anything of yourself or your family. Your life is a blank slate. However, your past may someday come back to haunt you. (You can, if you wish, take up to five points of other Flaws without specifying what they are, and leave it to the Storyteller to detail them. Over the course of the chronicle, you and your character will slowly discover them.)

Calm Heart: (3 pt Merit)

You are naturally calm and well-composed, and you do not easily fly off the handle. Raise the difficulty on all your frenzy rolls by two, no matter how the incident is provoked.

Common Sense: (1 pt Merit)

You have a significant amount of practical, everyday wisdom. Whenever you are about to do something counter to common sense, the Storyteller should alert you to what you are trying to do, and how it might violate practicality. For novice players this is an ideal Merit because it allows you to receive advice from the Storyteller concerning what you can and cannot do, and (even more importantly) what you should and should not do.

Concentration: (1 pt Merit)

You have the ability to focus your mind, to shut out any distractions and annoyances. Any negative modifier to a dice

roll which arises from a distraction or other inauspicious circumstance is limited to two, though no extra benefits are gained if only one penalty die was imposed.

Confused: (2 pt Flaw)

You are often confused, and the world seems to be a very distorted and twisted place. Sometimes you are simply not able to make sense of things. You need to roleplay this out all the time to a small degree, but your confusion becomes especially strong whenever there is a great deal of stimulus around you (such as when a number of different people talk all at once, or you enter a nightclub with loud pounding music). Willpower is able to override the effects of your confusion, but only temporarily.

Eidetic Memory: (2 pt Merit)

You can remember things seen and heard with perfect detail. By gaining at least one success on an Intelligence + Alertness roll, you can recall any desired sight or sound accurately, even if you heard it or glanced at it only once (though the difficulty would then be higher). With five successes you can recall an event perfectly: the Storyteller relates to you exactly what was seen or heard.

Lightning Calculator: (1 pt Merit)

You have a natural affinity with numbers and a talent for mental arithmetic, making you a natural when working with computers or betting at the race tracks. All relevant rolls are made with a -2 difficulty. Another possible use for this ability, assuming you have numbers on which to base your conclusions, is the ability to calculate the difficulty of certain tasks. In appropriate situations, you may ask the Storyteller for the difficulty of some task you are about to perform.

Self-Confident: (5 pt Merit)

When you spend a point of Willpower to gain an automatic success your self-confidence may allow you to gain the benefit of that expenditure without actually losing the Willpower. When you spend the point you do not lose it, unless you rolled only one success, i.e. you do not gain any additional successes from the dice you roll. This Merit may be only be used when you need confidence in your abilities in order to succeed. This means you can use it when the difficulty of your roll is six or higher. You may spend Willpower at other times, but if the difficulty is five or less, the Willpower will be spent no matter what you roll.

Time Sense: (1 pt Merit)

You have an innate sense of time, and are able to estimate the passage of time accurately without using a watch or other mechanical device. You can accomplish this whether you are concentrating or not. You can estimate the time of day to within a minute or two, and the passage of time with the same accuracy.

Untamable: (5 pt Merit)

You are a wild wolf who has never bent to the leash. You are immune to vampiric Dominations (but not Presence) and certain Gifts will not work on you: Roll Over, Obedience and Mastery.

Weak Willed: (2 pt Flaw)

You are highly susceptible to domination and intimidation by others; you are, in fact, unable to use your Willpower freely. You can employ your Willpower only when survival is at stake, or when it is appropriate to your Nature (see the Archetypes section).

Awareness

These Merits and Flaws involve the doors of perception, or the lack thereof.

Bad Sight: (2 pt Flaw)

Your sight is defective; there is a +2 difficulty to any dice roll where good eyesight is essential. You do not receive the Lupus form Perception bonus. This Flaw is neither nearsightedness nor farsightedness; it is a minor form of blindness, and is not correctable. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Blind: (6 pt Flaw)

You automatically fail all dice rolls involving vision. You cannot see — the world of color and light is lost to you. Metis characters may take this Flaw as their metis disfigurement, but receive only three freebie points for it.

Color Blindness: (1 pt Flaw)

You can only see in black and white — color means nothing to you — though you are sensitive to color density, which you perceive as shades of gray. Note: color blind actually indicates an inability to distinguish between two colors, but we fudged a bit for the sake of brevity.

Deaf: (4 pt Flaw)

You cannot hear sound, and automatically fail any rolls which require hearing. Metis characters may take this Flaw as their metis disfigurement, but receive only one freebie point for it.

Hard of Hearing: (1 pt Flaw)

Your hearing is defective. There is a +2 difficulty on any dice roll where hearing is important. You do not receive the Lupus form Perception bonus. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

One Eye: (2 pt Flaw)

You have one eye — choose which, or determine randomly at character generation. You have no peripheral vision on your blind side, and two less die are rolled when a situation involves depth perception. This includes rolls for missile combat. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Aptitudes

These Merits and Flaws establish special capacities and abilities for your character, or modify the effects and powers of your character's other abilities.

Ambidextrous: (1 pt Merit)

You have a high degree of off-hand dexterity and can perform tasks with the 'wrong' hand at no penalty. The normal

penalty for using both hands at once to perform different tasks (e.g. fighting with a weapon in each hand) is +1 difficulty for the 'right' hand and plus three difficulty for the other hand.

Animal Magnetism: (1 pt Merit)

You are especially attractive to others of your breed. You receive a -2 difficulty on seduction or animal attraction rolls. However, this will aggravate others of your gender.

Computer Aptitude: (1 pt Merit)

You have a natural affinity with computers, so the difficulty is two less on all rolls to repair, construct or operate computers.

Crack Driver: (1 pt Merit)

You have a natural affinity with driving motorized wheeled vehicles, such as cars, semi-trucks and even tractors. The difficulty is -1 for any roll requiring risky or especially difficult driving maneuvers.

Daredevil: (3 pt Merit)

You are good at taking risks, and are even better at surviving them. All difficulties are at -1 whenever you try something particularly dangerous, and you can ignore one botch result when you roll ones on such actions (you can cancel a single one that is rolled, as if you had an extra success).

Fast Learner: (3 pt Merit)

You learn very quickly, and pick up on new things faster than most do. Gain one extra experience point at the conclusion of each story (not each game session).



Inept: (5 pt Flaw)

You are not attuned to your natural aptitudes, and therefore have five less points to spend on your Talents (so the most you could take on your talents would be 8, and the least would be 0). Of course, you can still spend freebie points to take Talents. However, you cannot, at the start of the game, have any Talent at level three or higher.

Mechanical Aptitude: (1 pt Merit)

You have a natural aptitude for dealing with all kinds of mechanical devices (note that this does not include electronic devices such as computers). The difficulty is two less on any dice roll when you are trying to understand, repair or operate any kind of mechanical device. However, this Merit doesn't help you drive any sort of vehicle.

Natural Linguist: (2 pt Merit)

You have a flair for languages. This Merit does not allow you to learn more languages than are permitted by your Linguistics score, *but* you may add three dice to any roll involving languages, both written and spoken.

Pitiable: (1 pt Merit)

There is something about you which others pity. This causes them to care for you as if you were a child (see the Archetypes section). Some Natures will not be affected by this Merit (Deviant, Alpha, Fanatic), and some Demeanors may pretend they are not. You need to decide what it is about you that attracts such pity, and how much (or how little) you like it.

Uneducated: (5 pt Flaw)

Because you have never been to school, you have five less points to spend on your Knowledge abilities (so the most you could take would be 8, and the least would be 0). Of course you can still spend freebie points to take Knowledges. However, you cannot, at the start of the game, have any knowledge at level three or higher. This Flaw cannot be taken by lupus, and the Storyteller should only allow it in games where characters will often have to deal with human society.

Unskilled: (5 pt Flaw)

You have never trained extensively in any skill or craft, and therefore have five less points to spend on your Skills (so the most you could take on your skills would be 8, and the least would be 0). Of course you can still spend freebie points to take Skills. However, you cannot, at the start of the game, have any Skills at level three or higher.

Jack-Of-All-Trades: (5 pt Merit)

You have a large pool of skills and knowledge to draw upon, obtained through your extensive travels, the jobs you've held, or just all around know-how. You have an automatic level one in all Skill and Knowledge dice pools. This is an illusory level, used only to simulate a wide range of abilities. If the character trains or spends experience in the Skill or Knowledge, he must first buy level one, then two, etc. as if he had no level in it. This Merit cannot be taken by lupus characters.



Supernatural

These Merits and Flaws are all some sort of supernatural benefit or detriment. They are highly abnormal, and not at all common. Because of the potential of these particular Traits, and the liberal way in which they deal with the "laws of reality," the Storyteller may not allow you to choose from this category — ask before you choose one. Furthermore, you should not select such traits, unless they firmly fit your character concept, and you can explain why your character possesses them. In general, we do not recommend that anyone have more than one or two supernatural Merits or Flaws — they should be strictly controlled by the Storyteller.

Ancestor Ally: (1 pt Merit)

You are strongly linked to one particular Past Life. The difficulty is two less for channeling him or her. Create the ancestor: give her a name, abilities for which she was known (and which she can easily channel) and how renowned she was among other Garou. You must have the Background: Past Life to purchase this Merit.

Banned Transformation: (1-6 pt Flaw)

Some event prevents you from changing. Choose one from below or create your own.

- Soothing music (1pt)
- When wolfsbane is near (1pt)

- When silver is near (3 pt)
- Cannot see the moon (6 pt)
- During the day (5 pt)
- Without spending a Rage point (2 pt)

Charmed Existence: (5 pt Merit)

Your life is somehow protected, and you do not face the perils that others must. It could be that you are simply lucky. Because of this, you may ignore a single one on every roll you make. This makes it far more unlikely that you will ever botch, and grants you more successes than others would obtain.

Cursed (1-5 pt Flaw)

You have been cursed by someone or something with supernatural or magical powers. This curse is specific and detailed, it cannot be dispelled without extreme effort, and can be life threatening. Some examples follow:

- If you pass on a secret that was told to you, your betrayal will later harm you in some way (1 pt)
- You stutter uncontrollably when you try to describe what you have seen or heard (2 pt)
- Tools often break or malfunction when you attempt to use them (3 pt)
- You are doomed to make enemies of those to whom you become most attached (so whatever you do, don't get too close to the other characters!) (4 pt)
- Every one of your accomplishments or achievements will eventually, inevitably, become soiled and in some way result in failure (5 pt)

Danger Sense: (3 pt Merit)

You have a sixth sense which warns you of danger. When you are in danger, the Storyteller should make a secret roll against your Perception + Alertness; the difficulty corresponds to the remoteness of the danger. If the roll succeeds, the Storyteller tells you that you have a sense of foreboding. Multiple successes may refine the feeling and give an indication of direction, distance or nature.

Dark Fate: (5 pt Flaw)

You are doomed to experience a most horrible demise or worse, suffer constant agony. No matter what you do, some day you will be out of the picture. In the end, all your efforts, your struggles, and your dreams will come to naught. Your fate is certain and there is nothing you can do about it. Even more ghastly, you have partial knowledge of this, for you occasionally have visions of your fate — and they are most disturbing. The malaise these visions put you in can only be overcome through the use of Willpower, and will return after each and every vision. In terms of the story, someday you will indeed face your fate, but when and how is completely up to the Storyteller. Though you can't do anything about your fate, you can still attempt to reach some goal before it occurs, or at least try to make sure that your friends are not destroyed as well. This is a difficult Flaw to roleplay; though it may seem as if it takes away all free will, we have found that, ironically, it grants freedom.

Destiny: (4 pt Merit)

You have a great destiny, though you may well not realize it. Your birth was attended by many powerful omens, and much is expected of you by your sept. You did not suffer any trauma from the Change, as you were well prepared for it beforehand (your parents were knowing Kinfolk). You begin the game with 200 points more Renown than usual. Your destiny will become more and more apparent as the chronicle goes on, prophecies and dreams guide your way, and grant you clues to your nature. The sense of direction and security this feeling of destiny grants you helps you overcome fear, depression, and discouragement caused by anything not relevant to your destiny. Until your Destiny is fulfilled, you may suffer setbacks, but nothing will thwart you permanently. How this is played is up to the Storyteller.

Guardian Angel: (6 pt Merit)

Someone or something watches over you, protecting you from harm. You have no idea who or what it is, but you have an idea that someone is there looking out for you. In times of great need you may be protected from harm. A Guardian Angel cannot be counted upon. The Storyteller must decide why you are being watched over, and by what (not necessarily an angel, despite the name).

Foe From the Past: (1-3 pt Flaw)

An enemy from one of your Past Lives pursues you for revenge. If the enemy is a vampire, mummy or spirit, this Flaw is worth three points; otherwise it is worth one or two points, depending on how powerful you wish your foe to be. She does not necessarily pursue you all the time. She is out for revenge against your ancestor, and you are simply the best path to that vengeance. You must have the Background: Past Life to purchase this Merit.

Forced Transformation: (1-4 pt Flaw)

Some event forces you to shapeshift beyond your ability to control it. You must spend a Willpower point to prevent the change. Once changed, you cannot shift back until the condition forcing the change has passed. Choose one event from below or create your own.

- Every full moon you must assume Crinos form (2 pt)
- When your auspice waxes you assume Crinos form (2 pt)
- You change under influence of alcohol: to Glabro (1pt), to Crinos (2 pt)
- When you are sexually aroused: to Glabro (1pt), to Crinos (2 pt); if you are a lupus: to Homid (2 pt).
- When you get angry (just short of a Rage roll): to Glabro (1 pt), to Crinos (2 pt)
- When you frenzy, you take another form than Crinos: to Glabro or Hispo (2 pt), to Lupus (3 pt), to Homid (4 pt).
- When entering the Umbra: to Glabro, Crinos, Hispo (1pt), to Homid (or Lupus, if of that breed) (2 pt).
- At the sight of wolfsbane: to Homid (1 pt).
- At the sight of a vampire: to Crinos (1 pt), to Homid (3pt).
- When you sense Wyrms taint: to Crinos (1 pt), to Homid (2 pt).

Immune to Wurm Emanations: (5 pt Merit)

You have a special boon from Gaia: you are immune to the toxins of the Wurm. You receive no penalty from radiation, balefire, Wurm elementals, etc. Likewise, you are immune to possession by Banes. Your sept will recognize this and thrust you into many dangerous perils, expecting you to use your immunity for the good of others.

Insane Past Life: (1 pt Flaw)

One of your ancestors was mad. This Past Life takes over during certain situations and is quite a hindrance. Choose the situation; it can be anything from "whenever Black Spiral Dancers appear" to "whenever the Litany Law is read at a moot." Create the ancestor: give him a name, some abilities and what the nature of his madness was (is). Play this out to the max. If the Storyteller deems you are not playing this well, he can declare that you have spent a Willpower point to suppress your mad ancestor. You must have the Background: Past Life to purchase this Merit.

Luck: (3 pt Merit)

You were born lucky — Gaia looks after Her own. Either way, you can repeat three failed rolls per story. Only one repeat attempt may be made on any single roll.

Sign of the Wolf: (2 pt Flaw)

You find it difficult to hide your werewolf heritage. In fact, your Homid form has all the signs of werewolf, according to folklore and old wives' tales. Your eyebrows have grown together, there is hair on your palms, your second and third digits are the same length, etc. In extreme cases, a pentagram appears on your palm right before and during your auspice. This makes it hard to hide from werewolf hunters.

Mark of the Predator: (2 pt Flaw)

Herbivores fear you and carnivores see you as a threat. You cannot possess the Skill Animal Ken.

Moon-Bound: (2 pt Merit)

You are especially tied to your auspice, and when your moon is in the waxing phase, you receive a +1 to all rolls. However, when your moon is waning, you are at a -1 penalty.

Natural Channel : (3 pt Merit)

You find the Gauntlet between worlds thinner than most do. The difficulty to step sideways is one less, and spirits react at +1 to you. Even if you are not a Theurge, you will not find it difficult to obtain training from the Garou shamans.

Pierced Veil: (3 pt Flaw)

Your Crinos form will not trigger the Delirium in others. This can be a dangerous Flaw, as werewolf hunters will find it easier to trace you and perhaps find your caern.

Silver Tolerance: (5-7 pt Merit)

You have an immunity of sorts to silver. For five points, you can soak silver, but it still causes aggravated damage. For seven points, the damage is no longer aggravated. Also for seven points, you do not suffer loss of Gnosis for carrying silver.



Slip Sideways: (1 pt Flaw)

You can't always control your passage to the Umbra. When confronted with a mirror in a stressful situation, roll Wits + Occult, difficulty seven, not to begin the shift over. You must still make a Gnosis roll to pass the Gauntlet, but your difficulty is one less.

Taint of Corruption (7 pt Flaw)

You are touched by the Wyrms and corrupt in the eyes of other Garou. You appear as a Wyrms creature to others using the Gift: Sense Wyrms. You suffer bad dreams as manifestations of the Wyrms come to you in your sleep and try to lure you to their side. Your only hope may be your pack, if it will stand beside you. Ridding yourself of this corruption should be a major undertaking. Many stories can be told about such a quest.

True Love: (1 pt Merit)

You have discovered, but may have lost (at least temporarily) a true love. This provides joy and strength in an increasingly darkening world — the Wyrms may be winning, but you know there is something to keep fighting for. Whenever you are suffering, in danger, or dejected, the thought of your true love is enough to give you the strength to persevere. In game terms, this love allows you to automatically succeed any Willpower roll, but only when you are actively striving to protect or come closer to your true love. Also, the power of your love may be powerful enough to protect you from other supernatural forces (Storyteller's discretion). However, your true love may also be a hindrance, and require aid (or even rescue) from time to time. Be forewarned, this is a most exacting Merit to play over the course of a chronicle.

Vampire Companion (3 pt Merit)

You have a friend and ally who happens to be a vampire. Though you may call upon him in time of need, he also has the right to call upon you (after all, you are friends). However, neither your kind, nor his, appreciate such a relationship, and will punish both of you if you are found out. It will be difficult to arrange meeting places and methods of communication. The Storyteller will create the vampire character, but will not reveal to you his full powers and potencies.

Garou Ties

These Merits and Flaws deal with the place, position and status of a character within Garou society.

Favor: (1-3 pt Merit)

An elder owes you a favor, because of something either you or your pack once did for him. The extent of the favor depends on how many points you spend: 1 pt would indicate a relatively minor favor, while 3 pts would indicate the elder owes you his life.

Reputation: (2 pt Merit)

You have a good reputation among the Garou of your sept. The reputation may be your own, or it may be derived from your pack. Add +3 to all dice rolls for social dealings with your sept's Garou. This is not the same thing as Renown; a Garou

can have little Renown yet be well known and liked. A character with this Merit may not take the Flaw of Notoriety.

Enemy: (1-5 pt Flaw)

You have an enemy, or perhaps a group of enemies, who seek to do you harm. The value of the Flaw determines how powerful these enemies are. The most powerful enemies (Methuselah vampires or Arch Mages) would be 5 pts, while someone near your own power would be only 1 pt. You must decide who your enemy is, and how you became enemies in the first place.

Twisted Upbringing: (1 pt Flaw)

The pack which knabbed you and took you off for your Rite of Passage was malevolent and taught you all the wrong things about Garou society. Everything you believe about how Garou interact is wrong, and your faulty beliefs are likely to get you into a great deal of trouble. Over time, after many hard lessons, you can overcome this bad start (the Storyteller will tell you when). But until then, you will continue to believe what you were first told, no matter how others try to trick you into thinking otherwise.

Notoriety: (3 pt Flaw)

You have a bad reputation among the Garou of your sept. The reputation may be your own, or it may be derived from your pack. There is a two dice penalty to all dice rolls for social dealings with your sept's Garou. This is not the same thing as Renown; a Garou can have much Renown yet still be disliked. A character with this Flaw may not take the Merit of Reputation.

Human Society

These Merits and Flaws deal with the influence, power and status of a character within human society. Some of them correspond very closely to some background traits (such as resources, contracts, and influence), while others simply elaborate and expand upon them. In most cases you can choose which way you want to go to get the same result as a background; the Backgrounds give you more creative freedom, while the Merits provide you with exact details of what you possess.

Church Ties (3 pt Merit)

You have influence and contacts in some local churches, and have the means to create protest rallies and raise money. The more you use your ties, of course, the weaker they grow.

Corporation CEO: (5 pt Merit)

You have a particular influence and sway over a major corporation, and associated companies, just as if you were Chief Executive Officer. Indeed, you may have owned this company before your Change, and retained your control. Through this corporation, you will know much of what is going on in the corporate community, and have the means to wage economic warfare. This Merit provides you with some informal contacts and resources, the exact extent of which are determined by the Storyteller.

With the Storyteller's approval, you can head a Pentex owned company, and have greater access to monkeywrenching

that mega-corporation. But beware: they keep close scrutiny over their acquisitions.

Corporate Ties: (3 pt Merit)

You have both influence over and contacts in the local corporate community. You understand the dynamics of money in the city and have links with all the major players. In times of need, you can cause all sorts of financial mayhem, and can raise considerable amounts of money in the form of loans in a very short period of time. You can also discover which companies have been bought by Pentex or which companies Pentex plans to buy.

Hunted: (3 pt Flaw)

You are pursued by a fanatical werewolf-hunter who believes you are a dangerous, slaving beast inimicable to humanity (perhaps you are). All who you associate with may be hunted by the same individual as well. Though this hunter seeks the destruction of all Garou, there is something about you which drives the passion of this killer. The hunter is, for some reason, immune to the Delirium.

Judicial Ties: (2 pt Merit)

You have both influence over and contacts in the Justice system. You know most of the judges as well as the attorneys in the prosecutor's department, and can affect the progress of various cases and trials with limited difficulty. Though it is difficult to actually intervene in a case, you can influence it in one direction or another. These ties can also make it easy to acquire search warrants.

Media Ties: (2 pt Merit)

You have both influence over and contacts in the local Media. You can suppress and create news stories (though not always with 100% efficiency; journalists are an unruly bunch) and you have access to the files and gossip of the staffs of newspapers and TV stations.

Park Department Ties (1 pt Merit)

You have both influence over and contacts in the local park rangers (if your sept and caern is near woodlands or other wild areas). You can cause certain people to be ejected from the area and prevent others from entering. Sometimes, your grip over the department may be threatened by new regulations or the comings and goings of high-level staff. These contacts need to be maintained or your hold over them may slip.

Persistent Parents: (2 pt Flaw)

Your parents refuse to let your memory lie, and actively run a Missing Teens program to search for you. They also use hired detectives to hunt for you. How close they are on your trail is up to the Storyteller. You cannot simply tell them what has become of you for some reason: maybe your father is a loyal Pentex employee, or your parents are fundamentalists who just wouldn't understand your new life.

Police Ties: (3 pt Merit)

You have both influence over and contacts in the local police department. You can, with a single phone call, cause an APB to be issued. However, the more often you use your ties with the Police department the weaker they become, and the

more attention you raise toward yourself. Your influence is not solid (that can be achieved only through game play), and can let you down at times.

Political Ties: (3 pt Merit)

You have both influence over and contacts with the politicians and bureaucrats of the city. In times of need, you can shut off the power and water to a building or neighborhood, and can unleash many different means of harassment against your enemies. The more you use your political ties, the weaker they become. Total control can only be achieved through game play.

Underworld Ties: (3 pt Merit)

You have both influence over and contacts in the local Mafia and organized street gangs. This provides you with limited access to large numbers of "soldiers," as well as extensive links to the underworld of crime. The more often you use your ties with the criminal element, the weaker they grow.

Ward: (3 pt Flaw)

You are devoted to the protection of a human. You may describe your ward, though the Storyteller will actually create her. This character may be a friend or relative from your pre-Change days, or simply a human you admire and consider important. Wards have a way of getting caught up in the action of stories, and are frequently irresistible to a character's en-



emies. If the Ward is Kinfolk, then she must be one the character has a special relationship with (lover, childhood friend, etc.).

Physical

These Merits and Flaws deal with your health and physical make up.

Animal Musk: (1 pt Flaw)

You smell like an animal even in Homid form. +2 difficulty on social rolls in a situation where your smell is obvious (indoors, at a party; but not at a dump, etc.). This does not bother wolves, only humans.

Bad Taste: (2 pt Merit)

Your flesh exudes oils which taste so bad that if anyone tries to bite you (Garou, fomori, Wyrn monsters), they will get nauseous. The biter must spend Willpower every turn, or retch. Lupus and wolves will not lick you.

Deformity: (3 pt Flaw)

You have some kind of deformity — a misshapen limb, a hunchback or whatever — which affects your interactions with others and may inconvenience you physically. The difficulty on all dice rolls where physical appearance is important is raised by two. It will also raise the difficulty of some Dexterity rolls by two, depending on the type of deformity you possess. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Disfigured: (2 pt Flaw)

A hideous disfigurement makes you ugly and easy to notice as well as remember. You therefore have a 0 Appearance. The disfigurement is either a disfigurement from birth or a massive Battle Scar that has ruined your face. Metis characters not may take this Flaw as their metis disfigurement; instead they can take the Flaw: Monstrous.

Double-jointed: (1 pt Merit)

You are unusually supple. Reduce the difficulty of any Dexterity roll involving body flexibility by two. Squeezing through a tiny space is one example of a use for this Merit.

Fair Glabro: (2 pt Merit)

Your Glabro form can pass for Homid. You lose no Social attributes when in Glabro.

Huge Size: (4 pt Merit)

You are abnormally large in size, possibly over seven feet tall in Homid form or extremely heavyset. You therefore have one additional body level, and are able to suffer more harm before you are incapacitated. Treat this extra level as an extra Hurt level, with no penalties to rolls.

Lack of Scent (2 pt Merit)

You produce no scent, or your scent is extremely faint. You are hard to track by Garou or other hunters who use scent. The tracking difficulties against you are at +2.



Lame: (3 pt Flaw)

Your legs are injured or otherwise prevented from working effectively. There is a -2 penalty to all dice rolls where movement is important. At higher levels, a character may need assistance, such as a pair of crutches or a wheelchair. Movement in Lupus form is no easier. Lameness may result from a birth defect, pre-Change injury or Battle Scar. A character may not take this Flaw along with the Merit: Double-jointed. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Longevity: (2 pt Merit)

You are extremely long lived. You do not suffer aging effects until you are 85+ years old (rather than 65+). You can expect to live to 120-130 years old, barring death in combat.

Metamorph: (6 pt. Merit)

You find it extremely easy to change forms, and can do it in your sleep. You do not need to roll to shift forms (you are considered to have an automatic five successes) nor do you need to spend a Rage point to instantly assume a desired form. In addition, if you are ever knocked unconscious (due to wounds, etc.), you can make a roll of Wits + Primal-Urge, difficulty eight, to assume whatever form you wish instead of reverting to your breed form.

Mixed-morph: (1 pt Merit)

It is easy for you to transform certain body parts only, such as a hand to a claw while still in Homid form. The difficulty for you is only a six.

Monstrous: (2 pt Flaw)

There is something wholly monstrous about you, something which makes you hideous in the eyes of fellow Garou. Your Homid form scarcely looks human and your Crinos and Lupus forms look horrendous; in what manner you differ from the norm is up to you. Perhaps you have taken on the features of a reptilian animal, and appear as a creature of the Wyrms to certain literal-minded Garou. Your Appearance is 0. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Mute: (4 pt Flaw)

Your vocal apparatus does not function, and you cannot speak at all. You can communicate through other means; typically writing or signing. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

No Partial Transformation: (1 pt Flaw)

You cannot take any mixed forms at all (such as a hand to a claw while still in Homid form), only the full-fledged forms.

One Arm: (3 pt Flaw)

You have only one arm — choose which, or determine randomly at character generation. This could result from a birth defect, pre-Change injury or Battle Scar. It is assumed that you are accustomed to using your remaining hand, so there is no off-hand penalty. However, there is a two die penalty to any dice roll where two hands would normally be needed to perform a task. A character may not take this Flaw along with



the Merit: Ambidextrous. Metis characters may take this Flaw as their metis disfigurement, but do not receive freebie points for it.

Short: (1 pt Flaw)

You are well below average height, and have trouble seeing over high objects and moving quickly. Your Crinos form does not gain as much mass and size as is normal; you are just under average human height in this form. You suffer a -2 penalty to all pursuit rolls, and you and the Storyteller should make sure your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus. Metis characters may not take this Flaw as their metis disfigurement; instead they can take Puny (see Metis Disfigurements).

Strict Carnivore: (1 pt Flaw)

You derive no nourishment from vegetables, and must rely solely on meat — preferably raw meat. It is hard for you to subsist in a desolate landscape where hunting is scarce.

Wolf Years: (5 pt Flaw)

You age in wolf years, not in human years like most Garou. In other words, you've got 12 to 20 years max. You begin to take aging effects at eight years if you are lupus, or within five years of the Change for a homid character.

Planetary Aspects for the Garou

*I to my perils
Of cheat and charmer
Came clad in armour
By stars benign.*

— A.E. Housman, *More Poems*

The Stargazers have made it a point to note not only the effects the Moon has on the birth of a Garou, but also that of the planets in the sky on the night of the birth of the Garou. In their Rite of Natale, star spirits help the Stargazers re-create the positions of the planets in the sky at the time of a specific Garou's birth and they can spend hours contemplating the meaning of the planetary positions. Unlike other Western astrologers, the Stargazers care not which sign of the Zodiac the planets fall in: rather, they use their knowledge of Enigmas to read the aspects.

Although it's hard for other Garou to understand exactly what the Stargazers are talking about, some of the Stargazer wisdom has filtered down to the other tribes.

The Planet of Your Birth

Because they are brightest planets, the orbs of Mercury, Venus, Mars and Jupiter are the most recognized planetary aspects. The Stargazers have noted the more distant orbs of Saturn, Uranus, Neptune and Pluto as having some effect on individuals, but most other tribes are not aware of this.

Planetary aspects are viewed as either Rising, Midsky, or Descending, based on whether the planets were seen rising, directly overhead, or descending at the moment of the Garou's birth.

In general, rising aspects tend to be positive, Midsky aspects tend to be balanced, and descending aspects tend to be negative.

Choosing Aspects During Character Generation

You may, instead of relying on the Storyteller's choices, choose a Planetary aspect. Ascending and Midsky aspects are Merits, and cost freebie points. Descending aspects are Flaws, and give bonus freebies. You may not take two aspects of the same planet, obviously, but you can have two aspects of two different planets. Descending Planetary Aspects count toward the total number of Flaws you are allowed (7 points maximum).

The Planets and Their Aspects

Mercury

Mercury is the great teacher, the opener of pathways and crossroads, the controller of boundaries and limitations.

Mercury Rising: (3 pt Merit)

You will be a far-traveler. Combined with a Ragabash Auspice this is a wide-reaching aspect. Limitations, boundaries, and barriers are simple for you to overcome. Mercury Rising is a very special aspect for Silent Striders, who view it as a very good portent.

Effect: Gain a -1 to any Gauntlet difficulty, from stepping sideways to using the Gift: Open Seal.

Mercury Midsky: (2 pt Merit)

You will be a great teacher. The insight and wisdom of Mercury is yours to tap. However, you will often find that your obligation to teach interferes with other tasks. Philodoxes thrive under Mercury Midsky, and many Stargazers find this aspect particularly impressive.

Effect: Others get 3 extra experience points per story if they spend time learning from you. The teacher-student relationship is highly respected among the Garou, so you gain 50 Honor Renown each time you publicly take on a student. Unless you have Instruction skill, you must have at least 4 dots in an ability or attribute before you can teach it to others. You must spend at least one scene in the story with the student in order for the student to receive the benefits of your teaching. If you are a Stargazer, gain 100 Wisdom Renown when you create your character.



Mercury Descending: (3 pt Flaw)

If you are born under the sign of Mercury as it sets in the night sky, then limitations, boundaries, and barriers will represent particular problems for you.

Effect: Every time you deal with a normal boundary (such as a bureaucracy, the Gauntlet, or even a locked door) you will receive either a penalty of +1 to the difficulty on the roll, or a story event which blocks you or makes your task harder to accomplish.

Venus

Venus rules peace, love, luxury, and harmony.

Venus Rising: (4 pt Merit)

You are a born leader, and your charisma extends like an aura around you. People naturally like you, and love is not hard for you to find. The Children of Gaia are particularly fond of this aspect, and they see it as a way to bring peace and harmony to the Garou.

Effect: Gain +1 die to any roll involving Charisma.

Venus Midsky: (3 pt Merit)

You are good at mediating between factions. People trust you; you have a calming nature and voice.

Effect: In any situation you mediate, you gain 3 Willpower points for the duration of the scene. Venus Midsky also limits your Rage: you cannot spend Rage points while you are mediating, furthermore it requires five successes on a Rage roll for you to frenzy while doing so. Every time you successfully mediate a situation, you gain 100 Wisdom Renown. (Of course, success is determined by the Storyteller.)

Venus Descending: (2 pt Flaw)

You are unlucky in love. Perhaps it is your appearance, perhaps it's just bad Karma. You also have a hard time getting people to listen to you. The Bone Gnawers have great respect for people born under this aspect, because they see Venus Descending as test of a person's mettle.

Effect: Any roll involving Charisma is always one higher in difficulty. If you are a Bone Gnawer, however, receive 50 Honor renown as a one-time bonus.

Mars

Mars is the planet of Rage, passion, war, and conflict.

Mars Rising: (6 pt Merit)

You are fiery-tempered, but war is a friend to you. You have the look of eagles, and fire seems to come from your eyes. The Get of Fenris celebrate the birth of any Ahroun, Galliard, or Philodox born under this aspect with a great fire-jumping, Leech-slashing, heavy-metal-blasting revel.

Effect: Gain +1 to your combat dice pool; each attack action, add this bonus to either your hit or damage dice. This does not add to defensive actions, only to attack.

Mars Midsky: (5 pt Merit)

You have a terrible temper, and your frenzies are renowned for the amount of destruction they cause.

Effect: You never enter a fox frenzy, it is always the path of the berserker for you. While in berserk frenzy you receive +2 dice to any soak rolls you make and you add +1 to any Strength rolls you make (including damage). If you are Ahroun, receive 100 Glory because of your widely-known (and feared) temper. You Frenzy with only two successes on a Rage roll.

Mars Descending: (6 pt Flaw)

You have a lot of unexpressed anger, and even your inner Rage is hard to express. You don't handle conflict well.

Effect: Subtract one die from any combat dice roll. You can only spend up to two Rage points per round, no matter what your Dexterity is.

Jupiter

Jupiter is the planet of good fortune, education, and seeking after Truth.

Jupiter Rising: (7 pt Merit)

You are a preternaturally lucky person: every time you really need a dose of solid good luck to save you or make things easier, you get it. You are usually luckiest when you are helping another person with their problems.

Effect: If you wish to invoke your Luck, spend two Gnosis points and make a Gnosis roll, difficulty nine. The number of successes on this roll is your Luck total for the scene. You may spend your Luck dice in any of the following ways:

1. You can heal a body level (even aggravated).
2. You can use them as Willpower points.
3. You can use them as Rage points.
4. You can use them to re-roll any one's you roll, on a one-for-one basis.

You may only make one Luck roll per scene. If you are out of Gnosis, your luck has temporarily run out.

Jupiter Midsky: (4 pt Merit)

You are very learned. You learn very easily and have, over the course of your life, acquired much Knowledge.

Effect: Add two dice to any roll involving a Knowledge.

Jupiter Descending: (6 pt Flaw)

You are very unlucky. Murphy's Law seems to apply to you and you alone sometimes. Fortunately, your bad luck doesn't spread to others — which means that you tend not to want to take responsibility for them.

Effect: The Storyteller should roll an extra die on every roll the Garou of this aspect makes. If it is a one, count it as taking away a success. If not, ignore it (it doesn't add successes, only subtracts them).

Eclipses, Comets, Meteors, and Constellations

These astronomical events and star formations never go unnoticed by the Garou.

Comets are generally thought of as giant Star-Wyrms that appear in the sky from time to time. Modern science has to some extent lessened the fear (and Rage) the Garou feel at

seeing a comet in the sky, some of the lupus and older homids still hold rage-filled revels during the days of a comet.

Meteors are distrusted, for they may contain the balefires of the Wyrms. Some of these sky-stones, however, contain meteoric iron, which can be forged into sky-metal klaives.

Eclipses and constellations, easily observed and impressive astronomical events, are thought of differently by the different tribes.

The Black Furies have long relied on the constellations of Ursa Major, Pegasus, the Phoenix, Diana (their name for Orion), and Andromeda for portents. Bone Gnawers don't care much about the stars: they rarely see a starry sky anyway. But they do take note of eclipses: especially solar ones, for total solar eclipses always signify an increase in Kindred activity.

Children of Gaia watch the stars and the eclipses, though not with the same verve as the Stargazers. The Fianna believe the stars are controlled by the Faeries. Some of their Theurges know the ancient star-lore of the Celts, and have learned to schedule rites by orienting them with Nolmens, rings of standingstones and other observatories in secret places throughout Ireland and North America.

The Get of Fenris see Ursa Major as Fenris, and pay little attention to the other stars. They believe the Wyrms eat the Moon during a lunar eclipse, and will use a full lunar eclipse as an excuse to make war on Kindred. Some Glass Walker

Theurges have created highly accurate advanced laser-equipped planetariums which they utilize to time moots, but that's the extent to which they study the skies.

Red Talons will enter cities on the night of a lunar eclipse, in the belief that Griffin is cloaking the Moon of Rage with his wings in order to allow the destruction of the Wyrms and the evil humans. Shadow Lords hold their most important Rites of Succession to correspond with solar and lunar eclipses: they view the Shadow as Grandfather Thunder's presence in the realm. The Silent Striders believe that Ptah, the Egyptian god of travel and the stars, watches them from the night skies.

Silver Fangs mark comets as great portents of boon: they think of them as huge dire wolves surrounded by Lambent Flame. Stargazers mark every astronomical event and many have built complex spirit-orneries in the Umbra, which they use to attack the heart of the Enigma and protect the Garou from the plots of the Wyrms.

The Uktena time their dark and mysterious rites for various secret Moon Bridges they have created over the years. Their Moon Bridges correspond to solar and lunar eclipses, the appearance of comets in the sky, and the Zodiac. The Wendigo use the stars to track the length of the seasons, especially the Winter, and are all learned in the ways of navigating by the stars.

Metis Disfigurements

... 'tis the very disgrace and ignominy of our natures, that in a moment can so disfigure us that our nearest friends, wife, and children, stand afraid and start at us.

— Sit Thomas Browne, *Religio Medici*

Albino: You suffer from extreme albinism: your eyes are red, and your hair and skin are pale white. You sunburn easily and must wear protective clothing in the harsh sunlight or else overlong exposure can cause you damage. Your eyes are very sensitive to light; you must wear sunglasses or risk a loss to your dice pool when acting in sunshine or bright light.

Bestial Reflection: You have a strange and mystical disfigurement: you reflect only your natural breed form (Crinos) in all mirrored surfaces, no matter what form you are wearing. This makes it extremely hard to pass unnoticed in human society, but many Philodoxes and Theurges believe it a sign of your inner honesty.

Fragile Claws: Your natural weaponry is faulty; if you botch a slashing attack, you risk doing damage to yourself as your claws break off. Claws may grow back, but it takes weeks.

When a character with this disfigurement rakes someone, he risks losing some claws. On a botch, claws break and fall out (how many is up to the Storyteller; generally one per wound level he would have inflicted on his foe, up to a maximum of five per hand course).

Hooves: You have cloven feet when in Crinos form, and resemble a Satyr out of Greek mythology. You receive no bonus or negative modifiers on movement, but are at +1 to



most social roll difficulties among Garou — hooves are for prey, not predators.

Horn: You have a horn or horns sticking out of your head. This can be a unicorn-style horn (in which case, the Children of Gaia may respect you) or two knobby goat horns.

Hyper Senses: Your sensory abilities are stronger than those of other Garou. Lower all difficulties related to sensory input by two. However, characters with hypersensitivity may be injured temporarily by sudden powerful stimuli, such as blinding lights or explosions. The Storyteller should not hesitate to play up the bad side of this disfigurement.

Loose Teeth: Your natural weaponry is faulty; if you botch a biting attack, you risk doing damage to yourself as your teeth break off. Garou teeth will grow back over time (about a month), but a character with Loose Teeth ought to avoid biting people. Unfortunately, Garou in a frenzy tend to forget about little things like this.

When a character with this disfigurement bites someone, he risks losing some teeth. On a botch, teeth break and fall out (how many is up to the Storyteller; generally one per wound level he would have inflicted on his foe).

Puny: You are of extremely small stature or scrawny build. You have the Flaw: Short, and you do not have a Hurt Health Level. You receive a lot of bullying from Ahrouns.

New Abilities

*Skill comes so slow, and life so fast doth fly,
We learn so little and forget so much.*

— Sir John Davies, *Nosce Teipsum*

The following are new abilities you can use in any Storyteller game. They describe some of the limitless abilities your character can take, and can help define your character more completely. Some of these abilities may seem less significant and useful than the more general abilities described in **Werewolf**. Some of them are sub-categories of the more general abilities. For example, you might want to make a character roll **Dexterity + Athletics** when firing a bow, rather than introduce the **Archery** skill. It is up to the Storyteller whether any of the abilities listed here can be purchased.

Talents

Instruction

You have a talent for passing on information and skills to others. You might have worked as a teacher, or you may be an elder entrusted with educating the next generation of cubs. Either way, you can explain things and demonstrate techniques in such a way that anyone who listens to you can learn easily. You can teach any of your Skills or Knowledges to another character, but you can never raise a student's score

Serpent's Tongue: Your tongue resembles a snake's tongue, long and thin with a fork at the end. Many Garou see this as a taint of the Wyrms, and will treat you badly.

Silver Sensitivity: Your susceptibility to silver is worse than that of other Garou. Silver does you an additional level of damage per turn of contact, and pure silver even causes you one level of damage in breed form. If you carry anything made of silver, your Gnosis is reduced by two points instead of one. Prolonged exposure to a large quantity of raw silver will make you ill even if you don't touch it. However, this disfigurement allows you to sense the presence of silver by the appearance of a rash or blisters on your skin; roll **Perception + Medicine** (difficulty 8) to detect silver. This will not tell where the silver is, just that the metal is near.

Third Eye: You have a bizarre disfigurement: a third eye on your forehead. You have a +1 difficulty on any rolls involving appearance, and receive no **Perception** bonuses. However, some mystical Garou may treat you with respect. Whether or not your third eye can be trained to see mystical things is up to the Storyteller.

Tough Hide: Poor you. Though your warty skin is resistant to damage (+1 to soak rolls), it is hot, uncomfortable, and ugly. You itch all the time. Your **Appearance** can never be higher than one and you add two to the difficulty of all social rolls.

above your own: for example, if you have three dots in **Rituals**, you cannot teach someone enough to raise them to four dots in that **Knowledge**.

For the time it takes to raise a student's skill, roll your **Manipulation + Instruction**, against a difficulty of 11 minus the student's **Intelligence**. One roll may be made per month of teaching. The number of successes is the number of experience points the student can apply toward that skill. Example: **Watches-the-Sky** is trying to teach **Licks-Bugs** the ways of their people (**Rituals Knowledge**). **Licks-Bugs** is of average smarts (**Intelligence** 2), so the difficulty for **Watches-the-Sky's** roll is nine.

A student may become too discouraged or distracted with other things to pay attention to his teacher. Therefore, the student may have to spend a **Willpower** point (at the Storyteller's discretion) to keep at his studies. Frequent interruptions can cost a student a number of **Willpower** points, or may cause him simply not to learn anything (in which case, his teacher might withdraw his services).

With the Storyteller's approval, a person can teach some Talents, such as **Brawl** or **Dodge**. In these cases, it is good to roleplay some of the training sessions, to get a few good licks in on the student and see if he learns anything from it. Talents such as **Empathy** or **Alertness** cannot be taught, they must be learned the hard way.

- Novice: You can take simple concepts (e.g. basic arithmetic) and present them in an interesting and digestible manner.
- Practiced: You can teach moderately complex things (e.g. algebra) and make them straightforward and interesting.
- Competent: You can teach any subject of which you have Knowledge, to high-school level. You can make differential calculus sound like the simplest thing in the world.
- Expert: Learning from you is scarcely an effort. You could teach irrational-number theory or Sumerian cuneiform to almost anyone.
- Master: You are an inspiring teacher, and bestow a touch of greatness on anyone who studies with you.

Possessed by: Elders, Teachers, Professors, People from All Walks of Life.

Specialties: Rites of Passage, Customs and Laws, University, Skills, Knowledges.

Mimicry

You have a versatile voice, and can imitate accents, people and some other sounds. You can use this talent to entertain and deceive. With enough talent, almost any sort of sound can be created — the larynx is an amazingly flexible organ, especially in a Garou.

- Novice: You can manage a few accents passably, and do impressions of a couple of well-known personalities.
- Practiced: You can do a range of accents well enough to fool anyone but a native speaker, and imitate a range of celebrities. You can do basic bird calls and some predatory animal sounds.
- Competent: You could do celebrity impersonations on stage. You can pick up someone's vocal mannerisms by studying her for a couple of hours, and imitate her well enough to fool anyone but a close friend. You can produce many mammal and bird sounds.
- Expert: You can imitate a specific person well enough to fool someone on the phone, and pass as a native speaker in an accent close to your own. You can do a wide range of animal and technological noises.
- Master: There is almost no accent, person, animal or noise which you can't imitate.

Possessed by: Galliards, Ragabash, Fianna, Hunters.

Specialties: Accents, Celebrities, Birds and Animals, Mechanical Sounds, Vocal Impersonation.

Swimming

You can keep yourself afloat, at the very least. Normal swimming speed is 8 yards (plus *Dexterity*). A swimmer can increase his speed to 12 yards (plus *Dexterity*) if he is doing nothing else that turn. With *Swimming* skill, a character can try to swim faster than normal; roll *Stamina* + *Swimming*, difficulty seven; add three yards to your swimming speed per success (one roll per turn).

- Novice: You can swim.
- Practiced: You can swim fast, or for extended periods.
- Competent: Instructor/Lifeguard.
- Expert: Swim team.
- Master: Olympic gold.

Possessed by: Athletes, almost anyone.

Specialties: Racing, Distance, Sea, Survival, Lifesaving.

Ventriloquism

You have the ability to throw your voice, making it appear to come from somewhere else. This talent can be used for deception, as well as entertainment.

- Novice: You could do a ventriloquist act at a children's party.
- Practiced: You could get a gig at a local amateur vaudeville club. You can make it seem like someone standing next to you spoke.
- Competent: You could almost make a living from your talent, with occasional TV variety shows breaking up the round of cheap clubs and theaters. You can make it look like someone (or something) within five yards of you spoke.
- Expert: You could take your act to Vegas, and headline TV specials of your own. You can make your voice seem to come from any spot within 30 feet of you.
- Master: Young hopefuls bombard you with questions, and *Variety* calls you the savior of a lost vaudeville art. You can make your voice seem to come from anywhere within earshot.

Possessed by: Entertainers, Con Artists, Ragabash, Nuwisha, some Mediums.

Specialties: Distance, Clarity, Dummy, Inanimate Object (e.g. radio).

Skills

Archery

You know how to fire a bow, and may be able to do so with great proficiency. Garou bows are primitive but powerful, and necessary for firing Bane Arrows at Wyrms creatures. Bows fire wooden shaft quarrels, and are a good weapon against the Leeches.

- Novice: High School Gym Practice
- Practiced: Forest Bow Hunter
- Competent: Medieval Ranger
- Expert: Will usually hit a bullseye.
- Master: Robin Hood

Possessed by: Hunters, War Bands, Hobby Enthusiasts, Competitors.

Specialties: Arched Flight, Forests, Target, Hunting, Moving Targets, Combat.

Demolitions

You have a knowledge of explosives and demolitions that allows you to set off and build all types of bombs. You know how to handle nearly anything; dynamite, plastic explosive, nitroglycerin, black powder, blasting cord, nitro cellulose, even Napalm. Additionally, you know the techniques for disarming explosives, which can come in very handy.

- Novice: Guy Fawkes
- Practiced: Leroy Moody
- Competent: Underground Chemist
- Expert: Blows up Pentex building sites for a living.
- Master: Bye bye Pentex Corporate Headquarters.

Possessed by: Monkeywrenchers, Glass Walkers, Terrorists, Police Bomb Squads, Armed Forces Personnel.

Specialties: Dynamite, Plastic Explosive, Car Bombs, Disarmament, Detection, Elementals

Disguise

You can change your appearance — and even make yourself look like another specific person — through the use of clothes and makeup. This is useful in Homid form only, as makeup cannot disguise a Crinos or Lupus. At the Storyteller's discretion, Glabro form can be used, especially if the character is disguising herself as a thug. A disguised character in Glabro form will receive bonuses against those who do not realize she is a Garou — they will not suspect she can grow two to three feet taller.

- Novice: Good enough to fool someone who knows neither you nor the person you're impersonating.
- Practiced: Good enough to fool some of the people some of the time.
- Competent: Good enough to fool some of the people most of the time.
- Expert: Good enough to fool most of the people most of the time.
- Master: Good enough to fool nearest and dearest most of the time.

Possessed by: Actors, Spies, Undercover Cops, Criminals, Con Artists, Nuwisha.

Specialties: Specific Person, Type of Person, Conceal Own Identity.

Escapology

You are skilled in various techniques which enable you to escape from bonds and restraints. This skill is often used for entertainment, but can also be useful in real life.

- Novice: Children's party entertainer. Can escape from loose or poorly-tied bonds.
- Practiced: Amateur entertainer. Can escape from fairly well-tied bonds.
- Competent: Professional entertainer. Can escape from handcuffs and chains.
- Expert: Star. Can escape from a straitjacket.
- Master: Legend. Can escape from just about anything, while tied in a sack underwater with a ticking time-bomb.

Possessed by: Entertainers, Spies, Special Forces, Amateurs, Pulp Detectives, Ragabash.

Specialties: Magic Tricks, Ropes, Boxes, Locks, Underwater, Handcuffs, Showmanship, Arm Locks and Holds, Wyrn Gut Bonds.

Fast-Draw

This skill allows you to make a weapon ready almost instantly. By rolling Dexterity + Fast-Draw and getting three successes, you can draw a weapon and have it ready for use just as if it had been in your hand all along. The difficulty depends on how securely stowed the weapon was — a gun hidden in your underwear is harder to reach than one in a belt holster! A Klaive in a sheath is difficulty six. This skill can be used with any weapon. When appropriate, the Fast-Draw score can be added to your Initiative roll.

- Novice: You have good reflexes.
- Practiced: You're good, but not great.
- Competent: You would have lasted a little while in the Old West. You could work Wild West shows. You are known among those who follow duels.
- Expert: Pretty fast. Your enemies are wary of your speed in drawing your Klaive.
- Master: Greased lightning. You might have been able to take Billy the Kid. A Shadow Lord elder would be wary of you.

Possessed by: Shadow Lords, Klaive-Duelists, Gunfighters, Martial Artists, Cops, Special Forces, Vigilantes.

Specialties: Klaive, Pistol, Sword, Arrow, Rifle/Shotgun.

Hypnotism

You can place a subject into a trance, and use hypnotism to gather information or treat psychiatric problems. To place a willing subject into trance, make an opposed roll of your Charisma + Hypnotism against the subject's Intelligence, both rolls difficulty six. An unwilling subject must be immobilized or Dominated to comply; use Intelligence + Willpower. The number of successes indicates the depth of the trance, and can be added to the your Hypnotism to roll for the success of tasks.

For example, a hypnotist with Charisma 4 and Hypnotism 4 hypnotizes a willing subject with Intelligence 5. The hypnotist rolls 5 successes and the subject 2—a total of 3 successes in the hypnotist's favor, indicating a fairly deep trance. The hypnotist can now roll seven dice (3 successes plus Hypnotism 4) to probe the subject's mind.

- Novice: You do it to entertain occasionally.
- Practiced: You are a skilled amateur.
- Competent: You can find some interesting secrets.
- Expert: You can dig very deeply.
- Master: You can discover secrets from a subject's Past Lives.

Possessed by: Theurges, Uktena, Entertainers, Holistic Healers, New Agers, Police Specialists, Psychiatrists.

Specialties: Interrogation, Past-life Regression, Hypnotherapy, Behavior Modification.

Kailindo

Kailindo is the Garou martial art, developed by the Stargazers of the Zephyr. You must have this skill to practice Kailindo maneuvers. See the Systems Chapter for details on running Kailindo combats.

- Early Wind "Breeze": a novice on the Airy Path.
- Second Wind "Gust": an accomplished practitioner on the Buffeting Road.
- Perfect Spiral "Tornado": a guardian at the Tumultuous Gate.
- Impenetrable Sky "Tempest": a initiate into the Aerial Mysteries.
- Enfolding Coil "Maelstrom": a Grand Master of the Ethereal Way.

Possessed by: Stargazers, Introspective combatants.

Specialties: Throw, Punch, Kick, etc.

Meditation

You are able to enter a trance-like state at will, focusing your mind inward and dealing with a range of mental and physical problems. A successful Willpower roll is necessary to enter meditation; the difficulty depends on the surroundings, but is generally an eight. After each full hour in a trance, the character rolls Meditation skill alone against difficulty nine. Dice from the character's dice pool are subtracted if there are any distractions during that time. Each success on the second roll restores one point of Willpower or subtracts one point of Rage; each botch result indicates that a Willpower point is lost or a Rage point is gained. If the meditation is interrupted and concentration is lost before the hour is up, no benefits are gained.

- Novice: Read a book on it once.
- Practiced: Studied seriously.
- Competent: Studied under a master.
- Expert: Qualified to teach.

- Master: Just that.

Possessed by: Stargazers, Yogis, Mystics, Holistic Healers, New Agers, Old Hippies.

Specialties: Tantric, Transcendental, Yogic, New Age, Rage, Willpower

Knowledges

Area Knowledge

You are familiar with an area—usually a protectorate (or a city for Glass Walkers)—and know about its landscape, history, inhabitants and human politics. This Knowledge will also provide a basic Garou "who's who" for the protectorate.

- Novice: You know a fair amount for an outsider.
- Practiced: You may have lived there for a year or two.
- Competent: You may have lived there for 5-10 years.
- Expert: You're native born, and never left.
- Master: You know every stone, stream or building in the area.

Possessed by: Caern Warder, Sept leaders, Silent Striders

Specialties: History, Geography, Wildlife, Caerns, Protectorates, Enemies, Politics, Transportation, Law.

Herbalism

You have a working knowledge of herbs and their properties, medicinal and otherwise. You can find and prepare herbs, and know which herb or blend of herbs to use in any situation. This skill will also provide knowledge of the magical lore of plants, including what a plant can do when Awakened.

- Novice: Read a book on it once.
- Practiced: Serious student.
- Competent: Local supplier.
- Expert: Author of books on herbalism.
- Master: Herbal doctor.

Possessed by: Children of Gaia, Uktena, Theurges, Holistic Healers, New Agers, Wizen Old Women, Members of Traditional Cultures.

Specialties: Culinary, Medicinal, Poisonous, Narcotic/Hallucinogenic, Spirit.

Poisons

You have a working knowledge of poisons, their effects and antidotes. You can analyze a poison to tell where it came from, and mix a poison or antidote given time and equipment. You must have at least one dot in Science to acquire this Knowledge.

- Novice: Dabbler.
- Practiced: Detective, Mystery Reader.
- Competent: Pharmacist, Mystery Writer.

- Expert: Forensic Scientist, Emergency-Room Doctor.
- Master: Assassin.

Possessed by: Shadow Lords, Black Spiral Dancers, Pentex Iliad Project Scientists, Mystery Buffs, Detectives, Pharmacists, Medicis, Assassins.

Specialties: Venoms, Chemical Poisons, Plant-based Poisons, Analysis, Antidotes, Instant Poisons, Slow-build Poisons, Undetectable Poisons, Wyrms Toxins.

Sign Language

Sign language can be bought as a level in Linguistics. Not all sign languages are the same, and you must declare each language separately. The Garou have a base sign language, but this is modified by each tribe. In addition, some tribes have their own sign languages in which only they are trained, such as the Wendigo and Silent Striders. The Uktena have a complex language of gestures, which includes many interlocking fingers and arms.

Languages: Garou, Wendigo, Uktena, Silent Striders

Wyrms Lore

Some Garou delve into the deep lore of their enemy the Wyrms. This is dangerous: for every bit of information they gain, they risk corruption. For every level in Wyrms lore, the Garou increasingly becomes an expert in the tactics and ways of his enemy. However, if he has more levels in Wyrms Lore than he has Willpower, he gains a derangement for every Willpower level he lacks. For example: Grampus Axehead has a three Willpower, but has just spent his experience points on another level of Wyrms Lore, which brings him up to four dots. He does not have sufficient self-control to resist the foul thought which arise in his mind, so he gains a derangement. For a list of derangements, see **Book of the Wyrms**.

- Novice: You are aware of and can name many Wyrms creatures.
- Practiced: You know there are many Wyrms manifestations (Triatic Wyrms, Urge Wyrms). You may know some of the Black Spiral Dancer's pictograms.
- Competent: You know something of the geography and people of Malfeas.
- Expert: You know of the Black Spiral Labyrinth and some of its secrets.
- Master: You are a danger to the Wyrms and yourself.

Possessed by: Black Spiral Dancers, Uktena Banetenders, Pentex Boardmembers.

Specialties: Triatic Wyrms, Urge Wyrms, Monsters, Banes, Black Spiral Mysteries, Malfeas.

New Background

Familiar Spirit

You have a special relationship with a spirit, one who freely and without compunction is your companion. This spirit can either be an animal spirit (perhaps affiliated with a Totem), an affiliated spirit (such as a spirit of War), or in some cases a Faerie spirit. The spirit follows you in the Umbra, where ever you go. The basic function of all familiars is to act as a "battery" for extra Gnosis, Rage, or Willpower points. A Garou can give these points to her familiar to hold until they are needed. This Background can only be bought with freebie or experience points.

- Your familiar is the smallest Gaffling. You can only speak to it with the Gift: Spirit Speech or directly in the Umbra if it is nearby. It can store three extra points of Gnosis, Willpower, or Rage (choose one) for you. It normally cannot Peek through the Umbra, so it rarely knows what's going on in the Realm.
- Your familiar is a decent-sized Gaffling. You can only speak to it with the Gift: Spirit Speech or directly in the Umbra if it is nearby. It can store five extra points of Gnosis, Willpower, or Rage (choose one) for you. It knows instinctively where you are, and can Peek to see you from time to time.
- Your familiar is a Jaggling. You can speak aloud to it easily through the bond you share, as long as it is nearby. It can store five extra points of Gnosis, Willpower, or Rage (choose two) for you. It knows instinctively where you are, can see through your eyes, and can also Peek through the Umbra.
- Your familiar is a Jaggling. You can speak telepathically to it through the bond you share, as long as it is nearby. You always know where it is. You can see through its eyes, and it can borrow your sight as well. It can store five extra points of Gnosis, Rage, or Willpower (all three) for you. It knows instinctively where you are. It can Peek, and can even Manifest in the Realm.
- Your familiar is a Jaggling affiliated with a specific Incarna. You can speak telepathically to it no matter how far away it is. You and it always know each other's location. You both can share any of the five senses and knowledge from any Gift (such as Scent of True Form or Truth of Gaia). It can store six extra points of Gnosis, Rage, or Willpower (all three) for you.

New Gifts

The Garou possess many Gifts, for the boons of the spirits are varied and potent. Below are some new Gifts. They are all more rare than those listed in the **Werewolf** rulebook, and the Storyteller should feel free to give the players a hard time in finding a teacher to teach them.

Some of these new Gifts come from the tribal specialty camps. Only members of these camps can be taught them, and even then the would-be students must go through a rigorous interview process by the prospective teacher. These secrets are not given away lightly.

Homid

Tongues (Level Three)— This Gift allows the possessor to read and write any language encountered, even obscure or long-forgotten tongues. Roll Intelligence + Linguistics and spend one Willpower point. The difficulty depends on the rarity of the language. Something as common as French would be a four, while ancient Sumerian would be a 10. This ability lasts for one scene, after which the language is forgotten.

Body Shift (Level Four) — The Garou can use her shapeshifting to alter her physical Traits: a level of Dexterity can be shifted to Strength or Stamina, or a level of Stamina could be shifted to Dexterity — whatever combination the player desires. Roll Stamina + Primal-Urge (difficulty 9). For every two successes, one Trait level can be shifted. The effect lasts for one scene only. A Rage point *cannot* be spent to shift Traits instantly.

Metis

Shed (Level One) — This allows the metis to escape from grabs and holds by releasing a layer of fur. If the metis is grabbed in a successful Immobilize, Jaw Lock, or Overbear attack, he can roll Dexterity + Primal-Urge, difficulty seven. If successful, he slips from the opponent's grasp, and the opponent is left with only a handful of fur. The metis can also use this to help him squeeze through tight places, using his fur as a slick surface to ease passage. In these cases, subtract from the difficulty of Escapology rolls. Hairless metis cannot possess this Gift.

Grovel (Level Two) — By showing your throat to any Garou, you can stop them from harming you further. Roll Charisma + Performance resisted by attacker's Rage, and spend one Gnosis point. If successful, other Garou will instinctively cease to fight you. This does not mean they will leave you alone. They may continue to watch you and may verbally berate you, but they will not harm you as long as you do not initiate any attack. If you make an attack, the effect of this Gift wears off. It normally lasts for one scene. This Gift costs 50 Honor every time it is used.

Awaken Beast (Level Three) — This is the old ability out of legends and folklore: the power to change someone else into a werewolf by biting him. The metis must first make a successful bite attack against a target, and then roll Manipulation +

Primal-Urge against a resisted roll of the target's Willpower. The metis must also spend a Gnosis point. If successful, the Beast is awakened in the victim and he will begin to frenzy. The target will believe he has become a werewolf. If the target actually is a werecreature, his Primal-Urge score is added to his Willpower dice pool for the resistance roll. The effect lasts for one scene, although a human bit with this Gift may suffer a permanent derangement.

Body Shift (Level Four) — As the Homid Gift.

Lupus

Tail of the Monkey (Level Three) — The Garou has a prehensile tail. This tail cannot perform fine manipulation tasks, but it can wrap around a tree branch and allow the Garou to hang (if her Strength equals or exceeds her Stamina) or it can be used to hit an opponent in combat, in which case it is difficulty eight to hit and Strength - 1 for damage. A roll of Dexterity + Athletics must be made for most uses except combat, in which case Brawl is substituted for Athletics.

Body Shift (Level Four) — As the Homid Gift.

Venom (Level Four) — This Gift allows the Garou to emit poison through her bile. A successful bite attack is required, then the Garou must roll Stamina + Primal Urge in a resisted roll of the target's Stamina +4. The number of successes is the amount of poison damage (non-soakable); this is in addition to the normal bite damage. This poison attacks Stamina, and for every damage success, the target loses one Stamina level. This



can be healed at the same rate as aggravated wound damage. When a target is brought to Stamina 0 or less, he is unconscious and in a coma (as soon as he has healed back to at least Stamina 1, he awakens). Successive poison bites will attack the target's Health Levels; if he is reduced to below Incapacitated this way, he is dead.

Ragabash

Alter Scent (Level Two) — The Garou can change one scent into another (such as replace his scent with that of a badger) or copy another's scent. Roll Wits + Primal-Urge, difficulty six and spend a Gnosis point. The number of successes determines how baffled a tracker will be. The tracker must roll more successes to realize he has been fooled.

Fly Feet (Level Three) — This allows a Garou to climb vertical surfaces as if she were an insect. Roll Dexterity + Athletics. The difficulty depends on the surface. Wood and rough stone would be five, glass and smooth marble would be nine. Upside down movement adds plus one or two to the difficulty. The ability lasts for one scene. Movement rate is halved unless five or more successes are rolled.

Silence (Level Three) — With an expenditure of two Gnosis points, the Garou can completely silence an area so that no sound can be heard whatsoever. Roll Manipulation + Stealth, difficulty eight, for the area of affect: five yards radius per success. Any Gifts which require the use of sound (Clap of Thunder) will cause the two Gift users to make a resisted Gnosis roll, difficulty six. The winner's Gift takes precedence over the loser's. Thus, a Clap of Thunder can still ring out in the empty silence.

Tail of the Monkey (Level Three) — see the Lupus Gift.

The Crawling Hand (Level Four) — The Garou can detach his hand, allowing it to crawl off and perform tasks (such as untying his bonds). Roll Dexterity + Primal-Urge (difficulty 9). The Garou must concentrate for this hand to act, and must allocate at least one die from the character's Dice Pool to the hand per turn. To perform fine manual tasks, the Garou must lend his Dexterity + Athletics Dice Pool to the hand, in any amount he chooses. The character must retrieve his hand before the end of the scene or it cannot be reconnected: he must regenerate another (as if he lost four aggravated Health Levels, but they "heal" at a rate of one per week). The range the hand may travel from the body is equal to the Garou's Wits x3 in yards.

Fool's Luck (Level Four) — This Gift allows the Garou to negate botches. For each scene, the Garou spends one Gnosis point and makes a Gnosis roll (difficulty nine); each success allows the character to negate one botch. The character can choose when to use this throughout the scene. Fool's Luck only works in situations involving trickery, coercion, stealth, etc. It does not apply to combat, tracking, or any other active skill.



Theurge

Grasp the Beyond (Level Four) — This allows a Garou to take things from the Umbra without having to step sideways. The Garou can also put things into the Umbra. He must spend one Willpower point to grasp hand-held objects (stones, knives), two for larger objects (swords), and three for huge objects (an unconscious Garou). Fetishes can resist with their Gnosis versus the grasper's Willpower.

Shadowplay (Level Five) — The Garou can cause his shadow to come to life and perform actions. The shadow is an exact replica of the Garou in every attribute and ability. The Garou must play "shadow puppets" to get it to act, mimicking any action it makes with his hands. No light need be present, though. To activate the shadow, roll Dexterity + Enigmas, difficulty eight, and spend a Gnosis point. This is similar to the Shadow Lord Gift: Shadow Pack, but multiple shadows may not be summoned, and the Garou must create the shadows actions. However, the shadow can operate out of the sight of its puppet master; its range is ten yards per success on the roll.

Spirit Vessel (Level Five) — The Garou can channel a particular spirit and temporarily gain some of its abilities. This is similar to Past Life, but allows the Garou to use spirit Charms. Thus, a Garou can temporarily gain the Charm Airt Sense or Fire Lightning Bolts, if he channels an Electricity Elemental. The effect lasts for one scene. Roll Gnosis and spend a Gnosis



point; use the Rite of Summoning chart to determine the target difficulty for the spirit channeled. The number of successes equals the power of the Charm that the Garou can use. One success allows the Garou to use a one point cost Charm (such as Airt Sense), while three successes allows a three point Charm. However, if the player botches his roll, the Garou accidentally channels a Bane. The Bane will completely take over the Garou's body, just as if it had possessed him, and run rampant; it is up to the Storyteller to run this stray Bane.

Philodox

Take the True Form (Level Four) — This Gift allows a Garou to force a shapeshifter to assume her natural breed form (either Homid, Lupus, or Crinos if metis). Roll Manipulation + Primal-Urge, difficulty seven. The number of successes is the number of turns the target cannot shift into any other form.

Galliard

Song of the Siren (Level Three) — The Garou can enchant another with her singing. Roll Charisma + Performance against the target's Willpower as a difficulty and spend one Gnosis. The Garou must sing uninterrupted. The victim will be unable to perform any action for a number of turns equal to the number of successes rolled.

Ahroun

Combat Healing (Level Three) — With the expenditure of two Rage points, the Garou is able to regenerate during combat while remaining active and without having to make a roll for battle scars. The Garou does not need to make the Stamina roll to heal; it is automatic no matter what activity he is engaged in or what form he is wearing (even Homid). However, he cannot heal aggravated wounds with this Gift. The effect lasts for one scene.

Black Furies

Song of the Siren (Level Three) — see the Galliard Gift.

Wings of Pegasus (Level Three) — The Garou may sprout majestic wings when in Hispo form; these allow her to fly at will. These wings are large and resemble the feathery wings of the totem Pegasus. To fly, roll Stamina + Athletics (difficulty 7 to launch). The difficulty for flight maneuvers is up to the Storyteller. The Garou can carry others as long as her strength allows it. Her flight speed is approximately 50 mph.

Bacchantes' Rage (Level Four) — This Gift can only be used in the wilds. The Garou can channel the destructive power of the Wyld through her anger. The Garou spends two Gnosis points and can then spend Rage points to do extra damage to her opponents. Each Rage point spent adds one to the Garou's damage successes. An opponent cannot soak this Rage-driven damage. This insures that an enemy will not leave without at least one wound.

Gorgon's Gaze (Level Five) — The Garou can turn a target to stone with her gaze. Roll Perception + Occult (difficulty equal to the target's Gnosis). The number of successes is the number of turns the target is changed to stone. During this time, he can neither move nor act but he receives five extra dice to soak rolls. If five successes are scored, the target is permanently turned to stone until something can counter the effect; this "something" is up to the Storyteller, but it could be a quest for atonement or for the blessings of Gaia. Another Garou with this power can reverse the effect (roll Perception + Occult and beat five successes) or a powerful Earth Elemental may be able to transmute the stone back to flesh. It is also possible to turn this Gift back on its user: if a mirror can catch the gaze and reflect it back, the Garou can turn herself into stone, with the same effects as above. This requires a mirror and a roll of Dexterity + Subterfuge (difficulty 9).

Bone Gnawers

Trash Magnet (Level Two) — The Garou can cause the refuse in an area to move toward a target and engulf him. This can include Wurm toxins. Roll Charisma + Streetwise (difficulty 7). The trash utilized depends on what's in the area. The degree to which the target is enveloped depends on the number of successes: one success causes annoying old newspapers to blow about the target (+1 to difficulty rolls from the distraction), while five successes wrap the target in a cocoon of trash

(treat as an Overbear maneuver to break free). In addition, the target may suffer penalties to social rolls because of the stench from the trash.

Beg (Level Three) — The Garou can, by putting on a pathetic act of self-condemnation, invoke pity in others and get them to give him something for his troubles. Roll Manipulation + Performance and spend one Gnosis point. The difficulty depends on the audience: guilty white males are a five, while a Shadow Lord Ahroun might be a ten. The number of successes determines how good the reward will be: one success might be enough for a cup of coffee and a danish, while five successes might bring a fetish.

Gift of the Termite (Level Three) — The Garou can cause wood to rot at an incredible rate. Roll Intelligence + Repair, difficulty seven, and spend one Gnosis point. The number of successes determines how much wood is affected. One success will rot a post or a board, three successes will collapse part of a floor, and five success will collapse a roof.

Gluttony (Level Five) — The Garou can swallow other things or beings whole. Roll Stamina + Primal-Urge (difficulty 8). Beings can resist with Dexterity + Dodge. In the case of a very large being or object, one extra success is required for every Health Level the target possesses beyond the normal seven, or for every extra three feet in size over the Glutton (obviously, Crinos form is best for this Gift). This Gift is a specialized variant of the shapeshift power, allowing the Garou to widen the mouth and swallow nearly anything. Swallowed objects/beings wind up in the Umbra, in a subrealm that is a mystical "stomach" of the Glutton. The Garou can belch these objects out later. Objects can be held for a number of hours equal to the Glutton's Stamina; after this time, the Garou automatically regurgitates them back into the physical world. The objects appear next to the Garou, and are unharmed.

Children of Gaia

Chant of Morpheus (Level Three) — The Garou can lull another into a deep sleep. She must roll Charisma + Enigmas (resisted by the target's Willpower) and spend a Gnosis point. The number of successes is the number of hours the target will sleep. During this time the Garou may not attack the sleeper, nor may she allow him to come to harm. If any attacks are directed against the sleeper, he will instantly awaken. When he awakens naturally, however, he will be disinclined to carry out any actions that would harm the user of this Gift; he must spend a Willpower point to do so. This effect last for the remainder of the scene.

The Guilty Mind (Level Three) — This Gift allows the Garou to force another to do things through sending him on a guilt trip. Roll Manipulation + Expression (or Intimidation) versus the target's Willpower. If successful, the target will be suckered into doing something because he feels he has no other ethical choice. The number of successes determines how extreme the action can be. Five successes would be needed to get a Get of Fenris to fall on his knees and apologize to a wronged female, while only one would be needed to get a Bone

Gnawer to do the same thing (they're used to falling to their knees).

Unicorn's Grace (Level Four) — Allows the Garou to spend a Gnosis point and repress his Rage for a scene. During the remainder of the scene the Garou can only spend a number of Rage points equal to his Empathy; however, he will not frenzy at any time during the scene.

Fianna

Brew (Level Two) — The Garou can take any liquid substance (about a pitcher full) and turn it into an alcoholic drink. The Garou must roll Wits + Medicine (difficulty 7) and spend a Gnosis point. The "proof" of this brew is determined by the number of successes: one success creates beer, three successes create whiskey and five create an old and fine wine. A botch will create beer, but all who drink it will suffer horrible hangovers the next morning and afternoon (treat as Injured: -1 to Dice Pools). This Gift cannot nullify poisons: if the liquid was poisonous before the transmutation, it will be poisoned alcohol.

Ley Lines (Level Three) — The Garou can seal up his path behind him, preventing others from following him. Roll Wits + Occult, difficulty seven, and spend a Gnosis point. If successful, pursuers or trackers will be unable to follow the Garou's trail — it will simply disappear. If they are too close to the Garou, something will lead them away: the surrounding perspective will change so that they perceive the road as going to the left when it really goes forward. A pursuer can outwit this magic by rolling Perception + Occult, difficulty eight; he must beat the number of successes the Garou scored on his roll. This does not mean the pursuers can find the Garou — he must still track him or find him with a Perception roll, as usual for finding someone who is hiding.

Woadling (Level Three) — The Garou has woad paintings over her skin, similar to those worn by the ancient Celts and Picts. These paintings are fierce representations of spirits. The Garou must be in Homid or Glabro form to use this Gift. By rolling Dexterity + Occult, difficulty six, and spending a Gnosis point per turn, the Garou can release a painting to leap from her skin and attack an enemy. The Woadling will harass and harry the foe, dancing in the air about him. The number of successes on the roll is the number that is subtracted from the opponent's dice pool due to distractions, unless he spends a Willpower point per turn. The woad paintings must be repainted after every use of this Gift. The Garou can do this herself (if she has the materials with her) with a Dexterity + Performance roll, difficulty six.

Faerie Blood (Level Four) — The Garou can temporarily transform his blood into that of a Faerie. This allows him immunity to silver; however, iron will have the same effect on him that silver normally does. Any Gnosis roll will be at a -1 difficulty; also, the Garou does not have to spend a Gnosis point on any Gift or magic which requires the expenditure of one Gnosis point (although those with a cost of two or more require the full expenditure). In addition, he can walk into

Arcadia from the Umbra without having to worry about guardians or time-shift effects.

The character will be considered to have potent blood to the Kindred: each blood point is worth two for their feeding — but there is always a side effect for the vampire drinking this fey blood. The Storyteller is free to get wild with the effect: anything from hallucinations to transforming into a donkey-headed vampire for a scene. Any Kindred with the second level of the Auspex Discipline (Aura Perception) will recognize the Garou's blood as special, even for a werewolf. The Garou does not need to roll for this Gift, but he must spend two Gnosis points to activate it. This Gift lasts for one scene.

Troll's Bridge (Level Four) — The Garou can set up a temporary fortress. Despite the name, it does not have to be near a bridge. It does have to be in a relatively enclosed area, such as in a gully or a thick grove of trees. Roll Wits + Repair, difficulty six. The number of successes +5 is the Defensive Factor of the lair: the amount of Strength an intruder must possess to break through the magical barrier as per the Strength Feats chart in *Werewolf*. Enemies cannot gang up to assail the barrier: they must each attack individually. Each intruder who breaks through will lower the Defensive Factor by one. The effect lasts for a number of hours equal to the Defensive Factor.

Children of Dire Special Gift:

Song of the Dire (Level Four) — The Garou can sing a battle howl to rouse his comrades when entering the fray. Roll Manipulation + Performance, difficulty eight. Each success adds one die to Dice Pools of all the Garou's comrades (limited by the Garou's Performance skill). The singing Garou must be in Hispo form and spend two Gnosis points. He must keep singing throughout the battle — this means he must always have at least a two Dice Pool (one for Manipulation, the other for Performance) set aside for singing, although he does not have to roll it. If he is ever wounded, he must make a Willpower roll to keep howling. The difficulty for this roll is the number of Health Levels he has taken + 3.

Get of Fenris

Berserker's Song (Level Four) — The Garou can sing himself into a frenzy, but it is a controlled state. During the frenzy, he receives all frenzy benefits (no dice pool modifiers due to wounds, etc.) but can stop the frenzy at any time by stopping his song and spending a Willpower point. Roll Stamina + Expression (or Performance), difficulty seven, and spend two Rage points. The number of successes is the number of turns the Garou can stay in frenzy.

Hand of Tyr Special Gift:

Sense Guilt (Level Two) — The Garou can sense whether or not a target is guilty of a crime; it must be something that a Get of Fenris would consider a crime (Storyteller's discretion). Roll Perception + Intimidation while staring into the eyes of the accused, difficulty eight. One success will tell if the subject is guilty of something but not what, while three successes will reveal the crime.

Swords of Heimdall Special Gift:

Mark The Enemy (Level Three) — This allows a target to be mystically marked with a symbol that only the Swords can see. The mark is placed on targets that have been chosen for destruction. Any Sword who sees it is under obligation to try to destroy the bearer of the Mark. To place the Mark, roll Manipulation + Occult, difficulty eight. Other Swords can notice the mark with a Perception + Occult roll, difficulty eight.

Glass Walkers

Heat Metal (Level Two) — This Gift allows a Garou to heat metal objects. Roll Intelligence + Repair, and spend one Gnosis point. The difficulty depends on the metal's melting point: lead is less difficult than steel. If cast on a sword, it will do heat damage to the victim but also to the wielder, unless he has protection; the hot metal will do one level of aggravated damage to anyone failing their soak roll. This can be used to forge metals.

Data Flow (Level Three) — This Gift allows a Glass Walker to manipulate a computer without touching it. By closing her eyes and concentrating, she can make out visual data from the computer with her inner eye, and "hear" noises the computer makes. This Gift requires a Wits + Computer roll, difficulty seven, and the Garou must spend a Gnosis point to make the connection. The connection lasts up to an hour, or until the Garou is taken from the line of sight of the



computer. Any Garou using this Gift must concentrate, and thus receives a plus three to all Perception difficulties.

Invent (Level Three) — This allows a Garou to use pseudoscience to create minor gadgets and devices to get him out of a fix. Roll Intelligence + Repair, generally difficulty eight, but this can be easier or harder depending on how crazy the idea is. A Gnosis point must be spent to bend the laws of physics. Example: Larry has been locked in a janitor's closet by a fomor who has gone to get his boss. Larry finds some bleach and other cleaning agents, mixes them together, spends his Gnosis point and makes his roll, and — voila! a quick acid to burn away the door lock. Larry is gone before the Pentex exec can arrive.

Camera Eye (Level Four) — The Garou can “film” events simply by looking at them. They will be recorded on the retina and can later be transferred to videotape or still film. Any sight that the Garou witnesses can be captured with the expenditure of a Gnosis point and a roll of Perception + Alertness (difficulty 5). To transfer the images to a viewable medium (video, photos, etc.), the Garou must stare at the object (tape, film roll, etc.) and spend a Willpower point. If the Garou wishes to take pictures or shots that can pass as art, Performance is a complementary skill.

Long Running (Level Four) — As the Silent Strider Gift.

Phone Travel (Level Four) — The Garou can step sideways into the phonenet and instantly step out again on the other end, one simple phone call away. He must first dial the number to which he wishes to go and someone must answer. The phone receiver must be physically picked up — the Garou cannot travel if he gets an answering machine.

Wise Guys Special Gift:

Corner Shot (Level Four) — This Gift allows gunfire to wrap around corners and hit targets out of sight. Roll Perception + Firearms, difficulty nine, and spend a Gnosis point. The range is the range of the weapon. Only single shots can be fired with this Gift — autofire will not work. Glass Walker goodfellas are feared because of this Gift.

Red Talons

Babble (Level One) — The Garou can spend a Gnosis point and roll Manipulation + Primal-Urge, difficulty seven, to make another lose the ability to read, write or speak any language. That person will only be able to grunt like an animal. The person gets to resist with a Intelligence + Linguistics roll, difficulty seven. The effect lasts for one scene.

Rot Weavertech (Level Four) — The Garou can cause selected manifestations of the Weaver to rot away. This includes technological devices, from guns to toasters. It also includes buildings made of stone, metal or glass, but not rough-hewn wooden buildings (log cabins), or huts. Generally, any technological innovation since the Renaissance can be affected with this Gift. Roll Rage against a difficulty dependent on the object attacked: the more complex or “technological” the object, the higher the difficulty. A flashlight would be a four difficulty, while a particle accelerator would be a 10.



Shadow Lords

Disfigurement (Level Two) — The Garou can inflict another with an ugly disfigurement, such as a scar or diseased blotch, or she can make all the target's fur fall out. If the disfigurement is a scar, it will be in a decidedly dishonorable place (the rear end, for example) and will not pass for a battle scar. The disfigurement will heal by the next scene, but until then, the target will suffer a two-dice penalty to his social rolls. Roll Manipulation + Primal-Urge (difficulty 7) and spend a Willpower point.

Stench of the Peasant (Level Four) — A Garou can make others appear to be inept, contemptible and base. Roll Manipulation + Subterfuge, difficulty seven, and spend one Gnosis point; the number of successes determines how many can be affected by this Gift. Those affected subtract four from their Social dice pools. In addition, the Shadow Lord gains a plus two to his Expression dice pool when making disparaging comments about these "lowly fools." Others will be more inclined to believe the Shadow Lord's proclamations concerning the enemies they thus curse. The effect last for one scene. While those affected suffer no Renown loss, they will find it hard to speak at moots and will be considered last for honorable missions (which the Shadow Lord can maneuver to be assigned to his pack instead).

Judges of Doom Special Gift:

Summon Stormcrow (Level Three) — The Garou can summon a Stormcrow, one of the servants of Grandfather Thunder. The crow can be sent to spy on others, returning with secrets and privileged information. The crow will be invisible to anyone not in the Umbra or using a Gift, and even then a Perception roll will be required. To call the crow, the Garou must roll Charisma + Intimidation (difficulty 8) and spend a Gnosis point. The number of successes determines how well the crow performs its task; Storyteller discretion. The crow may only be ordered to perform one task, but this task can be general enough to include many things. Examples: "Go watch the Theurge elder and alert me if he summons any Banes," or "Spy on the Red Talon moot and tell me all that takes place there."

Silent Striders

Summon Talisman (Level Two) — The Garou can "call" any hand-held object to her, provided said object has been dedicated to her by the Rite of Talisman Dedication. It will disappear from its location and appear in the Garou's hand. The Garou must spend two Gnosis points and concentrate for a turn. Objects in the Umbra cannot be called, unless the Garou is in the Umbra or has the Gift: Grasp the Beyond. The Garou must declare which of his dedicated items can be summoned; one Talisman can be summoned for every two points of Gnosis the Garou possesses. Striders use this to place a fetish or important message in a safe location before they risk the trials of a dangerous journey, only calling the item once they have safely reached their destination.

Long Running (Level Three) — By rolling a Dexterity + Drive (or Athletics for a bicycle) versus the local Gauntlet and spending a Gnosis point, the Garou may decrease actual travel time between two points while driving in a vehicle. The number of successes on this roll dictates the amount of time saved. The Garou effectively travels for brief moments into a timeless zone of the Umbra, thus decreasing the amount of time needed to travel from place to place.

Successes	% Time Required
Botch	25% more
1	5% less
2	10% less
3	25% less
4	50% less
5	75% less
6 +	80% less

Message Glance (Level Three) — The Strider can formulate a message of words or symbols that can be delivered with a single glance to a recipient's mind, and easily remembered by the recipient. Roll Intelligence + Linguistics, difficulty seven, to formulate the message. The number of successes determines the length of the message. One = one symbol or five words. Two = doubles this, and so on. One Gnosis must be expended to deliver the message and the target must be in sight.

Tongues (Level Three) — see the Homid Gift.

Eaters of the Dead Special Gift:

Touch of Death (Level Four) — The Garou can touch a target; the target will then receive a premonition of his own death, as if someone "walked on his grave." The Garou must touch the target (normal combat action), spend two Gnosis points, and roll Manipulation + Occult (difficulty 8). The number of successes is the number of dice removed from the target's physical Trait Dice Pool (allocated by the Storyteller); these lost dice are "healed" as if they were aggravated wounds. The Garou will not know what the target sees, and the target will not remember afterward, but the target's fur/hair will be streaked with white thereafter. This may be used only once on a given target — ever.

Silver Fang

Princely Bearing (Level Three) — This Gift allows a Garou to temporarily raise her Rank. During this time, she is considered to be of that Rank, and thus can issue challenges and rulings appropriate to that Rank. However, she cannot learn the Gifts of the Rank. Roll Charisma + Leadership against a nine difficulty and spend one Willpower point and one Gnosis point. One success raises the Garou by one Rank level. For every two successes after that, another Rank level is gained. Thus, three successes will raise a Garou two Ranks while five successes will raise her three Ranks. The maximum number of Ranks obtainable this way is limited by the Garou's Leadership score. The effect lasts for one scene.

Ignore Wound (Level Four) — The Garou can choose to ignore damage during the scene. This must be a wound from a

single blow, but it does not matter how much damage was done. Once the wound is ignored, it is as though it never happened. This is a power gained from the Silver Fang's legendary secret about Death, and allows the Silver Fang to slip away from a devastating wound. The Garou must spend one Willpower point. This Gift may be used only once per scene.

Renew the Cycle (Level Six) — This is one of the most potent powers of the Garou. It is a very rare Gift, as only Silver Fang of Rank Six can obtain it. It grants the Garou the power to right a grievous wrong to Gaia's natural cycle: an undead creature can be returned to the earth with a single glance. Roll the Garou's Gnosis resisted by the opposing vampire's Willpower, both difficulty eight, and spend three permanent Gnosis points. If successful, the vampire dies and his body is reduced to its true stage of putrefaction: a neonate may turn into a months-old corpse, while an elder will be reduced to wind-blown ash. This can also be used against a mummy. It will not "kill" the mummy, but only force him into a dead season of sleep.

Stargazers

Questioning (Level Four) — This Gift allows the Garou to doubt the very nature of reality for a turn — and thus ignore the results of a single roll against her or a roll of her own that she didn't like. This requires an expenditure of one Gnosis point. It can be used only once per scene.

Directing the Soul (Level Five) — This Gift allows the Garou to expend either Rage points, Gnosis points or Health Levels (treat as aggravated loss) to gain a one time bonus to her roll successes. For each point or level used, the Garou gains an extra success to her roll, similar to the way Willpower is usually spent, but this can be used with all the above listed Traits. No roll is necessary to activate this power, simply the expenditure of the chosen Trait.

Kailindo Special Gift:

Whispering Wind (Level Three) — Only Kailindo practitioners are taught this Gift. It can tell the user what his opponent's next combat maneuver will be. Roll Perception + Kailindo, difficulty equal to his opponent's combat skill (Brawl, Melee or Kailindo) + 4, and spend a Gnosis point. The spirits of the wind will then whisper an opponent's attack plan to the Garou. Any successes will reveal the opponent's next maneuver, thus canceling any modifiers the opponent may have received for that maneuver. The Kailindoist will receive a -1 to his difficulty to attack his opponent next action (in addition to any other modifiers). Also, it gives the user pluses to his Initiative dice pool equal to the number of successes he gained on his roll. Another Kailindoist with this Gift may use his roll to resist.

World Tree Special Gift:

Astral Mind (Level Five) — The Garou can project his consciousness from his body into the Umbra. From there, his mind can enter realms denied physical beings. Since Garou are physical in the Umbra when they step sideways, they cannot usually enter these realms. Roll Intelligence + Occult, diffi-

culty nine, and spend two Gnosis points. Success means the mind is released to roam where it will. The number of successes determines how far the Garou can go. One success and he can traverse the Near Umbra, with three successes, he can enter the unknown realms of thought. The Storyteller is encouraged to create strange adventures in these realms.

New abilities and powers can sometimes be discovered in these realms, and many Stargazers go on sojourns for unique knowledge and understanding. The Storyteller is encouraged to create new abilities that can be gained on such travels. These realms are realms of thought, and many odd enigma spirits wait there to test trespassers with a riddle contest, a mathematical problem or a philosophical dilemma.

While the Garou's mind travels the Umbra, his body sits in the physical world in the state it was left and the Garou will appear to be in a coma. Finding one's way back to one's body is not always easy. It requires a Willpower roll against a five difficulty; no successes means that the Garou is lost and must find a clue for passage back before he can roll again. If he botches this roll, the Storyteller must create a whole story concerning the search for the character's body. The Garou's fellow packmates may realize something is wrong and try to help — it is in the Storyteller's hands. Some few Stargazers' bodies have died while awaiting their minds to return from far travels.



Uktena

Scrying (Level Three) — The Garou can use a mirror, a pool of water or a crystal ball to see far-off events or spy on certain people. Roll Perception + Occult, difficulty seven, and spend one Gnosis point. If the Garou does not have an object from the place he wishes to spy on, or something which belongs to the person he wants to watch, then the difficulty is 10. This is an invisible power; there is no sign to the subject of observation that he is being watched. However, some mages and Tremere vampires have defenses which alert them to magical clairvoyance or prevent Scrying altogether. These defenses are usually spirits or spells that provide a resistance roll to oppose the Scryer's roll. A Garou can use this Gift in conjunction with Umbral Sight or Pulse of the Invisible to spy into the Umbra or a realm within the Umbra.

Secrets (Level Three) — The Garou can learn one deeply held secret from a particular target. The Garou must formulate a question, such as "Where is that vampire's haven?" and then must touch the target. Roll Perception + Enigmas, difficulty eight, and spend one Gnosis point. The number of successes determines how great a secret is gained. A vampire's haven may require four successes or more, depending on how paranoid he is about revealing it. If the target suspects someone is trying to discover his secrets, either magically or otherwise, he can resist the roll with his Willpower.

Pointing the Bone (Level Four) — This allows the Garou to inflict damage from a distance by pointing a bone at someone in sight. The bone must be gathered from a dead creature's remains by the Garou herself. However, it requires no sanctification; any old bone will do. To use this Gift, roll Perception + Athletics, difficulty eight, and spend one Gnosis point. The number of successes is the amount of aggravated damage that is inflicted (this damage is soakable by normal defenses).

Strange Rain (Level Four) — The Garou can evoke a rain of something truly strange and unnatural: frogs, cockroaches, slugs, etc. This can be extremely unnerving to enemies or even allies. This acts like the Bone Gnawer Gift: Infest in every other way.

Wendigo

Counting Coup (Level Four) — The Garou can take Renown from someone by hitting him. The Garou makes a normal attack maneuver (punch, kick, club, etc.), and spends a Gnosis point, but must do no damage; roll damage as normal, but if any gets through the target's soak, this Gift will not work. The Garou can declare that he is pulling his blow and do no damage, but his attack difficulty is one higher. For every success (as long as no damage was done) the target loses 25 Glory Renown. This can only be performed on a single target once per scene. Every time this Gift is used against a Wyrms creature, the Garou gains 25 Glory Renown for every success on his roll, for being so bold as to strike a Wyrms creature but do no damage (he can hit it again afterwards and do damage if he wants). This can only be done once per battle with Wyrms forces.

Warpath Special Gift:

Curse of Aeolus (Level Two) — As the Black Furies Gift. Warpath members use this Gift to shroud their eco-warrior activities.

Ghost Dance Special Gift:

Harano (Level Four) — This Gift permits the Wendigo to force a state of Harano on a single opponent with a successful Manipulation + Expression roll, difficulty eight. This lasts for only one scene, unless five or more successes are rolled, in which case a quest must be undertaken to escape the morbid depression. During the period of effect, the target is so depressed he can initiate no action without a successful Willpower roll (difficulty 6). This Gift does not effect Native Americans or Native American Garou (or anyone from a culture that has been severely oppressed).

New Rites

Rite of the Hunting Grounds

Level One

This rite is used by lupus Garou to mark territory. It involves urinating on trees, rubbing around in dirt, and traversing the entire territory. After the rite is complete, no wolf or Garou can enter the area without realizing that it belongs to someone. There is no compunction not to enter, however.

Rite of Praise

Level Two

During this rite, an individual Garou is singled out for praise. This rite is conducted during a moot, and is performed when a Garou distinguishes herself by performing an action that derails the plans of a Wyrms minion or measurably protects Gaia. The action must be above and beyond the call of duty. The action honored must also have involved the Garou placing her life, or something else of great value to her, at risk.

For the next three moons the praises of the honored Garou will be sung at the moots of her sept. She may also receive a fetish in recognition of her deed.

Rite of the Opened Sky

Level Four

During this rite, purifying rain is called down upon the caern and all those within it. This rain washes away all impurities in the same manner as the Rite of Contrition. In addition, for every two points of Gnosis expended by the caster, one Health Level is healed on each wounded Garou present at the rite. The casting Garou must offer up something of personal value when performing this rite.

Rite of the Stolen Wolf

Level Four

This rite is a form of punishment. The recipient is stripped of all Rage and thus "loses the wolf." The Garou cannot shapechange thereafter. There is usually a period of atonement

set, such as "fourteen moons" or "three years," after which the recipient can regain Rage as normal.

Rite of the Lone Wolf

Level Four

This rite is performed when a Garou is declared Ronin, an outcast. Although the vast majority of Garou can not imagine preferring to live in dishonor, removed from the security and socialization of the pack, some few Garou view this security as stifling, and can thus ask to be declared Ronin. Unfortunately for the Garou, the number of Garou choosing to become Ronin has recently begun to increase.

This rite is always performed during the dark of the moon. During the rite, the new Ronin must state her willingness to leave the tribe. As she removes all outward signs of her Garou heritage she solemnly recites her lineage for the last time — leaving her own name out of the litany. As she paces widdershins (counter-clockwise) around the caern one final time the Garou present turn their backs on the Ronin and sing a modified, higher pitched version of the Dirge for the Dead.

A Ronin must renounce all ties to sept, tribe, and lineage. If her pack chooses to allow it, she may remain a member. The Ronin may not perform any of the functions of her Rank or accept its responsibilities. However, a Ronin may continue to gain Renown and be given the powers of Rank if she can find a mentor who will accept her as a student. Heavy bribes will always be a necessary part of a Ronin's training.

Rite of Lasting Glory

Level Five

This rite is only performed for a Garou who performs a great service not only for the Garou, but for Gaia. This service always involves great danger to the Garou, and causes extensive harm to the Wyrms. For example, if a Garou managed to force the destruction of an entire arm of the Pentex corporation and win back a powerful caern which was about to be destroyed by that branch of Pentex, she might be worthy of this rite. More often than not, this rite is performed posthumously.

This rite is very rare, and can only be performed at a concolation. The name of a Garou so honored will be remembered by generations to come, and she will be the subject of an epic Moon Dancer saga. It is the greatest of honors.

When performing this rite, the eldest and most honored Garou present sing the names of the past Garou so honored, starting with the Garou who formed the first pack. As each succeeding name and deed is praised, another Garou adds her voice to the song. When all Garou present have lifted their voices in praise, the ritual is complete. A Garou so honored (and still alive) immediately gains one level in Rank and is presented with a level five fetish.

Rite of the Shattered Soul

Level Five

The Rite of the Shattered Soul is perhaps the most solemn and terrible rite of the Garou. It is even worse than Gaia's

Vengeful Teeth, for it affects not only the Garou's current life, but all lives to come. When this rite is performed a Garou is cast out utterly from the Garou; declared an agent of the Wyrms. This casting out reaches even into the Umbra, expunging the victim's soul from the ranks of the Garou. The Theurges say this means that in his next life, if he even has one, the former Garou will return as a creature of the Wyrms. No vestige of honor is possible for such a lost soul. This rite is performed for only those Garou who are found to be the most heinous traitors to the Litany, the Garou, and even Gaia herself.

During the rite, all items connected to the traitor are destroyed in an intense fire. If the traitorous Garou has been found and killed, his body is also burned. Next, the most powerful mystics present stand over the dying fire and form a bridge into the deepest Umbra. Spirits are called to pass word of the Garou's disgrace throughout the Tellurian as the Theurges cry tears of grief onto the ashes of hope beneath them. During the final stage of the long rite, the traitor's pack-brothers take the bundle of ashes to the most barren site available. There the ashes are dumped onto earth free of any life. The pack then sits and mourns until the wind has scattered the ashes into oblivion.

Freebooters Rite:

Rite of the Unveiled Glen

Level One

This Black Furies rite will reveal the presence of potential caerns and sacred places. It will cause any sacred place nearby to glow with a dim blue light in the eyes of the ritualist, and if the ritualist closes her eyes and concentrates, she will be drawn towards the sacred place. The rite is usually cast in the morning and lasts all day, but requires the expenditure of a Gnosis point. If the ritualist enters battle, the rite must be re-cast.

Eaters of the Dead Rite:

Rite of Dormant Wisdom

Level Four

This forbidden Silent Strider rite allows the practitioner and his aides to gain the knowledge and memories of a dead person by eating the deceased's brain. The corpse can be long dead, as long as some of the brain remains (hasn't fully decomposed). Those participating in the rite must roll Intelligence + Occult versus a nine. The number of successes determines how complete the memory transference is: one is most recent memories while five is total life memories.

However, the Wyrms has corrupted this rite, and if the rite is practiced more times than the character has Gnosis, then the character will become wholly of the Wyrms, slave to Fœbok, Urge of Fear. A botch will also throw the character into the Wyrms' hungry maw, and he will forever be a servant to slithering darkness.

This rite can be performed on Garou and mummies, in which case a permanent Gnosis point must be spent. It can also be used on a torporous vampire, but the vampire will awaken as soon as the Garou attempts to open the leech's cranium.



Chapter Two: The Tribes

The following pages reveal more about the 13 Tribes of the Garou, their legends, history, the different camps within the tribes and their opinions on other tribes.

Each tribe has its own unique history and legends, but they often conflict. The Silver Fangs, Red Talons and Shadow Lords all claim in their myths to be the first of the Garou. But they can't all be right — or can they? The mysteries of myth cannot be regulated by anyone. Time in myth is a strange thing; it is hard to enforce a linear time flow onto prehistory.

For the most part, Garou accept the fact that their version of history is not the same as everyone else's. They are often content with knowing that they are right and everyone else is wrong. This allows them to sit around a concolation fire and tell the stories of their people without fights breaking out — well, not too many fights at least.

Camps

Each tribe is not as easily stereotyped as it at first seems. There are many sub-tribes, or camps, within each tribe. These camps can be as informal as a

philosophy or activity some tribe members have in common, or as rigid as viciously factional political groups or separatist societies.

Camps provide yet another way to forge a unique identity within a tribe, to help the player get a better handle on character concepts. Some camps have their own special Gifts or rites. These are rarely taught to outsiders; even members of the same tribe cannot learn them without joining that camp.

When a character wants to join a camp, the Storyteller should create inventive initiation rites or membership requirements. Some camps are easy to join, such as the Earth Guides of the Uktena (simply prove your commitment to Native American life) or the Wayfarers of the Silent Striders (just go to another tribe and offer your services to the highest bidder). Others, however, require a more rigorous entry, from the patience-test of the Stargazer Klaital Puk (sit still in a room for a week without saying anything) to the harrowing “judgment” one must pass to join the Shadow Lord Judges of Doom.

Black Furies

History

One of the oldest Garou tribes, the Black Furies were formed from a pack of she-wolves who were visited in the flesh by a manifestation of Luna as Artemis, Huntress of the Moon. Artemis gave the tribe five sacred treasures and charged them with defending the most sacred places of Gaia. She promised they would be strong as long as they kept themselves pure. The First Pack of the Black Furies took each of these treasures and went out into the land and the Umbra to gather their forces. The five treasures are known as the Bow, the Salve, the Cloak, the Bridle and the Loom, and their powers and mysteries are told only to those of the Inner Calyx (see Organization, below).

Slowly but surely the Black Furies reclaimed the sacred and ancient places, building their power and establishing new caerns and Moon Bridges. As each tribe member honed her battle skills, the Black Furies grew into a for-

midable fighting force. Everyone took part in battle when it came time to defend the caern. In time of peace, the no-moons took to scouting new places of power and the full-moons to defending those places. The crescent-moons searched the Umbra for spirit helpers and the gibbous-moons celebrated and pro-

vided comfort for the warriors and repaired their weapons. The half-moons consulted the auguries and the oracles and used ancient wisdom to guide the tribe through the changing of the ages.

The Furies were instrumental to the Impergium. In some areas, instead of slaying humans, the tribe quietly introduced Ergot into grain crops to keep the population of their villages under the prescribed limit. The Furies eventually urged for the lifting of the Impergium, and worked with the Children of Gaia to help end the Impergium.

Black Furies in Africa, some parts of Asia, and South America were responsible for the death of many human adventurers, slavers, and missionaries who



inadvertently stumbled into the sacred sites hidden in deep jungles.

The Black Furies have appointed themselves guardians of some of the most powerful fetishes known to Garou. They are actively seeking three of the Five Talons of the Wyrn; five powerful Wyrn fetishes that have been lost in the world. Two powerful Black Furies septs, the Sept of Artemis and the Sept of the Black Pegasus, each guard an imprisoned Talon. These septs are carefully watched to ensure that the powerful fetishes do not overwhelm them and infect them with corruption.

The Black Furies often lead raiding parties against Uktena and Tremere vampires in order to recover artifacts; the Furies are interested in locking these things away so that they can no longer be used against the earth.

Alone among the Garou, the Furies worship Luna as Artemis. Some of their Philodoxes are the priestesses of Artemis, while some Theurges have dedicated their lives to becoming Oracles in service to the Huntress.

Organization

The Furies are ruled and administered by two Circles, or Calyxes. The Outer Calyx is made up of 13 Black Furies from all over the world, chosen by lot. The Inner Calyx consists of five Garou Furies chosen directly by Artemis herself.

Members of the Outer Calyx coordinate activities all over the world and act as regional chief administrators, empowered with the authority to carry out the policy, tradition, and law handed down by the Inner Calyx.

The Inner Calyx has five facets, or roles, which make up the five archetypal facets of Artemis. Each roughly corresponds to an auspice: the Chief Warrior (Ahroun), the Mistress of Artisans (Galliard), the First Daughter (Ragabash), the Great Mother (Philodox), and the Elder Crone (Theurge). It is not necessary that the Inner Calyx be made up of highly-ranked individuals — Artemis herself chooses the most appropriate Garou for each role, and every Garou serves at her pleasure.

Black Furies are usually initiated into the mysteries of Artemis as part of their Rite of Passage, and most

of the rites (particularly moots) are performed in service to her.

The Black Furies do not allow male homid or lupus to serve in their tribe. However, they no longer euthanize male children. They usually send any male Garou children to the Children of Gaia, and they have extensive families of Kinfolk who raise any male non-Garou they bear. Male metis are allowed to stay with the tribe, though they can never advance far within the tribal structure and are usually relegated to a support position.

Names

Black Furies choose their names in honor of powerful females. Some are named after goddesses like Eris or Kali, while others name themselves after modern women like Harriet Tubman, Z. Budapest, Lucretia Howe, and Amelia Earhart.

The more traditional Furies do not use the common names for the Auspices when speaking of one another, rather they refer to them by the tribal auspice titles: Ahroun is called Warrior; Galliard, Artisan; Philodox, Mother; Theurge, Crone (or Wise One); and Ragabash, Daughter.

Camps

Amazons of Diana

These Black Furies are a secret order dedicated to protecting women from the Wyrn and from depraved men. They have safehouses, farms, secret hiding places, and other protected areas they use to shelter and protect women. A few of them have taken to protecting women's clinics where reproductive health is taught and abortions are performed. They swear an oath that men will never again rule their lives and that they will never willingly serve a minion of the Wyrn. The Amazons regularly get involved in bloody battles with the Get of Fenris, especially if one of the female Get is revealed to have been abused in any way.

Freebooters

These Furies scour the world looking for forgotten sacred places. They travel into usually inaccessible regions, locate sacred ground, and leave behind one or two Furies to protect and defend the area until back-up support arrives. They are organized into

teams which are usually also their packs, although it is not unknown for Garou from other tribes (usually females of the Stargazers, Red Talons, Fianna or Children of Gaia) to be part of these teams. Garou of other tribes are welcome, because the areas explored by the Freebooters are extremely dangerous, and casualties are common. These Furies have also been known to work with male Garou from time to time.

The Freebooters are usually too busy searching for forgotten sacred places to involve themselves with tribal politics, although the more notable camp members usually retire to a position with the Inner Calyx. Sometimes a Freebooter team is sent in to recover a powerful Wurm fetish to place it under the protection and guardianship of the tribe. The Freebooters have been criticized by some of their pack-sisters as being sensationalistic adventurers interested only in pursuing glory.

They have their own special rite: The Rite of the Unveiled Glen. See Chapter One: The Garou for details.

Temple of Artemis

Members of this camp are devout followers of the goddess Artemis (Luna the Celestine in her guise as the Huntress). Although all Furies revere Artemis, these Furies serve as worshippers and priestesses to her. They gain much knowledge about the natural world from their relationship with Artemis, and from time to time they are granted fetishes by the goddess.

The Temple of Artemis usually comprises the more conservative faction in the Black Furies. They constantly call for vigilance against the Wurm from within as well as from without. It is this camp which retains guardianship of the five sacred treasures of Artemis, although it is whispered quietly that the Bow has since been broken — glued back together but forever unusable. It has been a long time since Artemis herself has appeared to the Furies, and this may be why.

Quote

"The Amazons, the Valkyries, and the Maenads are our Sisters. Kali, Brigid, and Isis are our Mothers. Hecate, Nike, and Demeter are our Grandmothers. Our daughters will fight in the Apokolyps, and we will be strong beside them."

— Amara Windcrusher, Theurge of the Black Furies

Stereotypes

Bone Gnawers — Harmless street mongrels — but they know more than they let on. Don't judge them by their smell; they can often be helpful, just like good watchdogs.

Children of Gaia — Noble and helpful, the only bad thing you can say about them is that they don't do enough. We are growing tired of their placatory ways, as well...the rage of Gaia will not long be delayed.

Fianna — Chauvinistic, self-centered, ill-mannered drunkards, every one of 'em. A few of them remember Brigid and Rhiannon...but only a few. Their women are very close to us in spirit. If their men would only let us fight as comrades we would be a potent force against the Wyrms.

Get of Fenris — Fascist dogs! They style themselves protectors, and claim that they are the only ones who take action. For every step we take against the Wyrms, the Get push us two back. They must be stopped...or euthanized like the rabid dogs they are.

Glass Walkers — They allow the Wyrms to encroach further upon the old places and try to pass it off as some kind of evolution. They are merely servants of the destructive process which has defiled sacred place after sacred place. Something must be done about them, and soon.

Red Talons — We are sisters with them, in many ways, for they fight just as desperate a fight. They would make excellent allies if they could see that our battle is the same as theirs.

Shadow Lords — We have seen these manipulative, sweet-talking Lords lie and cheat their way through history. They have never kept a promise to the Furies, and they are continually selling our people out to the highest bidder. Do everything you can to expose them for what they are, and when in doubt, fight.

Silent Striders — They are our silent partners, and the reason we can handle such a large protectorate. Help them in any way possible.

Silver Fangs — The Fangs still think that the accident of their birth can cause us to respect them and obey their commands. They are wrong. We watch these Fangs, and if any of these "heroes" interferes with our plans, we will crush them.

Stargazers — They hold many secrets, and have been helpful in warning us of attacks by the Wyrms. Trust them, and try to see beyond what they say.

Uktena — Sniveling, scrabbling weasels. By seeking their magical baubles and studying forbidden arts, they seek to undermine all that we have accomplished. We have to continually watch them and make sure that they do not find some ancient "toy" that might blow up in their faces.

Wendigo — Honorable and noble, these native peoples are sometimes too proud to accept our aid. Their fight to protect virgin wilderness is our fight, as well. We will be there for them should they ever call for our aid.

Bone Gnawers

History

A tribe of scavengers and misfits, the Bone Gnawers were confirmed in their status by the Silver Fang War Chieftain Fangs-of-Anger, who said to the Bone Gnawers, "And, as for you...what we do not eat of our kills you may eat. To you go the bones and sinew of the prey. Go now and skulk in the bushes, waiting for your Lords to finish their meals."

The Bone Gnawer Moon Dancers still tell the tale of the harsh winter storm that descended upon the Silver Fang warband soon after the War Chieftain's taunt, and how, after the great Fangs were dragged out of 20-foot snowdrifts by the Gnawers, the tribe shared the leftovers of their meals with their esteemed leaders.

Still, it's true that wherever they have gone the Gnawers have found only strife, disharmony, and antipathy. It is said that, of all the Elder Tribes, the Glass Walkers alone allowed them a place to call their own —

in Mesopotamia. The Bone Gnawers flourished amongst the refuse and debris of human cities and soon came to mark those places as their territory. Since few wolves would have them, they sometimes fell to mating with jackals and hyenas, which brought some truth to the rumor of their scavenger heritage.

But the Bone Gnawers are excellent survivors. From the very first, the Gnawers learned to live in harmony with every dweller of the city, including the Kindred. To this day, their relations with the Nosferatu are excellent. They learned how to avoid being seen through observing their Totem animal, the Rat. They traveled like rats on merchant ships bound for other lands, sometimes stowing away, sometimes as crew members. When they landed in a new port they instantly took to the streets and vanished in the all-too-familiar mazes of poverty and decay omnipresent in cities.

It is said the Black Plague, a disease spread by rats, was



originally the result of a Bone Gnawer elder's curse on an unknown nobleman who would often go amongst the poor of the city to rape, torture, and murder them with wild abandon.

When speaking of themselves as a tribe, Bone Gnawers use the term "Rat-Brother" or "Rat-Sister."

Organization

The Bone Gnawers have a very loose structure. In fact, if any Garou wishes to become a Bone Gnawer, all she has to do is declare herself one and be obviously poor. Many tales have been told of "noble" Garou descending into the depths, going amongst the Bone Gnawers for a time, and returning to their normal lives humbled by the experience. The tribe is ruled through status. Status within the tribe is determined by two things: One, how often a Gnawer eats, and how many other Gnawers he or she provides food for. And two, how much "neat stuff" a Gnawer can accumulate.

Gnawers are like pack rats in many ways: they have caches of "treasures" (junk by most people's standards) that they hoard, protect and bequeath to their progeny. In some of the oldest caches, there are potent fetishes and ancient talens that have been tossed aside and forgotten like the old bicycle pumps, brass door knockers and tablets of cuneiform beside them. Gnawers are very stingy with their stuff, and arguments over treasure cause most of the conflict between them. Most of the time, these Garou maintain peace between themselves in order to ensure their survival.

Elder Bone Gnawers are given the title of Mother or Father and sometimes Grandmother or Grandfather. These Garou have the most impressive caches, provide many tribe members with food, and act as advocates in the councils of the other Garou. Rarely do Gnawers have moots, but when they do they often decorate themselves with their shiniest, most impressive treasures, set up a grain alcohol still, and have a wild revel with the moonshine, often "crashing" upper-class black-tie formal parties, depending upon the Veil to protect them. But these moots are very rare—mostly the Gnawers are too intent on the daily business of survival to worry about such frippery.

Punishment for the Bone Gnawers comes rarely, but is harsh. The one way Gnawers punish their people is to "Blackball" them. A black eight-ball

fetish (that some Leeches seem to be able to sense) is tied around the offender's neck. The Rite of the Blackball ensures it cannot be removed. From then on, no Bone Gnawer will offer aid, comfort, or succor to the exiled Garou, who is soon hunted down by leeches or becomes so hungry that he goes into a frenzy and is treated as a "mad dog" by other Garou tribes. This is a very serious punishment, and is worse than death in many Gnawers' eyes.

Names

These Garou have names that reflect some aspect of their personality (usually having to do with food) or character, or tell a story about them. For example, Burgerhead loves hamburgers and will do anything to get them. Go-Cart is famous for motorizing shopping carts and driving them around. They usually take a new (more human) name when they reach elder status (Mother or Father).

Camps

Deserters

The Deserters believe that Gaia is a sinking ship and seek to leave this realm by any means available. To this end, they have befriended shamans and mages who can reach other realms. There is a legend of a realm that was promised to the Bone Gnawers by their totem, Rat, a realm filled with the blessed refuse of Rat's travels, a realm called Paradise. In any other tribe, the Deserters would be branded as traitors to the Garou and slain en masse, but the Great-grandparents of the tribe see their search as a perfectly valid way to continue the Bone Gnawer line. Still, the conservative faction within the Gnawers view the Deserters as spending way too much energy on an impossible dream. Deserters move frequently and even travel from city to city in search of their Paradise.

Rat Finks

The Rat Finks are the snoops, gossips, and rumormongers of the Garou world. Throughout the day they rummage through the garbage heaps of cities, listening outside office windows, posing as janitors and maids, gathering information where no Garou would normally think to look. The Finks sell their information for food or useful items in a compli-

cated system of barter only they understand. The Rat Finks are most closely associated with the Nosferatu. It is ironic that they know more about the operations of the Wyrn in the city than any other Garou and yet, because of their status, their information is discounted and held as suspect. Rat Finks are masters of disguise and incredible actors.

The Hood

Bone Gnawers of the Hood secretly help the poor humans of cities survive: either with gifts of food, physical protection, or magical aid. The Hood is a clandestine organization within the Gnawers — the regular leadership disapproves on the grounds that

humans should be able to survive on their own. Humans under the protection of the Hood are asked only one thing: that they not kill any rats they find. Fortunately, rats tend not to disturb those marked by the Hood for protection. From time to time, the Hood will use the Delirium to its advantage to steal what it needs to help their protectorate. Many Ahrouns are attracted to joining the Hood, and often go to live in hidden gardens and secret alleys in the city. Members of the Hood often make the ultimate sacrifice for their beliefs: many of the great Hood warriors and tricksters have been Blackballed from the tribe.

Quote

"Our greatest fight, our most bloody battle, is to survive alone in the world. Though Gaia and Luna turn their backs on us, we will survive. There will come a time when we are the only ones left, and then we will have won."

—Shakespeare, Bone Gnawer Galliard Grandfather

Stereotypes

Black Furies — Cute babes....heh heh heh...nah, really. They're cool. A bit tight-assed, but cool. Be nice to 'em, though. They'll waste you in a heartbeat.

Children of Gaia — Their hearts are in the right place, and they are sometimes good for a free meal or a warm place to crash, but they're just like all the other missionaries and social workers: where are they when the sun goes down and you still don't have a place to sleep?

Fianna — Try to scam on one of their parties if you can — they lay a good spread. They kick butt, too. Watch out for the Faeries that hang out with them, though.

Get of Fenris — Hard-assed, nasty, mean, just plain ornery. Stay away from 'em! The Get would sooner kick you than look at you.

Glass Walkers — The Big Boys, the G.W. A bit weird, but they usually leave us alone and let us live in the city. Just watch it when they think you might be puttin' on airs, trying to expand your turf. Then they'll crack down on you.

Red Talons — Always bitching about the Wyrn and the humans, you'd think these wolfies would have something better to do. The Talons have always blamed us and the G.W. for the cities — but they do know a thing or two about survival.

Shadow Lords — Put your paw out to a Shadow Lord and you'll always get one less claw back. They're sneaky and slippery; you'd best just not mess with them. If you have to, though, remember that the G.W. always love a good rumble with 'em.

Silent Striders — Watch these guys, where they go, what they do. They know the secret ways around places, and they're always goin' someplace important.

Silver Fangs — Has anyone noticed these guys are crazy? Don't even mess with going on their land or even asking for help — you're just as likely to get slapped upside the head as you are to get a free meal. Don't even listen to 'em, just nod and smile when they talk to you.

Stargazers — They're off in their own little world, which is just fine with us.

Uktena — You can't trust 'em as far as you can throw 'em. We've heard things about this tribe that would make your fur turn white. We watch 'em wherever they go in the city, and they're always trying to pry our secrets from us. Don't tell them anything!

Wendigo — We get a lot of these among us, the Pure Folk who've been thrown off their land. Help these guys as best you can, if you see 'em lost in the city. They've had almost as raw a deal as we've had.

Children of Gaia

Legendry

In the blissful days of the great Golden Age, all Gaia's children lived together in harmony and peace. No one knew lack or hunger, and all empty places were filled by the radiance of the Mother.

When the Wyrms struck, it struck without warning, and blanketed the world in a shroud of misery and horror. Days were dark as night, and nights were filled with terror. Wyrms killed without warning, and destroyed the plants and animals that Gaia offered up for food. The Apocalypse was overtaking the world, and all Garou knew that only a miracle could forestall it.

But the tribes of the Wolf did not cleave together to create that miracle. Instead, they began to hoard the vanishing food, and kept others off their hunting grounds. Each tribe accused the others of betraying Trust, and they fell to backbiting and recrimination. The tribes fell on one another, and bitter blood stained the thirsty

ground. As the fighting intensified, the tribes broke the great taboo. They slaughtered their enemies' pups.

Gaia grieved to look upon her creatures, for she and saw that all her Love was in vain. Her children had forsaken her, and tore at pups with all the depravity of the Wyrms.

But the Goddess did not despair. Instead, she lifted the bodies of the little ones, and breathed new life into them.

The guileless cubs were whole and strong again, and soon grew to adulthood. As the battle raged all around them, Gaia raised the gentle innocents in her bower, safe under the shade of the World Tree. Thus, in a time of endless hunger and terror they were filled and fearless.

As the Children of Gaia grew, the Goddess told them three great secrets.

Gaia told them the first secret. All creatures who partake of the bounty Gaia freely offers become loving and generous. Those who heed the Wyrms,



and doubt that Gaia will provide for them become fear-ridden and stingy. Their fear and greed rule them, and drive them to acts of depravity. Any animal — wolf, human, or Garou — will turn to cruelty, barbarism, and sadism if he cuts himself off from the unlimited Love of the World Goddess. This tragic, depraved creature cannot ever be filled, despite all the abundance he hoards. He can no longer measure his own greatness by his works or by his contribution to the Earth that gave him life. Instead, he can only track his own greatness by measuring what he prevents others from having.

Gaia told them the second secret. Depravity is a powerful weapon, for it kills empathy. The Depraved are cut off from the purest of Gaia's gifts: the connection to all life, and the simple ability to feel the joy and pain of another. Those with empathy act in the interest of all Life. Those without empathy think they act in their own interest, but actually only act against all life, including their own. This depravity drives animals to kill their kin, Garou to slaughter their rivals' children, and Wyrms creatures to try to destroy all life. It is a powerful drive, and spreads like contagion in any population where it takes root.

Gaia told them the third secret. Depravity is a powerful weakness. For only in empathy can joy be found. Those lacking empathy lack the capacity for joy, and feel its loss deep in their hearts as an unending sadness. So they pursue idle diversions, seeking to be diverted from the sorrow in their souls. This weakness is the key to overcoming these foes.

Rather than meet hostility with hostility, the Child of Gaia can transcend his own Rage and visit the Peace of Gaia upon his foes. By meeting hatred with understanding and compassion, the Child of Gaia can replace anger with bliss, hate with joy, and war with peace.

Though all creatures can choose to continue their depravity after they taste the Peace of Gaia, many choose rapture. If they don't, then memory of it will haunt them forever. Thus their greatest weapon is their greatest weakness.

This is the true purpose of the Child of Gaia. The Gifts called Calm, Serenity and Dazzle and secret Gifts that force empathy upon an unwilling subject, all bring the Peace of the Mother upon a wayward soul, and make him experience the joy and connection to all Life that he lacks. It calls to his very soul

with a potent reminder of all that he has lost in embracing the path of the Wyrms.

Gaia returned the newly created Children of Gaia to the world, saying unto them, "You were once pups of all tribes. Now you are pups of one tribe: the Tribe of All Life. The Wyrms breeds scarcity, fear and sorrow. The Goddess sows abundance, hope, and joy. All creatures must choose between them. You shall make that choice clear."

This was a difficult and powerful mission Gaia gave to her dearest Children. A mission of creating peace in a world racked by war, of meeting hatred with compassion and of serving as living examples of the forgiveness of Gaia.

The Children of Gaia did not join the raging war. Instead they presented themselves to the other tribes, shining with the light of the Mother. The tribes recognized their resurrected younglings, and fell to their knees in abject sorrow, sore ashamed. They laid down their weapons and agreed to work together again to stop the Wyrms.

Thus the Children forestalled the Apocalypse, and to this day they strive to reject the Wyrms in their own hearts, and better understand the Goddess.

History

The Children of Gaia ranged across the world, taking the living example of the forgiveness of Gaia wherever they went. Their mission proved very difficult, and many failed. Others gave in to Rage, and lost sight of their goals. But many more maintained the Peace of the Goddess, and sowed peace and accord among Garou and man.

Their greatest accomplishment was ending the Impergium, which they accurately predicted would haunt the Garou as long as they lived. They mingled freely in the human population, and created mystery cults wherever they went. The Children of Gaia taught the lessons of the goddess through love, kindness and compassion. Many humans took comfort in the Garou teachings and patterned their own behavior on that of the Children.

Their Kinfolk disciples were constantly the target of powerful humans (often pawns of vampires or the Wyrms), whose tyranny was threatened by spiritual citizens. But the Children of Gaia often influenced

the rule of nations, as humans drew inspiration from them and established enlightened governments.

When the Children of Gaia arrived in the New World on the first ships, they found the native tribes in dire straits. They grieved the loss of the Croatan, and swore it would not happen again. So they sought out and aided the Uktena and Wendigo, who were suffering a deep spiritual malaise brought on by the Wyrn. Many Uktena credit the Children of Gaia with the survival of their tribe.

Today, the Children of Gaia have more to do than ever, and less time to act. They feel a greater sense of urgency in their work than ever before.

Organization

The Children of Gaia are savage peacemakers, out to unify all the Garou tribes. They have the loosest organization of all the tribes, but the most responsive command structure. Though they consider themselves equals before the Goddess, each protectorate or sept chooses two leaders; a female called Voice of the Goddess and a male called Arm of the Goddess. These positions are filled in annual rituals that determine the purity and depth of spiritual development of each tribe member. If another Child of Gaia emerges as closer to the Goddess, power is peacefully transferred. Many Voices and Arms willingly surrender their power as they age, to ensure a smooth transition.

The rest of the tribe forms working groups that vote on temporary leaders to whom the rest defer. Since all power is based on earned respect, there are few ugly power plays.

Names

Children of Gaia keep their homid or lupus names until they have a

sacred vision. The vision may show them a site of great purity, or a path they are to follow. After that, they change their names to express their vision. Some change their names several times in a lifetime as they develop.

Examples: Quester Tree-Talker, True Silverheels, Morning Glow, Robert Side-Splitter, One-Song, Rebecca Freedom, Sojourner In The Halls of Heaven, Pearl River

Camps

Other tribes think the Children of Gaia have split internally over so many issues that they are ineffectual as a tribe. Paradoxically, the opposite is true. Because the Children of Gaia are encouraged to loudly and pointedly express disagreement on any issue, they can vent their anger productively, and do not store it until it ignites into rage. They appear divided and contentious in their council sessions, but instantly set aside internal differences when a rapid response is needed.

The only real polarizing disagreement the Children have is over how soon they need to cut their losses.

The Imminent Strike

This faction says that the time has come to cut loose the tribes who refuse to cooperate. They maintain that if the Children of Gaia wait until the last moment to jettison the dead weight, it will be too late.

The Patient Deed

This faction says that no tribe is completely hopeless, and the end not close enough to warrant drastic action. They add the solution lies in greater forgiveness, not rejection of their brothers.

Quote

"Before you two battle to the death, I remind you that one of you will die. I ask you if this act is the legacy you wish to leave to the world that gave you birth. Would you see us go screaming to Malfeas because the Garou people are torn by self-disembowelment? Or will you summon the courage of your ancestors and find the inner strength to place Gaia's wounds above your wounded pride?"

—Selesti Calm-Bringer, Children of Gaia
Philodox

Stereotypes

Black Furies — The fair Furies are worthy allies. Despite their quick tempers, they come close to understanding the world's desperate need for healing.

Bone Gnawers — Our often overlooked brothers have good hearts, and much to offer.

Fianna — These singers are warm-hearted companions, and generous with their spirits.

Get of Fenris — Their hair-trigger tempers serve only the Wyrms. We must find a way to reach them before they drag us all down.

Glass Walkers — We have much to learn from these fascinating companions. Their fearless adaptation to the terror of the cities shows us more about the potential of the Garou than we ever knew.

Red Talons — These much-maligned fighters are daring, spontaneous folk, and as they are not skilled in dissembling, are often refreshingly honest.

Shadow Lords — Ambitions, ruthless, and prone to destructive infighting, these warriors must be closely watched. We should help any faction that promotes inter-tribal unity, because their war against the Silver Fangs could doom us all.

Silent Striders — Good companions, and one of the few races who properly understand the peace and power of a quiet walk under the stars.

Silver Fangs — A danger. Possibly the greatest threat to unity because of their incredible power and ebbing sanity. Our greatest challenge could come not from the Wyrms, not from the Get of Fenris, but from the obstruction of the leaders of all Garou.

Stargazers — Wise friends. Heed their counsel whenever they deign to give it.

Uktena — They are our wounded brothers. Aid them, as you would aid your own cubs.

Wendigo — Quick to violence, but with deep, abiding spirituality, these warriors must be encouraged to follow the spiritual path of their ancestors rather than sink into revenge.

Fianna

Legendry

As he lay dying on the battlefield of Gabhra, after tasting the steel of the five sons of Ugru, Fionn mac Cumhail looked up to his favored friend and lieutenant, Diarmuid ui Duibhne, also known as Laughs-at-the-Winds by the Garou. He said unto him: "Sing this to all generations, my brother. Keep the glory of the Fianna alive so that none may forget our deeds. Our courage this day shall shine as a light for all to come." And with a great sigh, Fionn mac Cumhail, leader of the Fianna and king of Eire, died. Gaias smiled and opened her arms to embrace this brave warrior who was both war chieftain and Kinfolk to the Garou. His time of rest had come, yet there was no mourning that day, for it was considered disrespectful to shed tears for those who died with such bravery.

Thus Diarmuid ui Duibhne, respectful of his leader's wishes, wrote the epic of Fionn which is sung in Irish pubs as well as Fianna moots to this

day. Fionn's band of brave mercenaries took their name from the tribe of Garou known as the Fianna, as much out of respect for their Irish heritage as for the glory and honor inherent in the changing breed of the Emerald Isle.

History

The Fianna can trace their lineage back further than any other tribe of Garou (the Silver Fang dispute this). In fact, Garou of other tribes, when unsure about a point in their history, usually seek council with a member of the Fianna, as their memories reach back into the far recesses of Garou lore.

As far as the Fianna are concerned, they have always existed as they do today. They simply are. They have, since the dark days of the Garou Impergium and even before, been the lore masters and the singers of the Garou ways. Long before the other tribes separated from the whole and forged their own identities, the Fianna relished the pride of their heri-



Werewolf Player's Guide

tage and their gift of song, and considered themselves a group within a group. They have always been proud of their homeland and their way of life. They have managed to maintain their tribal integrity throughout Garou history until recently, when various factions within the Fianna have found the need to involve themselves in human politics.

One of the great tales of the Fianna and their Kinfolk is that of the death of Fionn mac Cumhail and of his last words to his Garou kin. It is the tale that is told at the opening of all Fianna moots. It tells of the courage and glory of the Fianna and is one of their most sacred legends.

The Fianna tribe is comprised of some of the greatest warriors and storytellers of Ireland. They believe that by remembering the stories of the past, the glorious warriors who came before will never truly die. Instead, those heroes will dance on the field of battle, to capture the attention of their enemies and give the Fianna a swifter victory. This myth provides an extra degree of enthusiasm to all Fianna war parties.

Today, the Fianna live for a good scrap, whether it be against the forces of the Wyrms or just a friendly, relaxing barfight. They are also masters of song and tale, passing on the legends of the Emerald Isle to generation after generation over a warm fire and a pint of stout. The Fianna have had a glorious past and, despite dark tales of the coming Apocalypse, believe they will see a bright future as well.

Organization

Due to the bardic nature of the Fianna, they prize the Galliards above all. It is they that the Fianna gather around for wisdom and guidance in all matters. The Ahrouns are respected for their place as well, and stand side by side with the Galliards as they march into battle. Everyone in Fianna society is taught the ability to weave a grand tale, even the Ahrouns. Song and dance are the passion of Fianna life.

When a challenge is made between Fianna, it is usually resolved through song. The two combatants are given a certain amount of time by a tribal elder to conceive an original song or tale pertaining to Fianna culture and history. She who garners the most audience participation and support, wins. This is the chosen method of resolving disputes, though the

Ahrouns still maintain the right of combat, the standard form of challenge among most Garou tribes.

The Fianna gather around their war chieftain, known as a Righ. She is the sole judge in all conflicts. She surrounds herself with seven elders known as the Council of Song; they are her advisors on all points pertaining to Fianna law and justice. These leaders are chosen by all members of the Fianna and are usually selected from the eldest Philodoxes or the most experienced warriors and tale-masters in the tribe.

Names

Fianna and their Kinfolk take their names from Gaelic, the old tongue of Irish. This is done out of loyalty to the past and to help maintain the integrity of the Irish people and their ways. Examples are: Finegas, Cormac, Goll mac Morna, Caoilte mac Ronan and the like. More Gaelic names and their translations can be found in the historical section of any library.

The Fianna also give themselves names typical of Garou heritage such as Screams-in-the-Night, Runs-in-Starlight, Brother-of-Dawn, and other nature-oriented names denoting the particular Garou's affinity with the wilds.

Camps

Grandchildren of Fionn

These hearty warriors consider themselves the living legacy of the legendary Fianna, the fearsome warrior band of Irish mythology led by Fionn Mac Cumhail. This band of mercenaries travels the globe in search of martial adventure. Factions often lend their support to I.R.A. ventures, usually more for the thrill of conflict than for any political goal. A few, however, are very loyal to the I.R.A. and their beliefs. This group is mainly comprised of Fianna Ahrouns and Galliards who live for glory and the privilege to sing of their victories at the Fianna moots. These warriors rely on steel and song for their very existence, but are easily swayed by a stout drink and a lovely pair of eyes.

Eire Fundamentalists

These terrorists believe that Ireland (and all of Europe for that matter) should be ruled as it was in the

days of the Impergium, when the humans were dominated by an iron fist and populations kept under strict control. These Garou are ruthless, cruel and probably as violent as the Red Talons. They will not listen to reason of any sort pertaining to their hatred of the humans. They launch their raids against the unsuspecting humans without any mercy or respect to the Veil, as they believe the humans should know the face of their masters. They are sometimes able to garner support from the Get of Fenris and Red Talons, and are thus most formidable opponents.

Children of Dire

This sect of the Fianna is comprised entirely of lupus stock. They revel in the proud history of the Dire wolf. Among the fiercest of warriors, the Children of Dire are respected and feared in Garou circles for their cunning and savagery on the battlefield. Even Get of Fenris think twice before irritating one of these Fianna, since they do not accept apologies, only blood. In battle, they give no mercy nor expect any; they believe Gaia will not welcome home those who cower in the face of death.

Whispering Rovers

These Fianna are descended primarily from Celts in ancient Gaul (France); they claim no land as their

own. They travel eastern and central Europe in bands known as bundles and depend greatly upon one another for survival. Like gypsies, these Garou are forever mobile, never staying in one place for more than a week or so. Because of this, they maintain an intimate knowledge of the European continent and are sought when such knowledge is needed by other Fianna or even other tribes. These Garou are also employed as scouts in Fianna war parties due to their innate understanding of both woodland and urban environments.

Brotherhood of Hern

The Brotherhood of Hern consists almost entirely of Garou of British descent. These Garou stand as allies to the Provincial Army and are thus the enemy of many Irish Fianna, especially members of the Grandchildren of Fionn. In fact, the war between the Brotherhood of Hern and the Grandchildren of Fionn has been the greatest threat to Fianna security of late, despite pleading of the Council of Song for peace and unity within the tribe. The Brotherhood tends to be very loyal to the British ideals of imperialism, no matter how outdated and absurd they might be.

Quote

"This lyre will sound just as good being played as it will breaking o'er your head laddie, so I suggest ya' sit your arse down and have another whiskey."

—Diarmud Plays-Like-A-Devil, Fianna Galliard



Stereotypes

Black Furies — Those gals really need to relax. Although, I wouldn't mind dancing with a few of 'em, if you know what I mean.

Bone Gnawers — A bit smelly, but widely misunderstood. Give these fellas a hot meal and a stout drink and you have a loyal friend for life.

Children of Gaia — Peaceful folk, always full of cheer. They're always quick to lend a hand and a smile — but don't piss 'em off; I'd wager they could throw down with the best of us.

Get of Fenris — All of 'em are stupid or insane. Don't trust any of them if ya' know what's good for you. Bloody psychopaths.

Glass Walkers — They know where all the good bars are. They don't tend to be trustworthy but they won't screw you if you give 'em a fair deal.

Red Talons — More psychopaths. The best thing to do for everyone is put these maniacs and the Get of Fenris in a small room and let them fight it out to the last. It would make the whole damn world easier to live in.

Shadow Lords — Bloody arrogant bastards! They think they should rule the world — well, I say let 'em have it, that'll teach 'em a lesson.

Silent Striders — These fellas have some tall tales from their roving. Listen up, you may learn a thing or two.

Silver Fangs — These creatures really respect tradition. They enjoy a good song and some fine conversation, so that makes them alright by us.

Stargazers — Way too laid back. If they don't get their heads out of the clouds, they're going to get their arses kicked but good.

Uktena — Rather unfriendly sods. It's best to stay the hell away from them, that way everyone is happy.

Wendigo — They don't like us and we don't like them. Pretty damn simple, huh?

Get of Fenris

History

The Get of Fenris tell tales of how Gaia looked upon the wolves in the north-lands, saw their mistreatment by the humans — the ways in which they were trapped and slaughtered for their pelts — and created the Get of Fenris to revenge the lupines. Some have said that if the legend is true, Gaia may have created too perfect a machine for vengeance.

The Get of Fenris came originally from the Scandinavian countries, moving with the nomadic tribes and maintaining the Impergium, often going beyond the necessary culling of the human numbers into full scale massacres. In fact, the Get is rumored to have kept the Impergium going in their countries long after the Compact was declared. The Get soon learned that the Norse were savage fighters, and they too became fearsome in battle, rev-

eling in the glory of the fight above all else.

When the Norse moved to conquer other lands, the Get of Fenris moved with them, bringing their beliefs and might to the aid of the humans they watched over. As they walked in the shadow of the Norsemen, they came to hold many similar beliefs. Primary among their beliefs was that

battle was a glorious honor, and to die in battle assured one a place in Valhalla. The Get of Fenris still follow this philosophy today, and are never known to flee a fight.

When the Roman Empire attempted to conquer the lands the Norsemen made their homes, the invading armies of Caesar were taken aback by the savage Scandinavians and their protectors, the Get of Fenris. Legend states that fully two thousand Roman soldiers came to do battle against an army one tenth their size, and never returned. The humans believe that the success of the defenders was due strictly to their cunning and improvisation on the



field of battle; the Get of Fenris know better. The great fight was in truth used by the Get as a Rite of Passage for the younger Garou.

Through their expansions across most of Europe, the Get met many other tribes of Garou. The meetings normally ended with the Get of Fenris gaining the upper hand in battle against their neighboring tribes, and ultimately led to a strong resentment of the Get that holds true even today. To the Get of Fenris, this simply proves their natural superiority. To the other Garou, this simply proves that the Get are suicidal. The Fianna in particular were astounded by the savagery shown by the Get when the golden-furred Nordic Garou came to their lands.

Even though the Get have moved across much of the world, they still prefer to mate with humans of Scandinavian descent, and consider most other humans to be weak in comparison. When the Get of Fenris first came to the New World, they were appalled by the weakness of the Garou already living there. The so-called "Pure Land" Garou had grown soft, living far away from the dangers of the Wyrms, and the gentle nature of these Garou tribes was an affront to all the Get held dear.

It was not long before the first American Get, Mjolnir Wurm-Breaker, Jarl of the tribe, ordered the protection of all caerns, and the seizure of any caerns that were in danger of corruption by the Wyrms. Even today, the Get of Fenris are known to take control of any place that is sacred to Gaia if they feel that the Garou in charge are not properly defending the location. The Native American Garou tribes have often claimed that the Get of Fenris are responsible for the Wyrms' arrival in the Americas. The Get simply scoff at the idea, and claim that the Wyrms was inevitable when so little was being done to stop its advance.

The Get of Fenris have true respect for only one tribe of Native American Garou: the Croatan, who were destroyed in a valiant battle to stop the Wyrms. The Get believe that if the Wendigo and Uktena had been as brave, the New World would have stayed free of the Wyrms' Corruption. The Get of Fenris are not popular with the other Native American tribes.

Organization

The Get of Fenris are ruled by Jarls. The Jarls are chosen principally because of their ability to fight, and secondarily by their ability to command. Whoever is the most powerful in battle is the leader of any given pack. Often, the Jarl is dethroned within only a few months as a younger leader comes and does honorable battle. The Get may challenge their Jarl only after formal moots, and only in the presence of other tribe members.

Names

The Get of Fenris believe in choosing names that reflect their temperament as well as the deeds they have done in battle, and many will add a title to their names that reflects some aspect of the Norse Mythology. Many of the Get respond to their homid names even at formal moots, adding the homid name to their Garou name in the process. Full recitals of the names of Get elders have been known to take several minutes. The Get of Fenris are also known to scoff at the regular titles given to auspices and caerns by the other Garou, feeling that the standard Garou titles are simply too common.

Get Auspice Names: Ragabash (Rotagar), Theurge (Godi), Philodox (Forseti), Galliard (Skald), Ahroun (Modi)

Homid Names: Lars, Jurgi, Sven, Tor, Stefan, Hans, Dieter, Kurt, Rolf, Inge, Ilse, Willemina, August, Gustav, and derivatives of many Norse god names.

Garou Names: Wurm-Ripper, Thunder-Howl, Bloodfang, Fastclaw, Car-Basher, Tree-Leaper, Caern-Protector, Stormbright, Building-Breaker.

Here is one example of how a newly named Get of Fenris might formally introduce himself: "I am Jurgi-Hautala-Bloodfang, Claw of Gere, Modi of the Get of Fenris."

Camps

The Valkyria of Freya

Made up primarily of female Get, this camp meets in secret and plans to force equality on the entire tribe, whether they like it or not. This is a very small camp, and, often as not, they talk about change while doing nothing to make change happen. There are

some who would push the issue now, and those are the dangerous ones. Mention has been made more than once of either asking the aid of the Black Furies or simply defecting from the Get of Fenris to the Black Furies.

The Hand of Tyr

Berserkers. This camp has made a true art form of battle; nothing is as important as victory and an honorable death. Members of the Hand claim to be hand picked by Fenris for the most dangerous tasks, and are often seen raging into Wyrms-held areas without a thought for their lives.

The Hand believes that all wrongs should be righted as quickly as possible, and as savagely. The camp members are well known for their brutal attacks on child molesters, murderers and rapists, and they have become legend in some cities for their ability to find guilty parties and punish them as only a Garou could.

They have a special Gift: Sense Guilt. See Chapter One: The Garou for details.

Mjolnir's Thunder

This camp is most dedicated to the destruction of the Wyrms. Members normally live in the suburbs of major cities and hunt down any Wyrms-corrupted creatures they can find. These Get are known to stalk the leeches in a city, and have sometimes directly attacked subsidiaries of Pentex.

The Fangs of Garm

This camp is dedicated to the protection of all innocents — that is, those not yet touched by the Wyrms' corruption. They are more sympathetic to the Native Americans than most other Get camps,

and sometimes help the Wendigo or Uktena to defend their lands. This is the only camp among the Get that has active dealings with the Children of Gaia, though the relationship is strained.

The Fangs' members can gain the Gift: Coup de Grace (as per the Black Furies).

The Glorious Fist of Wotan

This camp is dedicated to stopping any and all expansion by the humans, and it has gone so far as to enforce its own Impergium. Members often live in the city and perform acts of terrorism on humans, but are even more likely to live in areas of urban expansion and destroy all attempts at building. The Rage of these Get has been felt at more than one construction site and has cost millions of dollars in delay. The Wyld is all the Fist cares about.

The Wotans can use the Glass Walker Gift: Power Surge.

The Swords of Heimdall

Skinheads! White Supremacists! "Blond hair and blue eyes or certain death, as you must be Wyrms-corrupted!" These Get believe the way to Wyrms corruption comes from the mingling of bloods. They consider themselves to be defenders of the Get from humans who would dilute the perfection that is the Get of Fenris.

This camp is not recommended for player characters, unless you are a little more open-minded than these fellows. They are considered by most of the Get to be closer to the Wyrms than is healthy. The Swords loathe most other tribes, but consider metis of the Get to be perfectly acceptable, as they can surely not create Wyrms-corrupted offspring.

The Swords have a special Gift: Mark The Enemy. See Chapter One: The Garou for details.

Quote

"You fight like a woman! Now face your death like a man!"

— Kaavi Axe-Hurler, Get of Fenris
Ahroun

Stereotypes

Black Furies — What the Furies need is a man to show them their place. They do fight well, but lack the discipline that men have.

Bone Gnawers — They are weak! They hide in the gutter to avoid the duties that Gaia gave us all.

Children of Gaia — They desire peace, but peace cannot exist on this world so long as the Wyrn still lives.

Fianna — They fight well, for singers. If their passion for battle matched their passion for poetry they would be truly worthy.

Glass Walkers — We shall watch over the Glass Walkers, they are too close to the heart of the Jormungandr's power.

Red Talons — They are brave, they fight well. But, even we see the need for some homids; not many, but at least a few.

Shadow Lords — Their arrogance shall bring them down, if we do not bring them down first.

Silent Striders — The Silent Striders are too silent when the time comes to howl for war! They have no roots, and never make a stand.

Silver Fangs — Beauty is only skin deep; look to the bones and you can see the Wyrn's corruption starting in their souls. Should they lose the fight, we will destroy them all.

Stargazers — They spend too much time in contemplation and not enough in battle; still, when they do decide to fight, they do so well.

Uktena — They are vile and weak. They dance at the edge of Jormungandr's mouth without a care, and should they fall, they will be destroyed.

Wendigo — Pathetic! They claim to be brave warriors, but it was as nothing to claim this land as our own.

Glass Walkers

History

The Glass Walkers stayed too long in the earliest human cities and grew to love the comforts and luxuries there. They separated from their elder packs, becoming stationary and making the walled domains of humans their hunting ground. They learned to co-exist with the populations of the cities, traveled with merchants to new cities, and continued to expand their influence as the power of the cities grew.

In the Middle Ages, the Glass Walkers were partially responsible for the rise of the burghers and the middle class, and they carefully spread their influence to the robbers and highwaymen that preyed on the merchant routes. They parlayed their Garou strength and spiritual power into formidable "muscle" for crime lords and robber barons. When the earliest glimmers of Maltese crime lords began to grow, the Glass Walkers swore sacred oaths that they would aid them. Thus were the Mafia and the Glass Walkers forever after intertwined as al-

lies, the Mafia helping to maintain the Veil and the Glass Walkers serving as high-level assassins for the Mob.

The Glass Walkers battle vampires continually, but for the most part their activities fit neatly into day-and-night cycles: the Glass Walkers ruling the cities by day, the vampires taking over at night. Many a Glass Walker elder has made tentative peace treaties with the prince of a city, only to have them broken by this anarchy or that young Garou. There can be no lasting peace between the two species. They are, no matter how they try to adapt, enemies in spirit.

Glass Walkers have always been exploring the spiritual side of their urban homes, looking for new and changed spirits that rise out of the interaction of glass, steel, flesh, and hope.

With the beginning of the Industrial Revolution, the Glass Walkers saw their role as Garou of the cities start to



change. They felt it necessary to adapt to the new way of life. It was during this time that the Glass Walkers realized technology, the power of steam and iron, and later the power of electricity and steel, were potent forces with spirits of their own.

As the Weaver began to encase the world in her web, the Glass Walkers learned to summon forth the spirits within the great thrumming factories and trembling buildings that rose unabashed into the sky. They learned to walk the Web and use it to their advantage. They spoke to the voices in the huge monoliths, heard the harmonic songs of the perfectly balanced suspension bridges. They soon came to realize that the city itself was a living being—a model of the universe. Just as the Garou lived within Gaia, a living being, the Glass Walkers lived within the City.

Some Glass Walkers were able to discover Incarna who grew as a melding of the spirits of a city, the City Father (or Mother) spirit. Harold Spikedriver, a Chicago Glass Walker Theurge, once spoke to the City Father of Chicago, who appeared to him as a giant, broad-shouldered laborer, a stacker of wheat, with eyes like a rabid dog, caked with cancerous growth. To purge the cancer from the City Father, Spikedriver sent a hapless Malkavian vampire into a orgy of self-destruction that resulted in the great Chicago fire.

During the second World War, Glass Walker Theurges broke into the Manhattan Project research facility. There they discovered the first Atomic spirit dwelling within an Epiph (a small pocket-realm formed in the Umbra) generated by Einstein. The spirit gave them several prophecies and told them to watch for new spirit brethren, to come in the next years.

It was not until the '60s at MIT that the prophecies of the atomic spirit began to come true. Acting on information from Bone Gnawer Rat Finks, several Glass Walkers managed to infiltrate the ARPA computer projects. They discovered that the PDP-1 used by MIT students had become the focal point for an opening into an electronic realm, where the complex data processed by the machine was reflected into reality. The Glass Walkers met the first net-spirits in that electronic realm, and returned with a new understanding of this new technology. Glass Walkers had found yet another spiritual force.

Since that time, Glass Walker youths have forged past their elders in understanding the new technology and interacting with its spirits. The elders of the Glass Walker tribe know more the power of internal combustion, steam, electricity, and great engines, although a few have adapted to the new spirit technology.

Organization

Even though the Glass Walkers have distanced themselves from the Mafia, they still have a vague “family” structure. The power of a family is based on a combination of financial, spiritual, and technical prowess. From time to time Glass Walker houses will merge, but this is rare.

The leader of the Glass Walkers in a city is called either “Don” or “Lord.” Personal power makes up a large portion of the leader’s political power within the tribe. Theurges, Ragabash, and Philodox usually rule over Ahrouns and Galliards because of their familiarity and friendship with many of the powerful steam, glass, electricity, atomic, and computer spirits.

There are rare but bloody coups from time to time when one family grows lax or becomes overly corrupt. Glass Walkers demand unquestioning loyalty from their older folk, but give their youth a lot of leeway in order to let them gain personal power they will need upon attaining higher rank.

Names

These Garou usually take very “human” names, though on occasion they will adopt tongue-in-cheek “native” names like “Space-On-Disk”, “Dim Array”, and “Clears-The-Screen.”

Camps

Random Interrupts

These Glass Walkers are totally obsessed with computers and computer reality. The time they do not spend in front of a keyboard with a phosphorescent glow falling on their faces is usually spent communing directly with net-spirits, data-spectres, and access-spiders. They have discovered ways to combine software with spirits to make “spiritware.” Their computer of choice is the laptop, portable enough to carry around anywhere. They are never far

from a telephone port for their modem. The Interrupts are a group of disorganized hackers who cooperate only in anarchic fashion. The result of their association is a nearly world-wide computer net from which the Glass Walkers draw information about new business, the Wurm, Pentex, high-technology breakthroughs and scientific events.

Wise Guys

Still loyal to Mafia families, these Garou are the old guard. They act as enforcers, hit men, extortion artists, hired guns, and bodyguards. Many of them have been with the Organization since they were very young. Some of them work with Ventrue vampires from time to time, as they operate in similar spheres. A select few have befriended City Father Incarna and use this contact as a means of selling information. Rarely do these Garou gain positions of authority in the family: they are respected for their muscle, but it is a rare Don who places the inflammatory Garou in charge of a sensitive project.

They have a special Gift: Corner Shot. See Chapter One: The Garou for details.

Urban Primitives

These Glass Walkers are creating a new kind of primitive culture, forming gangs and living on the street like hunter-gatherers of the past. They have their bodies pierced, shave their fur in intricate designs, brand themselves with silver, paint their bodies, and otherwise decorate themselves. They have learned all the secret ways through the cities.

When they get hungry, they steal food, and when they are tired they break into a vacant building and sleep.

They regularly undergo ritual tests of strength and character: some have taken to ritual bungee jumping off construction cranes — using the Delirium to good effect if they get caught. Many of them have learned to attune themselves to the urban environment, feeling the ebb and flow of the complex city ecology. They share the cityscape with uneasy Bone Gnawers and anarch Kindred who grant them a wide berth and a healthy respect.

City Farmers

City Farmers want to green the city. Their goal is to put hydroponics troughs on skyscraper roofs and, where possible, reforest the streets. They have developed new rites to help things grow in the harsh city environment. When they can't put a plant outside, they create arboretums and other indoor gardens, and continually fight to preserve whatever natural landscape is left in the city.

These Glass Walkers are considered a radical fringe, and the Glass Walker leadership has denounced their activities again and again as "retro" and unproductive. Because of this, they have gone underground and are now something of a secret society, although they are just as disorganized as the Random Interrupts. A few City Farmers have created secret high-tech, contained ecosystems buried under the city streets — an Eden among the sewers.

Quote

"I seek the perfectly just City, in which life is as it is everywhere: the weak die, the strong live, and no matter what happens, the City continues on, churning, grinding, steaming and fuming. I see reflections of Mesopotamia in New York, and Constantinople in Atlanta. I know that, come Apocalypse, the City will be the only thing left living. The City moves on."

— Peter Steamcloud, Glass Walker
Theurge, speaking through one of his past lives.

Stereotypes

Black Furies — They are obsessed with so-called sacred places, but they cling desperately to pure mythology to give them the authority to kill who they will.

Bone Gnawers — They are loyal watchdogs, great protectors, and an invaluable resource. Interface with them as often as possible, and allow their data net to act for you.

Children of Gaia — They are a useful social buffer zone between us and the rest of the Garou, for they have always defended our right to be different.

Fianna — A quaint tribe of Irish mystics, bards, and alcoholics. They are easily manipulated and have often been used as our pawns ...but don't let them talk to you too much.

Get of Fenris — The Get are always a factor in any plan we make. You can count on them to be as stupid and violent as possible. Keep them busy rooting out the Wym.

Red Talons — These wolves hate us, and blame us for the rise of the Cities. We actually have no beef with them. Best to leave them alone in their rage.

Shadow Lords — These guys are bad for business. Don't turn your back to them. Don't give them an inch. Smile, and never let 'em see ya sweat.

Silent Striders — When it absolutely has to be there overnight, use these guys. As couriers they are unparalleled and they serve us all. Sometimes we wonder what hides behind their silence.

Silver Fangs — We would worry more about them if they weren't so loony. Make nice with them, throw them a bone, and they'll usually leave you alone.

Stargazers — They speak in riddles, and spend way too much time contemplating their navels. Luckily they're too involved with what they're doing to bother us much.

Uktena — We want what they know. They have secrets; spirits and stuff we could really use. They're always poking around trying to learn about electricity spirits — maybe we can make a deal.

Wendigo — These Indians are spooky, don't ever let 'em catch you in the wilderness. Luckily they don't like the cities much.

Red Talons

Long long ago the Land was a paradise, ruled by the Predator Kings. All was in harmony, all followed the will of Gaia. But the Weaver was jealous of Gaia's wondrous people, the Animals, and wanted to make her own. But without the creative powers of the Wyld, she could not create, only modify.

So she began to search among Gaia's people for a people of her own, those she could steal and make into her Animals. She searched among the lowliest animals, those who had no Honor, for these she knew would not be missed at first, and her work would be done before any could stop her.

She finally found her chosen people, living in the trees, afraid to roam the Land for fear of the Predator Kings. And so she took them, the lowly Apes, and made of them her people. She changed them so that they would no longer live in trees, but instead hide in caves, for fear the Animals would discover what had been done to them and destroy them. She straightened their legs so they could run when they were chased. And she gave them her Powers, the Tools of Weaving. These

they wove into weapons, the spear and the bow, which showed their cowardly power, for they would only attack from afar, ashamed at their lack of claw. And her people ever after must have these things to survive.

But nothing can be long hidden from Gaia, Mother of All and Mistress of the Land. She saw that many of the Apes were missing and looked about for them in the trees and in the open land, but she could not find them. So She came to her beloved people, the most honored of the Predator Kings, the Wolf, and she asked: "Oh, Noble Wolf, favorite of my children, I have lost some of the Animals, the chattering Apes. I have searched the mountains and the plains, but they are not to be found. I know that you are the Supreme Hunter, and that nothing can hide its scent from you. Can you find them for me?"

"Beautiful Mother, Who Suckled Us When We Were Weak, of course I will do this thing for you," replied Wolf. He set off across the Land to find the lost Apes.

Soon, he came to a cave. "That's funny, I smell Ape-scent from that hole in the rock." He went forth into the



cave to investigate, and there he found the lost Apes, huddled around a strange glowing being who moved fast yet stood still. "What is this? You smell like Apes, yet you do not look like Apes. And what is this being you worship?"

"Oh please, Great Wolf," cried the leader of the lost Apes, "Do not eat us. We are simply trying to live quietly in this cave with our friend Fire."

"Fire? I have never heard of him. Well, he should greet me." And Wolf walked up to Fire to nuzzle him, but Fire lashed out and bit Wolf fiercely, and the sting of the bite did not go away, but hurt and hurt for long after. Wolf jumped back and growled. "You say this is your friend?! He is a bad friend, for he has no manners and does not recognize his betters! If he is your friend, you must have poor judgment indeed. Well, it does not matter. You are coming with me. Mother calls."

"Mother?" the leader of the lost Apes asked. "We have no Mother, but only a Father."

"What has become of you?" asked Wolf in horror. "You have lived in the cave too long. You have become stunted and gross. You are blind to the truth. Come with me now!"

But the lost Apes feared him and would not come, so Wolf grabbed the leader and dragged him out of the cave. He screamed and screamed and the other Apes brought up their Weaver Powers and flung them at Wolf. They pierced him and he cried out, "What is this? These are Unnatural things! Stop, for you will unleash the worst of Powers!"

But they did not heed him and kept flinging their Weaver Powers. Wolf fell, unable to stand under the weight of the things in him. And, as he said, a great Power was unleashed, the worst of all Powers. Death came and killed Wolf. The Apes cheered, for they believed they had won.

But Gaia heard the dying howl of her favorite and came. She saw Wolf lying dead under the Weaver things and the perverted Apes chanting around him and she cried: "Stop! Foolish Children, what have you done?" And the Apes cowered in fear, for they did not recognize their Mother.

And Gaia said, "I understand all. The Weaver has done this to you, to great shame. But you were once mine, and I shall not abandon you. But you shall learn my Laws now, and follow not the false laws taught you. I shall call you Humans, for you are no longer Apes.

"And to ensure that you do not stray, I will put a Predator King over you, to watch and punish you if you disobey." And Gaia reached down to the body of

Wolf and plucked out the Weaver things, and she breathed on him, and he stirred and rose, yipping with joy. But when he saw the Humans, he growled.

Gaia said, "You are right to growl Wolf, for you must be wary of Humans. I will appoint some of your children to watch over them. But I will Change these children, so that they can wear the skins of Humans and walk among them, so that the Humans will fear and never know when they are being watched. I do this not as a curse to your children, but an honor. It will be hard for them, but they will be strong in knowing that it is as I ask."

And ever since, the Red Talons, among all the Garou, are the only true children of the Wolf, the only ones to remember their original purpose.

Organization

The Red Talons are the closest to their wolf heritage of any Garou. Each tribemember knows his place in the hierarchy, from Alpha to Beta on down to the pups. For more details on their social structure, see *Ways of the Wolf*.

Names

A Red Talon's true name is his howl name, pronounceable only in Lupus, Hispo or Crinos form. They also have Garou deed names, such as Blood Eye or Moon Howl.

Camps

The Anti-Extinction Faction is the main camp within the Red Talons. It is composed of those Garou who do not believe the Apes should be destroyed, but simply put back into line. This faction is the cause of much intra-tribal strife among the Red Talons. See *Ways of the Wolf* for more details.

The other two camps, the Warders of the Land and the Lodge of the Predator Kings, both hearken back to the old days, when predators ruled the food chain. The Warders believe it is their duty to keep all humans away from the wilderness, while the Lodge are elders who feel that all animals must aid in the fight against the humans. They have made tentative alliances with other animal breed shapeshifters, including felines among the Bastet and corvid among the Corax.

Stereotypes

Ways of the Wolf includes details on the Red Talon's opinions of the other tribes.

Shadow Lords

Legendary

In the first days of the world, when the ground shook and the seas roiled and the boundaries between earth and sky were nebulous and uncertain, the minions of the Wyrms chewed through the flesh of Gaia like maggots through a corpse. Through the ground they burrowed, through the seas they flopped, through the air they flapped, and even in the celestial fire did they writhe and wriggle. Only the netherskies, the highest black voids beyond even the stars, were free of the Wyrms-plague. Here Thunder dwelled in darkness, and none, not even the Triat, dared trespass on his solitude.

Daily the Wyrms mortified the flesh of the Mother, and Gaia could not long withstand its assault. So she stooped, and gouged a great chunk of river-clay from her side, and from the crude stuff she shaped the first Red Talon.

"How may I serve thee, Mother?" the first Garou panted.

"Destroy that which plagues me, my son," responded Gaia.

The first Red Talon fought, and fought hard and well. But he was only Garou, and the minions of the Wyrms overwhelmed him at

last. He retreated to his mother's womb, howling and licking his wounds. Gaia was saddened for her son, and decided that since the Wyrms fought with legion upon legion of warriors, she would do likewise. So she stooped, and gouged one of the great jagged thorn-bushes from her side, and from it she molded the first Black Fury.

"How may I serve thee, Mother?" the first Black Fury panted.

"Destroy that which plagues me, my daughter," replied Gaia.

The first Black Fury, like the first Red Talon before her, fought hard and well. But despite this, she was not powerful enough to destroy all the minions of the Wyrms, and soon lay whimpering and wounded next to her brother. Gaia decided to try yet again. She stooped, and wrenched one of the vast glaciers from her bosom, and from it sculpted the first Wendigo.

"How may I serve thee, Mother?" asked the Wendigo.

"Destroy that which plagues me, son," said Gaia.

But the first Wendigo could not defeat the minions either. Again and



again Gaia created, until all the tribes of the Garou lay within her womb, while the beasts of the Wyrms howled without for their blood. And Gaia, near unto death, asked, "Is there no one who can withstand the Wyrms?"

And the first Silent Strider, clutching her side in agony, coughed, "On my travels, Mother, I once came to a realm of deepest night, where the cold cut me like knives, and where the beasts of the Wyrms would not follow. There is a great lord there in the gloom, and his fury cannot be withstood, and his name is Thunder."

So Gaia staggered into the sky, following the path the Silent Strider had pointed out for her. Long she journeyed, through great peril. But finally she came to the place of which her daughter had spoken, where no Wyrmlings trod. And a great voice resounded in the gloom, saying, "Who art thou, and why dost thou disturb my realm?"

And the Mother-of-All fell to her knees and said, "Lord Thunder, I am Gaia, and I am sore pressed by the Wyrms, who it is said fears thee. My sons and daughters are unable to succor me. I beg a boon of thee."

Thunder thought for a moment. He looked upon Gaia, and she was pleasing to behold, and her radiance lit the vast darkness in which he had always dwelt. And he said unto her, "I shall give thee a son." And the two of them were joined, and from their union was birthed the first Shadow Lord.

The Shadow Lord did not ask how he could serve his mother, for he knew what he must do. He guarded Gaia on her way back from Thunder's realm, destroying all the Wyrmspawn who dared near her. He came to the cave where the other Garou cowered and cried unto them, saying, "Up, jackals! Hide not thy faces from thy foes, for I shall lead thee against the Wyrms!" And such was the first Shadow Lord's fury and valor that the other Garou were shamed, and followed him.

The first Shadow Lord sought out the minions of the Wyrms, and they could not withstand his wrath. Whenever his paw smote, the force of his father, Thunder, blasted the foul creatures to ash. Whenever he howled his rage, a thousand lightnings burned the Wyrms. Soon most of the Wyrms' minions were destroyed, and those that yet lived fled for the safety of their scaly sire's coils. The first Shadow Lord would have pursued and destroyed even these, but he paused to save his lesser brethren when they were overwhelmed in their battles. For this the first Silver Fang

resented him always. Jealousy grew inside him like an evil seed, and he swore to destroy the first Shadow Lord and replace him. But that, O Pups, is another tale.

The Shadow Lords truly see themselves as separate from all other Garou. While the others are creatures of Gaia, the Shadow Lords alone are the offspring of two divinities, and thus are the only Garou fit to lead the race as a whole.

Organization

The Shadow Lords are the ultimate social Darwinists. They tolerate no whining voices of egalitarianism or moderation. One Garou, and one Garou alone, leads each pack and sept — the strongest. While there are councils of elders among the tribe, there is always a clear hierarchy of dominance and submission.

Of all the tribes, the Shadow Lords are the strictest with regard to leaders. The road to rulership among the Shadow Lords is a jagged and winding path, opening upon an abyss to either side. Potential leaders must intuitively understand the proper combination of brave deeds and shady favors, silken words and iron fists. Only the strongest rise to lead. The Shadow Lords understand that strength is measured in more ways than raw physical might. Cunning and charisma are as valued as sheer power. Indeed, a physically strong leader who is oafish or speaks poorly is seen as less than perfect.

Once a leader has attained the coveted position, she must by no means rest on her laurels. The Lords are grimly pragmatic — not for them the honoring of impotent blunt-teeth with impressive pedigrees. Should a leader falter, she will be dragged down and destroyed for the good of the tribe. Shadow Lord leaders do not abdicate — it is as unthinkable for a Shadow Lord to step down from a leadership position as it is for her to sever her right arm. Leadership is for life — how long that life is depends entirely on the competence of the leader.

Shadow Lord leaders continually strive to emulate the ideals of the first Shadow Lord, leader of all the Garou. Indeed, by becoming a leader, one assumes a certain mystical mantle — an "inheritance" from the first Shadow Lord. Thus, one is assumed perfect unless proven otherwise. This attitude has some interesting extrapolations. For example, a Get of Fenris who murders his leader in her sleep and assumes her position would be considered a base

traitor; not so a Shadow Lord. Had the murdered leader been truly perfect, like the first Shadow Lord, she would have known that an attack was coming, and would not have been taken off guard; thus, she was not truly fit to lead.

Certain leaders have become so respected (or more likely feared) that their demesnes cover large areas of land, encompassing the territories of lesser Shadow Lord leaders. These great leaders are able to demand fealty from the lesser Lords, and are known as kings. There is a persistent rumor among the other Garou that a King of Kings, ruling all the Shadow Lords, lives somewhere in the world. This has yet to be proven.

Names

The Shadow Lords originated in the Balkans, and many Eastern European names are used by the tribe: Bela, Boris, Nikos, Anya. Many Lords take or are given names that reflect their connection to their mythical father: Paw-that-Shatters, Breathes-Lightnings, Roar-of-Storms. Other names are taken simply because they sound intimidating: Ironclaw, Skullcracker.

Camps

The Masks

Even the Get of Fenris shudder when the Masks are mentioned. The members of this fanatical sect relish the fear they inflict on their foes — indeed, they worship it. The Masks study the art of terror with meticulous precision, and practice it with relentless abandon. They devote their lives to a perpetual Zen-like quest for the *magnum opus* of their existence — the ability to render a foe dead through fear alone, without lifting a paw. Toward this end, all members of the Masks ritually scar their faces with silver Klaives, turning their visages into nightmarish crusts of keloid tissue.

Some whisper that in their unceasing study of the darker emotions, the Masks veer dangerously close to the Wyrms. Indeed, the Wyrms to-

tem Hakaken (see *Book of the Wyrms*) was once a member of this camp.

The Society of Nidhogg

This camp includes many Theurges and Philodoxes. They seek mystic understanding of mighty Thunder, and feel that the presence of the sun (which scatters and destroys the clouds) hinders their progress. Indeed, the members of the Society see little use for daylight, and would prefer to live in perpetual twilight, under an eternally cloudy sky. Toward this end, they unceasingly garner weather-magic, anticipating the day when they can forever drive the sun from the sky. They are rumored to have an alliance with the vampire sorceress Louhi (see *A World of Darkness*) and the Lasombra clan of vampires (see *A Players Guide to the Sabbat*), both of whom desire a sunless sky.

The Judges of Doom

Though the Inquisition was harshest on the Kindred, it took its toll on the Garou as well. Many Galliards still tell tales of the days when the black-robes (many of whom were gifted with the Sight that pierced the Veil) hunted the Garou like rabid dogs.

Some among the Shadow Lords, seeing the fear instilled in the werewolves by the Inquisition, decided to emulate the humans. Thus, a quasi-secret society of Philodoxes was formed. Its ostensible purpose was to enforce the laws of the Litany, harshly punishing all Garou (regardless of auspice or tribe) who violated them. In reality, the Judges of Doom (as these Philodoxes came to be known) hoped that the fear engendered by their sudden purges and brutal punishments would weaken and unnerve the other tribes, thus giving the Lords yet another edge in their eternal quest for species dominance.

The Judges of Doom stalk the night, roaming from caern to caern “to excise the Wyrms-taint from our midst.” They often appear out of nowhere to accuse,

try, condemn and execute Garou who they claim have broken the Litany. The Judges particularly relish “exposing” and destroying great heroes of other tribes “for the good of Gaia.”

Quote

“Legality? A moot point — it’s done! You have until moonrise to clear out of your office or you’ll find out just how hostile this takeover really is.”

— Piotr Hammersmith, Shadow Lord Philodox

Stereotypes

Black Furies — They are mighty, but lack the unity and discipline to be a true threat when the time comes. If they wish to stand at our side we welcome them; if not, so be it...

Bone Gnawers — Worthless cowards and vermin; spawn of jackals. They pride themselves on their ability to survive; perhaps it shall be put to the test sooner than they imagine...

Children of Gaia — How these unfit grass-lickers have survived is a mystery to us. Peace is not the way of nature. Peace is not the way of the Garou. Perhaps we can make them truly one with Gaia — in the same sense that the dinosaurs are.

Fianna — They need discipline and know not their place. Their wagging tongues need to be wrenched from their heads; otherwise, they are worthy to live.

Get of Fenris — Useful pupp — er, noble Garou brethren. They have found their niche. They fight well and leave the thinking to others. Admirable werewolves indeed. They will serve nicely.

Glass Walkers — They are the true threat. The other Garou fear them, but we understand them. Their lack of honor and protocol is disgusting. In the end it shall be us versus them — and they will submit or fall...

Red Talons — Their fury is understandable, but they are somewhat short-sighted. Nevertheless, they are ferocious warriors, and easily manip — er, inspired to righteous wrath. Furthermore, their histrionics focus many eyes on them, eyes that might otherwise look elsewhere...

Silent Striders — Always watching, always listening, never speaking. Perhaps they have seen and heard too much, yes? We distrust them. They will make an accounting of themselves very soon...

Silver Fangs — Reactionary, doddering fools. Their reign is past; indeed, their very genes scream their weakness to the world. We no longer live in the halcyon days of antiquated legend. The figureheads will soon abdicate in favor of more worthy leaders.

Stargazers — Nonentities unworthy of consideration. If they would spend less time on philosophical foolishness and more effort on their admittedly impressive combat skills, they might make some sort of contribution to the whole.

Uktena — True Garou need no sorcerers' tricks to win battles. Nevertheless, their knowledge of the Wyrn may well prove valuable. They are secretive, but a little judicious persuasion will no doubt convince them to share their knowledge for the good of the Garou.

Wendigo — Much like the Silver Fangs, but there's some small hope for the lot. Perhaps they were wronged, but the past is carved in rock; if they'd pull themselves out of their mire of self-pity, they might prove useful.

Silent Striders

The Silent Striders promote the various mysteries that surround their existence. Descended from ancient soothsayers, the Silent Striders have always held stock in their uncanny ability to predict upcoming events. Some Silent Striders spend their lives in the service of other tribes; others spend their waking moments to chronicle the events of the coming Apocalypse. Finally, some of the more gifted Silent Striders use their powers to bring word to their ignorant brothers and sisters.

The Silent Striders had nothing to do with the Impergium and still hold it against most Garou. How could they not see the repercussions of such action? Instead of looking at humans as potential threats, the Silent Striders look upon them as mere pawns in a bigger game, much like themselves.

The Silent Striders' ability to cover great distances is undoubtedly due to their nomadic behavior. Packs of jackals

would traverse the sands of Egypt from oasis to oasis seeking the food and water. It is from these cousins of the wolf that the Striders hail. A lifetime spent in travel has made the Silent Striders wise beyond their years.

There are many homid and metis children among the Striders, and lupus are rare among them. Those Striders who are lupus are afforded much respect. Recently, the Silent Striders have taken great measures to insure that their lupus population prospers once more.

The Silent Striders maintain minimal contact with humans and all other beings save the Garou. When they do deal with humans it is mostly with those given to travel or prophetic powers, their protectorate. This is one of the major reasons the Gypsies are linked with the Striders. The Silent Striders realize exclusion is one of the major reasons their numbers are dwindling, but such is the price of wisdom.



Legends say the Silent Striders aided humans after death. The Striders would lead the departing human soul through the Umbra and beyond. They took great pride in their role in the world. Each time an honored person would pass away, a Strider would come for her. Once the Kindred took an interest in Egypt, the Silent Striders became aware that not all the dead sought to journey onward. This was why the vampire Antediluvian, Set, sought their destruction.

Nearly a hundred years were spent in all-out war against Set and his minions. In the end, the Silent Striders were routed, and they scattered to the four winds. Some Striders made peace with those Garou whom they had previously spurned. Some remained aloof and sought only to watch as the Apocalypse grew closer. Others used their gift of foresight to educate other Garou.

Silent Striders are far less material than most Garou, hence their nomadic lifestyle. Their wealth is in the knowledge they receive and share, which is worth more than simple money.

Organization

The Silent Striders are solitary wanderers and have little need of the hierarchies favored by other Garou. The Striders use a strain of Egyptian hieroglyphics to mark areas and to tell others of dangers as well as pleasures. Most of these marks take the form of graffiti on walls, subways and sidewalks. Within hours of entering a city, a Silent Strider often knows the name of the vampire prince within.

Once a year, the Silent Striders have a "Grand Conference". Here, they exchange visions as well as stories old and new. Each year, the time and location of the Grand Conference changes. Every year it has near full attendance as well.

The Silent Striders almost never stay in one area for long. Most Silent Striders will spend a year in some places and days in others. When a Silent Strider takes root in an area, she intends to die there.

Names

The vast majority of Silent Striders have Egyptian names. They take great pride in their heritage, and so they sometimes take the names of their rulers and old gods: Ptah, Bes, Ramses, Bast, Anhur and Anubis.

Camps

Wayfarers

Self-centered mercenary sycophants, the Wayfarers are the bane of all that most Silent Striders hold dear. Spurning the enigmatic image generally promoted by the tribe, the Wayfarer Striders essentially "Work for Hire." They use their gifts of travel in order to make money and relish the "good" things in life. Oddly enough, the Wayfarers get the most hospitality from the other tribes.

The Wayfarers are extremely useful. The worst part is — they know it. Given certain tasks, such as transporting a fetish or relaying a message to places unreachable by technology, the Wayfarers earn their keep. In exchange for service the Wayfarer usually asks to be trained or given a fetish. Other tribe members shake their heads and say this behavior cultivates greed and materialism.

Some Wayfarers are not materialistic and see their duty as an honor. These Wayfarer once worked as emissaries for an ancient society of mages. These few expect no payment for their services, as long as the task is honorable. However, these Wayfarers are few and far between. Additionally, these Garou seldom take on tasks they deem "frivolous."

Harbingers

These Silent Striders embody the image of the Silent Strider legend. Looked upon with reverence and grace, the Harbingers are often treated as prophets. The Harbingers are gifted with visions that rival even the most gifted Seers of any other tribe.

Harbingers spend their lives traveling from caern to caern warning others of things to come. The Harbingers treat their lessons very seriously. Rarely do they speak unless they can be assured undivided attention. Some Harbingers rival the jovial Fianna in their tales of Honor, Wisdom and Glory. Sometimes, they will even prophesy in detail.

The Harbingers travel the land and hand-pick leaders of other packs. So complete is the admiration for the Harbingers that their word is rarely questioned. Most Harbingers are directly descended from Gypsies, and mate with them exclusively.

They have a special Gift they share with the Corax: Portents (see The Others chapter for details).

Seekers

Most of the Silent Striders today are Seekers. Having lost what hope they had left in Garou and mortal society alike, the Seekers elected to shun both and merely watch and wait. As the Seekers traverse the lands, they learn simply by observing and remembering the coming signs of the Apocalypse. Some Seekers join packs temporarily to learn more about them and their ways of life. Seekers deal with humans more than any other Silent Striders; they love the wealth of information contained within the human's immense libraries. Never does a Seeker write his knowledge down. He commits it to memory, and rarely is it incorrect.

The Dispossessed

The diaspora of the Silent Striders from their Egyptian homeland had many ramifications on the Striders' way of life. Most Striders adapted to their forced wandering, and the rootlessness of their existence became the hallmark of their tribe. Some among the Striders did not adjust well. The trauma of having their lands taken from them has never been healed, and they hand this sorrow down to successive generations in the form of a search for a homeland.

These Striders want to find a place they can call home, to cease their endless wandering and set down roots. Everytime they try, however, something stops them, whether it be the territorial squabbles of the other tribes, the predations of the Wyrms or the encroaching progress of humanity. This has caused a subtle but pervasive form of Harano among the Dispossessed.

The Dispossessed now believe that only after the Apocalypse will they find their homeland. This

fervent desire for a home has corrupted all their virtues, for they now secretly work to advance the coming of the Apocalypse, to quicken the end. No one else is aware of their goal, and their missions have an air of mystery about them that even the other Striders wonder at. Their knowledge of Apocalyptic portents is considered prodigious, and they are sought out for answers to dolorous enigmas. But, unknowing to the others, the answers they give only doom the questioner more — purposefully.

Eaters of the Dead

These rarest of Silent Striders were condemned by the rest of their modern brethren for maintaining a forbidden practice. The Eaters of the Dead devour the brains of corpses to gain knowledge and wisdom. Once, back in ancient Egypt, this was considered a legitimate practice to learn information from humans to better aid Garou survival. Silent Striders, in Lupus form, would creep into human tombs at night and perform their Rite of Dormant Wisdom. The Pharaohs are believed to have introduced the art of mummification to prevent this mental rape of the dead.

This rite was outlawed by the tribe soon after the Striders were driven from Egypt, but a quiet few kept it and handed it down to select tribesmembers. But Foebok, the Urge Wyrms of fear, has perverted the Paths of the Dead, and this rite along with it. The Eaters of the Dead have not realized this, and with every ounce of wisdom they gain, they become more and more Wyrms-corrupt.

For details of the Rite of Dormant Wisdom, see Chapter One: The Garou.

Quote

"Sure I can get that fetish across three hellholes, around two Black Spiral Dancer moots and into the board room of Pentex...but it's gonna cost 'ya."

— Su-Ka-Teth, Silent Strider Wayfarer
Ahroun

Stereotypes

Black Furies — Wicked ladies. Watch your step with them. And whatever you do, don't call them Sir.

Bone Gnawers — The Gnawers are more intelligent than most Garou give them credit for. It takes an enormous amount of wit to survive on the streets. However, don't stand too close to them. They do offend.

Children of Gaia — They talk softly. One wonders why their stick isn't larger.

Fianna — Listen to them. In between their drunken rants and raves is an honest lesson to be learned.

Glass Walkers — Intelligent Garou. Adaptation is the key to survival — none so much embody it as the Glass Walkers.

Get of Fenris — Ignorant ruffians. I wonder how long it will take for them to destroy themselves.

Red Talons — Animals. It is fine to hold your animal heritage in such high regard, but in their rage they become mindless dogs.

Shadow Lords — Some should lead, some should follow, and some should just get the hell out of the way. The Shadow Lords embody the latter.

Silver Fangs — Yes, well, what can we say? Surely they are on the brink. Surely they will someday lose control and kill us all. Surely I have something better to talk about.

Stargazers — They think too much. Introspection is not the path Gaia give us. Eventually, it will be their undoing.

Uktena — Some secrets take a heavy toll on their owners. The price they pay for such knowledge is much too high.

Wendigo — Proud people; we respect their stance on the state of the world. Now only if they would get off their asses and do something.

Silver Fangs

Legendry

In the days before man, when animals reigned supreme, a Great Darkness rose up over the land, smothering all life. The animals found themselves dying, and pleaded with Great Mother Gaia to save them. But the Spirit of Gaia was no more. She had been taken to a land of undying Dark beneath the World Navel.

As the shadow grew over the land, Gaia lamented, saying "Who, oh who shall be my savior?" She called to all the animals, to Lord Lion, to Honorable Falcon, to Mighty Gryphon, to Proud Stag, to Mysterious Chimera and even to Magical Unicorn.

"Who among you shall stand as hero before the onslaught?" she asked. All rose up as one, and all answered the call.

But when Wolf rose up, the other beasts scoffed, saying "Does this mottled mongrel think he is the equal to us, the greatest tribes of beasts ever to emerge from Gaia's womb?" They scorned the Wolf, and refused to allow him entry into their war party.

They entered into the World Navel and descended to the realm of the unliving Darkness, following the haunting sound of the voice of Gaia. When they reached the Lodge of the Great Darkness, they saw the Darkness waiting.

"Great Darkness!" they cried. "Give us the spirit of Gaia, for we are a great army!" But the Darkness mocked them. The great army of animals surged forward as one, biting and clawing and scratching the Dark.

But the Great Darkness engulfed them, and consumed them, and smothered the life from them. At the terrible moment before Death claimed them, they released their struggles. The Great Darkness swept them from his lair and left them gasping for breath on the shores of the World Navel.

All rose up. And all had fallen.

When they all had failed, Wolf rose up again. "I shall take the fight to the Darkness,



and reclaim Mother Gaia's spirit." Again the defeated animals laughed at him, and refused to allow it, saying "You are a fool to think you can succeed where the greatest creatures have failed."

But Falcon raised his shattered wing, and said, "Now that we all have failed, even the lowest of the low may try."

So the crushed and battered animals relented, and allowed Wolf to enter the World Navel and walk the long tunnel to the Darkness, cold and alone.

But the Wolf did not attack the Darkness as the others had. Instead he silently crept into the Lodge of the Great Dark and watched and waited. He saw the Darkness force the spirit of Gaia to sing to him. And as She sang, the tiny, soft, beating heart of the Darkness pulsed with a terrible life.

Wolf crept up to the Darkness, and lunged. He sank his razor fangs into the foul Heart of Darkness and closed his terrible jaws about it. Darkness howled in a voice that rattled the world.

"I shall destroy you!" Darkness thundered, and battered the life from Wolf. Wolf bit harder.

"I shall kill the spirit of Gaia!" Darkness threatened, and shook the captive Gaia. Wolf bit harder.

"Fool! We shall all three die!" Darkness wailed. Wolf bit harder, and felt the Heart begin to break.

And lo, Death came for all three. As Death reached out to them, the Great Dark relented. It released the spirit of Gaia from his bleak world, and returned Her to the lands above the World navel.

"I have released her! Unhinge your jaws from my heart!" Darkness implored. Wolf bit harder.

Death lingered over Wolf, and touched him. And Wolf could bite no more.

In the lands above the World Navel, Life returned to the forests and mountains and valleys and oceans. The wounded animals looked up to see Gaia free once more, and they rejoiced. "The Wolf has released Gaia!" they cried. "Praise be to Wolf!"

But alas! Wolf was nowhere to be seen. And the animals hung their heads in sorrow.

And Gaia said to the assembled beasts, "My mightiest animals have fallen before the foe, and only my Wolf could save me. Henceforth all animals shall honor the Wolf and revere him and serve him as Totem Spirits. And the Falcon shall serve the highest of wolves, for only Falcon believed in Wolf."

"But alas!" cried Falcon. "Wolf has perished!"

Gaia raised her arms, and bore up the body of Wolf. "Wolf has died that Life may live. Henceforth Wolf shall know the secret of Gaia and the secret of Death."

And behold! Wolf was restored to Life.

"Because he has passed through Death's domain, Wolf's coat shall be the purest white," Gaia said. "When I create Humans, Wolf shall be the intermediary. Wolf shall walk the realms between animal and human, and make his home in both lands. And from Human and Wolf shall I fashion a protector; a great spirit hunter with bountiful courage and abundant wisdom.

All the animals marveled at Wolf, and sang his praises. And by Gaia's decree, the Wolf became protector of Gaia in all ways and all things and all times. Many lineages came from Wolf, but to this day, the White Wolf remains first before all.

History

Silver Fang legends hold that their tribe began in the Golden Age before time, and that all Garou tribes are descended from that first progenitor race. They believe that all other tribes are dilutions of Silver Fang stock, and none are as pure or as close to the Progenitor Wolf as they. Therefore, they believe that they are the only tribe with the right to rule all other tribes.

According to their creation story, the Progenitor Wolf defeated the Wyrms (or perhaps a proto-being that later became the Wyrms) during the Wyrms' first assault on the world. Because the Progenitor Wolf restored life to the world, wolves are counted as extraordinary among all animals, with the power to command the spirits of other animals.

The Silver Fangs claim that the secret knowledge of life and death that the Progenitor Wolf gained from his death and resurrection is only known to the Silver Fangs, and that this great secret gives them the divine right to rule the other tribes.

In addition to ruling the Garou, Silver Fangs have been rulers of packs and human civilizations. They intermarried in royal houses, and fought vampires, mages and Wyrms minions for temporal power. They jealously guarded homid and lupus breeding stock, to keep their bloodlines pure. But that purity has re-

sulted in inbreeding, and the Silver Fang line grows more frail and fearful.

Organization

The Silver Fangs have a very straightforward, rigidly hierarchical structure based on ancient kingship formulas.

Each protectorate is ruled by a King, called Sire, who commands absolute power. Kings can be female, but according to tradition they must be Ahroun. The King's court is made up of seven Garou, divided into two Lodges, the Lodge of the Moon and the Lodge of the Sun. The Lodge of the Moon deals with the lupus community and the realms of magic. Their robes of office are black with white accents. The Lodge of the Sun deals with the human community and affairs of the physical world. Their robes of office are white with black accents.

Each Lodge is made up of a Shaman, a Steward and a Squire. The two Shamans are always Theurges, and they are charged with advising the king on the matters of the spirit world and the physical world. The two Stewards are always Philodoxes, and they are the leaders of the offensive forces in the spirit and physical realms. The Squires are always Galliards, and they are the leaders of the defensive forces and charged with resisting incursions from the forces of the Umbra and the forces of humankind.

The Seneschal, the final member of the court, is not of either Lodge. The Seneschal is charged with executing all the King's plans. He is usually a jack of all trades, with authority over all the Lodge members and authority second only to the King. He is not bound by the procedural restrictions of the other courtiers, and often does the king's dirty work in secret. In many cases Seneschals have been used as assassins against other Garou. The Seneschal position is their heritage, and was stolen from them by jealous, mistrustful elders. There may be some truth to this, as the healthiest Silver Fang courts are the few served by Ragabash Seneschals. By custom, the Seneschal is the only Silver Fang who may never become King. This keeps him from using his

unrestrained power to usurp the throne.

This formal, elaborate structure was designed to ensure that areas of jurisdiction are clear. In reality, the rigidity of the boundaries often causes problems to slip through the cracks.

Some protectorates barely have enough members to properly staff the full court, let alone put qualified Garou in each position. After war or sudden death, some positions go unfilled for long periods.

Names

The Silver Fangs usually have the names of European and Moslem noble families mixed with the names of great Garou. They carefully oversee their homid and lupus breeding stock, and kill any who would attempt to sully the line by bringing in other genes. Arranged marriages are still the norm among the Silver Fang's human kin.

Examples: Lord Hadrian Grace-Unto-All, Edmund Dante, Ravenna Lothair, Jacob Morningkill, Alexandria de Provence, Suleiman Nicopolis, Loba Carcassone, Juliana Windsor

Camps

Renewal

The rigid structure and suspicious nature of the Silver Fangs normally prevent any minor tribal factions from gaining ground. Dissenters are suppressed or banished. Nevertheless, a small faction has appeared in Silver Fang society. Its watchword is Renewal, and it calls for the inner renewal of the Silver Fangs by replacing the ancient, inbred leadership with fresh blood from the lesser lineages. The Renewal forces point to the growing enfeeblement and paranoia of their current leaders, and the sanity and strength of character of non-royal Silver Fangs.

Because males are the dominant force in Silver Fang society, they are more concerned with tracing the bloodlines of Garou born to Silver Fang males and human or lupine females than elevating younglings born to Garou females. This has led to great frustration among Garou females, who are increasingly joining the call for Renewal.

Quote

"Gaia knows we would gladly lay down our mantle of rule and responsibility to be as carefree as the other tribes. But we cannot. It is our birthright and our blood burden."

— Heironymous, Silver Fang King of Lourdes Protectorate

Stereotypes

Black Furies — Though their tribe is founded on the blasphemy of rejecting the male, the dark women are skillful and honorable warriors who are infinitely more reliable than their Fenris rivals.

Bone Gnawers — These ragged mendicants are pathetic pretenders to the power of the Garou. Mayhap they are a cruel trick of the Wyrn. Still, they are family, and honor demands they be held. At a distance.

Children of Gaia — Noble, forthright, sympathetic, joyous, strong, forgiving, spiritually courageous — Gaia's Children are a tribe seemingly without blemish. Damn them.

Fianna — These gifted musicians have soothed the brow of many a troubled King with their sweet songs. They are a special blessing among all the opinionated and outspoken tribes — especially because when they are singing they can't talk.

Get of Fenris — Besides being intractable, bull-headed, unpleasant, and power-grabbing, the worst flaw of the fanatical Fenris warriors is that they constantly say we're difficult to work with.

Glass Walkers — Though these city dwellers are clearly little more than a curious Garou offshoot made weak and soft by city life, some insist they have become a formidable tribe with special knowledge gleaned from human lands. If they are withholding secrets from us, they will suffer for it.

Red Talons — Though they are often uncontrollable and sometimes disloyal, we understand and sympathize with the all-lupus army. The occasional breaches of protocol of this tragic, dying tribe are forgivable since they are the only tribe we can be sure is not sophisticated enough to be plotting against us.

Shadow Lords — These upstart pups better mend their manners or they will get their noses clipped. They are powerful and ambitious, but if they dare mount a challenge against us they will see why we are named for our fangs, when they slink back to the shadows they are named for.

Silent Striders — These lean brethren are strange, almost frightening in their mystery and grace. They serve with distinction and valor, but no one knows what to make of them. What secrets do they hold? Could it be that, like us, they understand the secret of Death?

Stargazers — Wise advisors, but don't assign them combat leadership roles.

Uktena — Cunning spirit warriors who keep to themselves, but usually take orders properly.

Wendigo — Dangerous when enraged, but wise and noble allies.

Stargazers

Legendry

The tale is still told by the Stargazers of the First One to gaze within and find the light of Gaia undimmed. He is known by many names: Klaital, Kola, Mnemis, and Barada; to some he is even known as a she. They speak of Myridia, Sulia, Mlestri and Alomra. Indeed, the First One has many legends and names attributed to he/she.

It is said that as the Impergium raged against humankind, Klaital, come from the east, looked upon the war of division and was saddened. All around humans grew ever more towards the Weaver and the Wyrn, and Gaia grew ever more shadowy, her light dimming. Klaital could not forget the sorrow of this, and fell into Harano.

All considered him lost, for in those days, the Harano was rare, but those who fell to it always wasted away and went to die on the Edge of the World. As Klaital wandered, seeking the Edge, he saw many things. Many tales are told of what he witnessed on his journey, of the Desert

of Dried-Up Tears, of the Vale of the Lost Shape, and other places besides. People, too, did he meet in his travels, Peorkul Banana-Masher of the Monkey Folk, Kresh Fala of the Panther Folk, and even Hoorumal of the Blizzard Devils who lived at the Edge.

But these are tales for other fires. Klaital had

reached the Edge of the World, where there was naught but grinding ice. Further he traveled, to the place of still, silent ice. And still further he traveled, to the Desolation itself, the dread place from where Harano comes.

There, he lay down to die. As he did, he looked up, and there, amid the purple void, he saw a light. A single, gleaming star, flashed in the emptiness. Its light grew and grew, and Klaital reached for it — and touched it. Klaital Starcatcher is he known thereafter.

As he touched the star, he reached even farther, to Understanding. Klaital knew the place he stood. It was not the Edge of the World, but its center, for he stood within himself, at the core of his being. He had traveled so far, he arrived where he first started. Here in his hand was



the light of Gaia Within. Its light was undimmed, unshadowed by the sullied world without.

Klailtal reached to his breast and unclasped the brooch of despair, and Harano slid from him like a discarded cloak. And he walked forth. With one step, he was back before Hoorumal, and he bestowed on him a spark of the light, given as a Word. And the Blizzard Devils were no longer white, but many-colored, and they danced at the Edge of the World. Another step, and Klailtal was again with Kresh Fala, and he gave to her another Word, which gleamed in her eye thereafter. Yet another step he took, and was back again with Peorkul Banana-Masher. To him Klailtal gave a tiny spark, and Peorkul laughed with joy.

Onward Klailtal journeyed, past the places he had been before. As he walked, light spread behind him, as if the sun had risen twice. He came finally back to the Garou, who had believed him lost forever. Klailtal showed them the light, and they wondered at this marvel. And he gave them a Word.

But they did not listen.

And the earth grew darker, and humans more numerous, and the world older and colder.

But there were those among the Garou who had listened, and remembered. They set themselves apart from the tribes, and even from each other, that they might also grasp the star that lies within the blanket of the self. They are the Stargazers, and they know the Word.

History

The Stargazers split from the other tribes during the Impergium. They saw the Impergium as the undoing of the Garou, and their insight has proved correct. With the Stargazer's aid, the Children of Gaia were finally able to end the Hunt.

Most Garou follow the howls of tribe and pack, but the Stargazers step away from this heritage. They seek inner truths and follow individual paths. It is their individual nature, more than their philosophy, which confuses most Garou. Other tribes cannot understand Garou who do not seek group decisions and joint consensus. Many say this is the strength of their human heritage, and it is true that homids make up a large part of the Stargazers. But others realize that the Stargazer ways are tempered by the mysticism of the lupus, the voices of Gaia. Indeed, the Stargazers are potent individuals due to their eclectic heritage.

As time progressed, the Stargazers, more than most tribes, allowed themselves to be affected by human

philosophies and thought. They have even studied with mages; indeed, many mages have studied under them. Unlike more conservative tribes, they seek new perspectives among the other races of the world.

The Stargazer's interest in human philosophy has caused many to begrudge the Stargazers their wisdom, claiming the solitary philosophers risk Wym-taint by straying too far from the Traditions. Many worry about the day when the Stargazers forswear the Litany and declare themselves non-Garou. Their fears are not groundless, for the few Stargazers who have turned to the Wym and joined the Black Spiral Dancers are terrifying foes. Their knowledge of martial arts makes them formidable fighters.

Organization

The Stargazers, like the Silent Striders, are little concerned with hierarchy and structure. The eldest and the wisest are treated with respect, but not blind obedience.

The only command relationship which exists is that of mentor to student. The oldest Stargazers often take younger Stargazers or pups as students. Sometimes the relationship lasts only through the pup's initiation. In other cases, the student may seek special knowledge from the teacher. The mentor-student relationship is a core Stargazer principle, but members of other tribes may also take part.

Names

Stargazers almost always give up their original names after completing the Rite of Passage. They usually choose two names, one in honor of a mentor and one that arises from some inner prompting. The former are called Honorifics, the latter Whispers. The Whispers are often Haiku-like phrases.

Examples: Jung Snow-Falls-Bright, Charlemagne Redstain, Antonine Teardrop, Soren Rain-Puddle-By-Moon, Lao Two-tongues

Camps

Stargazers camps are unlike those of other tribes. They represent philosophical positions rather than political factions or societies. Members of a Stargazers camp subscribe to the particular philosophy espoused by that camp. Often, Stargazers are members of many camps, and can change their minds often as they go through life.

The Klaital Puk

This camp consists of those who believe that the prime mission for any Garou seeking Truth is to follow the original path of the Stargazer hero, Klaital. He imparted a Word to his students, but it has been corrupted over the years. The goal of this group is to find the pure Word.

There are arguments concerning the nature of the Word, and its meaning. For the most part, Stargazers do not speak of it, for fear that speaking would reveal their ignorance. Thus, the Puk includes many who put on airs of profound silence, or spout useless paradox. The truly wise Puk do not care whether they are revealed as naive or not; they prattle on and dare to ask questions. Their questions often earn them a hard smack on the head from the Mentor's stick.

The Zephyr

These Stargazers believe that wisdom can only come through experience. They do not sit in contemplation, but join the rest of the Garou in the fight against the Wurm. They are the originators of Kailindo, the werewolf martial art. Each tribe has developed its own variations on Kailindo, but the Grand Masters still come from this camp.

The World Tree

These Stargazers believe that through meditation and philosophy, one can become one with the Whole, as did the Buddha under the tree. Adherents of this philosophy, more than any other, seek wisdom from outside paths, such as from mages or other shapeshifters.

When Garou enter the Umbra, they are physically there. But for some human mages, the Other world is traveled by a portion of the soul, while the body remains behind in the physical world. The World Tree Stargazers have discovered the trick of thought projections and have gone places no Garou has ever traveled.

They have a special Gift: Astral Mind (see Chapter One: The Garou for details).

Quote

*"There huddles a small bird
Black with soot of human
Endeavor
Can you turn its feathers
And make of it Progress?"*

—Whitman Wolf-Foot, Stargazer Ragabash

The Glass Bead Game Players

These Stargazers have taken inspiration from the Glass Bead Game described in Herman Hesse's "The Glass Bead Game" (or "Magister Ludi"). This game is a language game in which symbols are concocted to link and discuss concepts which normally have no basis of similarity. The Glass Bead game, to the Stargazers, links the myriad ways of thought into one base system or metaphysic. They use the game to link Garou mysticism with human mysticism and the philosophy of mages. Many World Tree Stargazers play this game, as do the Klaital Puk.

The Metastatic Birth

These few Stargazers believe that the Apocalypse is not the ruin it is prophesied to be, but instead, is the glorious birth of a new age. They are considered vulgar and foolish by most Stargazers, and their path treads dangerously close to the Wurm. Some have endeavored to learn "wisdom" from the Black Spiral Dancers, in the hopes of understanding the new birth. These often become Ouroboroans.

Ouroboroans

The Ouroboroans all suffer from encounters with the Wurm and the dread Harano. These have caused them to question the status quo of Garou society, yet they are not ready to join the worshippers of the Wurm. They hope to create a new vision of wholeness from their insight, which will unite Gaia and the Wurm.

The Ouroboroans have argued long and hard about the Wurm, and they know more of it than many. They are aware of its cosmology and history, including the Hydra and its many manifestations. Beyond the corruption, they see the remnant of the Wurm of Balance. They cling to this vision, and pursue many quests into the Deep Umbra, seeking a way to bring the shattered remnant of the One Wurm back into the world. It is this hope which keeps them from going mad and joining the Black Spiral Dancers in their dance to dark oblivion.



Stereotypes

Black Furies — They are beautiful in their anger. But they harm themselves with their divisive sexual edicts.

Bone Gnawers — If they would but sit and think, they would realize their frenzy for survival is foolish. True sustenance is in the mind.

Children of Gaia — The peace of their hearts is a wonder for the world, but can they not see the darkness? Little children, it is real — wake up.

Fianna — Ah, they are a good band. Their voices are raised to Gaia. But they revel too much in the world. If they would but step back, they would gain deep wisdom.

Glass Walkers — Why do they try? They are obsessed with the things of the world. It matters not whether the things are of Weaver or Wyld, they all imprison.

Get of Fenris — Rage will be their undoing. Did they learn nothing in their northern wastes?

Red Talons — Hate will be their undoing. How can those so close be so far?

Shadow Lords — Pity them for their lust and greed. They are chained to the world and do not even wish to be free.

Silent Striders — Of all the tribes, they come closest to our truths. But they are untethered, and blow in whatever wind takes them.

Silver Fang — Kings of the world, paupers of the soul. Render unto these Caesars their due. They shall be free soon enough; their own minds work to unshackle them with madness.

Uktena — Baubles and chants are no substitute for wisdom. They have knowledge but little understanding.

Wendigo — Bitterness consumes them. They have forgotten their visionquests and sweats. Their purity is devoured by hate.

Uktena

Legendry and History

In the high and far-off times, as the tribal elders tell the tale, three brothers were chosen by Gaia to come to the Pure Land and serve as its protectors. They cleansed the Land of the Banes that had found a foothold. They helped the people to walk the ways of Gaia, and the people flourished for thousands of moons. When the Wurm of the Old Land came, the three brothers had grown soft and weak in their prosperity and were slow to defend themselves from their ancient foe.

Their victory foretold their defeat; middle brother Croatan succeeded in destroying the Eater-of-Souls, but was himself crushed in so doing. Younger brother Wendigo's grief knew no bounds, and his rage has grown in kind. Older brother Uktena saw the overwhelming strength of the invading Wurm, the ultimate futility of open rage, and

stepped back from the fray to assess the enemy.

The three brothers were, of course, the three tribes of Garou who journeyed across the glacial landbridge of the Bering Strait with the flock of humans who were to become the Pure Ones, now known as "Native American Indians." The Uktena settled in the American Southwest, while splinter groups from the tribe continued migration onto the South American continent.

In the isolation of the vast southwestern deserts, prairies, and mountains, the

Uktena became highly attuned to their spiritual nature, and learned many sideways tricks from the cunning Coyote. In the wide open country, where the sky rests much closer to the earth, their spirits could soar easily into the Deep Umbra, and they blazed trails into realms untrodden by other Garou. The Uktena dragged dark and mysterious spirits down from the night sky, and bound them into powerful fetishes.

All Uktena love the songs of Dancing Star, the first Theurge to travel far into the Deep Umbra. Dancing Star



would stand under the open sky for days on end, her empty face turned upward as her spirit waged unbelievable battles and charted impossible landscapes.

Once she stood with her crooked sigil-scarred staff atop a desert plateau for three whole years, and a wager arose between Coyote and Buzzard as to whether Dancing Star had died in some celestial upheaval or had simply not returned to her body. Coyote ran up and kicked away Dancing Star's staff. He was nearly crushed as her mummified bones collapsed on top of him. He won the bet.

However, since that distant time, many a Skywalker has returned from a voyage claiming to have met or received aid from the spirit of Dancing Star, and to this day Buzzard never lets Coyote make a kill without claiming a goodly portion for himself by way of satisfaction.

The Uktena discovered that the Land of the Pure Ones was not as pure as had been hoped. Great Banes, ancient and bloated, slept in deep lairs, unscratched by the cleansing claws of Gaia's glaciers. Whenever possible, these Banes were rooted out and destroyed, but some were too powerful to be fought directly. In such cases, the wisest course was to magically prolong the monsters' slumber, and great caerns were established over their lairs, sealed with the bones of powerful Theurges and kept strong with rituals ensuring the sanctity of the surrounding lands.

Many at a warm fire have shivered and bristled at the tale of the Ahroun Grimsowl Bisonbreath, who led a pack of warriors into a vast network of caverns on the trail to the Western Sea. Many were the Banes and Black Spiral Dancers they met and slew, until, in the deepest cavern, Grimsowl came upon an ancient Dancer whispering into a hole in the floor of the cave. When the old one did not respond to Grimsowl's challenge, Grimsowl slew him out of hand. Suddenly the ground heaved beneath his feet, and the great mass of the earth above threatened to crush him. Grimsowl realized he was standing on the ear of a huge giantess, and that the old Black Spiral Dancer had been keeping her asleep by whispering spells of sweet dreams in her ear. Grimsowl knelt to the pit of her ear and resumed the story to quiet the giantess. And there he sits to this day, grumbling soft platitudes. When his mood turns surly, the slumbering giantess shifts uncomfortably, and the world

shakes and mountains topple into the Western Sea, and the Banetenders mutter to one another that someone was late with Grimsowl's breakfast.

In the last few centuries, as the Children of the Weaver have swept across the continent, many caerns have been destroyed and the cycle of rituals disrupted. The Uktena elders fear the disruption will eventually wake the ancient ones.

Since the obliteration of the Croatan, the Uktena have lived by the maxim "Know Thy Enemy." They have seen the Wyrms swollen with its successes gained in the Old Country, and recognize that open warfare can lead only to doom. They have bent themselves to plumbing the mysteries of Near and Deep Umbra, in hope of finding the power necessary to take the battle back to the Wyrms.

In addition to the Pure Ones, the Uktena associate and breed with the disenfranchised from all over the world. They can be found meeting with aboriginal shamanic lodges in the wilds of Africa and Australia, as well as with hedge wizards and holy men among the poor blacks, Asian immigrants and refugees in the United States.

When the song of the Three Brothers is sung at Great Moots, it ends in mid-phrase as Older Brother steps back to observe. There is a moment of silence, then howls rise in the Lament for Croatan. These are but recent events in the life of the Land, and the elders know the final verse has yet to be composed.

Organization

The tribal government of the Uktena is loose and decentralized, for the Uktena realize that placing too much power in one hand is an open invitation to the corrupting forces of the Wyrms. A Great Council of elders meets at every solstice and equinox to debate matters of concern to the entire tribe. The Council is attended by at least one representative from each Uktena protectorate.

Since tradition requires that the Council cannot enforce any decision unless the representatives vote unanimously, intra-tribal feuding negates the effectiveness of the Council as a ruling body. However, the Great Moots of the Council keep the protectorates in near-constant communication with each other, and internal conflicts are rare.

Names

Most older Uktena are of Native American stock, and have names that reflect that heritage. Younger Uktena have ventured farther afield, and their names can come from any group which has been oppressed or outcast from the monolithic Wyrms-tainted society. Uktena of the lupus breed tend toward Amerindian names.

Names are often accompanied, or entirely replaced, by a deed title, describing an event in the Uktena's life. One example is Running Creek, who became "He-Breaks-Their-Will" after a visionquest in which he faced down a pack of spirit Garou.

Camps

Skywalkers

Explorers of the Deep Umbra, the Skywalkers spend most of their time on spirit journeys, searching the heavens for allies in the battle against the Wyrms. It is rare for a Skywalker to return from such a journey without a powerful Deep Umbra spirit to bind into a tribal fetish. In Council, Skywalkers tend to argue for the most militant and aggressive courses of action. Skywalkers meet at special revels whenever a comet nears the earth, in hope of communing with the spirit of Dancing Star, who has been said to ride comets back to the nearer realms from time to time.

Earth Guides

The Earth Guides keep the old Ways of Gaia alive. They encourage their descendants to practice Native American traditions, and inspire the children of the European invaders to follow the paths of the Mother. They claim to be responsible for much of the countercultural revolution of the '60s, and the renown they thus accumulated has reinforced their standing as the largest and most influential camp in the tribe.

Scouts/Raiders

Originally, the Scouts carried messages between the caerns. Since the invasions of the Wyrms, many have taken on a

new role. They call themselves Raiders, and seek to steal items of great mystical importance from the enemy (usually mages or vampires of the Tremere).

While Scouts of the old guard are highly respected and trusted, most Raiders are regarded with suspicion until they have proven themselves. The Uktena elders fear that close contact with the Wyrmspawn is not without consequences.

Wyld Chyld

Occasionally an Uktena will leave his tribe and retire to the most isolated spot he can find, pursuing a personal visionquest or seeking to look upon the Wyld in its purest form. Wyld Chyldryn are rarely encountered except at the Great Council, where they usually return with some Wyldling spirit to bind. Some have returned to claim leadership in times of crisis, while others have lost their sanity in contemplation of the naked Wyld.

Though all respect a Wyld Chyld, no one would urge her cub to follow this path. Cautionary tales are told of the Galliard Howls-Without-Moon, who went out into the desert and there saw a thing so terrible that sight and sanity were shorn from him, and he ended his life as a blind cripple in the care of the Black Spiral Dancers.

Bane Tenders

Much of the Uktena's poor reputation among other tribes has been blamed on the Banetenders, who make sure the ancient Great Banes stay dormant in their lairs. Though their word carries a great deal of weight at Council, the Tenders are universally feared and shunned by the rest of their tribe. The Tenders deeply resent the Earth Guides, who are responsible for periodically examining them for traces of corruption from their Wyrmspawn charges. This resentment, of course, can grow into a spiritual wound which makes corruption all the more likely.

Ghost Dance

This is a camp that crosses the tribal boundaries between the Uktena and the Wendigo. See the Wendigo camp for details.

Quote

"Do not belittle that which you do not understand. Our ways are rooted in millennia of life among the Pure, but when the Apocalypse is hard upon us, we shall not fall to ignorance or inflexibility. We travel far to gather what aid there may be, and our ranks swell with every refugee who flees from the camp of the Enemy."

— Kara Two-Nails, "She-Who-Saw-The-Sky", Uktena Philodox

Stereotypes

Black Furies — Though they too are Wyrmscomers, their staunch defense of the Wyld is exemplary, and their Rage is awesome to look upon.

Bone Gnawers — It is sad indeed to look upon these examples of what the Wyrms has wrought on the Garou in the Old Country. We can only count it a miracle these pitiful ones have not succumbed to the Wyrms.

Children of Gaia — It was they, among all the Wyrmscomers, who brought peace to our Rage and a salve to our spiritual wounds. We respect them, but they are naive in the ways of the Wyrms.

Fianna — Though we have little in common with them, they have a richness of learning, lore, and song which makes them worthy of study.

Get of Fenris — Like our own Little Brother, they have become lost in their own rage. We must take care not to provoke them without cause, for the feud that would undoubtedly follow would be costly, and only serve to weaken our ranks when the Enemy strikes.

Glass Walkers — Their ways are strange to us, but they are wise in matters of the Umbra which are too new for us to fathom. Though they choose to walk a thin ledge at the brink of ruin, it may be there is much we can learn from them.

Red Talons — Their single-minded judgment of the humans is dangerous and unbalanced. Their way can lead only to ruin.

Shadow Lords — Their ambition and arrogance opens their hearts to corruption. They should be watched closely.

Silent Striders — It is obvious they are keepers of a great store of learning. They must be convinced to share their secrets with us.

Silver Fangs — The nobility of their hearts is plain for all to see, but they embody much of the spiritual weakness that we fear has taken root in the Wyrmscomers.

Stargazers — These are perhaps our closest kin among the Wyrmscomers, for they are the only ones who know and love the Deep Umbra as we.

Wendigo — Little Brother has never been the same since the loss of Croatan. His commitment to the Pure Ones is most admirable, but we have never managed to convince him that open attack is not the wisest means of keeping the Wyrms at bay.

Wendigo

History

The Wendigo tribe is the last of the Pure Ones, the only one to remain undiluted by mixed breeding with the Europeans. The Wendigo are comprised entirely of Native Americans. They disdain all other Garou, save the Uktena, as European — Wyrmscomers if they are Garou, Wyrmbringers if they are human.

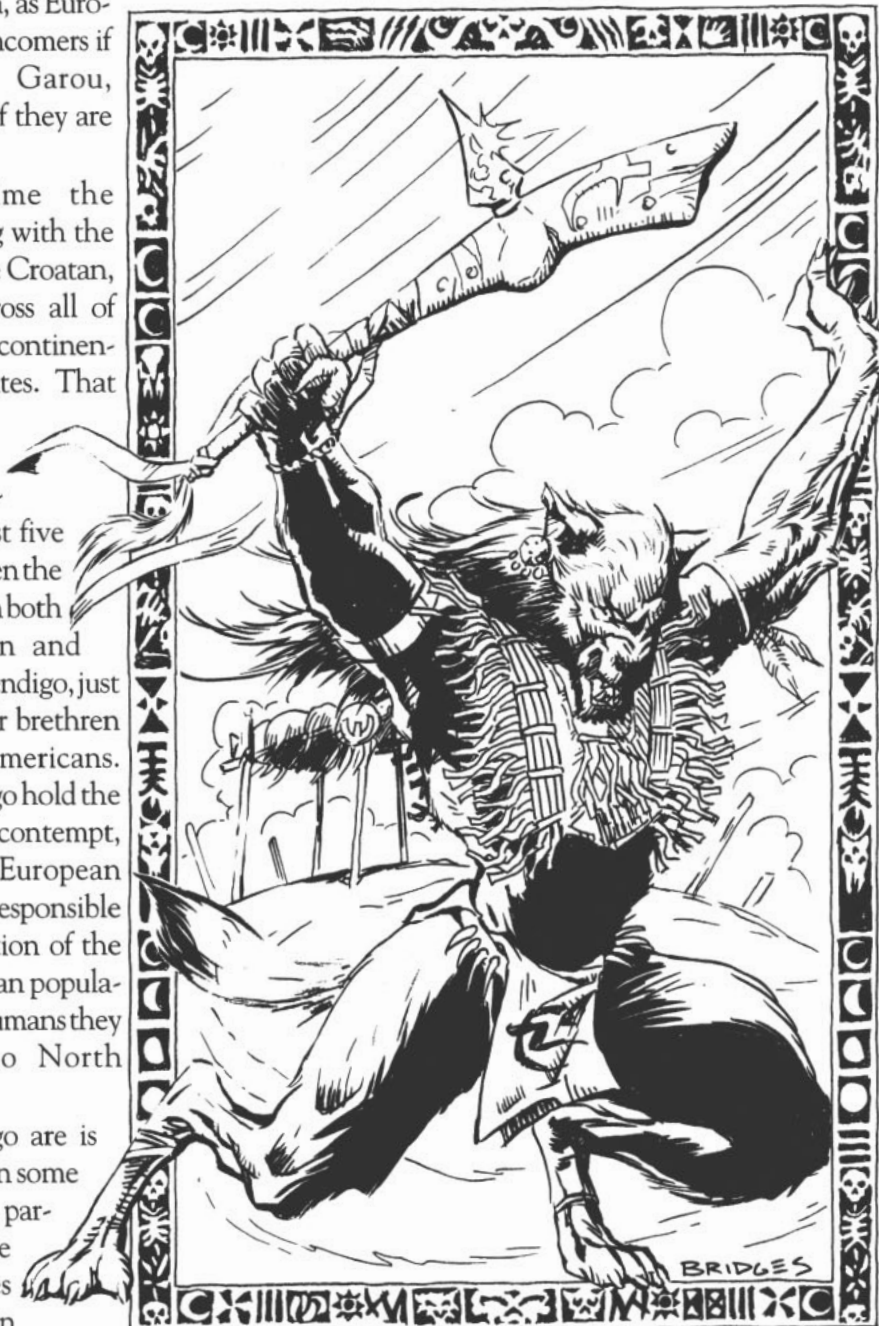
At one time the Wendigo, along with the Uktena and the Croatan, held power across all of Canada and the continental United States. That time is now long past. The influx of Europeans over the last five centuries has seen the steady decline in both the population and power of the Wendigo, just as it has of their brethren the Native Americans. Most Wendigo hold the other tribes in contempt, and feel the European Garou are as responsible for the destruction of the Native American population as are the humans they came with to North American.

The Wendigo are still numerous in some parts of the US, particularly in the northern states and Canada. In

the southern half of the United States, the Uktena are decidedly more prominent. The Uktena tribe, the last of the other tribes that once held the New World, are considered traitors by some of the more militant Wendigo. The Uktena, from the Wendigo perspective, have bred with the Wyrmbringers, and are no

longer as Pure in the eyes of their counter-parts. The Wendigo believe the Uktena are on their way toward Wyrms-corruption, but still far less so than the European tribes.

The schism between these two tribes has weakened the power of the Native American Garou. The tribes each hold the other lacking in remembrance and honor of the loss of the Croatan, martyred long ago in a battle against the Eater-of-Souls. The loss of one-third of the Pure One Garou was devastating on both the physical and spiritual plane, and shattered the trust that the Uktena and



Wendigo once placed in each other.

While both tribes mourn this loss, they cannot see eye to eye on the way to heal the breach. For the Wendigo, the memory of the Croatan is a reminder that the Wyrmbearers are the enemy, that Europeans brought the Wyrms to the Pure Land. To the Uktena, the memory of the Croatan Sacrifice is a stimulus to seek a permanent peace between all Garou, and a reason to learn new ways of combating the Wyrms.

Despite their differences, the Wendigo and the Uktena are still much closer to one another than they are to most other tribes. They look upon each other as the most respectable tribes around, and surely safer than the Europeans. Many of the Wendigo refuse association with all other Garou, save the Uktena and the Red Talons, except in times of united combat against the Wyrms. The memory of the invasions by the Wyrmbearers is held too closely to their hearts to permit them to be civil to the other tribes for very long.

Organization

The Wendigo are ruled by Chieftains, the Alphas of their septs and packs. The Chieftains are normally chosen for their ability to fight bravely and rule wisely. They are seldom challenged in their right to lead, and are often assisted by a coalition of Shamans (Garou born under the Theurge Auspice), as advisors in all tribal matters. In the event of a Chieftain's death, the Coalition of Shamans chooses the next leader.

They sometimes call their Auspices by the following titles: Trickster (Ragabash), Shaman (Theurge), Mediawin (Philodox), Moon-Dancer (Galliard), Fang (Ahroun)

Names

The Wendigo almost always choose Native American names in the language of their human Kinfolk. The name of a Wendigo in Garou society is seldom the same as the one used in human society; they may sound similar, but the meanings are apt to be different.

Homid Names: Sitting Bull, Mourning Dove, Springing Elk, Yellow Dog, Whirling Medicine Cloud, Sacred Horses Ghost

Most Native American names are based on great deeds or the personality of the individual. All the names listed above are examples from history. Again, the Garou name and the human name are seldom the same. For example, Whirling Medicine Cloud, Sacred Horses Ghost is a human name, while the counterpart Garou name is Wyrms-Raker.

Camps

The Warpath

By far the largest of the Wendigo camps, the Warpath believes that the lands once held by the Native Americans should be returned, and that the Wyrmscomer Garou should be driven back to Europe. The Warpath is very vocal, but to date have, for the most part, tolerated the European Garou, they know that the first priority is the destruction of all Wyrms agents; they are angry, but they are not fools. The Warpath realizes that without the Wyrmscomer Garou to aid them in battle, the Wendigo would be destroyed. This camp normally associates with the Uktena, the Red Talons and the Black Furies. Warpath packs often known to attack human development sites, causing as much damage as possible, and taking lives when they deem it necessary.

Ghost Dancers

The Ghost Dancers dedicate themselves to keeping the traditional ways alive, and to honoring the memory of their fallen brothers, the Croatan. They have taken their name for the twin purpose of remembering the Croatan, and reminding their Native American Kinfolk of the great Ghost Dance of 1889, an attempt by several Native American tribes to drive the Europeans from the Pure Land.

This camp leans toward a mystical method of removing the Wyrms' influence from the Pure Lands. Not surprisingly, the Ghost Dancers and the Uktena get along very well. This is open to Wendigo and Uktena members.

Much of the Ghost Dancers' time is spent in attempts to reach into the spirit world and contact the Croatan, but none have claimed any success. The Ghost Dancers do not believe in confronting the other tribes of Garou, nor in openly opposing the Europeans; they claim that direct conflict with any who are not Wyrms-corrupted has a negative effect on

their meditations and attempts. More often than not, the Ghost Dancers attend Pow Wows throughout the United States and Canada, where they try to remind Kinfolk of their heritage.

The Ghost Dancers have a special Gift: Harano (see Chapter One: The Garou for details).

The Sacred Hoop

The Sacred Hoop followers believe in unification and tolerance. They are considered to be the most liberal of the Wendigo, as their beliefs hold that all Garou — being the Followers of Gaia — should be joined in one tribe, and that all humans with even a trace of Native American blood should be treated with respect. Ironically, they are the most extreme of the Wendigo in matters concerning the Wyrms, and the quickest to destroy any creature with a trace of Wyrms-corruption.

The Sacred Hoop holds strongly to the belief that the Europeans should be allowed to stay in the Pure Lands, but only if they are willing to step away from the scabs and go back to Gaia, in the ways of the Native Americans of the past. Almost all Sacred Hoop followers disdain modern conveniences, preferring to walk or run instead of being conveyed within any form of modern transportation, and avoiding even the use of light bulbs for illumination.

The Sacred Hoop followers get along with all Garou save the Glass Walkers and the Bone Gnawers, providing that the Garou in question do not attempt to cause insult against the Native Americans. Very few will associate with the Get of Fenris, because the Get have a tendency towards insulting their ability to fight. Many a Get has regretted his comments to one of these Wendigo.

Quote

"You do not belong in the Pure Lands. I hope that Gaia can forgive your trespass, but I cannot. Now you must die."

— Hairy Legs, Wendigo Ahroun

Stereotypes

Black Furies — They are brave, and they protect the Wyld. They are worthy of trust and confidence. But they are foolish not to respect men.

Bone Gnawers — They are weak. They live in the European's cities and feed on garbage. They are not worthy of the title Garou.

Children of Gaia — They are very kind; they have expansive hearts. But perhaps their hearts are too big. They do not know an enemy for an enemy. They lack warriors.

Fianna — They are from Over the Sea and spend too much time singing. But, they are tolerable.

Get of Fenris — They would betray us all for glory. The Get of Fenris disgust me. They are belligerent and embrace the Wyrms with their senseless violence.

Glass Walkers — They are too close to the heart of the Wyrms. How Gaia can tolerate their existence is a mystery.

Red Talons — They too are a dying breed, pushed toward extinction by the Wyrmbearers and the prejudices the Europeans hold sacred.

Shadow Lords — They are as bad as the Get! Arrogant, self righteous conquerors who believe they can take all that belongs to our people.

Silent Striders — We do not believe they are truly European, and their knowledge of the world is exceptional. We would count them not only as our allies, but as our friends.

Silver Fangs — Their lineage is impressive, but only to the European. Also, they are insane.

Stargazers — The Stargazers alone of the Europeans did not force themselves upon us. Unlike the others, they worked for peace. We shall judge each as an individual.

Uktena — They are our people. Though they have slipped from the true path, they are still more Pure than any of the others.



Chapter Three: The Sept

*There is no political solution
To our troubled evolution
Have no faith in constitution...
We are spirits in the material world.*

— The Police, "Spirits in the Material World"

The septs and their members protect and honor the remaining caerns. Each sept is responsible for a particular caern. It is a responsibility not to be taken lightly. In addition, the sept provides a social group broader than the pack to which a Garou may belong. A sept often includes Garou of many tribes, its members drawn together by the need to belong, and the desire to protect one of Gaia's few remaining centers of energy.

For social creatures such as the Garou, it is very important to belong to a group. Although a few Garou choose to tread solitary paths, most Garou cannot conceive of a life more terrible than being cast out of their sept, tribe, or pack.

This chapter begins with an outline of the basic structure of a moot. Players and storytellers may find this useful when conducting moots during a chronicle. The chapter includes expanded information on the Litany Law, the song of ages governing the Garou, and of its enforcement. The Silver Pack, enforcers of the Garou, are described. This section includes information on how to become a member of the Silver Pack, and the advantages and responsibilities of the pack. This chapter also explores hierarchy among the Garou, dominance struggles, and challenges for Rank. Examples of Garou pictographs and an explanation of their significance to the Garou finish the chapter.

Feel free to use this chapter (and book) as a guide. Nothing is written in stone. There are 13 tribes and five auspices. Each has its own slant on reality, as do we all.

Moots

Moots are essential to the social structure of the Garou. It is at these events that the Garou honor heroes, resolve points of contention, recharge the caern, and reaffirm their cultural identity. A moot is the basic form of social gathering for the Garou. The purpose of the moot is outlined in the *Werewolf* book. Here, this information will be expanded to enable players and storytellers to use moots in their chronicles more easily.

Structure of a Moot

Many different kinds of moots take place in Garou culture. Moots range in size from intimate gatherings of a small sept of Stargazers to a grand concolation of Garou from all the tribes. Each tribe, indeed each sept, conducts its moots according to unique traditions. However, all moots contain the same essential elements. A moot can be divided into five basic sections:

the Opening Howl, the Inner Sky, Cracking the Bone, Stories and Songs, and the Revel.

The Opening Howl

All moots start with the Howl. The Moon Dancers of a sept are traditionally in charge of this portion of the moot. One Moon Dancer serves as Master of the Howl for the moot. It is the duty of the Master of the Howl to lead the songs and chants that begin the moot. The Master of the Howl performs this rite to officially open the moot. It is also the duty of the Master of the Howl to ensure a smooth transition from each section of the moot to the next.

The Opening Howl fills the air with unearthly, atonal modulations. Each sept's Howl has a distinctive flavor. The howl of a sept made up primarily of Fianna will often be almost ethereal in its beauty, with Garou of each auspice taking on different parts of the howl. The Fianna Moon Dancers ensure that the final moments of the howl will accurately reflect the purpose of the moot. A howl marking the sept's recent triumph will be martial in tone, reminiscent of Celtic war songs; while a moot called to determine the fate of a Garou accused of turning to the Wyrms will end on a growling note of menace, barely audible to even the sharpest of lupine ears. In contrast, the opening howl of the Red Talons will be relatively short and painful in its purposeful bestiality.

There are several offices traditionally filled by a Ragabash during this portion of the moot. The best known of these is the role of the Fool. The Trickster performing this office routinely

questions each assertion made during the opening howl. In turn, the Garou unite in affirmation of their heritage by refuting the claims of the Fool.

By questioning the rites and traditions of the Garou, the Fool encourages the members of the group to re-evaluate and re-affirm their loyalty to pack, sept, tribe, traditions, and mission. Unfortunately, the Fool's service to the group is not taken seriously by many Garou.

It is a great honor to serve as Master of the Howl or in any other official capacity during the moot. Often, a certain member of a sept will routinely perform a given office for the sept. However, if a Garou has recently made an achievement of note, she might be chosen to perform a suitable office in recognition of her success.

Sadly, the number of Garou appearing at recent moots has declined. Fewer and fewer join the howl. Due to the decreasing Garou population, some traditional offices are rarely, filled. It is possible that some offices been completely forgotten, lost perhaps forever to the Garou.

The actual decline in ceremony and ritual varies from tribe to tribe, and sept to sept, but even the most scrupulous may concede that there are no Garou suitable for a particular post. Thus does the Wyrms slowly pick away at the Garou heritage, as a vulture snatches scraps of food from a dying man.

The Inner Sky

The second segment of the moot is devoted to honoring the totems of the sept and tribe(s), and to reaching into the Umbra. The Caller of the Wyld, a Theurge, performs all rites that reach into the Umbra and calls the spirits.

Individual Garou were once called upon to physically embody the totems of the sept. Known as the Shining Ones, these offices are rarely filled, save by septs run by the Stargazers and Uktena. The Uktena are rumored to perform a ritual involving an intricate dance wherein the Shining Ones, taking the part of their totems, interweave vines and moonlight in a complex rite of spirit binding.

The Inner Sky is vital to the health of the caern, for the spirits must be contacted and treated honorably in order to maintain their connection to the caern. Several caerns are rumored to have grown weaker due to inattention to this rite. If a sept does not often reform the caern's bonds to the Umbra, the caern will weaken, no matter how passionate the revel ending the moot. However, Bone Gnawers and Glass Walkers have been heard to say their computer-bound spirits do not need the constant attention less strictly controlled spirits might.

In practice a sept which neglects to perform this part of a rite for more than nine turnings of the moon may lose one level of the caern's power. The Storyteller should roll once per lunar month, starting with the ninth month of neglect, to see whether the caern has lost a power level. The dice pool is equal to the caern leader's Wits + Rituals. On the ninth month, the difficulty is five. The following month, it is six. The difficulty



increases by one for every month thereafter. If there are no successes on the roll, the caern loses a point of power.

Nine months after losing the point, if the caern is still neglected, the process will begin again. In this fashion, the caern slowly dies out or becomes dormant. To reawaken it, or to recharge lost points, a Rite of Spirit Awakening must be performed. The difficulty is the caern's originally level plus five, and a number of permanent Gnosis points must be spent equal to the number of caern levels lost.

As soon as the sept performs the Inner Sky, no more rolls are necessary until another nine months of neglect pass. The Storyteller is, of course, free to simply lower the power level of a neglected caern.

Cracking the Bone

This is the time to air grievances, make policy, and conduct the business of the moot. A Philodox elder is almost invariably chosen to be the Truthcatcher. The Truthcatcher is the arbiter of disputes, the chooser of the rites, and the judge of crimes. Like a hungry pup cracking a bone to find the sweet marrow within, she must delve into the most difficult problem and discover the core of truth. It is a post bearing heavy responsibility.

Often, in times past, other Garou were selected to aid the Truthcatcher. They were titled Arbiter, Caster and Judge. Now these posts are rarely filled, although the Silver Fangs are known to carefully preserve such posts. Lately, this tribe has been rumored to be creating new posts whose purposes are unclear and counter-productive.

All temporal business is conducted at this time. Most tribes allow all Garou who wish to speak to do so. However, higher ranked individuals are inevitably deferred to by lower ranking members. The concept of rank is so ingrained in most Garou that they would not consider violating this order. However, some of the younger members of tribes such as the Bone Gnawers and Children of Gaia can occasionally speak out of turn without penalty. In other tribes, a Garou who speaks out of turn will lose Honor in the tribe.

The Garou system of justice is simpler than that used in the human world. Judgment and punishment is swift, blunt, and without appeal. The exact form these moonlit courts take differs from tribe to tribe (see Litany Law, below).

Stories and Songs

The position of Talesinger is greatly valued by all Garou, but especially by the Galliards who most often fill this role. During this section of a moot, tales are spun of past and present Garou adventures. Old heroes are remembered and new ones honored with howls of recognition and rites of praise. To have one's deeds praised by the Talesinger will certainly give much glory to a Garou.

At this time, the Talesinger or another Moon Dancer may use the Gift of Shadows by the Fire Light. Young Garou chosen to take the part of past heroes may gain renown in the eyes of the sept.

The Silent Striders are especially noted for their Stories and Songs which involve elaborate and exuberant dance-tales known as *Pakiv Swatura*. Only dancers trained in this strenuous and expressive art may participate in such a tale. Any Garou honored in such an affair may find herself tossed repeatedly in the air by her packmates, and spun round and round 'til she is too dizzy to walk.

The Silent Striders are also known for their expansive sense of humor and boisterous, overblown comical tales known as *Darane Swatura*. These tales are told simply for the joy of the telling. They are often begun by one Strider, and passed from Garou to Garou, growing more and more outrageous as each Strider attempts to surpass the humor of the previous speaker.

In contrast, the tales told by the Shadow Lords are usually serious treatises howled only by the Talesinger. When a Garou is honored in one of these long-winded affairs, her ancestry and connection to the tribe are emphasized above personal glory. Stories of past heroes are told as parables, proving the Garou's superiority over humans and invariably placing the Shadow Lords in the position of guide and mentor to the other tribes of Garou.

The Revel

The revel is the culmination of the moot. This is the time when the passions of the Garou are fully released and the caern is recharged. The stories and songs of heroism become ever more impassioned as the moot progresses. Finally, usually at a signal given by the Master of the Howl, the Ahroun chosen to take the office of Wyrmslayer changes into lupine form and gives a mighty howl. The howl is taken up by the other members of the sept and all who are not in lupine form begin the change.

Many mock-battles and displays of strength occur as the Garou prepare for the Run. When the Wyrmslayer deems the sept has worked itself into a proper state of passion, she leads them in an exhausting run to clear the area around the caern of all enemies. Many Garou will eventually change into their deadly Crinos form in an all out embrace of Rage.

The Get of Fenris are particularly noted for their ferocious defense of their caerns. Many small town stories of "full moon fever" are caused by the revels of the Get. In contrast, the Bone Gnawers are known to swig down a few bottles of Mad Dog and prowl the streets near their caerns in search of gangs and pushers to assault.

During the revel the caern is recharged with the passion (Gnosis) of the sept. This re-charging is a vital part of maintaining the caern's power. A Garou who participates in a revel must spend at least one point of Gnosis toward recharging the Caern.

Just as the caern must be re-connected to the Umbra, so must an active caern be recharged through the passions of the sept. An active caern must receive five points of Gnosis per power level per month in order for it to be fully replenished. Thus, if a caern with a power level of four is to be replenished, at least 20 points of Gnosis must be expended in recharging. These points can be given to the caern at any time during the month.



A caern which does not receive the requisite amount of Gnosis will lapse into inactive status. Although potential still exists, the caern must be re-opened before its power may be tapped by the Garou.

Litany Law

All the tribes of the Garou honor the Litany, though each tribe has its own way of interpreting certain sections. When a Garou breaks one of the laws or codes, or when one Garou suspects another of a violation of pack code or honor, there must be a decision made on the Garou's guilt. If the Garou is found guilty, someone must also decide upon the transgressor's punishment.

The Garou law is not bogged down by the red tape and bureaucracy of the human legal system. The Garou make decisions and mete out punishment with swift and often brutal severity. The Garou judges are the Philodoxes, the Half Moons. A Philodox chosen to judge a fellow Garou is selected by the tribe for her great wisdom. A judge's decision is almost never questioned.

Trial and Punishment

The Garou do not view trials as commonplace. Disputes and difficulties occur all the time, but the system of Hierarchy and challenges normally takes care of day to day problems. When this doesn't work, the casual disapproval of the pack normally

suffices to quell the problem. However, a trial is necessary on those rare occasions when a Garou breaks with Litany Law and the traditions of the tribe.

Normally, a group of Philodoxes determines the outcome of the trial. The exact form of trial varies from tribe to tribe. The Black Furies always have a triumvirate of judges who consult magical signs and conduct in-depth interviews before passing judgment. But once the trio has passed judgment, the decision will not be reversed. The Silent Striders almost never listen to members of other tribes when reviewing evidence. The accused usually brings forth a string of character references as a defense (along with some particularly juicy rabbits, beads, etc.). But no matter how the trial is conducted, judgment and punishment are not long in coming.

When a Garou is found guilty of a crime against the Garou as a whole, and thus of a crime against Gaia, she faces a range of penalties. The most common forms of punishment are briefly discussed below. Remember, each tribe varies in the exact form a punishment takes.

Shaming

When a Garou has transgressed by allowing her own pride, cowardice, or self-absorption to hurt the Garou or Gaia, the punishment given is often shaming. The most common forms of this punishment involve rites, such as the Stone of Scorn, the Voice of the Jackal, and the more serious Satire Rite. Normally, being subject to this sort of rite just once is enough to change the behavior of the chastened Garou.

The Silent Striders and Fianna are especially adept at this form of punishment, and the marvelously creative epithets and wickedly cutting satires to torment the unfortunate transgressor.

Shunning

If a Garou places Gaia or a fellow Garou at unnecessary risk, or continues to follow a form of behavior for which she has been punished before, she may be shunned. When this punishment is used, the Rite of Ostracism is performed and all Garou ignore the punished individual. None will speak to her or acknowledge her existence.

Shunnings vary in length. Sometimes the length depends on the punished Garou herself; only when she truly changes will the shunning be lifted. Normally though, a shunning will range in duration from one week to one lunar year. The transgressor is never told the length of the shunning which only increases her discomfort and isolation.

Though shunning is difficult for any Garou, the Wendigo view a shunning as one of the worst sentences, second only to being cast out of the tribe. Not infrequently, a shunned Wendigo will refuse to eat, wasting away until the sentence is over or she dies. If she feels she is close to death, the shunned Wendigo will leave her tribe to find a place to die. This way, she will not compound her initial dishonor by inconveniencing the tribe with her earthly remains.

Death

This sentence is reserved for murderers and others who commit capital crimes, but who still maintain some vestige of honor. When this punishment is given, the rite known as The Hunt is performed. If the Garou was once held in high esteem, the Silver Pack may send the criminal on to his next life.

This punishment is used by all tribes, although the gentle Children of Gaia are less likely than any other tribe to resort to it. In contrast, the Get of Fenris are wont to use this punishment fairly often, even for fairly insignificant disputes between two Garou.

Casting Out

There are crimes for which a Garou may be cast out. The first is for the Garou to be found a traitor to Litany Law, the Garou, and Gaia herself. The Garou's treachery is so heinous she is considered an agent of the Wyrms. When a Garou is pronounced traitor she is considered an enemy to Gaia and the Garou, and will be killed.

The outcast Garou is considered beyond all redemption, perhaps even in lives to come. Casting out calls for either the rite known as Gaia's Vengeful Teeth or the even farther reaching Rite of the Shattered Soul. When the latter is performed, the Garou believe that if the traitor is reborn at all, it will be in her true form — a creature of the Wyrms. The Rite of the Shattered Soul declares the traitor to be no longer even of the Garou. No vestige of honor is possible for such a lost soul.

The second form of casting out does not fall neatly into the realm of punishment. This only occurs when the accused asks to be declared Ronin. Some Garou prefer to walk a separate path. They would rather be cast out than live within the confines of Garou society. When a Garou is declared Ronin, she gives up all contact with her sept, tribe and lineage. She may still run with her pack, if the pack chooses to accept her. In order for a Garou to be declared Ronin, the Rite of the Lone Wolf must be performed.

The Ronin may continue to gain Renown and be given the powers of Rank if she can find a mentor, though any mentor who would accept a Ronin will require extensive bribes. However, the Ronin will be unable to perform that Rank's functions or accept its responsibilities. Due to the increasing number of Ronin, some Garou will deal with a Ronin. However the vast majority of Garou treat these lone warriors with scorn.

The Silver Pack

I have wandered in a face, for hours,

Passing through dark fires.

I have risen to a body

Not yet born.

Existing like a light around the body,

Through which the body moves like a sliding moon.

— Robert Bly, "The Light Around the Body"

Concolations are the rarest of moots. The Garou make only the most important and far reaching decisions at these events. Only at a concolation are the members of a new Silver Pack chosen from among the young Garou of all the tribes. The Silver Pack is responsible for enforcing the decisions of the elders of the tribes at the concolation. A Garou who runs with the Silver Pack gains great honor, and a Garou who performs admirably will surely be honored at many howls — perhaps even in a Moon Dancer's saga. A Garou who dishonors the Silver Pack will be fortunate to have his body torn to shreds by his packmates, and his soul lost in the deepest Umbra for all eternity.

The Silver Pack represents the first pack. Each of the five auspices is represented by a Garou who most embodies her particular auspice. Often, several other Garou are chosen to be members of the Silver Pack. These members will be secondary to the five pinnacles of the pack. In all, the Silver Pack usually numbers between five and 10 individuals.

Duties

The Silver Pack enforces the decisions set forth during the concolation at which the pack was chosen. They are the fangs and claws, ears and eyes, of the council of elders. On their shoulders rests the burden of ensuring that the goals set at the concolation are achieved. A pack that achieves these goals will gain great renown and respect among the tribes.

The Silver Pack must also be prepared to embark on new missions, should the council of elders decide there is need.

Missions for which the Silver Pack are selected are rarely straightforward. Though the Ahrouns would wish it differently, careful planning and balance are often necessary for the pack to succeed. If the Silver Pack is to infiltrate a Pentex power plant, an open attack is unlikely to have a positive outcome for the Garou.

Each auspice's influence is necessary for the Silver Pack to succeed in its work. Ideally, each of the pack members will contribute to the work of the group. Of course, clashes between Garou with different outlooks are inevitable, but when the going gets rough the Silver Pack inevitably rises to the occasion.

The Choosing

Young Garou of all auspices and tribes compete fiercely for the honor of running with the Silver Pack. Homids, lupus, and even metis vie in a multitude of difficult, and sometimes deadly, competitions. Although each concolation's tests and challenges vary, there is a standard pattern to the testing.

There are three types of tests in which the young Garou compete. A Garou must participate in all the contests in order to be considered for inclusion in the Silver Pack. Elders representing each of the five auspices and the tribes present at the concolation select the tests. The tests can most easily be categorized as contests of Glory, Honor, and Wisdom. Typical examples of tests are given below, but keep in mind there are many different ways to test for these traits.

Glory: Contests of Glory always involve some physical testing. The most common form of test is the Duel; the Get of Fenris inevitably lobby for this contest of Glory. However, the Wendigo prefer a grueling climb to the top of some treacherous peak where a fetish has been placed. The Garou returning to the caern with the fetish is declared the winner.

Honor: Tests of Honor are extremely varied, more so than tests of the other two traits. Throughout the competition, the elders watch the young candidates carefully, searching for particularly honorable or dishonorable behavior. It is all too easy for an overanxious cub to forget to remain respectful in the heat of competition. Often a candidate has lost her chance to join the Silver Pack by simply speaking poorly of a pack-brother to an elder.

The young Garou is also questioned by the elders about the reasons behind the actions and choices she has made as a Garou. This questioning can be fierce, and is done to ferret out a dishonorable or selfish cub.

Wisdom: Wisdom is tested through parable and debate, story and song. Elders of the tribes propose situations and ask the young Garou how she might solve the problem presented, or escape a dangerous situation. The Glass Walkers love to put on mock trials in which the young cubs take the roles of both the lawyers and the judge. The Stargazers favor long discussions of philosophical problems, while the Silent Striders and Wendigo prefer throwing the candidate into a predicament that forces the cub to use his ingenuity and cleverness to extricate himself. In one famous test, a cub was placed on a raft

in the middle of a stream with only a reed, jar of glue, and a handful of large sticks, and was told to reach dry land without getting wet.

Winning one or more of these contests is a great honor, but does not mean the cub will be accepted into the Silver Pack. The competition has shades of meaning. Throughout the night, the council of elders watches the young Garou perform. After each test, elders belonging to each of the five auspices confer. When all is over and the contestants stand bruised, cut, and exhausted before the elders, the few most favored of each auspice are called forth.

Now comes the most difficult moment of the selection for the favored cubs. The Caller of the Wyld leads the young ones to the center of the caern. There wait the Garou who have run with earlier Silver Packs. Immediately, the candidates are surrounded, and a low growling ululation begins. The Caller of the Wyld opens a bridge to the Umbra and performs the Rite of the Phoenix. A tunnel of cold, blue flame opens before the young Garou, and each must run through this gauntlet. When the youngster emerges, she will know whether she has been accepted into the Silver Pack by the pack's totem: the Phoenix.

On occasion, the Garou selected by the Phoenix are not the most obviously favored candidates. At a recent concolation, an especially powerful Ahroun won all physical contests. Yet he was rejected painfully by the Phoenix. His scornful treatment of fallen opponents may have cost him the Phoenix's favor. At that same concolation, a young metis was chosen instead. It is not for the Garou to know the mind and heart of Gaia's champion.

A Garou who has been accepted into the Silver Pack is briefly surrounded by a nimbus of blue flame as she emerges from the gauntlet, and the Mark of the Phoenix appears on her left shoulder (see the Phoenix Totem below). For those who are rejected, there is both pain and shame. For these unfortunates, the flames of rejection burn hot. (A Garou rejected by the Phoenix takes two levels of aggravated burn damage.)

A Garou who is chosen for membership in the Silver Pack gains several advantages. First, members of the Silver Pack gain a +1 to all social interaction Dice Pools with other Garou. This is due to the renown gained while a member of the pack. In addition, the Garou gains a new pack totem: the Phoenix, *without* losing the protection of the totem of her old pack.

It is also possible for members of the Silver Pack to have individual totems. A pack containing several of these individuals is powerful, indeed. When a pack of such power is chosen, it usually signifies a most dangerous and important task.

Leaving the Silver Pack

There are only three ways for a Garou to leave the Silver Pack. The first is death. Many Howls have been sung for the brave Garou who died in service to the Silver Pack. The Fianna believe that a Garou who dies while in the Silver Pack will be reborn upon the next time her auspice appears in the sky.

The second way to leave is to disgrace the pack. Although this is extremely rare, occasionally a member of the Silver Pack has abandoned her packmates to danger, or turned to the Wyrms. If given the chance, the other members of the Silver Pack will tear the traitor's body apart, leaving the tainted meat to the carrion crows.

Finally, when a Silver Pack has completed its mission, or the pack has been depleted to the point where there is no representative of one or more of the auspices, the pack is disbanded. At the next concolation a new Silver Pack is selected. On occasion, a particularly honored Garou has been chosen to run with more than one Silver Pack. When this occurs, the Garou gains double the Honor, Renown, and Glory normally conferred upon entering the Silver Pack.

Phoenix

Background Cost: None. May only be taken when the Garou is adopted into the Silver Pack.

This totem of respect may not be chosen by a Garou. Instead, the totem chooses those cubs who are deemed worthy to run with the Silver Pack. The Phoenix is never the totem for any other pack. The Phoenix represents the cycle of life, death, and rebirth. It is chiefly concerned with the protection of Gaia. Through the Silver Pack the Phoenix fights for the great mother, willing to sacrifice all so that one spark of life and hope might remain to rise again. So too does one Silver Pack fall, only to have another rise in its place to carry on the flame of life, hope, and heart.

The Phoenix will only accept a Silver Pack containing at least one Garou born under each of the five auspices. Those Garou chosen to run with the pack gain 300 points each in Honor, Wisdom, and Glory. Pack members draw an additional five Willpower points per story, and will gain the Mark of the Phoenix. This mark appears as a deep blue-black flame burned into the left shoulder. In addition to marking the Garou a member of the Silver Pack, the Mark of the Phoenix confers resistance to the wiles of the Wyrms. Agents of the Wyrms must add a +2 difficulty modifier to all attacks made against a Garou with this mark. Members of the Silver Pack also gain an extra die in any social interaction with other Garou.

Ban: Only members of the Silver Pack may take this totem. If a member falls below 250 points of Honor at any time she loses all benefits of the totem. Only by performing a Rite of Contrition and engaging in an act which brings the Garou at least 250 points of Honor may the Garou regain the totem's benefits. In addition, the other members of the Silver Pack must agree to forgive their errant packmate.

Rite of the Phoenix

Level Five

This rite calls the totem of the Phoenix to a caern. It is only performed when a new Silver Pack is chosen. When the candidates are assembled, the Caller of the Wyld performs this rite. During the rite a tunnel of searingly cold blue flame forms at the center of the caern. The young candidates must run through this tunnel. Those chosen for membership in the pack



emerge wreathed with blue flames, wearing the Mark of the Phoenix upon their shoulder (see the Phoenix Totem). A rejected Garou suffers two levels of aggravated burn damage and loses 100 points of Honor.

Hierarchy

The festering rot of Wyrmscent clings to the freshly killed body. Needles, vials, and pills lie scattered around his lifeless form, a knife stabbed precisely in the center of his throat. Standing in the half-melted, blood soaked snow, Windchaser howls over the lifeless husk of her human blood-kin. Turning to Grange, her packmate, she growls; "We must run the Wyrmspawn to ground now, Grange!"

"No. No human, kin or not, is worth risking an ambush," the Shadow Lord replies, sniffing clinically at the metallic blood-scent.

"I...say...we...go," Windchaser growls, the dark red hair on her back rising in anger, her feral eyes glowing with passion.

Lowering his head, Grange slowly paces towards the young Fianna. Closer and closer he strides until his great, yellow eyes fill her vision, the moist, musky odor of his coat eclipsing even the blood-scent of her dead kin. For minutes she stands, her paws melting into the snow, eyes locked intently on her opponent's, before her nose droops in sullen defeat. Eyeing the human corpse once more, she turns to follow Grange through the falling snow.

Rank and hierarchy are integral to Garou social interaction. Each Garou is evaluated by where she stands in the hierarchy of the pack and tribe. However, Garou social relationships are more complex than they may appear. There are three criteria used to determine the rank of a Garou: Glory, Honor and Wisdom. An individual Garou may be lacking in, say, Glory, but have achieved much renown through her great Honor and Wisdom. Such a Garou might be a high ranking member of her pack and tribe.

In **Werewolf** rank is achieved by gaining renown. Each of the 13 tribes of Garou has a slightly different opinion of what actions are worthy of renown. When determining whether a given action should gain a character renown, the storyteller may consult both the table in the **Werewolf** book and the table found in this chapter. The storyteller is free to decide how much renown a given action character will gain, depending on the individual circumstances of the chronicle. The tables are provided merely as examples of possible renown values for various actions.

The material that follows describes rank and dominance challenges, both formal and informal, in detail. Players and storytellers should feel free to expand on this information in their own chronicles.

Types of Renown

The three traits in which Garou may gain renown are described in the **Werewolf** rulebook. Below is a brief description of these three concepts.

Glory: To gain distinction through Glory, a Garou must show great martial prowess and physical strength or endurance.

Honor: This trait is a combination of pride, dignity, and personal integrity. Honorable Garou are respected throughout the tribes. The Garou define the most honorable action as that which is just.

Wisdom: A wise Garou is treated with much reverence and deference by her people. Actions which show judgment, discretion, and an ability to distinguish between truth and fallacy are seen as hallmarks of the wise.

Dominance

The Garou hierarchy is not static. It is in constant flux as Garou lead in differing situations. The fiercest Ahroun battle lord is not the suited Garou to represent the pack in a negotiation. Challenges are made when one Garou simply wishes to assert her dominance over another. Only elders are exempt from challenge. When a Garou wishes to challenge the authority of another Garou, there is a system of contests to which she can resort. Three basic types of challenge can be used: the Facedown, Gamecraft, and the Duel. Most challenges occur spontaneously, and are considered informal. In more serious matters a Garou may formally challenge another. Although the terms and methods of challenge differ from tribe to tribe, all Garou recognize and use this system.

The Facedown

The Facedown is the most common form of dominance challenge, and is always an informal challenge. Outwardly, this contest is extremely simple; the two contestants stare into each other's eyes until the losing Garou looks away. This contest can be performed in either human or wolf form, though the two contestants usually take the same form. Facedowns occur daily in most tribes. It is a relatively simple way for two Garou to end a conflict.

Two tribes add their particular stamp to this contest. When Bone Gnawers engage in a Facedown, other Bone Gnawers in the area will take sides and proceed to harass the other opponent in the hope of causing her to look away. A flurry of betting will occur if the contestants appear to be particularly well matched. In contrast, a true Stargazer Facedown may take more than an hour to complete. It always occurs in complete silence, and other Stargazers will normally ignore the two contestants until the contest is over.

When conducting a Facedown, there are two basic options. The first is to use live action gaming to resolve the contest. When this is done the contestants, either two players or a player and the storyteller, simply stare into each other's eyes. The contest is over as soon as one person looks away. This can work remarkably well, and add tension and flavor to your story. However, this method does not work well with all troupes or in all situations.

The second way to conduct a Facedown involves game mechanics. The contestants roll dice equal to their Manipulation + Leadership (difficulty 5). Three net successes are needed to win the contest. Renown also has an effect on the contest. For every 1,000 points of Renown separating the two contes-

tants, the lower ranked Garou adds a +1 modifier to her difficulty level.

As an example, let's take the Facedown mentioned at the start of this section. In this contest, Grange has 5,700 points of renown to Windchaser's 3,600. This difference (2,100) adds +2 to Windchaser's difficulty. She needs a seven to get a success (Grange only needs a five). The two contestants roll; Windchaser's player gets three successes and Grange's, five. This means Grange needs only one more success than Windchaser to win the contest ($5-3=2$ of 3 needed successes). The next time the two roll, Grange's player gets two more successes, and Windchaser's none, so Grange wins the Facedown.

A Facedown only gains renown for the victor if the winner is of substantially (1,000+ points) lower renown than her opponent. In this case, the winner gains 50 points of Honor per 1,000 points of Renown separating the two opponents. If Windchaser had won the Facedown she would have gained 100 points of Honor in the eyes of the rest of the pack. (Grange gains no Honor for defeating a lesser foe — it is expected of him).

Gamecraft

Gamecraft is a more sophisticated and varied form of dominance challenge. Contests can be formal or informal, though the majority are informal. Gamecraft challenges occur in all tribes, but their form varies widely from tribe to tribe. Certain tribes, such as the Silent Striders, Stargazers, and Fianna, are particularly noted for their numerous and ingenious contests of Gamecraft. On the other hand, the Get of Fenris and Red Talons tend to rely on other forms of challenge. When contests of Gamecraft occur in these groups, they tend to be physical in nature, involving such things as tracking contests or physical tests of bravery.

Unlike Facedowns, which usually begin over a specific point of contention, contests of Gamecraft often begin when two Garou disagree on a general concept or principle, or when one Garou wishes to display her prowess. These contests range from friendly and entertaining, to deadly serious challenges that may decide a course of action, or a change in philosophy for a pack, sept, tribe, or even the Garou as a nation. The decision to lift the Impergium resulted from a formal challenge of Gamecraft.

The two factions (for and against lifting the Impergium) were so evenly matched that they agreed to a deciding contest. Each side chose a contestant and the two debated for the rise and fall of three moons before the Shadow Lord speaking for the Impergium lost to the Stargazer arguing for change.

A contest of Gamecraft always involves some sort of mental challenge between the contestants. It is a contest of wits and wills where the most clever and resourceful Garou will triumph. As mentioned above, the form these challenges take varies widely. Among the Black Furies, a contest of Gamecraft may involve the two Furies to reciting epic tales of mythic heroines. These tales are elaborate and are traded back and forth as the evening wears on. Each tale must be more

involving and exciting than the last, and the other members of the pack decide when one of the contestants fails to top her sister's tale.

The Glass Walker contest range from challenges pitting the Garou against each other in an animated computer game to wars of corporate take-overs and mergers. This stands in sharp contrast to the Wendigo's quiet riddling contests or the Fianna's boasting games in which the Garou who boasts and lies most imaginatively wins the day.

These are just some of many types of Gamecraft. No tribe is limited to one form, or even one hundred forms, of this type of challenge. When a potential Gamecraft challenge arises in a Story, there are several different ways to handle it. First, the storyteller and the player(s) involved in the challenge should decide on its format. Depending on the type of contest selected, the challenge might be played out in live action; a riddling test would work well. If this is not suitable or desirable, a roll can be made to determine the winner. Normally this check will use the character's Wits, Charisma or Manipulation + some appropriate skill (Enigmas perhaps). The difficulty level should be determined by the storyteller.

If at all possible, certain types of contests, such as riddles, debates, and storytelling contests, should be acted out by the players without the use of dice. If two characters are engaged in a contest to find a hidden object it is often much more fun to actually search for the object. Of course, this assumes the host's house won't be turned upside down in the process! But sometimes it is necessary and desirable to use dice rolls. The



bottom line is for the troupe to use whatever method(s) safely provide the most enjoyment for all.

No matter how the contest is handled, both the storyteller and players should keep in mind that the form of the contest should in some way reflect the type of challenge being made. For example, if the challenge involves a Garou's ability to negotiate with humans, the contest might be decided by having both Garou make separate deals with a used car salesman. (They don't have to go through with the deal!) Whoever makes the best deal wins the challenge. If the challenge is to determine who is the quickest thinker, a riddle challenge might be selected.

The Duel

Duels are the most serious type of challenge, and are usually used for formal challenge. Duels are almost never conducted between packmates. The Duel is a form of ritualized combat. When two Garou duel, no other may interfere until the contest is decided. Some tribes try to put limits on the amount of force allowed in a Duel, but all respect the need for this extreme form of challenge.

The Red Talons have ferocious Duels, even among pack-brothers, and it is said that far too many of this tribe have lost their lives to their own kind. The Red Talons simply respond that any who die are too soft to run with the Talons. It is unheard of for packmates of the Children of Gaia to duel. However, when the Children challenge other Garou to a duel, they are the most serious of combatants.

Duels do not lend themselves to live action. Instead, the normal combat system should be used. Any limits to be set on the Duel (such as use of weapons) are set in advance. At the end of the Duel, the loser must bare her neck to the winner as a sign of submission. The winner may theoretically rip out the loser's throat, but this almost never occurs. If the loser remains defiant, the winner is free to continue her attack with no holds barred, and none will count her behavior amiss.

Formal Challenge

Formal challenge is made when a Garou wishes to rise in rank, or when she wishes to assert dominance over another Garou. The formal challenge is often a Duel, but may be a contest of Gamecraft. Gamecraft is especially favored among Theurges and Philodox, while Ahrouns almost always choose duels.

In order to formally challenge another Garou, the challenger must be within 1,000 points of Renown of the challenged. If this is not the case, the challenger must make a Charisma + Empathy roll (difficulty 7) to avoid losing Honor due to the inappropriateness of her challenge.

As stated in the **Werewolf** rulebook, in order to advance in Rank, the Garou must have sufficient renown and must find another Garou already of that Rank to challenge. The challenged Garou must be bested in a contest. The elder gets to choose the form of the contest. Therefore, it is often best to challenge an elder who truly wishes you to gain in Rank. Even

sympathetic elders will not make the challenge simple, but an elder who does not believe a Garou is fit to rise in Rank may give the youngster an almost impossible challenge. Many a zealous cub has found herself the victim of her own overeagerness to challenge the first available elder!

Renown Chart

The specific award or punishment given is entirely up to the Storyteller, but the renown values on the following chart can be used as general guidelines.

Renown amounts shown in the chart may be either positive (+) or negative (-) in value. If more than one Garou is involved in the activity, the bonus or penalty should be divided accordingly.

Feat	Renown Award or Penalty
Rite of Ostracism	- 1,000 Honor
Stone of Scorn	- 750 Glory
Voice of the Jackal	- 750 Glory, Honor or Wisdom
Satire Rite	- 350 Glory and Honor
Rite of Praise	+ 250 - 750 Glory
Rite of Lasting	Glory, gain one level in Rank
Entering the Silver Pack	+ 300 Honor, Wisdom and Glory

Participating in a Moot Office:

Master of the Howl	+ 100 - 250 Wisdom
Caller of the Wyld	+ 100 - 250 Wisdom
The Fool	+ 100 - 250 Wisdom
Talesinger	+ 100 - 250 Glory
Truthcatcher	+ 100 - 250 Honor
Wyrms' Foel	+ 100 - 250 Glory
Lesser Office	+ 50 - 100 Honor

Participating in the Shadows by the

Firelight:	+ 200 Honor
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Pictograms

No one is certain when the Garou first began to form symbols and images for their concepts, but all are sure that it was long, long ago. Many arguments have arisen concerning the origin of Garou pictograms. The Glass Walkers claim their progenitors invented them, copying human scrawl, and that the rest of the Garou copied them. The Uktena deny this, claiming that humans received the concept of writing from them; their occult searches require a language of imagery, and thus they invented the first pictograms. The Silent Striders do not argue about such things; they believe the pictograms came from their ancestors' road-sign markings, left behind to alert other Striders to dangers or safe havens.

For most Garou, it matters not who originated the pictograms; they are simply a tradition, and an important tradition at that. These symbols hold power for the Garou, for they are invested with the most important concepts of their culture. They can be used by some as Glyphs of potent power, sealing

spirits into fetishes or releasing magical effects when read. It cannot be denied that among all the tribes, the Uktena have mastered the magical potential of the pictograms better than any other.

The Silent Striders, however, have mastered the nuance of communication with the images, and they remember many pictograms lost from the common alphabet. For, more than anything else, these pictograms are meant to teach, to tell the story of Garou culture.

Carving the Pictograms

The pictograms have been written down in many different ways. Originally, the writing surface was tree-bark, and the bark chips would sometimes be strung together on a vine, so that a necklace was made. A tale or story could be handed down this way, with the pictograms symbolizing mnemonics for the tale-teller, strung in the proper order of the telling.

Pictograms are also used to mark caerns. Marking glyphs are carved into stone, usually using a Gift that provides the writer with great strength if his Crinos form is not potent enough for the task.

The pictograms are carved with claws, and thus can only be written in Crinos form, although sometimes a dexterous Hispo can carve simple pictograms (such as the Red Talon's symbol). It is important that a pictogram be carved only with claw, as this proves that the writer is a Garou. A Ronin who has lost the wolf, and thus cannot change forms, cannot write as a Garou. The Uktena and Shadow Lords have broken this rule at times, carving their pictograms with Klaives or stilettos. This angers traditionalists, but what can be done?

The Striders and Stargazers sometimes write their pictograms on vellum paper with a claw dipped in ink or blood. The Uktena at times use multi-colored paints to mark their glyphs on special flammable paper; when the paper is lit, it will burn instantly, releasing whatever magical effect was bound into the glyph.

The Tribes

Black Furies



Bone Gnawers



Children of Gaia



Fianna



Get of Fenris



Glass Walkers



Red Talons



Shadow Lords



Silent Striders



Silver Fangs



Stargazers



Uktena



Wendigo



Breeds

Wolf



Human



Metis



Auspices

No Moon/
Ragabash



Crescent Moon/
Theurge



Half Moon/
Philodox



Gibbous Moon/
Moon Dancer



Full Moon/
Ahroun



Rite Symbols

Moot



Rite of Passage



Ronin



Glory



Honor



Wisdom



Fetish Glyphs

Rite of Binding



Rite of the Fetish



Geography

Caern



Wilderness



City



Park



Creatures

Black Spiral Dancers



Fomori



Monsters



Banes



Spiritual Glyphs

Gaia



Luna



Wyld



Weaver



Wyrn



Celestine



Incarna



Spirit
(Jagglng, Gaffling)



Totem



Umbra



Deep Umbra



Moon Bridge





Chapter Four: Caerns

This is the forest primeval.

— Henry Wadsworth Longfellow, *Evangeline*

Once the world teemed with magic. In the beginning, the world was One, spirit and matter in accord. But the Weaver spun on, dividing and classifying. When madness fell upon her, one of her first acts was to divide the world. She split the Realms asunder, creating a gulf between spirit and matter.

But some areas, those of the Wyld, close to Gaia, survived this sundering. They remain a link between realms, a passage between the worlds. These sacred sites the Garou call caerns.

Now, as the dust of ages settles upon the world, the few caerns left whole slowly die. The Wym's minions rise from their dark dens in the earth to seize these sacred sites from Gaia's last defenders. The onrushing tide of humanity crushes all things that impede its sacred scientific progress; magic is squeezed out of the world.

The Garou are among the few who still have a link with the spirit world, the land of infinite possibility and wonder. But they need the caerns to maintain this link. Were there no caerns, the land would be but a shadow, an empty and meaningless landscape of matter. The Garou must fight to defend the very lifeblood of the land.

Caern Powers

Caerns are dedicated to certain purposes. The powers they possess, from which others may draw, are linked to these purposes.

A caern's purpose is established when it is sanctified, or created for use as a caern. This is done with the Rite of Caern Building. The rite master declares the purpose, though the actual purpose is usually hotly debated on by the whole tribe well before the rite is begun.

Some areas "tend" toward certain energies, and are inclined toward specific caern types. An area which has seen many battles may be ripe for a caern of Rage, while an old university building may be a good site for a caern of Wisdom. When a site leans towards a caern type, then the difficulty to create that type of caern is one less.

Caern Building

The rules for caern creation are given in the *Werewolf* rulebook under the Rite of Caern Building. Creating a caern is not easy. It in fact gets harder as the years pass and Gaia grows weaker; the rift between worlds gets wider and the spirit fades from the land.

Garou can get killed making a caern. A botch on the creation roll can cause energies to go wild and consume some builders in an instant, while the rest lie gasping on the ground in pain.

The location for a caern is not hastily decided, unless the area is obviously a sacred site. The entire sept must usually participate in the rite, since much Gnosis is required. The



chances of making a level two or greater caern are slim, and for this reason the few level five caerns left in the world are guarded jealously.

Before the rite is conducted, the area is cleared of any mundane or spiritual traffic. Humans are chased away, while spirits are rooted out and either sent off or bound into fetishes.

A pack of Garou will guard the Umbra during the rite. While they cannot spend Gnosis for the rite, or become damaged by a botched rite, they must face the fearsome Banes which will come to try and prevent the new caern from being built.

Accessing a Caern's Power

The Rite of the Opened Caern is necessary to call upon the powers of a caern. The rite is detailed in the *Werewolf* rulebook. The level of the caern is the amount of points or dice that can be drawn upon by the successful rite master.

Brughs

The term Brugh is an old word for a caern, but in actuality, this usage is somewhat vulgar. A Brugh is a caern within the wilderness, usually wilderness that has not been defiled by humans. It is never a proper term for a city caern (such as Central Park). Occasionally, Bone Gnawers and Glass Walkers will use this term to refer to their urban caerns, which infuriates the more traditional elders.

Caern Types

*Dark behind it rose the forest,
Rose the black and gloomy pine-trees,
Rose the firs with cones upon them;
Bright before it beat the water,
Beat the clear and sunny water,
Beat the shining Big-Sea-Water.*

— Henry Wadsworth Longfellow, *The Song of Hiawatha*

Following are the many different types of caerns, classified by their purposes.

Rage

These caerns are dedicated to rage and anger, often manifested as revenge for the rape of Gaia. These are popular among the Red Talons and the Get of Fenris.

Sites for these caerns are often found over old battlefields where many people have died, or at places where heinous deeds were committed, and the victims' ghosts still haunt the site, seething with impotent rage.

These caerns can provide extra Rage points to those who can access their power. The Garou performing the rite can distribute these points with a roll of Manipulation + Rituals, difficulty seven; the number of successes is the number of points he can give to another (the target must be willing). The ritualist can only channel as many points as he has been able to draw from the caern.

Healing

These caerns are dedicated to healing living beings and/or the land. They are popular with the Children of Gaia.

Sites are typically found in beautiful glades or by peaceful streams, places that have never been wracked by strife or violence. These places are rare, and are not often found near cities.

Power from these caerns can heal physical and mental wounds. The amount of points gained by Opening a caern of Healing can be used to heal aggravated wound levels: one point per wound level.

These caerns can also cure psychic scars. Opening the caern will allow the rite master to make a Wits + Empathy roll resisted by the patient's Willpower, both rolls difficulty eight. The number of dice gained from Opening the caern can add to the rite master's dice pool. For every success the rite master gains, one derangement is cured in the patient.

These caerns can also heal Battle Scars, but few Garou willingly heal such marks of glory.

Calm

Usually situated near a Glen in the Umbra, these caerns promote peace and meditation. They are popular with Children of Gaia and Stargazers.

The caern's power can be summoned to clear the rite master's mind of troublesome or distracting thoughts. The number of dice gained through Opening the caern add to the rite master's Meditation dice pool, or subtract from her Rage score (only within the bounds of the caern).

Strength

These caerns give potent aid to their inhabitants. They are popular with the Get of Fenris, Wendigo and the Shadow Lords.

The sites for these caerns are usually found near mountains or other majestic high places. Any place that has long weathered vicious storms or resisted intrusion is ripe for a caern of Strength.

The power gained from Opening one of these caerns is added directly to Strength. The defenders of these caerns are fierce in battle, and deliver horrendously powerful blows in combat. The rite master may distribute the dice gained from Opening the caern to different warriors in the same manner as Rage, above.

Stamina

These caerns can weather many of the trials that ruin other places. They are often found in deserts or desolate tundra. These caerns are especially popular with Wendigo and Bone Gnawers, but are used by any septs living in the desolate corners of the world.

These caerns easily resist Wyrn toxins or natural disasters. By Opening one of these caerns, the rite master can channel energy into the soak rolls of the caern members, one extra die

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for every point gained. In addition, the number of people who can partake of this benefit equals the number of successes. This is different from Rage or Strength above, as each member of the group receives the same number of points.

Enigmas

Mysterious and uncanny, these caerns manifest paradoxical spirits and occult puzzles. They are popular with Uktena, Stargazers and Silent Striders.

These sites often occur in places of deep mystery, places where the unknown is expected, such as deep in a rainforest or high on a mountain top never climbed by humans. Places of paradox are also sites for these caerns, such as forlorn places in the mountains where ancient sea-faring ships have been inexplicably found. Sites associated with many UFO sightings are ripe for these caerns.

Those sleeping at the caern may be gifted with odd dreams. It takes skill and wisdom to decipher the meaning of these night visions. The dreamer must roll Intelligence + Enigmas against a nine difficulty.

Opening one of these caerns will usually help provide an answer to a perplexing dream or other paradox. The points may be added to Enigmas skill for the interpretation roll.

Visions

These caerns provide visions from Gaia or other powerful spirits. They offer a connection to the purpose and progress of the natural world. They are popular with the Black Furies, Wendigo and Children of Gaia.

When these caerns deliver visions, they strike randomly and with intense power. Few who have experienced a direct message can ever ignore it — it usually becomes the driving goal of the recipient's life. Packs which are confused over their purpose often send their leader to these caerns in the hopes that Gaia will deliver a vision of their goal.

Whether or not a vision is imparted is entirely up to the Storyteller. Since these visions usually come directly from Gaia or Luna, they are broad and encompassing. In other words, they have something to do with the Theme and Mood of the Chronicle of the game itself. A visit to a caern of Vision can provide the Storyteller with an excuse to get the players back in line and in touch with the intent of the game.

Caerns of Vision are usually impermanent. They often lose power when the reason for their creation has been achieved. However, the caerns usually impart a vision of their next location to someone, who then gathers the resources necessary to perform the Rite of Caern Building in the new place. These caerns can be located near any nexus of real importance in the Gothic-Punk world, warning of direct threats to Gaia and the great dangers that herald the Apocalypse.

Gnosis

These rare caerns provide a well of spiritual energy, which can be tapped by the caern's inhabitants. While they are popular with all tribes, they are especially prized by Uktena.

They are found in areas where the interaction between the physical world and the Umbra has been intense, such as areas of long and multiple hauntings or places where great battles were fought during which the Gauntlet was pierced many times.

A caern of Gnosis provides direct Gnosis points to the rite master who Opens it (even if this means going above her permanent total). She may distribute them as listed in the caern of Rage above.

Will

Strength of purpose and resolve are the hallmarks of these rare caerns. They are popular with Stargazers, Wendigo and Silver Fang.

They are often found in places where important decisions were made that affected many people, or even the course of history. It is rumored that Liberty Hall, in Pittsburgh, is such a caern.

The caern can provide direct points of Willpower (even if this means going above the rite master's permanent total). They can be distributed as described above in the section on caerns of Rage.

Wisdom

These caerns are sacred sites of contemplation and meditation, places where others come for advice and insight. It is rare that these caerns are not home to Stargazers.

They are found in such sites as venerable old universities or around the birthplaces of wise humans or Garou. These caerns are places where problems are sorted out, and they can serve as places of mediation between two individuals or factions. Debaters who argue at these sites are touched by a divine muse, their arguments provide deep insight and wisdom.

The points gained from Opening the caern can be added to Instruction, Meditation, Rituals or Expression abilities.

Honor

Important to many tribes, these caerns are known as places of justice, law and tradition. Rituals and Renown are crucial in these places. They are rare now, and found mainly in Old Europe or northern Canada. They are popular with Silver Fang, Wendigo and Fianna.

Opening such a caern will allow points to be added to any activity involving the Litany Law, traditions or rites of the Garou.

Fertility

Rare these days, these sites are places where the land grows free and wild. They are popular with Children of Gaia and many lupus.

A very few national parks are home to these caerns. Some caerns hidden in South America and Africa are of this type. The number of true Garou born to the inhabitants of these caerns is higher than usual (about 2 to 3 in 10 rather than 1 in

10). Septs near these sites invariably prosper, and are thus marked for destruction by the Wyrn.

There is no direct point by point result for opening one of these caerns. Instead, the Storyteller is encouraged to introduce something into the game that is in line with this caern's powers: game becomes plentiful and everyone eats well, or the metis born at the caern have milder disfigurements than most.

Plenty

These caerns are places of wealth. Needs or wants are always attended to in these places. Gluttony, though, is rampant. These caerns are popular with the Fianna and Glass Walkers. Bone Gnawers rarely have any luck in building one of these caerns.

Sites for these caerns are areas like successful financial districts, or places where many people rely on luck (gambling halls, horse race tracks, etc.). Vacation resorts are also known to be ripe for building these caerns.

Opening one of these caerns adds to the resources background: gold is found on the paths nearby, or the rite master's stocks take a good turn on Wall Street.

Humor

These are mostly found in cities, but can be discovered in the wild. Glass Walkers, Children of Gaia and Fianna like these, as do Ragabash.

Places that have seen much laughter and good times are ripe for these caerns: bars, comedy clubs, or even weekend ski retreats. Empathy, pacts and accords have power at these sites.

There is no direct point by point result for opening one of these caerns. Instead, the Storyteller is encouraged to introduce something into the game that is in line with this caern's powers: every joke the rite master tells is uproariously funny (whether it is or not), no one can seem to Rage because they all feel too damn good, or everyone leaves as the best of friends, even if they were enemies before.

Streetwise

These are found only in cities, and thus are inhabited by Glass Walkers and Bone Gnawers.

They are not found in the upper-class districts, but only in the dregs or at crossroads where a lot of traffic and business is handled. These caerns can allow their members to get advance word of what's going down, including the inside scoop on such supernatural matters as Pentex plans in the city or Kindred comings and goings.

Opening this caern will give Streetwise levels to the rite master, and allows him to make rolls without having to go out and meet his contacts.

Kingship

These caerns are extremely rare. They are caerns of leadership and are traditional to the Silver Fang. There are but a few in the world, and they are found only in Eastern Europe and Russia.





These caerns were once the centers of the most powerful Garou protectorates, ruled over by Silver Fang caern warders. The Shadow Lords have taken one of these caerns, but its power is inexplicably dying in their hands. They claim it was booby-trapped by the Silver Fangs, but the Fangs say the failure of the caern in the hands of the Shadow Lords only proves their own right to leadership over all Garou.

Opening one of these caerns can add to the rite master's Leadership or Intimidation rolls, and sometimes Expression.

Wyld

These are the rarest of caerns, and are only found in the deep wilderness. They are tended only by Black Furies.

These caerns are dangerous to live near, because they sometimes create strange things. Reality itself is unstable near these caerns, but they are nonetheless of Gaia. These are the hardest caerns for the Wyrms to corrupt, for they throw off corruption as easily as the night turns into day, continually changing and unbound by the Weaver.

Opening one of these caerns is dangerous: a botch can result in almost anything. But a caern of the Wyld is tempting, because the points gained from the caern can be channeled into anything the rite master desires.

Wyrms Caerns

Nay, but to live

*In the rank sweat of an enseamed bed,
Stew'd in corruption, honeying and making love
Over the nasty sty.*

— Shakespeare, *Hamlet*

These caerns are evil, toxic places. Many of these sites are only temporary, like oil spill disasters which eventually get cleaned up. The only Garou who perform rites at these caerns are the Black Spiral Dancers. Any other Garou Opening such a site risks Wyrms corruption: a botch means that the rite master suffers a derangement.

Angst

These strange caerns are found only in Blights. They represent the aura of depression that descends on those living near a lost or tainted caern. They send out tendrils of angst to passersby to ensnare them with obsessive and morbid emotions. Humans going through puberty are especially susceptible to the lure of these caerns.

The rite master who opens such a caern can channel the energy into his Manipulation for any attempt to cause another emotional distress.

Lust

Fornication and perversion are prominent in these Black Spiral caerns. These caerns are the birthplaces of many metis. Make no mistake: love is a stranger to these places; the exploration of bodily perversion is foremost in the minds of those who worship at these sites.

An abandoned whorehouse or psycho-killer's house is ripe for building such a caern. Woe be to any who accidentally wander into this caern's bawn; the prurient appetites of its residents know no bounds.

Opening such a caern will allow the rite master to add to Appearance, usually used to lure an unsuspecting human or Garou into the caern's bawn.

Organism

This is a living caern, created in the stomach or bowels of a huge slumbering Wurm beast under the earth. The entrance is through the mouth of the beast, past the teeth, down the gullet and into the stomach. It takes a mad or very courageous Garou to brave the stomach acids that may be emitted in such a caern.

Great rites must be performed to keep the creature asleep, for, if it were to awake, all inside the caern would be devoured. Those who live in this caern have a deep understanding of the imminence of the Apocalypse.

Opening this caern allows the rite master to add to any physical attribute or his Health Levels.

Toxin

These types of caerns are found at nuclear test sites factories, waste dumps, etc. They are pure poison. Even the Black Spirals cannot long live in these sites without melting back into their primal components.

Opening one of these caerns is very dangerous, for if the Black Spiral rolls more successes than he has Stamina, he is blasted by the poison of the caern. He permanently loses one Health Level for every success he scores over his Stamina. The points channeled can be added to attack damage, to Rage or to create Balefire (one lump per point; it can be thrown as the Black Spiral Gift: Balefire).

Caern Totems

All caerns have a totem spirit which is usually the spirit of the sept. This totem gives benefits (as listed in Werewolf and the Umbra chapter of this book) to the sept elders. It is also this spirit which opens up Moon Bridges or prevents them from being opened by others. Warnings of danger to the sept or caern are often delivered to the elders by the totem.

If this totem is an animal spirit, such as a raccoon or falcon, then animals of that type are considered sacrosanct within the bawn of the caern. The animals are given free access anywhere and food is left out for them. Harming or angering such beasts may cause the totem to refuse to open Moon Bridges or give benefits to the sept until reparation is made. The protection of



sacred animals is considered the duty of the Warder, and it is his right to punish any who transgress against these animals.

Packs who follow the same totem as their caern gain the special benefits of favored access to the caern center. The Master of the Rite will give them frequent opportunities to perform rites at the caern's center. The Gatekeeper will likewise favor such packs when they need to travel by Moon Bridge.

Areas and Duties Within the Caern

Let us have faith that right makes might; and in that faith let us to the end, dare to do our duty as we understand it.

— Abraham Lincoln, Speech, 27 Feb. 1860

Following are the various positions and titles associated with a caern. These are separate from sept officials, although the sept elders usually hold these titles and perform these functions.

In the cases of septs which have recently become multi-tribal, the original caern owners will claim the caern titles, and thus still hold much power regardless of their titles in the sept.

Areas

The Bawn

The bawn is the boundary of the caern, where humans are watched. Usually, a bawn extends far beyond the caern itself, and certain Garou are set as guards along its periphery, charged with scaring away or attacking intruders.

Kinfolk often live on the periphery of a bawn, either in a farmhouse if the caern is in the country, or in a house or apartment if in the city. They act as the outer defense of the caern. They work to keep strangers off their land and keep officials away from the bawn. If necessary, the Kinfolk will fight, but usually they will try to delay an intruder while sending a message to the Garou inner defense.

The Graves of Hallowed Heroes

Caerns usually have an area where there are markers for buried Garou. These are mainly for homids, as most lupus simply lope off to the woods to die when the time comes.

The names on the markers are good indications of who may live again through the Past Life powers of the younger sept members. These spirits are relatively easy to contact through these markers (as the Uktena well know).

The upkeep of these graves is the responsibility of the Keeper of the Land. If his job is not done correctly, the sept may lose the favor of the ancestor spirits buried there.

The Center

The center of a caern is its prime place of power, where most rites are enacted and the Moon Bridge is opened. What form

the center takes varies by the type of caern and the culture of its warders. A Wendigo caern center might be a medicine circle or well-guarded lodge in the center of a village or reservation. A Bone Gnawer caern center might be in the back of an old van in a city dump.

The center is the most vital part of a caern. If it is disrupted (the medicine circle scattered, the van demolished), the caern may temporarily lose power until another center can be reconstructed (a Rite of Cleansing must first be performed).

It is very hard for strangers or intruders to reach the caern center without passing multiple guards. There are always guards on duty at the center. If any attackers arrive at the center by Moon Bridge, guards will be ready to repel or kill the invaders.

Duties

The Warder

The Warder is the chief guardian of the caern. All answer to her orders. She has complete say over the safety of the caern, and tribal politics be damned if she steps on some toes while doing so. The Warder is a most valued position, and only the highest ranked Garou are considered for the post. Sometimes, the caern Warder will actually outrank the sept leader.

The caern Warder can deliver proxies concerning the caern, but not the sept. She cannot declare war parties or missions against the Wym, but can determine who stays to defend the caern during such activities. Thus, anyone on her bad side might be forced to remain at the caern while others gain glory in the fight against the Wym.

The caern Warder always stays at the caern. Her rank and position indicate that she no longer needs to seek Renown; in fact she gains Honor Renown by staying at her post.

This duty takes precedence over any political tie. Caern Warders who demonstrate that the defense of the caern is secondary to political ties (perhaps by allowing an enemy sept to visit because the sept leader wants it) are often voted out of office by the elders.

The Guardians

The caern Guardians are the soldiers of the Warder; usually a pack or two is chosen to help the Warder defend the caern. These are all loyal to the Warder, and are obliged to follow her orders over any given by the sept officials.

Their duties include providing outer and inner layers of defense for the bawn and the caern center. The Guardians do not have the opportunity to gain as much Renown as some other Garou, for they cannot always leave to perform missions. Instead, they gain Honor for staying at their posts, sometimes a lot just for missing a famous expedition.

They are given powerful fetishes to aid in their tasks, and are often in the running to become member of the Silver Pack. The number of Guardians per caern depends upon the level of the caern and the size of the sept.

Master of the Rite

The Master of the Rite is the seneschal for all ceremonies and rites that occur at a caern. She approves the performance of any rite, measuring its danger and gain to a caern, and regulates the rituals. In a high-level caern with a large sept, there will be many packs vying to enact rites at auspicious times. The Master of the Rite judges who can perform what rite, and when.

She only regulates rites which take place at the caern's center. Other rites may take place around the bawn without permission from the Master of the Rite as long as those rites do not draw attention or cause potential harm to the caern.

The Master of the Rite is usually chosen from among the most experienced Theurges or Philodoxes. She is a master herself of many rites (she must have a Rituals of 5 and know at least one level 5 rite) and often enacts the rites that are most important to the caern, such as the Rite of the Shrouded Glen. The rite of Gaia's Vengeful Teeth, however, is always performed by the sept leader.

Gatekeeper

The Gatekeeper is the opener of the Moon Bridge. It is also his duty to close the bridge, sealing the caern off in times of war. He is thus the caern's "International Liaison". He determines whether or not another sept can open up a bridge to the caern. This often puts him at odds with the sept's leader, who may wish to establish ties with distant septs the Gatekeeper sees as dangerous to the caern.

Disputes of this type are often resolved through a challenge. If the caern Warder chooses to back the Gatekeeper, however, then the questionable sept will not enter the caern by Moon Bridge. Period.

The Gatekeeper, like the Warder, never leaves the caern. He has an emissary who travels to other caerns for him to open up talks on travel passage rights. This job requires diplomatic skill, and is not entrusted to just any young cub. Sometimes, a whole pack will be chosen as emissaries, especially if the caern is level four or higher.

The Gatekeeper knows all the Moon Bridge rites and possesses most of the Moon Bridge Gifts. He also has a fetish which allows him to communicate directly with the caern's totem in order to open bridges. This fetish belongs to the caern,

and is handed down to the next Gatekeeper when the present one leaves office.

Keeper of the Land

The Keeper of the Land is in charge of the appearance of the caern and the bawn. This may seem frivolous, but many spirits will not be attracted to a filthy or badly maintained caern. A well-kept caern shows respect for Gaia and the for spirits who live at the site.

The Keeper can recommend punishment to the sept elders for those who transgress against his rules. Young Garou who like to tussle under the Keeper's favorite willow may wind up helping him clear the crab grass next Sunday.

Not all caerns have a Keeper of the Land. The Red Talons care not for such idiocy, while the Children of Gaia find that a Keeper can actually help make the spirits they deal with calmer and more benign. A Fianna Keeper usually likes to create the path to the caern center in the form of a spiral around a hill.

The Master of the Rite sometimes confers with the Keeper on the grounds requirements for certain rites, since some rituals require special landscape preparation.

Master of the Challenge

This is more a sept function than a caern duty, but since many ritual Challenges are fought at caerns, this is considered a caern function. The Master of the Challenge oversees and declares the winner and loser of all Challenge combats. The Master must be fluent in Gamecraft and name-calling, as well as physical combat.

In an overcrowded caern, the Master of the Challenge declares when and where a challenge will be fought. He coordinates this with the Master of the Rite and the Gatekeeper to ensure that no outsiders arrive by Moon Bridge during a challenge combat, and that the challenge does not disrupt any rites.

While in most instances the Master of the Challenge's word is final, sometimes an appeal can be made to the crowd. If the vote is unanimous against the Master, the challenge outcome is overturned and the Master loses Honor renown. If the Master's decision is overturned three consecutive times, he is removed from office.



Chapter Five: The Umbra

Fetishes

Fetishes are a seminal part of Garou culture: they are given as rewards for great service, as gifts of friendship, or as tokens to protect the young. They are used to protect the caern and sept and they are used to bind enemies and Wyrms creatures to prevent them from further destroying the earth.

Some details on fetish creation can be found in the *Werewolf Storyteller's Screen*.

Bells of Rain

Level 1, Gnosis 6

This fetish is comprised of a string of small bells. Typically it is worn around the neck, wrist, or ankle; Children of Gaia have been known to attach the fetish to a staff or walking stick (this may augment the effectiveness of the fetish). The bells will not ring until the fetish is activated. When this happens, a gentle sound like the rains of spring will fill the air. The fetish will then bring a modest downfall of rain (outdoors only) for a scene. It can bring rain three times before it must be exposed to natural rain for recharging.

Blanket of Peaceful Dreams

Level 2, Gnosis 7

This blanket can protect the sleeper from bad dreams, or invasions of his dreams by creatures such as the Nocturnae. Any creature attempting to influence or harm the sleeper must

roll against the blanket's Gnosis as if it were the Gauntlet. Failure means the attacker cannot affect the sleeper. The blanket also will lull nightmares into submission, allowing peaceful sleep. If the sleeper has the Flaw Nightmares, he must roll to activate the blanket before going to sleep, or it will not work to prevent his ill-omened dreams.

Coin of Wealth

Level 3, Gnosis 8

This is a very old gold coin which, when rubbed (activated with a Gnosis roll), brings the user wealth. Wealth does not always come in the form of money, which is Wyrms-tainted, nor does it come instantly. The effect of the coin is to provide resources a Garou needs to complete her appointed task. These resources usually appear in the form of funds or marketable items. However, the Storyteller is the final arbitrator as to how this fetish's power manifests itself. The number of activation successes should be used as a guideline to the amount of wealth gained. For example, a Glass Walker is thrown in jail for drunk driving, but the police don't confiscate his coin. He rubs it (making his Gnosis roll) and gets two successes. The Storyteller deems that in this instance, success means that an anonymous caller (actually a spirit) delivers the bail and the Glass Walker is free. The more often this is used in a single story, the harder the coin should be to activate, and the returns should grow progressively smaller.



Dream Trap

Level 3, Gnosis 8

This fetish consists of a net of intricately woven spider webs placed around a sleeper's bed. Any spirits trying to disturb the sleeper or harm him in the Umbra are trapped by the net for later interrogation. The invading spirits must roll their Gnosis versus the fetish's Gnosis not to become entrapped.

Elk Tooth Necklace

Level 2, Gnosis 5

This leather thong and elk tooth necklace allows its wearer to run and jump twice as far and twice as fast. When successfully activated, double running speed and jumping distance. It must be activated once per turn.

Friendship Ring

Level 2, Gnosis 6

This fetish tends to ally itself with Children of Gaia (all others must roll at a +2 difficulty to ally themselves with the fetish). Typically, it is a ring inscribed with any of the numerous peace symbols used around the world. The fetish, when activated, will cause a bond of friendship to form between the Garou user and any individual to whom the user is speaking. The Garou need not already be friends with the person the ring is manipulating, but the target cannot be an enemy. The effect lasts for one scene, and ring bearer receives +1 die per activation success to all social rolls against the target, .

Gai'd's Poultice

Level 3, Gnosis 8

This is an herb-filled bandage that can heal all open wounds. Place the bandage on the wound and roll to activate; the number of successes is the amount of Health Levels regained, including aggravated wounds. This fetish must be stored in a special pouch or the indwelling spirit of healing will depart and the fetish will lose its potency.

Gnostic Bag

Level 4, Gnosis 9

This is a small leather pouch with fringes, odd paintings, and Garou pictograms. The pouch literally holds Gnosis. To activate, the user reaches into the bag, grabs some Gnosis, and eats it. The number of activation successes is the amount of spent Gnosis points regained. The bag holds its Gnosis score in points; after they are used up, they must be recharged by expending Gnosis points into the bag.

Heart of the Spirit

Level 5, Gnosis 6

Fashioned from a small, heart-shaped piece of rose quartz, this fetish allows the person attuned to it to store up to ten points of Rage, Willpower or Gnosis (choose one) in it. Simply activate the fetish and spend the points; the number of successes are equal to the amount of points that can be stored

that scene. The points can later be drawn out with a successful activation roll, with the number of successes being the amount that can be drawn back out. Rage cannot be placed into the quartz unless the person is in a situation that warrants getting angry enough to expel the Rage.

Key to the Umbra

Level 3, Gnosis 7

This is a small key which will reduce the difficulty of stepping sideways past the Gauntlet. For every two activation successes, the Gauntlet is reduced by one. The key is tied to a leather thong, so it can be worn around the neck.

Kinship Doll

Level 2, Gnosis 5

If held and concentrated (activated) upon, this primitive doll will reveal the location and condition of a particular Kinfolk. The Kinfolk must be related to the fetish user (bought through the Kinfolk background). The doll will speak to convey its message. The more activation successes are gained, the more detailed information the doll conveys.

Loon's Refund

Level 3, Gnosis 8

Invented by a Glass Walker Theurge named Loon, this bank card allows the user to withdraw funds from any ATM. It works by tricking the Net Spiders into rerouting the money. The number of activation successes x\$100 is the amount of money you can withdraw. This fetish can be used only once a day. If it is used too often, a financial mage or Pentex exec may get wind of it and send a Net Spider to destroy the card when it is again inserted into an ATM.

Moomwatch

Level 1, Gnosis 4

This simple wristwatch displays the phases of the moon accurately without ever having to be set or wound; it also indicates whether the moon is waxing or waning. In addition, the watch will show a Garou the particular auspice of those she meets (with an activation roll).

Lagomorph's Boon

Level 2, Gnosis 7

The Garou who carries this fuzzy object around receives good luck. This fetish will negate one botch per activation success. The Lagomorph's Boon can aid the user in other ways (Storyteller's discretion).

Rager

Level 4, Gnosis 8

Made from the rib of a great Garou Ahroun who fell in battle against the Wym, the Rager contains the fury and frustration of that warrior at the moment of his death. When activated,



the Rager releases some of this emotional turmoil into its user; this comes in the form of a point of Rage per activation success (maximum of ten per story).

Sands of Sleep

Level 3, Gnosis 6

This fetish is comprised of a small sack containing a sand-like substance which disappears when it comes in contact with solids or liquids. When activated, the bag is swung, open-end first, toward the target so that the sand sprays out onto him. The target must make a successful Willpower roll versus the fetish's Gnosis, or fall into a deep sleep for one hour.

Scar Fetish

Level: varies, Gnosis: varies

As a reward for and sign of a great deed, many Garou are gifted with ritual scars. The scars are then bound with spirits, and become permanent fetishes. The spirit is usually, but not always, a spirit of war. The Storyteller should feel free to come up with powers for the fetish or simply copy the powers of one of the many fetishes listed here. Besides gaining the fetish, the Garou will gain Renown for having such a scar. The tribes which use Scar Fetishes are: Uktena, Wendigo, Black Furies, Fianna and the Get of Fenris. Few other tribes go in for this fetish method. Glass Walkers and Bone Gnawers, however, sometimes use fine tattoos that are not as painful to acquire.

Shard of Despair

Level 3, Gnosis 5

This fetish is a small spike of Goethite (a crystalline rust). When driven into a floor, it will cause anyone within the structure to feel despair. It must be driven carefully, since it is fragile (roll *Dexterity + Repair*, difficulty 7). Each person in the structure must roll his Gnosis versus the fetish's Gnosis as a difficulty to resist depression. This fetish is used by Bone Gnawers to keep passersby from discovering their dens.

Spirit Bell and Candles

Level 3, Gnosis 8

This fetish consists of a silver bell and two candles. When the candles are placed and activated, and the bell rung, all spirits within hearing are bound to the location of the candles and are unable to act for as long as the note peals (approximately three minutes per activation success). Also, the local Gauntlet is reduced by two for the same amount of time.

Surge of False Energy

Level 2, Gnosis 7

This credit card causes a power surge through machines that will burn out fuses, trip breakers, and fry wiring in unprotected equipment. The surge does not produce energy, so it cannot be used as a power source for any purpose. The card must touch the machinery to work. Roll the fetish's Gnosis versus a difficulty dependent on the machine's durability: computers are a six while military hardware is a nine. If the card can be inserted into a slot, then the difficulty is one less; the card will pop out again after its roll.

Tears of Gaia

Level 1, Gnosis 4

This crystal jewel can detect the pain of Gaia. When activated, it will shed salty tears near Wyrms sites. This fetish can be used to detect Wyrms influence where the corruption may not be immediately obvious.

Tongue of the Leech

Level 3, Gnosis 8

The dried, preserved tongue of a vampire. It may be used to heal a number of aggravated wounds equal to the number of successes made using the fetish's Gnosis against the Rage of the individual being healed. A botch means the victim takes another aggravated wound.

Dulcan's Interface

Level 2, Gnosis 5

This black box has the ability to link together any machine or electrical wiring it touches. Thus, a computer can control an incompatible security system, computer, or toaster oven. The effect of the device is localized and cannot be used to "hack" other computers over telephone lines. In fact, individual plug-

in components of machines can have their own spirits, and may not be willing to co-operate unless they are in direct physical contact with the black box. If opened, the box will appear to be empty and will no longer work.

Wrench of the Luffe Gremlin

Level 3, Gnosis 7

This wrench is linked to a Gremlin, specifically a breed of Gremlin that attacked Allied aircraft during World War II. The Garou can utilize this device to direct the mischievous actions of this spirit against any aircraft. Touching the wrench to any part of an aircraft is sufficient to bring about the desired effect (along with an activation roll); any possible accident will happen — bolts will loosen, rust will increase a thousandfold, wiring will short out, equipment will become magnetized (when it is not meant to be), and all sorts of other extremely hazardous mechanical problems will occur.

Fetish Drums

Oh what is that sound which thrills the ear

Down in the valley drumming, drumming?

— W.H. Auden, "Oh What is That Sound"

Garou often employ music in their rites. This is to be expected, as they are the intersection between wolves, the only carnivores who resolve chords, and humans, the only mammals to admire Billy Bragg.

Drums are often used by Garou. The Uktena and Wendigo, in particular, use drums in most social and communal rites.

Most fetish drums require a roll of *Dexterity plus Performance* (a specialty in drumming helps) against the fetish's Gnosis. This is not a combat action; it should take a number of turns to activate a drum's power, waiting for the rhythm to grow and set in. For particularly long bouts of drumming, substitute *Stamina* for *Dexterity*. Some extremely heavy drums will require *Strength* rather than *Dexterity*; after the first few rolls, *Stamina* is then substituted.

Here are five examples of drum fetishes:

Spirit Drum

Level 2, Gnosis 5

This drum, when played, helps the drummer to call Jagglings, Gafflings, and other minor spirits. The player rolls his *Dexterity + Performance* (musical skill does help here — the spirits aren't tone-deaf!) against the drum's Gnosis; then adds the number of successes to the Dice Pool to call the spirit in a Rite of Summoning.

Slit Gong

Level 4, Gnosis 7

Used by Wendigo of the Northwest Coast and Garou familiar with Australasian magics, this immense instrument is carved from a single tree trunk. The wind ensures that this drum is never silent. Indeed, it may speak to the wielder to

warn him of some ill. The drum is found at caerns and used in rites: the drummer may add his successes when playing the gong (Dexterity + Performance; difficulty of the drum's Gnosis) to the successes of the leader of the rite.

Taltos Drum

Level 3, Gnosis 6

This drum helps in any sort of healing ritual. The drummer rolls against the fetish's Gnosis; the number of successes is the number of wound levels one listener heals. This will also heal aggravated damage. A Garou may not be so healed more than once a week (or month, at the Storyteller's discretion). The Shadow Lords and other European tribes know well the uses of this drum. It originally came from Hungary.

Bat'da

Level 1, Gnosis 5

This drum is cone shaped, with a large and a small head. It adds one die to any spirit or Umbra magic. If the drummer knows the secret language of the Lucumi (the African people who invented the drum) he can send messages by drumming. These messages can even be heard in the Umbra, if the drummer wants them to be.

Daruma

Level 4, Gnosis 9

This Tibetan drum is made from two human crania tied together to form a sphere. It opens the way from the world of the living to the world of the dead. Specific people can be called back for a short time by drumming. When it is played (after activation), the user rolls Charisma + Occult. The difficulty is five plus the order of magnitude of years since the person's death: a character dead a hundred years would be a seven. If the drummer has Past Life and is trying to "drum up his ancestor", subtract one from the difficulty for every point in Past Life. One success will bring the shade of the dead to the drummer. Three enables all to behold the dead clearly, and let the shade gesture in response to questions. Five enables the dead to speak and be understood.

This drum fetish is very powerful and very dangerous. No good ever comes of talking to the dead, and their influence over the living grows each time this ritual is performed. The Storyteller should emphasize this, and allow the players to dig themselves deeper and deeper into trouble as they use this device.

Talens

Basket of Bones

Gnosis 8

This basket is woven using plant fibers and the bones of fallen agents of the Wyrms. It is decorated with beads and has

a handle carved from ash wood. Any one item of the Wyrms, be it a piece of toxic waste or an evil fetish, will be instantly burned to ash when placed in this basket. The basket itself will turn to ash after three such items have been placed in it.

Clear Water

Gnosis 4

This vial of pure, clear water has a special water elemental in it. If the vial is poured into a stream or river, the elemental will cleanse it of any pollution. If drunk, the talen will act as the Gift: Resist Toxin.

Fianna Mead

Gnosis 6

This Fianna concoction is a potent brew. The imbiber must roll Willpower versus the mead's Gnosis not to get instantly drunk. A botch, however, will make the character temporarily blind (he will heal in an hour or two) — this back-woods elixir is often badly brewed.

Pine Daggers

Gnosis 6

These small knives are carved from the heartwood of a pine at least a hundred years old. They are imbued with the power to disrupt the form of a materialized Bane. Each Pine Dagger





may be used only once. Upon striking a materialized Bane, the Pine Dagger detonates, causing the Bane to roll Willpower against the fetish's Gnosis or lose physical form until it can rematerialize.

From the Mother's Skirt: Herb Magic

Move along these shades

In gentleness of heart; with gentle hand

Touch — for there is a spirit in the woods.

— William Wordsworth, *Nutting*

The Garou are the defenders of Gaia. As such, they have many gifts from her endless bounty. Among the more subtle of these are the herbs that she provides for human and hunter alike. Here are five fairly common plants used for aid and succor by the lupine race. All have Gnosis equal to the number of hours spent gathering the plants. To use these plants, a Garou must perform a Rite of Spirit Awakening.

Yaupon

Yaupon is a variety of wild holly found in low-lying areas of the Southeast, from North Carolina to Texas. It has round leaves and gray branches, with tiny sweetly-scented flowers. The Garou must first Awaken the plant, then she must brown

the leaves in an oven or over a fire, and boil them in water. The resulting brew is black and bitter. It banishes fatigue; one draft enables the drinker to ignore fatigue for up to one day, and perform any needed task without sleep. The drinker will still need to eat, of course, and can do nothing beyond her normal Strength. In addition, a Theurge drinking Yaupon can see any taint of the Wyrms within his soul and the souls of those who share the cup with him. Thus Yaupon is drunk for divining purposes.

Plantain

Plantain, also called woundwort, is a common weed. When Awakened, it is a powerful healer. This herb is under the domain of Venus and when it is taken, all damage and disease caused by Mars (such as damage caused by frenzy combat, during spirit travel, or even wounds inflicted by one with the Mars Rising or Midsky aspect) are healed. It heals its Gnosis in wound levels (including aggravated) per use. It can also be drunk to heal internal injuries: for each dose drunk, one evil of the Wyrms is healed. For example, if a Garou had hunted and eaten tainted hares and had taken three levels of damage, one level would be healed.

Catmint

Catmint is an herb of the mint family, and is also an herb of Venus. It is used to bring on late menses, and as such is a form

of birth control. When Awakened, its legendary power over cats is magnified. The Bastet (werocats) will do nearly anything to get this herb, and once they get it, they will ingest it, roll in it, and breathe its fumes until they are in a state of drugged ecstasy. It is very useful, therefore, to have some on hand, if one is likely to encounter Bastet. The werocats must make Willpower rolls to avoid surrendering to this herb; the number of successes is the number of actions they can take before losing control, the difficulty is the Gnosis of the herb.

Basil

Basil is famous as a culinary herb, and is an herb of Mars. It has two potent magic uses. First, it removes the effects of any verminous poison, such as the bite of a poisonous insect or snake. Second, it can be mixed with horses' dung to produce a flood of magical scorpions. This power, like the Infest Gift of the Bone Gnawers, must be carefully controlled by the Storyteller, but can produce some incredible scenes. (Of course, a Glass Walker will rave about the waste of a terrific pesto, but that's another story.)

Peyote

Peyote is a sacred plant of the Native American Church. A cactus of the Southwest, it is covered with small lumps called buttons, which are either chewed or boiled as an infusion. The Uktena and Wendigo are wise in its use; others are not always well informed. Only a few Theurges know the rite to Awaken peyote. Peyote enables the user to step across into the Umbra without any effort, and to remain there for a number of hours equal to her Gnosis. The infusion allows a deranged person to ignore her Derangement without using Willpower to control it; the effects last for a number of hours equal to her Gnosis. It can also be used for restful sleep: a drinker of the infusion can ignore any disturbances and sleep soundly. Peyote is not usually assigned a planetary influence, but it might be a plant of Mercury (revered Morning Star of the Wendigo).

Spirits

Mens cuiusque is est quisque.

(The spirit is the true self.)

— Cicero, *De Republica*

Garou interact with spirits on a day to day basis, either through fetishes or encounters in the Umbra. The Theurges have classified many spirits encountered in Garou life and legend.

The first and greatest of cosmic forces is the Triat (Weaver, Wyld, Wyrn). These are entities or forces of extreme age and power, believed by the Garou to be the building blocks of the universe. Nothing is created or destroyed except through the intercession, no matter how distant or impersonal, of these entities.

The next in order of power and greatness are the Celestines: the gods. These are entities of immense power and near (or total) omniscience. The Celestine modes of thought are a

puzzle to all Garou, for none can understand the reasoning and motives of these remote yet ever-present spirits. The Theurges believe that there are two orders of Celestines: Greater and Lesser.

Greater Celestines

The most powerful and pervasive forces are represented by the Greater Celestines, those who are almost on the level of the Triat, but can be approached more easily by mortals and Garou. Gaia Herself is a Greater Celestine. She is the very center of the universe and Mother of all Being. Without Her blessing, many Garou believe, nothing could exist.

Luna, the Moon, is Gaia's sister, and has great influence over the earth and mysterious places in the Umbra. It is said that Arcadia, the land of the Faeries, is her sacred place. Helios, the Sun, is another powerful force, and he is honored by many other shapeshifting races, including the Mokolé and the Corax. There are other Greater Celestines, but they are not as commonly recognized by the Garou.

Lesser Celestines

These are the closest in form to mortals of all the Celestines. They were known to humans of old as the gods of Mount Olympus, the Aesir and the Vanir, the Court of Heaven, and by many other names besides.

Among their number, as recognized currently by the Garou, are Jupiter (Roman god of leadership, who is in some mysterious way bound to the city of Chicago), Ogma (Celtic god of eloquence and wrestling, honored by the Fianna), Lugh (Celtic god of crafts and jack-of-all-trades, also honored by the Fianna), Thor (Norse god of thunder, a favored spirit of the Get of Fenris), the Monkey King (Chinese god of trickery, honored by some Ragabash), Athena (Greek goddess of wisdom, honored by the Black Furies) and Sophia (Gnostic goddess of wisdom, honored by some Stargazers).

The Wyrn too has its Lesser Celestines. The Triatic Wyrn, composed of the Defiler Wyrn, the Eater-of-Souls and the Beast-of-War, are all considered Lesser Celestines by the Black Spiral Dancers. The Defiler Wyrn, however, is growing in power, and many fear that it is on the verge of becoming a Greater Celestine.

The Lesser Celestines are in some way tied to more finite, or lesser, beings than themselves. Much like totems (see below), the Lesser Celestines require a tangible connection to mortals. Garou Theurges believe the relationship between mortals and the Lesser Celestine is the bond which ties the latter to Gaia Herself.

The Celestines have servants to see to their incomprehensible desires. These are called the Incarna.

Incarna

The Incarna are more approachable than the Celestines. Their intelligence is vast, but almost comprehensible to mortals. They can communicate directly to their followers, usually through dreams and visions.

There are many families of Incarna. They include Totems, the four classical Elementals (Fire, Air, Water, Earth), Urge Wyrms, and deified mortals (Number Two of Malfeas).

Totems

Wild Spirit, which art moving everywhere;

Destroyer and preserver; hear, oh, hear!

— Percy Bysshe Shelley, *Ode to the West Wind*

For many ages, the Garou have allied with totem spirits. Every tribe has a totem, and each pack within the tribe normally bears a totem. Each sept has a totem to represent it, most often the same totem which watches over the caern. It is very rare to find a Garou who has formed an individual alliance with a totem spirit. But some powerful Garou heroes have been able to make pacts with totems.

Every Garou knows the benefit that can be gained from a totem; the abilities a totem teaches, and the help it can lend. But not many understand what a totem receives in return.

For every pack which has made an alliance with a totem, that totem gains power in its own realm. Alliances also allow the totem access to the earth realm, Gaia's center, which it would otherwise find hard to reach.

A connection to Gaia is vital to the totem spirit. Without it, spirit loses its identity, its essence. Without some connection with earth, a totem will become a mere ghost in the Umbra. As an example, the family of totems known to the lupus as the Animal Fathers require that living animals embody them on earth. The Great Elk loses power every time the elk population diminishes. Thus, totems desire the alliances made with Garou to protect their own powers.

The alliances with Garou (and some human shamans) set up the link by which the totems can partake in the material world. In return, the totems lend wisdom and magic to their children.

Totems prefer to form alliances with groups, for these allow them maximum access to Gaia. A totem, though powerful, is finite, and can only make so many alliances. They thus choose alliances carefully. Few totems will willingly enter into a pact with one person, since this would waste the totem's energies. But those great Garou heroes who perform amazing deeds and adventures will be desired as the spirit's comrades. These Garou can have their own totem spirit allies.

Totem Realms

Each totem has its own realm in the Umbra, a place which represents its ideal world. Garou allied to a totem have access to its realm when they travel to the Umbra by Moon Bridge.

These realms are odd places, often ruled by their own laws of reality and custom. Fenris Wolf's realm is a majestic tundra where caribou can be taken down and eaten only to rise again the next day for another hunt. However, in Great Caribou's realm, wolves cannot hunt any caribou, unless the totem permits them to do so. A slain spirit caribou is reincarnated in the physical plane.

Unicorn's realm is a graceful land of ineffable beauty. It resembles a medieval fairy tale landscape. Rage does not exist in this realm, and no one can frenzy there: the beast is put to rest. Falcon's realm is a vast land of awesome vistas, while Chimera's realm is an ever-changing landscape of puzzles and enigmas.

When entering a totem spirit's realm, a roll of Perception + Enigmas must be made to recognize its laws and customs. If no successes are rolled, a traveler is liable to break some vital taboo and incur the anger of the ruling totem. A visitor to Unicorn's realm might pick a beautiful flower to wear in her hair, only to hear the flower scream in pain as it is torn from its roots: this is murder in Unicorn's realm. Children of the totem who rules the realm receive a -3 on the difficulty of the roll. If they break the law of the realm, they will be forsaken by their totem until they can atone; this usually requires a quest on the totem's behalf.

New Totems

Totems of Respect

Lion

Cost: 4

King of the beasts, Lion has always been known for his strength and nobility. Lion has fallen out of grace with younger Garou, for he resists change. Many elders, particularly Silver Fang, still revere him.

Lion's packs gain 100 Honor and receive Animal Ken 3. They receive -1 to their difficulties when impressing elders.

Ban: Must defend helpless animals from danger.

Sphinx

Cost: 7

The mighty Sphinx is strong and cunning. She is able to defeat her foes in combat, though she prefer a battle of wits.

Those who follow Sphinx love enigmas and excel at quick thinking. In exchange for following her, Sphinx grants her children Enigmas 3. Her followers also gain one point of Wits (the gain is permanent unless the alliance ends). All difficulties involving puzzles are reduced by two. Garou following this totem gain 50 extra points of Wisdom each time they gain Wisdom.

Ban: The followers of the Sphinx may never refuse a riddle contest, and gain or lose up to 1,000 Honor depending on the result of such a challenge.



Totems of War

Bull

Cost: 6

Bull's strength lies not in subtlety or wisdom, but in brute strength. He charges into action without thought, and teaches his children to do the same. He is associated with virility. A Garou who is chosen by Bull gains one Strength (even if this takes her over 5). She gains 100 Glory, but loses 50 Wisdom every time she gains Wisdom renown. Bull also teaches Brawl 2.

Ban: There are no restrictions; however, Bull's children receive a -1 to the difficulty to frenzy.

Weasel

Cost: 7

Weasel is a fierce and relentless warrior. She prefers to dodge an opponent until she can sink her teeth deep into his neck. Followers of the Weasel are often regarded as reckless, as they are willing to fight almost anything, no matter what the odds.

To help keep her warriors alive, Weasel offers potent gifts. She teaches them her quickness, adding one to both Dexterity and Dodge (she will even raise a follower's Dexterity above 5). She also makes her chosen more potent in fights, adding one die of damage to all bite attacks.

Ban: Weasel requires her children never show fear.

Wolverine

Cost: 6

Wolverine is among the most warlike of the totem spirits. He is tireless in battle and shows no mercy to his foes. Though not the strongest of creatures, Wolverine will continue to fight long after the mightiest giant has fallen from exhaustion. The anger of the Wolverine makes him truly unmerciful, a trait many see as disturbing.

Wolverine is always willing to teach his children the ways of combat. In addition, Wolverine gives his followers an additional point of Stamina so that they might be as tireless in battle as their totem. But Wolverine is not content with making doughty warriors of his children; he must also share with them his fury. To do this, he shows them a scene from the heart of the Wyrn. After seeing this, the children of the Wolverine know the cause of the spirit's anger and increase their Rage by one (not to exceed 10). Thus, followers of this totem always have at least one Rage to spend, and can never lose the wolf.

Ban: Wolverine requires that his followers always use Rage in combat. Moreover, the children of Wolverine may never show mercy to a foe.

Flea

Cost: 6

Flea smites her enemy with small frustrating blows that hinder his ability to perform. She also defies her opponent to

catch or kill her, using her leaping ability to avoid capture and her armored body to absorb even the worst damage.

To help her followers, Flea offers them the Gifts of Luna's Armor and Leap of the Kangaroo. Because of her fighting style, the Garou unfortunately see Flea as a coward. As a result, followers of Flea lose 50 points of Glory every time they gain Glory. Only Bone Gnawers or Ragabash follow Flea.

Ban: Flea asks that her followers let her people live in peace (you can't scratch, you poor mutt).

Totems of Wisdom

City Father

Cost: 6

Each City Father (and Mother, since some of these manifest as women) is the collective spirit of a City. Only the largest Cities have these Incarna. To date, the Glass Walkers have met and had interactions only with the City Fathers of Chicago, New York, Atlanta, Philadelphia, Boston, and London, though the tribe suspects that other cities harbor these spirits.

The totem appears as anthropomorphic representation of the city: Philadelphia has broad shoulders, Chicago wears overalls, Atlanta is a slightly charred Southern belle.

Children of a City gain knowledge of that city as if they had the Bone Gnawer Gift: Attunement. Sometimes, a City Father totem will send warnings or aid to his children. This aid comes in the form of citizens who love the city — some Glass Walker elders believe that the City Fathers have the ability to possess their loyal citizens from time to time. In addition, the children are taught Area Knowledge of their city at level 3. Glass Walker Garou get an extra 50 points of Wisdom every time they receive Wisdom Renown, but all other Garou lose 100 points of Honor if it is discovered that their Pack Totem is a City Father. Glass Walker elders will look favorably on those who follow a City Father Totem.

Ban: A City Father often asks favors of his children, and if the favors are not performed, he will withdraw his aid. Usually the favor has something to do with the general welfare of the city as a whole, and can put the Garou at cross-purposes to their normal goals.

Dolphin

Cost: 4

Graceful and beautiful, Dolphin dwells in the endless sea of the Umbra. She is protector of all that swims in the waters of the earth. Incidents such as the Exxon Valdez oil spill have enraged and saddened her greatly. Most of her children belong to such organizations as the Green Knights or other eco-groups. They often protest and interfere with such human activities as illegal dumping in the seas and whaling.

Dolphin's children gain 50 Wisdom and +2 to their Charisma. They also gain Empathy 3. Children of Gaia always respect Dolphin's children.

Ban: Followers of Dolphin must work to prevent water pollution and the hunting of sea mammals whenever possible.

Fog (Aeolus)

Cost: 5

Quiet and mysterious, Aeolus gives his children the ability to hide, sneak and conceal. Fog hides many secrets in his murky interior. Fog teaches his Garou the value of patience and subtlety. The children of Fog gain an additional level of Subterfuge and Stealth and a -1 to difficulties involving Occult and Enigmas. The Garou also gains the Gift: Curse of Aeolus. This totem is favored by Uktena, Ragabash and Stargazers.

Ban: If a child of Aeolus reveals a secret to someone outside his sept, he loses one Willpower point permanently.

Old Man Sea

Cost: 4

Old Man Sea is a venerable totem, followed by Garou who live near the shore or guard the seas from Wyrms depredation. He grants to his followers the Gift: Spirit of the Fish and the skill Boating (like driving but with ships) at level 3. He is deep and mysterious. He is privy to many secrets; they are conveyed to him in whispers by every river and stream that pours into his immensity. Thus, his followers also gain Enigmas 2 and Area Knowledge 2 of the entire world (very general information).

Ban: Old Man Sea's followers must not pollute the oceans or destroy ships without good cause.

Wind Incarna

Cost: 5

The Wind Incarna are abstract entities, incomprehensible to most Garou. They can only be communicated with in meditation or in the Umbra. Nonetheless, the Zephyr Stargazers, who created the martial art of Kailindo, have allied with them and based many combat maneuvers on the wisdom gained from these spirits. The Wendigo have also been known to ally with them, especially the North Wind. In fact, they find it easy to ally with such Incarna, so their cost is one less when choosing a Wind Incarna as their totem.

Followers of the Wind Incarna generally choose one wind aspect:

- The East Wind grants its followers three extra Gnosis points per story; their frenzy difficulties are at +1, making it harder for them to lose control.
- The South Wind grants its followers the Gift: Eye of the Eagle, so they may see far away.
- The West Wind grants its followers Meditation 3 and three extra Willpower points per story.
- The North Winds grants its followers wisdom, in the form of Occult 3 and Enigmas 2.
- The Ethereal Wind, also known as the Umbral Wind, costs 8 Background points and grants the following: the Gift of Umbral Sight and -2 in stepping sideways difficulties.

Ban: The followers of the wind must meditate for at least one hour per week, or the wind will forsake them.

Totems of Cunning

The Garou, as a race, are not the most cunning of creatures. Since they usually prefer direct assault, none of the Garou

tribes have taken a totem of cunning. Thus, these totems spirits are not well known. Almost all Garou believe it is dishonorable to follow a totem of cunning. However, some Ragabash and many young Garou desperate to break with tradition have allied with these totems.

Fox

Cost: 7

Fox is quick, cunning and sly. He prefers to sneak up on his victims or, better yet, pull them into his confidence, making them feel safe before he strikes. He loves to bring his foes into his territory, leading them into traps or causing them to lose their way. Fox enjoys seeing his children baffle their enemies. To this end, Fox teaches his children Stealth 2, Subterfuge 3, and Streetwise 2. The followers of the Fox tend to share his sly nature, and gain an additional point of Manipulation. Fox is not seen as honorable by the Garou, and is not a favored totem. For this reason, any who follow Fox lose 100 Honor any time they receive Honor.

Ban: Fox is far too sly to limit his children. However, his followers must never participate in a fox hunt and must help the fox throw the hounds off his trail if they ever encounter such a hunt.

Raccoon

Cost: 5

Raccoon is a survivor. He lives on the fringes of society, and has learned well the need to adapt. Though normally content to leave others alone, Raccoon is a fierce fighter when pressed.

To those who follow him, Raccoon teaches Stealth 2, Survival 3 and the ability to claw better than most Garou. This raises the Brawl skill of his followers by one when attempting a claw or rake. Followers of Raccoon also gain the Gift: Cooking.

Ban: Raccoon asks that his followers leave small shiny objects in the deepest woods for him to find.

Gafflings and Jagglings

*Be thou a spirit of health or goblin damn'd,
Bring with thee airs from heaven or blasts from hell,
Be thy intents wicked or charitable,
Thou com'st in such a questionable shape...*

— Shakespeare, Hamlet

The Incarna have their own servants, just as they are servants to a Celestine. These servants are the Gafflings and Jagglings. Most of the spirits encountered by Garou in the Umbra or bound into Garou fetishes are of these two types.

A Garou can converse with Gafflings and Jagglings. Bargains can be struck and deals made. Unlike the Incarna or Celestines, Gafflings and Jagglings can be bound into fetishes or tricked into doing things.

Auroras

The Wendigo can summon these spirits of the Northern Lights with the Rite of Summoning. The number of successes



on the summoning determines which one of the following comes:

Successes Aurora

- 1 Red — Rage 5, Willpower 5, Gnosis 5, Power 30, Charms: Create Light effects (cost: 1 for candlelight, 5 for daylight)
- 2 Yellow — Rage 6, Willpower 5, Gnosis 5, Power 40, Charms: Create Flame Effects (cost: 1 for candle, 8 for raging inferno)
- 3 Green — Rage 7, Willpower 4, Gnosis 4, Power 40, Charms: Updraft as Air Elemental, Materialize, Reform
- 4 Purple — Rage 8, Willpower 6, Gnosis 6, Power 50, Charms: Materialize, Reform, Possession, Updraft
- 5 Blue — Rage 10, Willpower 6, Gnosis 6, Power 55, Charms: Materialize, Reform, Possession, Updraft, Lightning Bolts as Electrical Elemental

The Auroras appear as swirling colors and descend from the sky. They can be summoned only during the night.

Elementals

Many new elementals have been created in recent years, as the Weaver draws ever more threads of the Wyld into her mad tapestry. For the most part, only the Glass Walkers are aware of these elementals and only they endeavor to understand and interact with the new spirits.

Elementals of this type are believed to be Gafflings, spun off from one of the four basic Elemental Incarna (Earth, Air, Fire, Water). A Metal Elemental is a Gaffling for the Earth Elemental Incarna, while a Plastic Elemental is a Gaffling created through the interaction of the Earth and Water Elementals with the Weaver.

Metal Elemental

Rage 3, Willpower 8, Gnosis 5, Power 40

Charms: Armored Sheath (cost: 5; the elemental can wrap itself around an object in the Umbra and protect it in the physical plane, giving it a resilience as if it were armored. The sheathed object gains five soak dice), Materialize Tool (cost: 3; the elemental can materialize a portion of itself in the form of a tool or weapon, such as a wrench or a sword. It can then use this tool to repair or to attack using its Willpower as its dice pool), Materialize, Cut.

Plastic Elemental

Rage 4, Willpower 6, Gnosis 7, Power 35

Charms: Fluidity (cost: 5; the elemental can cause an inorganic object to reform into a different shape, like turning a sword into a swizzle stick — although it would still be a metal swizzle stick. Fetishes can resist with their Gnosis versus the elemental's Willpower), Materialize.

Spirit Charms

• **Tech Sense:** This Charm makes the elemental or spirit aware of all technological things that transpire near the spirit. It costs 1 power point to utilize this charm. For example, Tech Sense allows an Electricity Elemental who possesses it to know how much power is routed through a particular line, and where the power is coming from.

• **Cut:** This Charm allows the spirit to cut a person or object in the physical world. It costs three power points per die of damage inflicted. The spirit need not have Materialize to use this Charm against a being on the physical plane.

• **Umbraquake:** When this Charm is called upon, the Umbra shakes with such a force that all those standing are thrown to the ground, and everyone in a 10 yard radius (per 5 points of Power spent) receives one die of aggravated damage (per 2 points spent). The standard Umbraquake requires 30 Power points (40 yard radius effect with five dice of damage).

• **Suffocation:** This Charm allows a spirit to choke a person on the physical plane. The person will feel clammy hands wrap around her neck and begin to squeeze, yet there is nothing there to grasp or struggle with. The spirit rolls its Willpower resisted by the target's Stamina + Athletics. Each success subtracts from the opponent's Stamina levels; when she is down to zero levels, she falls unconscious. If the spirit keeps choking her, he will do one Health Level (no soak roll) per turn until the target is below Incapacitated — dead. The cost is 2 points per turn.

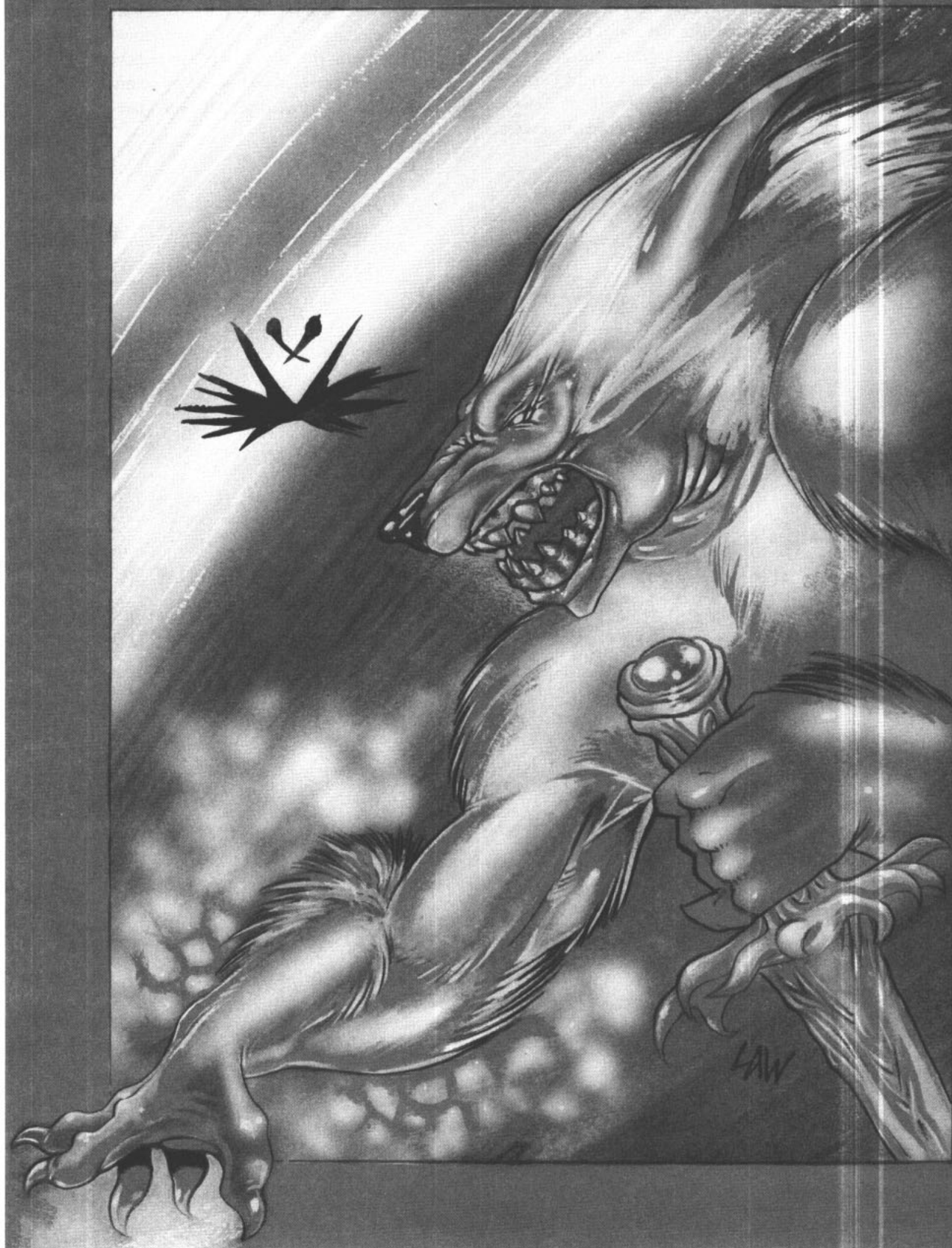
• **Hold:** The spirit can immobilize a person on the physical plane. The person will feel enveloped as if by an invisible blanket and will be unable to move against this unseen force. Use this like the Overbear maneuver, except the spirit cannot do any damage (that requires another Charm). The spirit rolls its Willpower as a dice pool. The cost is 2 points per turn.

• **Suggestion:** The spirit can whisper a suggestion to a person on the physical plane. This is heard as an inner prompting or as an instinctual deduction. The suggestion can cause a target to do as the spirit wishes. Roll the spirit's Gnosis resisted by the target's Wits + Occult. If the spirit has any successes, the person will believe he wants to do as the spirit has suggested. If the target has three or more successes, he will realize a spirit is trying to influence him, though he will need the proper Gifts to ascertain what type of spirit wants to manipulate him. This cost 5 Power points per suggestion.

- **Sap Will:** The spirit can sap the will of a person on the physical plane. The person will feel her resolve slacken and find it hard to make any decisions. Once she has lost one Willpowerpoint, the victim will need to make a Willpower roll to perform any decisive action, otherwise she must spend two turns selecting her course before she can act. If the target is brought below zero in Willpower, she can make no decisions of her own and becomes extremely susceptible to the Charm: Suggestion (no resistance roll). The spirit rolls its Gnosis resisted by the target's permanent Willpower; each success

drains one point. The effect last for one scene. The cost is 5 points per turn.

- **Dark Omen:** The spirit can deliver a vision of a dark future to a physical target. The spirit rolls its Gnosis resisted by the target's Perception + Occult. If the spirit is successful, the person gains a glimpse into a dreary future. He will be distracted and obsessed with this vision for the remainder of the scene, being at -1 to all dice pools. The costs is 5 points and may only be used against the same target once per scene.



Chapter Six: The Others

The Garou are not alone; there are Others like them, brothers and sisters they will not recognize. These are the shapeshifters, Gaia's two-skins. Once, many shapeshifters roamed the world, many races taking many forms. But time has been their enemy. Most have died out, for one reason or another. The Wyrms have devoured many, dread Harano took others. And the Garou slew the rest.

The War of Rage

Long ago, an argument arose among the Changers as to who was the most important in Gaia's eyes. The argument on the Garou side was led by the Silver Fangs. They felt it self-evident that the Garou, and especially the Silver Fangs, were Gaia's chosen.

All shapeshifters have myths stretching back to dim prehistory, telling of their purpose gifted them by Gaia and the Weaver. The Garou believe they are the defenders of Gaia, her sacred warriors. The Silver Fangs believe it is their sole right to lead the defense of Gaia. In their myopic vision, every other shapeshifter must kowtow to them.

But the other shapeshifters disagreed. They had their own legends of service to Gaia, and it was not for the Silver Fangs to tell them their place. The argument got louder and louder until finally claw was raised and blood let — a war was loosed between the shapeshifter kingdoms.

The war began against the Gurahl, the werebear. Their territory abutted the European Fang's, and thus they were the first to meet in combat. The war quickly spread to werebear

enclaves the world over, and then to the other races as they tried to arbitrate or defend the bears.

Soon, most of the shapeshifters were forced from their lands into hiding. The Wyrms used the war to assault them anew. Broken and alone, they soon fell under the Slitherer's onslaught. Those who remained suffered terrible grief, the deep dark despair of Harano. Many wandered off to far places to die alone and forgotten.

This is the legacy of the Garou who, in anger and pride, helped the Wyrms destroy Gaia's children. With the Gurahl gone, there are none to heal Her. With the Corax gone, there are none to warn Her. With the Bastet gone, there are none to watch over Her. And with the leaving of the Nuwisha, there are none to laugh.

The Garou soon realized the horrible mistake they had made. Many of the tribes despaired — why hadn't they said anything? In those times, the line of their kings was strong, none could believe the Silver Fang's judgment faulty. How wrong they were.

Today

Gaia's Changing children are strong and hardy. They can survive many hardships that would fell other beings. Thus, the other shapeshifters still live in the world, but only in remote corners and untravelled places. They exist on the periphery, fringe-dwellers.

Many Garou, especially the Children of Gaia and the Stargazers, regret the shapeshifter war, but others feel it was just — or at least they try to convince themselves of this by

fighting what few Changers remain. The Shadow Lords and the Silver Fang still claim their right to rule the other shapechangers, and their voices are complemented by the Black Furies, the Red Talons and the Get of Fenris. The Uktena and the Wendigo are the strongest dissenters, for while the Children of Gaia mourn their lost cousins, the Native American tribes still fight for those living

A truce exists between the Uktena and Wendigo and many of the shapeshifters, including the Corax, the Nuwisha, and the Pumonca, or cougar clan of the Bastet. However, the Mokolé and the Ananasi are viewed with suspicion by all; they are too alien and different.

There are some places the other Changers still hold as their territories, viciously fighting any Garou who dare to come near. The Amazon is one such place, where an enclave of the Balam, or werejaguars, wages an unrelenting war against two invaders: Pentex Inc. and the Garou defenders, pledged to drive Pentex from the jungles. The Balam care not; they want everyone to leave their territory.

The Pacific Northwest is home to the few Corax, or wereravens, left in the world, save those on the British Isles. There are mysterious places in the southwestern United States inhabited by the Nuwisha, or werecoyotes. But the exact number of other shapeshifters is unknowable, for they fear to come forth and be counted. There are too many enemies waiting to pounce on them.

Beginnings

Legend upon legend is told about the creation of the shapeshifters. So long ago it was, far back in the time of prehistory, before the Weaver touched humans and gave them language and writing. These tales are told by each tribe, breed and kind of shapeshifter, and they invariably contradict. The Garou claim to be the first, as do the Gurahl and Mokolé. Who can say for certain who is correct? The Mokolé have an incredibly convincing claim, but all refuse to hear it.

There are many things the Changers have in common, no matter what form they take. Below is one version of the creation tale, which contains the seed of all such myths. Whether it be truth or no is hotly contested.

The Birth of the Flux Baby

"Listen up, chile. I tell you this tale cause it teach you somethin'. If you be wand'rin like me, then you must know. We's Children of Gaia, and we's gotta know this, specially us Moon Dancin's. It all start long go, well so many years past that there's not a one who was there. Hell, there ain't no ancestor that see'd it with eyes. But it been told round. That's how we know it.

"Gaia created oh so many things to crawl, walk, fly and swim the eart'. We's just one o' those many chilluns. As the tale go, Gaia want to make another, but one that is like the rest all in one. But she don't know how to do it. So, she go to her sista' Luna, the Moon. See, the moon, she know all 'bout myst'ry, 'bout how thin's can be but really can't. So, Gaia ask her for advice.

"She say, 'Sista', I wanta' know somethin'. How can I make animal and man all at once, in one person?' Luna think to herself for a while, and she walk around all the time thinkin'. Then, she turn 'round and say, 'I know. We do it together.' So, they walk on down to eart'.

"Luna tell Gaia to take up some dirt, some water, some air and some fire. Gaia gather the dirt wit' her toes, and the water wit' her hands. She suck up the air wit' her mouth, but what she gonna' do 'bout the fire? Well, this where Luna step up and she strike a match across the groun'. It flare up and she say, 'When I count three, you throw all the el'ments up, all right?' Gaia nods. Luna say 'Three!' and Gaia throw her el'ments up. Luna throw the match at it and it explode — boom!

"Heh, heh. Thas right, it done blow up! But from the smoke, there was somthin' floating down. As it get closer, they see's this baby. It look like a man chile, but it got a lot of hair. As it get closer, Gaia catch it in her arms and suckle the chile, who was right thirsty. She see that it not only got hair, but it got feathers too, and scales. Why, it had somethin' from just 'bout any animal.

"How do figure that? How do somethin' so wonderful come outta' a bomb anyway? I don't know. This how it's told, though. Well, Luna say the chile had a name. It be called Flux Baby.

"As the chile grow, Gaia and Luna see that it do 'mazin' things, like turnin' into other animals so it can play wit' them. My oh my, it was truly a Flux Baby, it was. An Luna says, 'I'm gonna give this baby something of mine. I'm gonna give it all the phases of the moon. What I didn't tell you, Gaia, was that dirt you pick up was moon dirt. I put it there. Only moon dirt can make a changin' chile.'

"And Gaia frown, and say 'I wish you'd told me. Now, this chile won't be able to play near silver. You know silver is gonna be like fire to it.' And Luna, she say, 'I know. That's why it done blow up like it did. The match was silver. So, silver is what will unmake that chile. You best keep him away from all silver.' Gaia says, 'Well, I'm worried. He might get right angry. He got a bomb in him.'

"Luna says, 'Yes, he will get angry. But a changin' chile must be fulla' rage, otherwise he can't change.' And Gaia smiles, 'That's right, but I know one of his chillun's gonna laugh rather than fight.'

"Well, chile, the story goes on from there, but that's for 'nother time. Now you know why silver done hurt all shapeshifters, 'ceptin' one, them werecoyotes, who laugh 'stead of fightin'. They always breakin' the rules anyway.

"What's that? You don't understan'? How can a match be made outta silver? How can they have matches back then? That's just the way it was! Don't ask stupid questions. Chile, you gotta lot to learn before you start tellin' your own tales."

The Veil

The rest of the shapeshifters have fallen into the same curse/boon as the Garou: their half forms all cause Delirium among humans who see them. Such was the primal terror that the Garou instilled into early humankind that the other Changers have been affected. Any half-human/half-animal form (Crinos) will activate the Veil.

The rest of Changers, however, do not awaken as fierce a terror in humans, for few of them participated in the Impergium.

For all shapeshifters except Garou, raise the Veil's effect on the Delirium Reaction Chart in **Werewolf** by two. For example, a Garou in Crinos will cause Panic in a human with a 2 Willpower rating, but a Gurahl will only cause a Berserk reaction.

In general, any Gift or rite which breaks or suspends the Delirium will work more easily on the other shapechangers.

Nuwisha (Werecoyote)

Said the Wolves to Coyote: "We see two animals up there. Way up there where we cannot reach them."

"Let's go up and see them," said Coyote.

"Well, how can we do that?"

"Oh, I can do that easy," said Coyote. "I can show you how to get up there without any trouble at all."

— Barry Lopez, "Coyote Places the Stars"

History and Ways

The Nuwisha have existed for as long as the Garou, and once were as powerful and numerous. Unlike the Garou, the Nuwisha have only followed one totem, the Trickster. They have, however, followed the Trickster in all of its myriad forms: Coyote, the Spider Ti Malice, the Monkey King, the Transformer and the Changing Man, as well as countless others. Like their totem, the Nuwisha believe in teaching wisdom through humiliation.

The Nuwisha know many tricks, but the one for which the Garou should be most grateful is the trick of stepping sideways into the Umbra. It was the Nuwisha who showed this path to the Garou. Native American legends tell of this great lesson, how Coyote taught his brother the Wolf to reach the stars. The Garou consider themselves the guardians of Gaia, while the Nuwisha consider themselves the guardians of the Umbra. To the werecoyote, the Umbra is more of a true home than the physical realm, but they know that both are parts of Gaia.

The Nuwisha once held the grace of Luna. They lived with, and were ruled by, the phases of the moon. But long before the Europeans came to the American continent, the Nuwisha lost favor with Luna, and lost her special gifts. For the Nuwisha there is only one Auspice: No Moon, the Ragabash, questioner of the ways. Most Nuwisha are apparently content to accept this fate, but looks can be deceiving; the mournful cries of the coyote people can often be heard as they howl their anguish for their lost Luna to the desert skies.

The Nuwisha refuse to tell anyone how they lost Luna's favor. Most of the shapeshifters agree that, whatever the reason, it had something to do with a joke the Nuwisha took too far. The loss was severe, and created a rift between the Garou and the Nuwisha. There are a few Nuwisha who are closer to Theurge than Ragabash in nature, but they are the oldest and wisest of their race.

The Nuwisha do not run in packs; there are too few of them left. Those who remain prefer the freedom of solitude to the hierarchy of the pack. Their favorite activity is to teach the



other wereanimals the error of their ways. The Trickster totem has given the Nuwisha many special abilities; one is the power to hide themselves among other shapeshifters, free from any fear of detection. In this way, the Nuwisha learn the practices and beliefs of the other werelings, and use their own special abilities to battle the Wyrms' spreading corruption.

Long ago, the Garou who spread across the continent took most of the caerns belonging to the Nuwisha as their own. There was no conflict, there was no argument. The Nuwisha simply stepped aside and left the caerns to the Garou. The Nuwisha use the caerns when necessary by disguising themselves as Garou and imitating Garou rituals. While the Nuwisha do not often talk of the surrender of the caerns, at least one has claimed that it was simply too much effort to maintain the caerns on their own. To the Nuwisha, it only made sense to allow the Garou to do the dirty work. To the Garou, this rings painfully true.

The rift between the Garou and the Nuwisha is well known; the Garou, led by the Silver Fangs, openly accused the Nuwisha of conspiring with the Wyrms. The logic used was that the Nuwisha had never taken the battle against the Wyrms very seriously, an argument the Nuwisha refused to dignify with an answer. Their silence was taken as an admission of guilt by the Garou, an excuse for the open war called between the two races, the War of Rage.

The Nuwisha have long been saddened by the loss of friendship, having always considered the Garou as siblings in the battle against the Wyrms. The truth of the matter is far from what the Garou claimed. Though the Nuwisha are not as active as the Garou in protecting the physical world, they work hard to protect the Umbra from the Wyrms' foul attempts at corruption.

When the European expansion across North America was at its height, the Nuwisha met and, as a race, decided to win the war in the only way possible. The small, weak Nuwisha knew they could only end the conflict through trickery.

All but the bravest warriors among the Nuwisha gathered together in one massive ceremony, a moot larger than any held by the werecoyote before or since, and they stepped into the Umbra forever. The Nuwisha now fight their battle against the Wyrms in the Umbra, attempting, like the Garou Wagnerians, to find another Gaia spirit deep in the Umbra, to link with and reinforce the power of the Gaia spirit of this reality.

The Wagnerians know the truth about the Nuwisha. They keep the truth secret at the request of the Nuwisha. The Wagnerians have been known to mention their "Umbral guides," but never clarify the term for others. So long as the secret is kept, the Nuwisha who have dwelt longest in the Umbra, who know the ways of the spirit world as well as the spirits themselves, will continue to guide the Wagnerians.

Quite naturally, the Nuwisha come back from time to time to train the wisest of their kin in the ways of the Umbral Dance. As a result of these secretive teaching, the werecoyotes know more about the Umbra than any of the other werewolf. They have long since learned their lesson about passing on such

information; the Nuwisha have no desire to teach the Garou more than they already know about the Umbra.

Organization

There is very little formal organization within the Nuwisha. Basically, whenever a werecoyote runs across others of her kind, they have a Revel. Once a year, the Nuwisha who feel like it, join together and have a proper moot, either in the Umbra or at an abandoned caern.

There is, however, one group among them who work together at times: the Umbral Dansers.

The Umbral Dansers

Those Nuwisha who show themselves particularly adept in the ways of the Umbra are initiated into this select group. They are the true guardians of the Umbra, and have many Gifts which allow them great power to police its realms.

Usually, only mature Nuwisha are invited to join this group. While they are still jokesters, they take their duties more seriously than most werecoyotes. A Nuwisha must go through the Rite of Dancing to begin her steps on this path.

Habitat

The Nuwisha live mainly in the Umbra. Contrary to other shapeshifters' beliefs, they do return to earth often, especially to breed and raise cubs. When on earth, they prefer to live in the desert, but are known to go anywhere. Most tend to call the southwestern area of the United States (California, Arizona, New Mexico, Texas and Nevada) their true home.

Rage and Renown

Nuwisha cannot Rage. They cannot gain extra actions as the Garou do, but they are not affected by silver. They also do not frenzy. However, the Nuwisha can be goaded into a frenzy by any of the Gifts or powers that cause frenzy. The Beast is a part of them, no matter how deeply buried.

The Nuwisha also do not look at renown in the same way as the Garou. To the Nuwisha, Humor is far more important than Honor. Humor can only be earned by teaching others the error of their ways by showing them, through the unique Nuwisha perspective, how they have been stumbling towards the Wyrms. Both Glory and Wisdom apply to the Nuwisha as they do to the Garou.

Breeding

The Nuwisha have never had a problem with in-breeding. Normally they find the company of other werecoyotes tedious, and much prefer the company of coyote and human Kinfolk. As a result, there are almost no metis among the werecoyote. Normally, one in a hundred of the Nuwisha is metis, and unlike the Garou, the Nuwisha metis are accepted as equals. However, there are not even a hundred werecoyote left today, and the number of metis is unknown. To the first followers of the

Trickster, like the Trickster himself, it is perfectly acceptable to sleep with anyone, anywhere, at anytime.

Since the Nuwisha live and roam in the Umbra, they cannot always be picky about how they propagate their race. They will breed with any human or coyote they find, as long as the prospective partner is not Wyrn tainted. Nuwisha have even been known to breed with the Fey, but none know if this has produced any offspring.

For the most part, when they feel it is time to breed, Nuwisha return to the deserts of North America or Mexico. They have many Kinfolk among the native people of these regions.

Character Creation

There are several minor issues to be considered before creating a Nuwisha. Most of these are explained above, but here are the basic guidelines.

Nickname: Troublemakers

Totem: The Trickster in all its myriad forms, most often the Coyote.

Breeds: The Nuwisha have the same breeds as the Garou, and the same beginning Gnosis for each of the breeds.

Initial Willpower: 4

Backgrounds: Players have 3 Background points and may spend them on any background except Pure Breed.

Forms

Homid: Same as the Garou. Most of the Nuwisha are thin but athletic; it is very rare to see a heavyset werecoyote.

Tsitsu (Near Man): Str. +1, Sta. +2, Dex. +1, Man. -1; Diff. 7.

The Tsitsu form looks more like a Homid than the Glabro form of the Garou. The Nuwisha double their bulk in this form.

Roleplaying: Nuwisha personalities do not change as a result of transforming; to the Nuwisha, all states are as their original. A Nuwisha can speak with ease in Tsitsu form, but her voice is likely to be substantially deeper than that of her Homid form.

Manabozho (Coyote-Man): Str. +2, Sta. +3, Dex. +3, App. 0, Man. -2; Diff. 6

The Manabozho is a brute. The average height of a Nuwisha in this form is between seven and eight feet. The total increase in bulk and weight is normally around 150% of the Homid form. The Veil prevents most creatures from acknowledging the Nuwisha in Manabozho form. The Nuwisha refer to this side effect as the Trick.

Roleplaying: Again, Nuwisha take no personality changes as a result of transforming. The Nuwisha can still speak in this form, but the words are slurred and the growl of their voices make the Nuwisha sound threatening even when they are having a pleasant conversation.

Sendeh (Near Coyote): Str. +2, Sta. +3, Dex. +3, Man. -3; Diff. 7.

Sendeh could easily be mistaken for red wolves. In times past, the Nuwisha used to hide amongst natural wolves in this

form. The weight of a Sendeh is almost identical to the weight of the Nuwisha in Homid form.

Roleplaying: This form can no longer use human speech, but can mimic with ease the sounds of a baby crying or a full grown human screaming. The Sendeh can speak to both wolves and coyotes in this form.

Latrani (Coyote): Sta. +3, Dex. +3, Man. -3; Diff. 6.

The Latrani is indistinguishable from a coyote. The shapeshifter's weight decreases and the entire form is much leaner. Even in this form, the Nuwisha find it easy to speak with the wolves; they are, after all, brothers.

Roleplaying: The Nuwisha take no heed of human speech in this form; they cannot even imitate the sounds of a human. Their howls are higher in pitch than those of a wolf, but no less audible.

Special Combat Maneuvers

The Nuwisha believe in humiliating opponents, and over the course of the centuries have developed a few special attacks to cause maximum damage and embarrassment to their enemies.

• **Trip:** The Nuwisha trips an opponent to slow her down without hurting her. Normally this is done in an attempt to calm an opponent down after another stunt has sent the opponent into a Rage. The only effect of Tripping is to knock an attacker on her posterior, and give the Nuwisha a chance to explain his side of the story. A tripped opponent is forced to spend her next action getting back up so she can attack.

Usable By: Homid - Lupus

Roll: Dodge + Wits

Damage: N/A # **Actions:** 1 **Difficulty:** 7

• **Roundabout:** The Roundabout is used to confuse an opponent, leaving him open to an attack. The Nuwisha twists and turns around an opponent until some sensitive area — throat, kidneys, or privates — is left exposed to a quick and savage attack. During this maneuvering, any attacks against the Nuwisha are at +1 difficulty. The Garou call this dirty fighting, but the Nuwisha consider it a gift of the Trickster.

Usable By: Homid - Crinos

Roll: Wits + Brawl

Damage: Strength +2 (+3 if using claws) # **Actions:** 1
Difficulty: 9

• **Throw:** Nuwisha use this maneuver to throw an attacker away from them — normally into the closest large object, like another opponent or a sturdy brick wall. Using the opponent's strength in conjunction with their own, the Nuwisha can cause substantial damage to an enemy. This damage is not normally aggravated.

Usable By: Homid - Crinos

Roll: Dexterity + Brawl

Damage: Strength + Opponent's Strength # **Actions:** 1
Difficulty: 7

Gifts

The Nuwisha have only one Auspice, the New Moon. As a result, they are automatically Ragabash. They share most of the Gifts of the Ragabash with their brothers the Garou. The one exception is the Level Four Gift: Luna's Blessing. Due to their separation from Luna, the Nuwisha take no harm from silver (see below).

The Nuwisha also share Breed Gifts with the Garou. The Latrani (coyote breed) can purchase Lupus Gifts.

There is only one tribe of Nuwisha, and the Gifts they share are celebrations of their nature. Nuwisha are very peaceful in comparison to the Garou, and many of their Gifts are defensive; others are dedicated to their totem and, while still defensive, tend to be aimed at embarrassing an opponent.

The tribe also shares the Gifts handed down by the Umbral Dansers; these Gifts are most prized by the Nuwisha, and on the rare occasions when the Garou and the Nuwisha go into combat, wildly flaunted. A Nuwisha must first succeed in the Rite of Dansing to gain these special Gifts. Umbral Danse Gifts are noted in parentheses.

Rabbit Run (Level One) — Same as the Silent Strider Gift: Speed of Thought.

Spirit Speech (Level One) — Same as the Theurge Gift.

Otter's Breath (Level Two) — Identical to the Uktena Gift: Spirit of the Fish.

Odious Aroma (Level Two) — Same as the Bone Gnawer Gift.

Gift of the Porcupine (Level Two) — As the fourth level Metis Gift.

Sheep's Clothing (Level Three) — Permits a Nuwisha to hide in plain sight by taking the form of a different type of shapeshifter (Garou, Bastet, Corax, etc.). The Nuwisha can appear to a pack of Garou as if he were another Garou. In this way, the Nuwisha manage to use the caerns taken from them by the Garou and other creatures. Sheep's Clothing effects all senses, even supernatural Gifts such as Sense the Unnatural.

A successful Wits + Primal-Urge roll is required to use this Gift. The Nuwisha must also spend a point of Gnosis; the form lasts for an entire scene. The difficulty depends on shift difficulty of the form, although the animal form (wolf, crow, panther, etc.) is always an eight. The form mimicked does not add the particular Trait bonuses, nor does it allow abilities like flight. If the Nuwisha wishes to fly like a werewolf, he must have another Gift that allows this (such as Sky Running).

Bridge Walker (Level Three) — Same as the Galliard Gift.

Blisters (Level Three) — The Nuwisha must first touch an opponent to use this Gift, then make a Manipulation + Medicine roll against a difficulty equal to the target's Rage. If successful, the Gift will cause revolting blisters to form on the target's hide, resulting in the loss of fur and a severe loss in Appearance (subtract one dot per every two successes on the Blister's roll), but otherwise does no harm. The blisters last for two weeks less the target's Gnosis in days. The entire purpose of this Gift is to humiliate, and Blisters is only used against any

whom the Nuwisha consider to be vain. Silver Fangs and Shadow Lords are prime targets. The inflicted party suffers minus two dice to his Social die pools during the time he is Blistered.

Umbral Sight (Level Three, Umbral Danse) — Same as the Theurge/Uktena Gift. See the **Werewolf Storyteller's Screen** for details.

Umbral Howl (Level Three, Umbral Danse) — Allows a werewolf to call other Nuwisha, both in this realm and in the Umbra. Nuwisha use the Umbral Howl to tell the tribe of any progress in their battle against the Wyrms. This step of the Umbral Danse may also be used to call for aid, but this rarely happens. The Nuwisha prefer to fight their own battles, and have been known to fight to the death rather than beg help. Normally, a Nuwisha in need of assistance will do her best to trick other werewolves into helping her. This Gift is always taught, always learned by those who have earned the right to learn, but has only been used once to raise an alarm.

Ultimate Argument of Logic (Level Four) — Same as the Theurge Gift.

Trickster's Skin (Level Four) — The Trickster's Skin permits two simultaneous effects. First, the target affected by this Gift will take on the appearance of the Nuwisha. Second, the Nuwisha will take on the appearance of the target. The Nuwisha use the Gift primarily to flee from packs which lack a good sense of humor, and normally is used immediately after offending those groups. The pack invariably finds itself chasing the "Nuwisha", but in fact is hounding its own packmate, while the "packmate" finds an excuse to slip away before his ruse is discovered.

One Gnosis Point must be spent in order to use this Gift, and a roll of Wits + Subterfuge against a difficulty equal to the target's Primal Urge + 3 is needed for complete success. This Gift may be used at range.

Hidey Hole (Level Four) — Use of this Gift allows the Nuwisha to create small havens similar to those used by trapdoor spiders. These small forts are cleverly concealed and can be placed in almost any area, even the middle of a city street. One permanent Gnosis point must be used to create a haven, and a successful Wits + Subterfuge roll against a difficulty of seven is needed to conceal the lid of the trapdoor. These havens are often used to hide prized possessions, or simply to hide a Nuwisha when she has again annoyed her opponents.

Teasing Mate (Level Five) — The target affected by this Gift will immediately release powerful pheromones in great quantities; these pheromones make all creatures of the same race and opposite gender as the target desire immediate copulation. The effects are instantaneous, and cause all creatures of the same race to respond immediately, unless they succeed with a Willpower roll (difficulty 9). Perhaps the most prized of the Nuwisha's Gifts for sheer humor, the Teasing Mate requires a successful attack roll followed by a Wits + Empathy roll, difficulty six.

Ghost Danse (Level Five, Umbral Danse) — This stage of the Umbral Danse permits the Nuwisha to fight in the material

world and the Near Umbra simultaneously. This permits the Nuwisha to attack and then completely avoid damage. The Ghost Dance requires the continued expenditure of one Gnosis point per turn while engaged in combat, during which the Nuwisha cannot be harmed by any attacks (except from others who use this Gift or the Gift: Sideways Attack).

Wyld Throw (Level Five, Umbral Dance) — Permits the Nuwisha to “throw” an opponent into or out of the Umbra. Wyld Throw requires a successful attack roll and the expenditure of a Gnosis point. The damage successes on the attack (pre-soak) do not harm the target, instead they are used as additions to the difficulty for that target to re-enter (or exit) the Umbra. A Nuwisha who scores three damage successes against a Garou target throws him from the Umbra; the Gauntlet difficulty is then at +3 for the Garou to “step sideways” again. This effect lasts for one scene.

Rites

Many of the Rites used by the Nuwisha are similar to those used by the Garou. For example, they share the Rite of Cleansing which permits them to purge an area or object of Wyrn corruption.

The Nuwisha specialize in Dream Rites, rites created to permit them to search for information that will prove useful later in life, normally within the next few days. Dream Rites are used as a method of learning and teaching. Various rites are simply a way of questing within the Umbra for a guide among the Umbral Dansers. The Nuwisha normally seek a guide when they believe themselves ready to learn the next step in the Umbral Dance. However, some of the Dream Rites are also used to communicate with the Nuwisha who have abandoned Gaia.

Rite of Cleansing, Rite of the Opened Caern, Rite of Talisman Dedication (Level One) — As in Werewolf.

Rite of Spirit Awakening, Rite of Becoming, Ritual of Summoning, Voice of the Jackal (Level Two) — As in Werewolf.

Rite of Dancing (Level Two) — This rite is the first step on the path of the Umbral Danser. It requires the Nuwisha to devour Peyote and fast for three full days. During this time, the Nuwisha must recite all past experiences in battling the Wyrn, traveling the Umbra, and teaching the other creatures of Gaia the error of their ways. One Gnosis point is spent per day, and at the end of this rite, an Enigmas + Manipulation roll, with a difficulty of seven, must be rolled. A success indicates the Nuwisha has been accepted by the Trickster, and can purchase the Umbral Danser's Gifts.

Satire Rite, Rite of the Fetish (Level Three) — As in Werewolf.

Rite of the Totem (Level Three) — Similar to the Garou rite. However, this rite is used to bid the individual Nuwisha with the Trickster once and for all, and to allow the Nuwisha to recognize the Trickster in any of his incarnations.

Rite of the Dream Dance (Level Four) — This powerful rite permits the Nuwisha to know where all her fellow Umbral

Dansers are in the Umbra, and to ask questions of them. The Umbral Dansers will weigh the questions asked and decide if answers are deserved. Even if the supplicant is worthy of answer, the answer given will likely be in the form of a riddle. The Nuwisha use this rite primarily to request greater teachings, but may use this rite to seek permission to join the Umbral Dance once and for all. To understand the riddles, a Nuwisha must roll Wits + Enigmas against a difficulty of eight. The riddles, when solved, often give knowledge of the future. Most Nuwisha believe the knowledge granted is given from the Trickster, rather than the Umbral Dansers.

Caern Concealment (Level Four) — This rite requires a meeting of at least ten Nuwisha, and will hide the power of a caern from detection by any but the Nuwisha themselves. The Nuwisha have not used this rite in several decades, but the wisest still are taught it by the elders. This rite requires 30 Gnosis points be spent, and 15 net successes from the rite leader's three Wits + Rituals rolls.

Sing Back the Dead (Level Five) — This rite is only ever fully known by one Nuwisha at a time, and is taught only by the Trickster Himself. This rite allows the Nuwisha to call back to life one or more recently killed werelings. The Nuwisha performing the rite must spend permanent Gnosis equal to the amount of damage the body has suffered in wound levels. Learning this rite is the greatest honor a Nuwisha can earn, and rite is only performed when the Trickster demands it.

This rite is magic from the Trickster; it allows the Nuwisha to break the rules of Life and Death. The Gurahl can also raise the dead (with their Fighting the Death-Bear rite), but they must combat the forces of Death to do so. The Nuwisha's Gift is a corruption of the Gurahl's, one of Coyote's many stolen powers.

Loki-Laughs-Too-Much

Breed: Latrani

Age: 17

Attributes: Strength 2, Dexterity 4, Stamina 3, Charisma 4, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 5

Abilities: Alertness 4, Athletics 3, Brawl 2, Dodge 3, Empathy 3, Expression 4, Subterfuge 3, Animal Ken 2, Etiquette 3, Melee 1, Performance 4, Stealth 3, Survival 3, Enigmas 4, Investigation 3, Linguistics 2, Medicine 1, Occult 1, Rituals 1

Backgrounds: Contacts 5

Gifts: Rabbit Run, Heightened Senses, Spirit Speech, Odious Aroma, Bristles, Sheep's Clothing

Rank: 3

Willpower: 6, Gnosis 6

Rites: Rite of Dancing, Rite of Talisman Dedication

Image: Loki is a lean, athletic woman with bright eyes and a gentle voice. As a Coyote, she is red furred with streaks of light-brown and almost blonde hair running across her body.

On those occasions when she must wear clothing, she prefers loose, baggy pants and a T-shirt.

Roleplaying Hints: Smile! Smile at all times and with great enthusiasm. The world is perpetually showing you things you missed while stuck with only one form, and much of what the world shows you has great beauty, despite those doom-saying Garou. You even smile when confronted with the Wyrms, though the smile is much more feral. Always look those you speak to in the eye.

Background: Loki was raised on a nature preserve in Utah. Her long life as a coyote before her First Change has left her with a perspective similar to that of a much older human. Loki is soft spoken. She seldom says anything unless she is tempted to chide someone for his foolishness.

When the time of her Change approached, the Nuwisha stole her away, taught her the truth about her heritage and explained the ways she should learn. They taught her to beware the Garou, and watch for the chance to trick them. Her teachers stayed with her through her troubled first months as a Nuwisha, and then left. She has been on her own ever since, and has quickly adapted to her new world.

Loki spends the majority of her time on the road, going where she pleases and doing whatever suits her fancy. One of her favorite pastimes is to find the Wyrms-corrupted in small towns and lead them into the woods, straight into the talons of the waiting Garou.



She has also been known to work in dance clubs, dancing energetically and laughing to herself over the amount of money she makes. Loki never uses her real name around the humans — she fears this would give them power over her.

Gurahl (Werebears)

History

The Gurahl believe that, among all the children of Gaia, the Bears were Her first-loved and first-born. Like all elder sons and daughters, their way was difficult and fraught with mistakes, danger, and triumph. They protected Gaia and kept her pure for many hundreds of years before the Wyrms grew powerful and began to consume Her. But the Wyrms did grow powerful, and the Gurahl position usurped by the younger Garou.

The Gurahl were pacifiers, purifiers, protectors, and healers. They possessed much lore about life and life forces. They mastered Death as well as Life, and were able to step back and forth across the Dark Veil. They sought to coexist with the humans, and would aid human groups in times of famine or great cold. Often one of the Gurahl would give his life to a tribe of humans after a great hunt; his body would feed and clothe the tribe. This was no small matter for the Gurahl: after the hunt, they secretly gathered their fallen brother's bones and called Gaia to restore him. It is possible that humans copied the tradition of burying their dead in Gaia's soil, in the hope their fallen would also return. The Bear Cults throughout ancient human society are a testament to the Gurahl's ability to interact with the humans.

Lone guardians, the Gurahl wandered the wilderness watching for signs of the Wyrms. But their solitary nature betrayed them: though they were powerful when banded together, they were so rarely near each other that the Wyrms were able, one-by-one, to attack them individually. The Wyrms began to corrupt so many areas that the Gurahl were not able to prevent it from gaining a foothold. Gaia screamed in pain, and in pain, gave birth to the Garou.

At first the Gurahl loved their younger siblings and taught them much, including the Rite of Purification, the Rite of Passage, and Gifts like Mother's Touch and Sense Wyrms. But the Garou were warriors, and their Rage was vast and uncontrolled. The Gurahl called for their siblings to balance anger with calm, but the Garou would not take their advice. Indeed, the Garou began to suspect the solitary guardians, thinking the Wyrms had corrupted them as they wandered their far-reaching paths.

The Gurahl met in a Great Council of Bears, and decided as one to deny their younger siblings the wisdom of the Great Healing, the knowledge of the path between life and death, and the Rite of Rebirth. This only confirmed the Garou's suspicions, and led to several outbreaks of violence between Garou and Gurahl. The Gurahl rebirthed their dead, and vanished from the lowlands.

Suddenly, all the places the Gurahl tended began to wither and rot. Then, the Great Ice came. The Garou barely survived that harshest of times, and the Wyrn devoured those who fell to the bitter cold.

The Garou blamed their older siblings for the Great Ice, and accused them of allying with the Wyrn. They learned to track and hunt Gurahl, and learned to burn the bodies of their foes so that the fallen could not be rebirthed. The great War of Rage caused many of the Gurahl to lose control of their Rage, as well, and many Garou died.

But the Garou triumphed. Although the Gurahl were physically stronger and their Rage more destructive, the Garou were smarter and traveled in packs that fought together. The solitary, peaceful Gurahl had little chance against them.

Soon the Gurahl read the signs and called a second Great Council. This time, the Gurahl were divided. Many abandoned their bodies, died, and went to the Summerlands where berry-laden bushes and teeming streams of fish awaited them. Only a few remained behind, in the hope their younger siblings would change. Since this time, only a handful of new Gurahl have been born.

Because of their powers over life and death, the Gurahl are able to extend their lives far beyond their normal life span. To this day, there are rumored to be Gurahl alive who fought in the War of Rage.

The Gurahl established themselves in the Great Russian North, the Pacific Northwest, on polar ice, and in the mountains of the Andes, the Himalayas, and other remote places around the world. There they made cave strongholds where no Garou could follow. Today, there is but a score of Gurahl left.

Culture

The culture of the Gurahl is very old, rich with formality and ancient tradition. Most Gurahl see themselves as equal and genuinely respect each other. Only a few Gurahl, who have active dealings with the Garou or other werefolk, are distrusted or shown disrespect.

Everything in werebear culture indicates an attention to tradition; a Gurahl's day is filled with ritual. They wake each morning at sunrise and formally thank Gaia for another day of life. They have a ritual to thank the spirit of the prey they have slain or the berries they have picked. They have a five-minute ritual of greeting. They mark the birth of each Gurahl Kinfolk with a ritual which checks the infant for presence of the Gurahl essence. Gurahl perform rituals to bid the Sun goodnight, and greet the Stars and the Moon before they sleep. All these rituals keep the Gurahl tied directly to Gaia.

The Gurahl have a strong tradition of hospitality and succor. They watch for those in need or in pain, and will often bring lost, hungry, or wounded into their hidden dens to feed and heal them. They will do this even for their traditional enemies the Garou (though they will not give succor to those tainted by the Wyrn). Many humans have been saved by Gurahl, treated with the Rite of the Ban, and released.



BRIDGES

Organization

Werebears are solitary by nature, though they travel from time to time to meet with other Gurahl and discuss matters. They have no set organization; any may call a Great Council of Bears. This is only done in the most dire situations.

All Gurahl left alive are elders; there have been no new Gurahl in centuries. It is possible that some Gurahl Kinfolk may one day give birth to a new werebear, but it is unlikely. If this were to happen, it would be a cause for great celebration among the remaining Gurahl. Gurahl normally use spirit messengers to keep in touch with one another.

Totem

The Bear is a great Incarna, a powerful Totem the Gurahl meet on a regular basis. The Bear constantly visits his children in various forms, imposing on their hospitality and imparting wisdom and secrets. He watches out for them, and guides them. Some Gurahl have turned towards Ursa Major, the Great she-bear, to learn her secrets of healing and divination.

Language

The Gurahl have a language filled with growls and whuffling noises which allows them to communicate. They make a series of claw-scratches on trees in order to leave information for their brothers and sisters: some Gurahl Kinfolk can read these marks.

Character Creation

Beginning Willpower: 6

Backgrounds: 3, no Resources

Gurahl have poor eyesight and fair hearing, but their sense of smell is incredibly keen. They are large, lumbering creatures with tremendous strength and stamina. In bear form, they can spring for short distances. They are excellent swimmers and tree-climbers.

Breeds

Homid: There are few of these Gurahl, for they are a primitive species. However, most Gurahl homids are peaceful and mystical, and tend to live in remote areas where they spend a gentle life fishing great salmon streams and acting as unofficial (or even official) "park rangers."

Beginning Rage: 3

Beginning Gnosis: 3

Ursine: The Ursine Gurahl are the most ancient of the Gurahl people. They make up the bulk of the Gurahl left. Most Ursines stay in bear-form for most of their lives; however, there are some who live in areas where fur-trappers hunt their kind and usually stay in Homid form in order to stop them.

Beginning Rage: 5

Beginning Gnosis: 5

There are no Metis Gurahl. This is due to the ritual nature of Gurahl breeding, where mates are carefully chosen.

Forms

Homid: Same as Werewolf.

All Gurahl are large, hirsute individuals who have one more Body Level than normal. Their voices are always deep; even the females have hearty contraltos.

Glabro (*Near Man*): Str. +3, Sta. +3, App. -2, Man. -1; Diff. 7.

In this form, the Gurahl becomes hairier and larger, and stoops slightly.

Crinos (*Half-Bear*): Str. +5, Sta. +4, Dex. -1, App. 0, Man. -2, Per. -1; Diff. 6.

The half-bear towers 9' - 20' tall. Dagger-length claws emerge from the upright bear's pads, and his huge arms bristle with sinew and muscle. A Gurahl in half-bear form can easily rip trees out of the ground. His teeth grow long and sharp.

Hispo (*Near Bear*): Str. +4, Sta. +5, Dex. -2, Man. -2; Diff. 7.

The near-bear form much like that of prehistoric cave bears. In this form, the bearish nature of the Gurahl takes over, and the Gurahl finds it harder to think and react (+1-+2 on all Mental difficulties).

Ursine (*Bear*): Str. +2, Sta. +3, Dex. -1, Man. -3; Diff. 6.

This is a normal size bear, appropriate for the land of the bear's origin.

Use of Rage

Gurahl cannot spend Rage to gain extra actions. Instead, they gain extra Strength dice by spending points of Rage. They may only spend Rage up to the limit of their Strength. They are not very quick, but a mauling hit by a Gurahl can devastate an opponent. Gurahl gain back Rage in much the same way as Garou, but they are harder to anger and their Rage replenishes slowly.

Auspices

Gurahl auspices differ from those of the werewolves. For a Gurahl, age determines auspice. Young Gurahl are No Moons; as soon as they outgrow childhood, they become Full Moons; they then advance to gibbous, half and finally crescent in old age. Some Gurahl mature faster than others, and it is not rare for a Gurahl of only thirty years to advance to the Theurge stage. Once a Gurahl has entered a new stage, he may then obtain the Gifts of that auspice, and may continue to gain them even after he has passed on to a new stage. Thus, the oldest Gurahl usually have Gifts representative of all auspices.

Rank

Gurahl have a ranking system similar to the Garou. However, they honor Succor rather than Glory. Succor represents a Gurahl's duty to heal and protect Gaia and her siblings. A Gurahl gains Succor renown for healing. Honor and Wisdom are honored among Gurahl as among Garou, perhaps even more so.

Gifts

The Garou originally received the Gifts of Mother's Touch, Sense Wyrn, Strength of Purpose, Scent of the True Form, and others from the Gurahl. The Gurahl know many Garou Gifts, but rarely use them. Bears are by nature ponderous, wise, and ritualistic.

Rites

Gurahl possess the Rite of the Opened Caern, Rite of Passage, Rite of Cleansing, and the Rite of Caern Building; all Garou rites the bears originated. Many Gurahl create new Rites from time to time, and some have mastered the ability to improvise rites through their understanding of Gaia.

Rite of Rending the Gauntlet (Level One) — Gurahl are so tied to the earth that they find it difficult to enter the Umbra. In order to walk through the spirit-world, they must enact this special rite. The Gurahl spends a point of Gnosis and rolls Charisma + Rituals versus a difficulty of the Gauntlet in the area. Utilize the "Stepping Sideways" chart in *Werewolf* to determine how long this takes. Shifting into half-bear form, the Gurahl rends the Gauntlet, and opens a physical hole into the spirit world, through which he can then step. The hole closes immediately.

Rite of the Healing Winds (Level Two) — This rite requires the attendance of a Chinook, a spirit of the frosty North Wind. The Gurahl are able to take the Chinook and channel its chill power to purify the land. This purification detoxifies poisons in water, air, plants, and animals. The Chinook spirit also decreases the local temperature about 10 degrees, but only for a day, so lasting damage is rare. Polar Gurahl regularly summon and bind Chinook spirits, then send them to their brothers and sisters to aid purification throughout the world. A roll of Manipulation + Rituals is required for the rite to be successful. A badly polluted area will require a difficulty number of eight or nine. Sometimes the Chinook is defeated by a Bane floating in the Umbra, and the rite is unsuccessful.

Rite of the River-Portent (Level Two) — In this rite, the Gurahl catches a fish out of a creek with its claw, rends it open, and reads the omens within. Through this rite, the Gurahl may gain information about herself, the present, and the future. A Intelligence + Enigmas roll (difficulty 8) is required to determine the depth and clarity of the portent.

Finding the Ancient Cache (Level Three) — Many of the greatest secrets and treasures of the Gurahl are locked in hidden caches deep in the earth, protected by powerful spirits or hibernating Gurahl elders sworn to protect the secrets buried within. This rite allows a Gurahl in the vicinity of an ancient cache to discover the gateway to it. A Wits + Enigmas roll, difficulty eight, is required to get a general sense of where the opening is, and seven successes must be accumulated in order to locate it exactly. This rite can be cast several times as the Gurahl gradually gets closer and closer to the opening (make sure you record the number of successes you have already collected). The gateways to the caches are often

fastened with complicated locks that can only be opened by solving an enigma.

Rite of the Pure Earth (Level Three) — This rite purifies the earth in the local area, completely destroys any presence of the Wyrn, and reconnects the land to the healing life-force of Gaia. It is a much more potent rite than the Rite of Cleansing. The ritualist utilizing this rite must bleed into a bowl of pure water and salt. The resulting concoction is sprinkled over the area to be purified (either through the use of an air spirit or by hand) and the rite concludes with a mighty growl given by the ritualist. The ritualist takes three aggravated wound levels of damage during the course of this ritual. Additionally, he must spend three points of Gnosis. The purified earth is not prevented from being further infected with the Wyrn, and will again become corrupt if not protected.

Rite of the Ban (Level Four) — The Gurahl possess many secrets, which they protect with this rite. The Rite of the Ban prevents the subject of the rite from speaking of a named secret (the secret is named at the start of the rite). Indeed, though the subject may remember the secret, there is no way an outside force (a mind-probing mage or psychic) can compel that person to give up the information. The Rite of the Ban is so powerful that, even if a person was somehow forced to tell the secret, the Ban itself would erase the information from the mind of the subject. The Rite of the Ban is usually enacted on those Gurahl who are about to go among outsiders, so the vast knowledge they hold cannot be spread.

This rite is painful for the ritualist, for it is the nature of the Gurahl to learn and teach. Still, this rite is necessary, especially in a world where some Garou hunt the secrets of the Gurahl. This rite can be used on humans, Garou, and even Kindred.

Rite of the Long Sleep (Level Five) — This enables the Gurahl to place a person in a state of suspended animation, during which she does not age, eat, drink, or require much oxygen. People who are Incapacitated will remain alive while under the effect of this rite, their spirits trapped within the ward. This rite has been used successfully on Garou and humans as well as Gurahl. The Gurahl rolls a Manipulation + Rituals roll against the target's Stamina + Survival. The target may agree to the rite: this lowers the difficulty by a factor of three. A Gurahl may perform this rite upon himself. Vampires can be placed in Torpor with this rite.

The rite must be set with a condition relating to the passage of the moon or the sun, such as "Wake when the Moon grows full 13 times" or "Do not wake until 20 years has passed." The number of successes should be used by the Storyteller to determine how long the rite actually lasts: a rite with only one success may not last the desired 20 years. This rite requires the sacrifice of one permanent point of Gnosis.

Fighting the Death-Bear (Level Five) — With this rite, a Gurahl may revive a recently slain person. The Gurahl must fight the Death-Bear, a powerful Incarna who jealously guards the spirit of the fallen. If the Gurahl can defeat the Death-Bear, then he is allowed to retrieve the spirit and return it to his or her body.

The ferocity of the Death-Bear should depend on the strength of the ritualist. If the Gurahl dies while fighting the Death-Bear, there is a strong possibility the Death-Bear will take the spirit of the ritualist, leaving the spirit of the fallen to return to her body or wander into the Umbra. In the past, Gurahl made compacts with the Death-Bear which enabled them to rebirth fallen comrades simply by placing the bodies in Gaia's soil. Many of those compacts have broken or lapsed and now the Gurahl can only rebirth the fallen through battle.

Aurgra

Breed: Ursine

Auspice: Half Moon

Attributes: Strength 4, Dexterity 2, Stamina 5, Charisma 2, Manipulation 3, Appearance 2, Perception 4, Intelligence 4, Wits 2

Abilities: Alertness 4, Brawl 3, Dodge 2, Empathy 4, Intimidation 3, Primal-Urge 3, Animal Ken 5, Etiquette 4, Leadership 3, Performance 1, Stealth 4, Survival 5, Enigmas 4, Medicine 4, Occult 4, Rituals 5

Backgrounds: Past Lives 2, Allies 3

Gifts: Heightened Senses, Blur of the Milky Eye, Scent of the True Form, Mindspeak, Mother's Touch, Razor Claws, Detect Spirit, Wisdom of the Ancient Ways

Rage 6, Gnosis 9, Willpower 5

Rank: 3



Rites: All Gurahl rites; Rite of Binding, Rite of Summoning, Rite of the Fetish

Fetishes: Heralds of the Horn (Level 3, Gnosis 7): this is a moose antler, carved and painted with Gurahl pictograms. Bound into it are spirits of air and skrying. With a successful Willpower roll versus the fetishes' Gnosis, they can be released to perform a duty; usually spying out an area and returning to deliver news to the fetish owner. If the roll is botched, the spirits will disappear into the Umbra. If this happens, more spirits must be found and bound before the fetish can be used again.

Image: A huge black she-bear with a white star on her forehead.

Roleplaying Hints: Aurgra always uses Mindspeak to communicate. She never changes form unless absolutely necessary. She rarely moves, but can do so silently.

Background: Aurgra has been sleeping for the past hundred years in the wilderness near Vancouver, British Columbia. She found a deep cave and bound several spirits to protect her sleeping form, whereupon she performed the Rite of the Long Sleep. Now she is awake, and is sending spirits all over Canada and the Northern United States to look for other Gurahl and learn the state of the world. She is not pleased by what she has learned, such as the rumors that a great Wyrms artifact was discovered and subsequently lost from knowledge. She is becoming increasingly concerned about the situation in Vancouver. She has been contemplating assuming Homid form and investigating further, but is waiting for one of her brothers or sisters to get in touch with her. She has had the pleasure of defending some local bears from fur trappers and has no problem finding adequate food.

She is a follower of Ursa Major, the Great She-bear Incarna. Aurgra hopes to attract the spirit's attention soon, since she hasn't had a visit from the Incarna in many years.

Aurgra knows much about visions, and has the ability to peer into the near future to observe trends. She is beginning to doubt whether her decision to hibernate was good.

Corax (Wereravens)

It is dangerous for mortal beauty, or terrestrial virtue, to be examined by too strong a light. The torch of Truth shows much that we cannot, and all that we would not, see.

— Samuel Johnson, "The Rambler"

"Come closer, simp. I've got things to relate. Finish brushing off your shell, so to speak. It takes getting used to, doesn't it. watching out of one eye on the side of your head?"

"Bet you thought you were turning into a werewolf, right? Like in the movies? When your body began to move without you telling it to, guts writhing, arms stretching, legs twisting, the whole nine yards. Hah! Well, weren't you surprised when you found yourself with feathers and a beak. Oh! but the sky, the shining sun! They called you, and you were there — flying! Felt like you'd been born there.

"Well, now you know— you're a raven, not a wolf. You won't rend your enemies, feel their blood pulse from jagged wounds as you tear into their frail bodies. Nope, none of that. But you're lucky. You know something they don't. And if you're smart, you'll know lots of things they don't. That's where we have it over all of them, see. Not just the wolves, mind, but mages, ghosts, and all sorts of werelings. You look skeptical, but there are more things in heaven and earth, Horatio... You get the picture. We can go places, see things, hear things they can only dream about. That's what makes us special.

"Some things don't want to be seen or heard. Tough! That's our job, our task, our ancient purpose. The light of day, the beautiful sun, casts many shadows, and it's our job to scavenge these shadows, to pull their secrets out into the light. Those of us with a psychoanalytical bent say we are doing the work of the Self, bringing shadow elements of the unconscious into consciousness, furthering the process of individuation. I say psychoanalysis is a game for the Jung at heart, but I do enjoy a good Freudian slip.

"Really, I don't know about all that. I do know I can't keep a secret! Kawk! Born of the Light, travelers in Darkness are we.

"Many don't like what we do. Sure, we're useful when they want to know the other guy's secrets, but when it comes to their own dark baggage, they'd rather leave it packed and in the basement. We turn on a light in their closets to show the skeletons dangling there, and some just can't handle it.

"So, we've got a bad rep. That's why we're so few. The persecutions have cost us many brothers and sisters. So watch out, watch your back, and above all, watch your mouth.

"The Garou, the werewolves I mentioned before, they're all right, most of them. They can see beyond our spooky image, see the value of what we accomplish. They generally don't hurt us. In fact, it's a good idea to get in with them — even join a pack! They let us do that. Where are you going to get better bodyguards than a bunch of werewolves? And the eats! There's always good eating around wolves, and it works the other way around too. We find the food, they kill it, everyone digs in.

"Well, come on kid. I've got some things to show you. Learn quick, cause I've got better things to do, and will soon be on my way.

"Let's fly! Kawk!"

History

Raven's Children believe they originated in Asia, in the ancient cold-cracked Siberian taiga. It is there Raven first formed his offspring, and sent them into the airy space between sky and earth. It is to the sun they aspire, flying ever dangerously higher to feel his caress. Indeed, the Corax were not always black of feather — but that is another tale.

Although they live within Gaia's fold, it is the work of the sun they do, carrying his light into the dark Umbra and the hearts of Gaia's creatures. The exposure of hidden flaws and secrets is not always kind, and the Corax have gained many an enemy. They are believed to herald death and doom, and they are often unwelcome. The Garou, however, respect the Corax,

and their alliance is old and strong. Wise Theurges recognize the value of the dark knowledge imparted by the black-feathered oracles, and the Ahrouns know it is lucky to hunt with a raven on your shoulder.

The Corax have a long history in the Old World. They were known among the Greeks and the Celts, and traveled with the Vikings on their battle-journeys. It was in this period the Corax forged their long relationship with the Fianna and Get of Fenris.

When the Garou led the Pure Ones into the New World promised by Gaia, the Corax accompanied them. Afterward, Corax led their own Kinfolk to the new land. Many settled in the Pacific Northwest: whole tribes of Corax Kinfolk still live in that area, and make their prayers to Raven.

Organization

The Corax are solitary, individualistic shapeshifters; they do not group themselves into tribes or clans. Occasionally, Corax will call a Gather, sometimes called a Parliament, and from these they will sometimes build temporary groups. These groups are usually formed to accomplish a certain goal, and disband once the goal has been reached.

Some urban juvenile Corax have been known to form gangs, called murders, and roam their territory. These groups typically dissolve as the Corax mature.

A few groups have remained intact, and have become ongoing societies or camps (see below).

Corax treat renown and rank like Garou, but to them Wisdom is by far the most important. All Wisdom rewards are doubled for Corax. Honor and Glory are rarely sought, but considered worthy when gained.

The Morrigan

This is an ancient society of female battle crows. Their number is always three, their positions passed down to chosen successors. Death, war and battle are their arena, and they often fly above Garou battles, croaking of doom. At time of great omen, all three will gather at the field of battle, and together can perform the Rite of Battle Blessing (see below).

The Hermetic Society of Swift Light

This is a corporation of Corax who are in the information brokerage business. "Any secret under the sun" is their motto, and clients include mages, vampires and Garou. Though it is a large business (staffed by Kinfolk), only one Corax is ever involved in operations at a given time. Leadership of the corporation is treated as a trade good. A Corax will bargain with others to gain (or get rid of) the responsibility. They are also known as an excellent messenger service.

The Umbra

The sparkling passage to the Umbra fascinates the Corax just as shiny objects attract their raven kin. Many Corax spend more time in the Umbra than in the "real" world, flying about

and learning its ways. Some elder Corax have forsaken the mundane realm altogether, flying away into the Deep Umbra, rarely to be seen again. They are said to have "forgotten the sun."

Corax have often served as messengers between the spirit world and the mundane, for they have learned to swiftly travel the shadowy routes.

Totem

Make prayers to the Raven

Raven that is,

Raven that was,

Raven that will always be.

Make prayers to the Raven.

Raven, bring us luck.

— Koyukon chant

All Corax have the Raven as their totem, and believe they owe their existence and their many Gifts to him. See **Ways of the Wolf** for a description of Raven. All Corax are automatically allied to him; they need not purchase the Totems Background. However, unlike Garou packs who follow Raven, Corax have no Ban; they can do as they please, safe in the knowledge that Raven will never desert his Children. Thus, they can (and do) hoard wealth.

Language

The Corax speak a tongue of croaks, quorks and many sound effects. It is very hard for non-Corax to learn this language, and even if they do, a Corax conversation is a formidable trial. Many discussions are wholly in quotes. To make it worse, sometimes only a partial quotation is used, leaving the Corax addressed to fill in the rest. After all, who needs to quote an entire passage when everyone knows the whole saying? This can be very confusing to listen to, though the Corax have little trouble understanding each other.

Habitat

The Corax, like their raven brethren, are an adaptable race. They do not restrict themselves to any locale or climate, and are at home in the teeming urban sprawl as well as the harsh wilderness. Both environments have their precious secrets and hidden ways.

The two largest populations of Corax are on the Northwest coast of the US and Canada and in Scotland. Parts of Russia also support small populations of roaming Corax.

Breeding

The Corax reproduce by performing the creation rite Raven taught them long ago. A human baby or raven egg, almost always the offspring of a Corax, is chosen to become Corax. The rite is enacted in the Umbra, and requires a lock of human

hair or a raven feather, depending on the breed of the fledgling Corax, donated from the parent who leads the rite.

The rite requires the expenditure of three permanent Gnosis, and a spirit egg is created and bound to the Umbral form of the young Corax. There it will rest, incubating for years until it is hatched. Hatching usually occurs at puberty, though a traumatic event can cause it to happen sooner. The raven and human parts of the child are joined, and the Change occurs for the first time. When this happens, a spirit call is sent out, alerting any Corax nearby — and any Umbral predators. With luck, a Corax arrives and initiates the juvenile into the ways of the shapeshifters, before leaving the fledgling on her own.

The fetish eggs, incubating in the Umbra, are hidden, but can be located by Gifts and spells. A Corax egg is highly prized by mages and occultists. Black Spiral Dancers sometimes go on egg-hunting expeditions in the Umbra.

When an egg is destroyed or separated from its Corax "nest," the child becomes an autistic or neurotic shell, doomed to a half life, sundered from part of her self. It is said that the Black Spirals collect eggs, and take them to be hatched in their black pits.

Due to the specific requirements of the rite, there is no such thing as a Corax metis. The rite cannot be performed over an egg from the union of two Corax.

Character Creation

Beginning Willpower: 3

Beginning Gnosis: 6

Beginning Rage: 1

Forms

The Corax have three basic forms they can assume: Homid, a Crinos half-form, and Corvid shape.

Homid: this is the human body. Corax in Homid form are short, rarely over five feet tall. Basic stats as in **Werewolf**.

Crinos: Str. + 1, Sta. + 1, Dex. +1, App. -2, Man. -2, Per. + 3; Diff. 6.

The Corax Crinos form is an awkward amalgam of man and bird, and is rarely assumed except to intimidate or defend. In this form, the Corax's hair turns black with a metallic sheen, some clumps of hair actually turn into feathers. The nose and jaw lengthen into a beak-like protuberance and the arms become wings that end in claw-like hands. The feet become claw-like as well, while the legs remain relatively human. No body mass is gained. The Corax, for the most part, disdain this form, and use it only to intimidate or fight.

The clawed hands and feet do Strength +1 damage (aggravated).

Corvid: Str. -1, Dex. +1, Man. -3, Per. +4; Diff. 6.

This is the form favored by most Corax, and it is essentially that of a large raven (wing-span average of four and a half feet). Corax, in this form, prefer flight to fight in almost every situation. However, should the situation demand it, they can defend themselves with their sharp beaks (Strength +1).



Special Combat Maneuver: Eye Pluck

Corax have a combat maneuver in which they can aim for an opponent's eye, attempting to spear and pluck it out. The difficulty is nine, but the maneuver does Strength +2 damage; if five successes are scored to hit, and at least two damage successes get past the soak, the victim's eye is torn out. This counts as aggravated damage. If a Garou does not get a Battle Scar effect from this maneuver, she can grow her eye back.

Roleplaying Notes

The Corax love to cultivate their mysterious image, and speak very cryptically even about mundane things. Appear secretive, yet open to confidence. Listen to peoples' problems, offer advice (sometimes meaningless), but be sure find out what's going on. Don't backstab yourself by revealing confidences, but find a way to use the knowledge to your advantage. Make yourself an important source of wisdom and lore, and always be present at council.

Merits and Flaws

Many Corax possess the 2 pt. Merit: Eidetic Memory (see Chapter One: The Garou).

Corax Merit:

Quick Learner (2 pt Merit): This merit allows the Corax to halve the time needed to learn a new Gift, skill or lore (but not Talents). Experience point cost remains the same.

Gifts

*Drive my dead thoughts over the universe
Like withered leaves to quicken a new birth!
And, by the incantations of this verse,
Scatter, as from an unextinguished heath
Ashes and sparks, my words among mankind!
Be though my lips to unawakened earth
The trumpet of a prophecy!*

— Percy Bysshe Shelley, "Ode To The West Wind"

The Corax believe their Gifts are granted them by the sun, to further the awakening of Gaia's children.

Voice of the Mimic (Level One) — This Gift allows the Corax to imitate any sound or voice she has heard. Requires a Perception + Expression (or Mimicry) roll, difficulty based on the complexity of the sound. When combined with the Eidetic Memory merit, whole conversations can be replayed with eerie exactness.

Enemy Ways (Level One) — This is a danger sense. The Corax, rolling Perception + Stealth, can know about enemies in the vicinity, and get an idea of where they are, based on the number of successes. The Irish hero, Lugh, was warned of approaching fomori in this way.

Omens and Signs (Level Two) — Corax can find symbolic portents in their surroundings. The location of a particular object or animal in relation to a place or time of day could tell the Corax something about a momentous occurrence. A Storyteller can be very imaginative in describing the omen.

The Corax must roll Wits + Occult. This is similar to the Theurge Gift: Sight From Beyond, but differs in that no dreams are involved.

Tongues (Level Two) — See the new Homid Gift (the Pack chapter).

Dark Truths (Level Three) — This Gift allows the Corax to uncover a secret truth or character flaw of the observed subject. The Corax must spend a Gnosis point and roll Perception + Enigmas. This does not allow combat flaws to be detected (that is the Gift: Fatal Flaw). Instead, the Corax can discover a psychological secret. For example, the subject may be hiding the fact that he is a murderer, or he may be embezzling funds from a charity.

Hear the Corpse Whisper (Level Three) — The Corax, by spending a Gnosis point and rolling Perception + Occult, can hear and speak to a recently dead body (no more than 24 hours dead). The corpse's (actually the dead spirit's) willingness to talk is determined by the number of successes.

Airt Sense (Level Four) — This is the same as the spirit Charm, but Corax must spend one Gnosis point and roll Perception + Occult. The understanding of the ways of the Umbra granted by this Gift will halve travel time through the spirit world.

Gauntlet Runner (Level Four) — A roll of Wits + Enigmas (difficulty 8) will reduce the Gauntlet in a certain area by one for every two successes. The Corax must still use a reflective surface to enter the Umbra.

Thieving Talons of the Magpie (Level Five) — This is the same as the Fifth Level Ragabash Gift and was taught to the Garou by the Corax.

Portents (Level Five) — By spending two Gnosis points and rolling Intelligence + Enigmas, the Corax can see a future event with clarity. Though the future is mutable, the Corax will see the most likely event. Portents must be used with the discretion of the Storyteller.

Rites

The Corax have a number of rites, some of which are similar to those of the Garou.

Rite of Talisman Dedication (Level One) — This is identical to the Garou rite.

Rite of the Sun's Bright Ray (Level Two) — This rite will bring light into a dark area, even underground. The whole area will be lit with a bright golden glow like sunlight, and affects vampires as does sunlight. The light will remain for one hour per success on a Gnosis roll, difficulty seven.

Rite of the Fetish Egg (Level Two) — This is the rite used to create new Corax, as described above.

Rite of Becoming (Level Two) — As the Garou Gift.

Rite of Battle Blessing (Level Four) — This rite is only taught among the Morrigan. It is used to demoralize enemies of the Corax. Corax spies, however, have been known to steal rituals. This rite is aimed against an enemy army (enemies of the Fianna, usually) and causes the combatants to lose one die from their dice pools for every Gnosis point spent by the

Morrigan. All three Morrigan must be present to enact the ritual, and each Morrigan can only expend as many Gnosis points as she has in her Occult rating for this ritual.

Rite of Memory Theft (Level Four) — This rite allow a group of Corax to plunder the memory of another Corax, usually one found guilty of dangerous stupidity. The Corax enacting the rite gains the benefit of the victim's knowledge, while the victim becomes as ignorant as a fledgling.

Louis Ventur, "Lucifer"

Breed: Homid

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 5, Manipulation 4, Appearance 3, Perception 4, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 2, Dodge 3, Expression 4, Primal-Urge 2, Streetwise 4, Subterfuge 3, Animal Ken 1, Performance 2, Repair 2, Stealth 3, Survival 3, Enigmas 3, Investigation 3, Occult 3

Backgrounds: Contacts 2, Kinfolk 1

Gifts: Voice of the Mimic, Enemy Ways, Omens and Signs, Tongues

Rage 3, Gnosis 5, Willpower 3

Rank: 2

Rites: Rite of Talisman Dedication

Image: In Homid form, Louis has an unruly nest of shiny black hair he rarely bothers to comb, and sports a small patch



of hair on his narrow chin. He wears grungy clothes from thrift stores. His favorite piece is a battered old aviator jacket. This jacket is bound to him; it appears on his Crinos form and serves to mask the awkward shape he assumes in this form. In Corvid form, Louis looks like a normal, albeit large, shiny black raven.

Roleplaying Hints: You are sly and somewhat conceited, a smirk haunts your features. Yet you've convinced people that your attitude is well earned, and the tales you tell of your exploits (mostly fictionalized) have convinced many of your authority. Your charisma and cheek often win over non-believers. When you're on to something interesting, become very intense and attentive, and aim all your faculties slyly at your target.

Background: Louis was born in Alaska, and is part Native American. He belongs to the network of Corax Kinfolk in the Pacific Northwest. He roams the northwest coast, never content to stay in one place, though he has come to like the urban scene of Seattle and Vancouver. He likes to check in occasionally with the Uktena of Alaska, and has been adopted by a Theurge of that area. The old Garou was passing through the Umbra at the time of Louis' hatching and, hearing the fetish egg's call, stood over it until a Corax arrived from the Umbral depths to take charge of Louis' initiation into Corax life.

Louis is incessantly curious and is in danger of getting himself into deep trouble in Vancouver, where the plots of the Kindred run deep. However, he recently made the acquaintance of some Bone Gnawers, and is thinking about hooking up with them for a semi-permanent situation — they know a lot about what's going down in Vancouver.

Bastet (Werecats)

History and Ways

The Bastet revel in their role as the “eyes” of Gaia, a role which wins them the grudging respect and eternal distrust of the Garou. The unsettling watchfulness, curiosity, and graceful arrogance of the felines contrast sharply with the werewolves, and the great cat's vanity and sensuality fill many Garou with distaste. Bastet, for their part, see their cousins as crude, uncouth, dirty, and stupid.

According to Bastet legend, Gaia, called Mother of Catkind, created the Bastet to oversee her human children. The inventiveness of humanity fascinated the Bastet, and they became fond of observing man from a distance. This fondness did not preclude many Bastet from partaking in an occasional human snack, but, for the most part, the Bastet regarded man with goodwill. The cat-worship of the Egyptians developed during this period.

The Impergium drove a wedge between Bastet and Garou that has never healed. Although the werecats protested that human expansion suited Gaia's purpose, their real objection to the Impergium probably stemmed from the Bastets' fondness for human toys. Until recently, the Bastet carried a grudge

against their boorish cousins for what they had considered an aesthetic outrage. The events of the past century, however, have led many Bastet to the belated conclusion that the werewolves might have had the right idea.

When gun-toting conquerors came to Africa, Asia, and the New World, true cats and Bastet alike were hunted for their ferocity and beauty. There are many Bastet who would like to even the score with humanity, and take any opportunity to do so.

The werecats have attracted strange bedfellows. It is rumored that the Silent Striders have allies among Bastet. The werecats also appear to have developed friendships with vampires and mages, which does not help their reputation among the Garou. To the Bastet, such alliances are educational. How better to defeat the Wyrms than to learn its secrets from the source? To the Garou, the Bastets' actions stink of treason.

Cats in general are a mystery, and the Bastet like it that way. In contrast to the Garou, werecats are loners. All Bastet are equal in the eyes of the Mother of Catkind, though werecats of great age, skill, or wisdom receive their due respect. In general, werecats can take or leave the majority of their acquaintances. Those few who win a Bastet's affection gain a friend for life.

The Nine Tribes are the aristocratic groups of the Bastet, based around breed rather than deed. Bastet identity is based on race and breeding rather than group allegiance. Each tribe has some purpose among the Folk, which is often related to the tribe's place of origin. Although the werecats draw power from the full moon, they are not tied to Auspice the way Garou are.

The three most prominent features of Bastet behavior are curiosity, cleanliness, and clannishness. Werecats consider it their divine duty and right to know everything about everything. If a werecat thinks that you have a secret, she will do nearly anything to find out what that secret is. Werecats will become downright irritable if they think someone is holding out on them.

Conversely, Bastet are very close-mouthed. While they are hopeless gossips with each other, they derive a perverse joy from watching outsiders squirm. A few minutes spent with a silent, smirking werecat is enough to drive most Garou up the wall.

Compulsive fastidiousness is another Bastet trademark. In Homid, Feline, or any other form, werecats are always impeccably clean. A Bastet in combat may even break off the fight for a moment to groom himself. Hence, werecats consider their lupine cousins irredeemable slobs.

Bastet are also known (and frequently disdained) for their unbridled sensuality. They love to be petted and stroked, and delight in new sensations. Bastet even take lovers among their own kind, much to the werewolves' disgust. Werecats consider themselves connoisseurs of carnality. Garou consider them sluts.

For the most part, Bastet do whatever they damn well please.

Their apparent carelessness makes the Bastet hard to trust. On a deeper level, however, the Bastet take their role as

watchful predators very seriously. The werecats care little for the opinions of others. Personal honor, however, carries great weight.

Society

Bastet are solitary creatures who can get along with others for short periods of time. With the exception of the Simba, werecats do not maintain a society of their own. During full moons, werecats may converge on an area for a sort of moot, called a *taghairm*. There, information is exchanged, tales are told, and songs are sung. Other creatures are not welcome at a *taghairm*; anyone caught spying is immediately chased down and ripped to pieces.

Taghairm are typically hosted by an individual Bastet. The host offers her Realm and guarantees safe conduct for all Bastet attending. It is exceedingly bad form to invite guests other than Bastet. As Bastet rarely roam far from their native lands, one tribe will usually dominate a particular *taghairm*.

Despite the catty stereotype, werecats have little use for tribal divisions and prejudices. Befriending a werecat is unusual, but not impossible, for any creature if the werecat in question finds his company worthwhile.

One of the few measures to gain fame among to werecats is the gather gossip. Unearthing secrets and spreading them among the Folk is the best way to win respect; cats are the eyes of Gaia. Defeating a Wym plot will also win those responsible a dose of fame. Despite their cool exterior, Bastet are steadfast enemies of the Wym.

Breeds

Werecats breed much like werewolves. Bastet, however, go into season only once a year. During this time, the werecat searches for suitable mates, either human or feline. The kits are raised by a surrogate family and watched from afar by the parent. Bastet often appoint some other werecat as a godparent to watch over the kits as well. At adolescence, the mentor comes to collect the kit and teach her the ways of the Folk. The mentor takes charge of the kit for a year, after which the kit is considered a full-fledged Bastet and is set free to prosper or perish as she will.

Because werecats are fertile only once a year, the shapeshifter strain runs stronger than in Garou. Even then, most heats will not produce another werecat (only 3 in 10 may be Bastet). Because of the solitary nature of werecats, and the shrinking habitat for true big cats, Bastet are fairly scarce.

Frenzy

Bastet are more level-headed than their lupine cousins. Even so, they are still vulnerable to frenzy, particularly the Khan and Balam tribes. In general, circumstances must be extreme to drive a werecat berserk, but such things as fire, being cornered, or the violation of a Den-Realm will cause Bastet to check their Rage. For all Bastet except Khan and Balam, raise the difficulty to frenzy by two.

Stepping Sideways

Bastet, unlike many other werereatures, cannot simply step into the Umbra. The ability to pierce the gauntlet is not natural to them. Instead, they must possess the Gift: Walking Between Worlds.

But Bastet have a different, and in many ways more potent, relationship to the spirit world, in the form of their Den-Realms. Through the Rite of Claiming, the Bastet stakes out a portion of the Near Umbra land surrounding his earthly territory. He sets this off from the rest of the Umbra, and there makes his den. Once a Bastet has a Den-Realm, he can step sideways in and out of it with ease, but can go nowhere else in the Umbra without the proper Gift. See below for more details on Den-Realms.

Totems

Bastet are self-sufficient. Although they'll socialize with anyone to learn a secret, they make few allies. Most Bastet do not take totem spirits, and prefer to worship Gaia in her aspect as Mother Of Catkind. Some werecats, usually those of European descent, pay homage to a totem avatar called the King Of Cats, a spirit renowned for his speed, cunning, and humor. For the most part, though, the cat stands alone.

The Ratkin (wererats), and those Garou who follow the Rat Totem, are obviously not on good terms with the Bastet.

Habitat

Bastet range all over the globe. Most stay near the other members of their tribe, but in the modern era, many Bastet have taken to the city. They are not fond of cities, but dislike them less than do the Garou. The general locations of the tribes are listed below.

Many werecats also set up a Den-Realm. These realms are not necessarily located in wilderness areas. An urban werecat may choose an apartment building, house, or a certain group of alleyways as his realm; such places are remarkably free of crime...

Character Creation

Werecats tend, in their human guise, to be graceful, slender, and unusually attractive. They are noted for their sure-footed grace, probing stare, sensuality and finicky manners and sometimes are betrayed by these characteristics. In dim light, the pupils of their eyes shine. Bastet can see in near-total darkness, even in their Homid form, and tend to have sharp senses.

Breeds

Bastet breeds correspond in most ways to Garou breeds.

Homid:

Nickname: Monkeychild

Initial Gnosis: 2

A werecat born of a human parent. Similar to Garou homids.

Metis:

Nickname: Halfbreed

Initial Gnosis: 4

Unlike Garou, metis werewolves are not outcasts. They do, however, share the deformities of Garou metis. Because of the cycle of Bastet fertility, metis werewolves are rare. Bastet avoid sexual liaisons with other werewolves while in heats. Still, mistakes happen.

Feline:

Nickname: Wildcat

Initial Gnosis: 6

A large, predatorial cat. The race of the feline depends on which of the nine tribes the cat is born into.

Forms

The Bastet have five forms, from Homid to Feline. Unlike Garou, the Crinos form is not a raging monster, but a mystical combination of the strongest elements of human and beast.

Simba, Khan, Bagheera, Pumonca, Balam tribes:

Glabro: Str. +1, Dex. +1, Sta. +2, App. -1, Man. -1; Diff. 7.

Crinos: Str. +3, Dex. +3, Sta. +3, App. 0, Man. -3; Diff. 6.

Hispo: Str. +2, Sta. +3, Dex. +3, Man. -3; Diff. 7.

Feline: Str. +1, Sta. +2, Dex. +3, Man. -3; Diff. 6.

Bubasti, Qualmi tribes:

Glabro: Dex. +1, App. +1, Per. +1; Diff. 7.

Crinos: Str. +1, Sta. +1, Dex. +3, App. -2, Per. +1; Diff. 6.

Hispo: Sta. +1, Dex. +4, App. -1, Per. +1; Diff. 7.

Feline: Str. -1, Dex. +4, Per +2; Diff. 6.

Swara tribe:

Glabro: Str. +1, Sta. +1, Dex. +2, App. -1, Man. -1; Diff. 7.

Crinos: Str. +2, Sta. +3, Dex. +4, App. 0, Man. -3; Diff. 6.

Hispo: Str. +2, Sta. +3, Dex. +3, Man. -3; Diff. 7.

Feline: Str. +1, Sta. +2, Dex +4, Man. -3; Diff. 6.

The Nine Tribes of the Bastet

Each of the Nine Tribes is related to the true cats with whom they breed. As a rule, werewolves prefer to set up housekeeping near their tribal lands, but this rule, like all others, is made to be broken.

Each tribe has a specific purpose within werewolf society. Over the centuries, however, the individual nature of catkind has eroded these purposes. Many werewolves still pay lip service to their tribal role, but tend to do as they please.

The tribes actually number only eight, though they are still referred to as the Nine Tribes by tradition. The Ceilican of northern Europe and Britain were decimated, first by the War of Rage and then by the human Inquisition. There has not been a Ceilican born in memory. They were a gleeful folk, closely allied with Faeries, and many rumors persist that some



of them escaped into Arcadia and there reside in ageless grace. Many Bastet swear to have heard their haunting flute melodies, carried on a fey wind.

The Bubasti are believed dead by many Bastet, for none have been seen at a taghairm for a long time. They are not dead, though, simply hiding. Some have made alliances with the Gaki of Japan and the Tremere of Europe, though they keep their reasons a secret.

The Tribal Gifts listed are available only to that tribe. For a more complete list of Bastet Gifts available to all catkind, see Bastet Gifts below.

Bagheera (Panther):

Initial Rage: 2

Initial Willpower: 2

Backgrounds: 4 points, no Totem or Fetish

Habitat: India and North Africa.

The wise Bagheera are the sages of the Bastet, and still take their role seriously. Of all werecats, Bagheera are most likely to share their secrets with outsiders, and are the most even-tempered. Even so, they do not suffer fools gladly, or for very long.

Bagheera have a special fondness for religion and philosophy, and enjoy news of other cultures. Many have traveled to other lands, particularly in the New World, and have created Realms in urban areas. Although the majority are of Indian descent, many are oriental or European. They bear, as a tribe, a special hatred for the Wyrms.

Tribal Gifts: Wisdom of the Ancient Ways (as the Philodox Gift) and Ultimate Argument of Logic (as the Theurge Gift).

Balam (Jaguar):

Initial Rage: 4

Initial Willpower: 4

Background: 3 points, no Totem, Resources, Allies or Contacts

Habitat: Central and South America

The savage Balam are the sentinels of the New World. Only the Khan have a greater Rage and dislike for modern humans than they. For the Balam, the search for secrets takes a back seat to the defense of their tribal lands. Their human Kinfolk are nearly always South American Native Indians, and they favor the colorful fashions of the bygone Incas and Mayans.

The Balam are engaged in a fierce battle for their territory in the Amazon. They fight both Pentex and the Garou, and give no quarter to either.

Tribal Gifts: Beastmind, Trackless Waste and Gaia's Vengeance (all as the Red Talon Gifts).

Bubasti:

Initial Rage: 1

Initial Willpower: 2

Gnosis Bonus: +1

Backgrounds: 2 points, no Allies, Contacts or Pride

Habitat: Anywhere.

Bubasti are directly related to Egyptian demigods and are rumored to be the oldest of the Nine Tribes. Although physically weaker than their fellows, their magical ability makes them formidable foes. Of all Bastet, Bubasti are the most likely to turn to the Wyrms. Even most werecats don't trust them. Bubasti are always thin and black, and resemble Sheltie-sized Abyssinian cats. Their Homid forms are usually North African or Asian, though a few are Caucasian. All Bubasti have an eerie, penetrating gaze.

This tribe is very small; it suffered heavily from the War of Rage, and even many Bastet believe the Bubasti to be dead and gone.

Tribal Gifts: Sight From Beyond (as the Theurge Gift) and Totem Gift (as the Metis Gift; this is used to succor the Mother of Catkind).

Khan (Tiger):

Initial Rage: 5

Initial Willpower: 3

Background: 5 points, no Totem

Habitat: India and parts of Asia.

The Khan are berserkers, the heavy artillery of the Bastet. Larger and stronger than most Garou and boiling with the Rage of an Ahroun, a Khan in Crinos form is a deadly beast. Khan homids are strong and tough, usually tall and broad-shouldered. All races have found mates among the Khan, although many are of English or Indian descent. There are reputed to be a dozen or so White Tiger Bastet, but few have met them. The Khan hate humans passionately for hunting their cousins and destroying their habitat.

Like the Simba, Khan cause Strength +3 dice damage when they bite.

Tribal Gifts: Heart of Fury and Stoking Fury's Furnace (as the Ahroun Gifts).

Pumonca (Cougar):

Initial Rage: 4

Initial Willpower: 4

Background: 3 points, no Totem, Resources or Allies

Habitat: Southern and Southwestern United States.

As the Balam guard South America, so the Pumonca, or werecougars, watch over North America. Though as a rule the Pumonca are neither particularly wise, quick, or magic proficient, they are strong and adaptable. Many feel a kinship with Native American culture, and keep a special eye on local settlements. Pumonca tend to choose their mates from various native peoples, rather than from the European settlers who once singled their feline cousins out for extinction.

Pumonca are solitary, solemn, and reserved. Some are said to be allied with the Uktena, with whom they have much in common.

Tribal Gifts: Snarl of the Predator (as the Get of Fenris Gift), Luna's Armor (as the Children of Gaia Gift)

Simba (Lion):

Initial Rage: 3

Initial Willpower: 3

Background: 4 points, no Totem

Habitat: African grasslands.

Originally, the Simba were intended to be the leaders of catkind. They are the only werecats who form social units, or prides. A typical pride has one or two males and two to four females. Second in size only to the Khan, the Simba are huge and powerful. Many are African natives, but a fair number of Europeans have bred with the Simba over the years.

The jaws of Simba in Crinos through Feline forms are so large that biting damage does Strength +3. They tend to have more self-control than their larger cousins.

Tribal Gifts: King of the Beasts, Roll Over (as the Philodox Gifts).

Swara (Cheetah):

Initial Rage: 1

Initial Willpower: 3

Backgrounds: 3 points, no Totem or Resources

Habitat: Central Africa.

These are the cheetah, the fastest creatures on land. Originally the messengers of the Bastet, Swara are built for speed. Even in Homid form, they can manage a flat-out run of 30 yards + (3x Dexterity) per turn. Swara move twice as fast in Feline form, and can outrun a car for short distances.

Swara prefer to run from a fight. When forced to fight, they speed in, lash out, and run. They tend to be shy and nervous.

Tribal Gifts: Speed of Thought, Speed Beyond Thought (as the Silent Strider Gifts).

Qualmi (Lynx):

Initial Rage: 3

Initial Willpower: 2

Backgrounds: 3 points, no Totem, Resources or Allies

Habitat: Northern United States and Canada.

These Native American Bastet, like the Bubasti, are masters of cat and human magic. Although small (about the size of a large lynx), Qualmi are fierce.

The Qualmi breed exclusively with Native Americans and generally distrust whites. They are, however, curious about the powers of the invaders, and often infiltrate human settlements to learn more about the white man's technology. Unlike the Pumonca, the Qualmi are often friendly with outsiders and can be quite talkative. The Qualmi resemble lynx, and range in color from dark rust to spotted white. They are extremely rare.

Tribal Gifts: Sense Magic, Invisibility (as the Uktena Gifts)

Attributes and Abilities

Adult werecats usually have Physical as their primary Attribute, with Dexterity as the highest statistic (usually between 3 and 5). Mental Attributes tend to be Secondary, and Social Attributes, Tertiary. Many adult Bastet have high

scores in the following Abilities: Alertness, Athletics, Brawl, Empathy, Intimidation, Stealth, Enigmas and Investigation.

Bastet also have rites, but not nearly as many as the Garou. To learn a particular rite, a werecat sometimes must travel long distances to find a mentor. They can learn Garou rites, but it is extremely rare for a Garou to teach a Bastet.

Bastet are not as combat-oriented as Garou; many would prefer to run or hide from a confrontation. The eccentric manners and unsettling gaze of the werecats often interfere in social situations (how can you trust someone who looks at you that way?), but their charm and good looks often compensate.

Bastet have a rank and renown system similar to that of the Garou, and it is sometimes recognized by other shapeshifters (though few Garou will acknowledge it). Wisdom is most honored, Glory and Honor follow. In some tribes, such as the Khan and Balam, Glory is more important than Honor, but it is the other way around for the Simba and Pumonca.

Bastet may take any background traits except Past Life; otherwise, refer to the individual tribes for background restrictions and points. Werecats also have Kinfolk, but they call their kin that are near to them Prides. Bastet also have a special background: Den-Realm.

Den-Realm

The Den-Realm is a werecat's territory, protectorate, and hunting ground on the spirit plane. Werecats claim vast regions of territory as their own — other werecats are not allowed to use the land without permission, and this includes sections of the Near Umbra.

This Background represents the power and size of a Bastet's Den-Realm, her Umbral territory. Werecats are extremely territorial creatures, both in the physical world and in the Umbra. The Gauntlet can be raised by expending Gnosis during the Rite of Claiming; the size of the realm can only be increased by adding to the level of the Den-Realm trait. The fourth and fifth levels are usually possessed only by jungle cats.

- 3 square miles; the base Gauntlet is five.
- 9 square miles; the base Gauntlet is six.
- 27 square miles; the base Gauntlet is seven.
- 81 square miles; the base Gauntlet is eight. (Raja; Emir)
- 243 square miles; the base Gauntlet is nine. (Maharaja; Sultan)

These Den-Realms, once created, are very hard to find or pass through. To perceive a den requires a Perception + Occult roll versus a difficulty of the den's Gauntlet. Those traveling the Umbra will find a barrier which prevents passage. The appearance of the barrier differs from Den-Realm to Den-Realm, depending on the characteristics of the werecat owner. A Khan's Den-Realm may resemble a heavily fortified Maharaja's palace, while a Simba's Den-Realm may look like a forboding cave. To pass into the Den-Realm requires either the permission of the owner or a Gnosis roll versus the realm's Gauntlet.

All creatures are allowed to pass through a werecat's realm, as long as they observe the following rules:

- Respect their host.
- Respect the inhabitants.
- Respect the land.

Any being who ignores these rules is subject to immediate attack. A Bastet may pass through another's realm with permission, but one who wishes to set up housekeeping must challenge the realm's protector. Such challenges end in a duel to the death.

Often, the Den-Realm is the residence of the Bastet owner. The Bastet will usually leave his realm only to hunt and check on the physical territory under his care.

Within his realm, a Bastet has certain abilities that he may not use outside it:

- **Stepping Sideways:** A Bastet may step sideways into or out of his Den-Realm at any time. The Gauntlet for him is three, and he need not stare at a shiny object, simply concentrate on a feature of his realm. Rolls to enter the Umbra are otherwise the same as for Garou. However, the Bastet must be in the physical territory that surrounds the Den-Realm in order to step into it; for this reason, few Bastet leave their territories and they fight viciously to keep invaders away.

- **Skipping:** The werecat may leap from one place and disappear, only to reappear the next turn somewhere else. The werecat must make a Gnosis roll, difficulty six, to accomplish this feat, and may not do it more times in a scene than the Bastet's current Gnosis score. The distance traveled is generally within the werecat's one-turn full run move. If the roll fails, the Bastet lands within his normal leap area. A botch means the werecat gets stuck in the middle of his leap and must attempt to skip again next turn to escape.

- **Tracking:** The Bastet may leave her realm at any time and find it from any place in the world. Naturally, she will have to travel the normal distance to return.

- **Peeking:** The Bastet may peek from his realm into his physical territory any time he pleases. He can also peek into his realm at any time from the physical world, as if he had the Gift: Umbral Sight. The Gauntlet for this is only three.

- **Pride:** the Kinfolk of the Bastet (those she has bought with the Pride background) can go in and out of the Den-Realm as long as they are escorted by the owner. To do this, the Bastet must touch her kin as she steps sideways.

Bastet Gifts

The magical nature of cats is reflected in their high Gnosis scores and their Gifts. These Gifts are based more on personal ability than on relations with the spirits. Each kit is taught three level one Gifts by his or her mentor. Gifts are usually shared at taghairs, traded in exchange for valuable secrets. The better the secret, the higher the Gift level. Werecats also regain Gnosis on the full moon, one point per night if alone, two per night if at a taghairm.

The Bubasti and Qualmi often use human magic as well as their own.

Catfeet (Level One) — As the Lupus Gift, but it is a level one for the Bastet.

Razor Claws (Level One) — As the Ahroun Gift.

Blur of the Milky Eye (Level One) — As the Ragabash Level One Gift.

Lick Wounds (Level One) — As the Theurge Gift: Mother's Touch; this is mainly used by the Bastet on herself.

Sense Wyrm (Level One) — As the Metis Gift.

Eyes of the Cat (Level Two) — As the Metis Gift, but this is a Level Two Gift for Bastet.

Eerie Eyes (Level Two) — As the Homid Gift: Staredown.

Sense of the Prey (Level Two) — As the Ragabash Gift.

Taking The Forgotten (Level Two) — As the Ragabash Gift.

Night Terror (Level Two) — The Bastet may cause someone to suffer nightmares that last one night per success; the cost is one Gnosis point. This Gift requires a successful Wits + Occult roll, and must be performed over the sleeping subject. This Gift is the basis of the legends of cats stealing sleeper's breaths away, and other such terrors.

Shriek (Level Two) — By emitting a piercing shriek, the Bastet may deafen everyone within 10 feet for one turn per success. This requires a Stamina + Expression roll versus difficulty seven, and allies of the Bastet are not immune.

Touch The Mind (Level Two) — This functions as the Metis Gift: Mental Speech, except the Bastet may read another's thoughts with a successful Wits + Empathy roll. This works on animals as well.

Purr (Level Three) — This useful seduction tool requires a Charisma + Empathy roll versus the target's Willpower and the expenditure of one Willpower point. If successful, the target will be awed by the Bastet's beauty, and want nothing more than to shower her with care and affection. Unreasonable demands from the werecat, however, will break the spell permanently. This Gift is usable in any form, but the Bastet must purr audibly for at least a minute. The infatuation lasts one day per success.

Cat Fear (Level Three) — This Gift allows the werecat to terrify everyone within a 10' radius. By spending a Gnosis point and rolling Manipulation + Primal-Urge (difficulty 7) while bristling and spitting, the Bastet causes panic in all those near, which lasts one turn per success. Targets who have ailurophobia (fear of cats) will be reduced to catatonic fear for one week per success. This can be used in any form but Homid or Glabro.

Call The Pride (Level Three) — With this Gift, the werecat may call local cats to her side. Four small cats or one great cat (if available) per success will answer the call. Roll Charisma + Animal Ken. The difficulty is seven, but no Gnosis needs to be spent. In any case, the cats will aid the Bastet to the best of their ability.

Fortuna (Level Four) — With this Gift, the werecat may grant good fortune to herself or a friend. The effect last for a scene, and this Gift may only be used once per scene. The number of Gnosis points spent when using the Gift is the number of re-rolls the player can call for in that scene. For

example, the Bastet spends three Gnosis for one scene, then she may receive up to three re-rolls whenever she wants to use them.

Spirit Claws (Level Four) — As the Garou Gift: Sideways Attack. This can only be used in a Bastet's own Den-Realm, to attack from it or to attack intruders.

Spitfire (Level Four) — This rare ability allows the werecat to spit a bolt of flame at a target, doing aggravated damage. Roll Stamina + Athletics to attack. One Gnosis is spent per level of damage.

Attunement (Level Four) — As the Silent Strider Gift. This can only be used by a werecat who possesses a Den-Realm.

Walking Between Worlds (Level Four) — This allows the Bastet to "step sideways," as the werewolves do. It is said that Coyote once taught this to a werecat as a jest; others claim the Bastet stole the secret from Garou. In any case, it is a tightly-guarded ability few Bastet know. Once this Gift is achieved, then the ability is natural to that Bastet.

Jumping to the Moon (Level Five) — The Bastet have an odd relationship with Luna. This Gift allows the Bastet to travel to the Near Umbra of the moon by opening up a Moon Bridge in her Den-Realm. The lunar Umbra is a strange, desolate and forboding place, but it holds a deep mystery that attracts the Bastet. Perhaps it is the touch of Luna that calls them to the moon. It is here that the Sultan of the Bastet has his Den-Realm and holds taghairms wherein are discussed matters that concern both Bastet and Faeries from nearby Arcadia. While visiting the moon, few Bastet dare to travel to the dark side, for nothing good dwells there.

Rites

Bastet share some of the rites of the Garou, although their mystic ceremonies are quite different in appearance. It is rare to find multiple Bastet participating in any group rite except for a taghairm rite. A Bastet must have a Rituals Trait equal in level to the rite in order to perform that rite.

Rite of Talisman Dedication (Level One) — As the Garou Gift.

Rite of Claiming (Level One) — All adult Bastet are taught this rite (they do not need a rituals trait; it is instinctive for them), though not all choose to use it. By performing this ritual of blood, urine, and meditation, the werecat binds herself to a part of the world. This area is the Den-Realm; it is a part of that Bastet unto death; and the rite may only be performed once by each Bastet. It requires the expenditure of three permanent Gnosis (this is considered to have been spent and regained for those who purchase the Den-Realm Background before play).

This rite sets up the realm and sets the defensive Gauntlet around it. The base Gauntlet is determined by the level of the Den-Realm, plus one for every extra Gnosis point spent during the creation of the realm (maximum 10).

Taghairm Rite (Level One) — Similar to the Moot Rite, performed by Bastet to open a taghairm.

Rite of Binding (Level One) — As the Garou rite.

Rite of Fealty (Level Two) — This rarely invoked rite is used when a Bastet agrees to serve under another, usually an emir or raja of the Bastet. It is used in areas of India, where Bastet territories are few due to overcrowding. To be able to have a den, many young Bastet must swear fealty to another Bastet, who then allows them a portion of her Den-Realm.

Rite of the Fetish (Level Three) — As the Garou rite.

The Badger's Burrow (Level Three) — As the Garou Gift; used to enhance a Bastet's connection to her territory. It is only a level three rite for Bastet.

Den-Realm Level	Difficulty
Level One	5
Level Two	6
Level Three	7
Level Four	8
Level Five	9

Quote

"In your eyes I see the cornered rat. Is that fear I smell breaking from your pores? You should not have come here."

"Perhaps I'll toy with you like a mouse, gauging your life in dying squeaks. The ax you hold is no defense. Perhaps we'll spar, you and I, and see how long you last."

"Now look what you did. You got blood on my paw..." (lick, lick, lick).

Shakar

Tribe: Bagheera

Age: 26

Attributes: Strength 3, Dexterity 4, Stamina 2, Charisma 4, Manipulation 3, Appearance 4, Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 5, Athletics 3, Brawl 2, Dodge 3, Empathy 2, Expression 3, Primal-Urge 1, Etiquette 4, Melee 3, Stealth 4, Survival 2, Enigmas 4, Investigation 1, Linguistics (Hindi) 1, Occult 3, Rituals 1

Backgrounds: Den-Realm 2 (the Gauntlet is 8), Allies 2 (Antonine and a Faerie), Pride 2 (2 Kinfolk she-panthers)

Gifts: Catfeet, Blur of the Milky Eye, Lick Wounds, Sense Wurm, Touch the Mind, Eyes of the Cat

Rank: 2

Rage 3, Gnosis 7, Willpower 4

Rites: Rite of Talisman Dedication, Rite of Claiming

Fetishes: Bastet Klaive (curved like a scimitar) with a defensive spirit bound into it; will automatically parry both melee and brawl blows. Acts as the Gift: Luna's Armor (roll the spirit's Gnosis of 6).

Image: In Homid form, Shakar is a short, wiry man of Indian descent. In Crinos, he is a stunningly handsome cat-man, with a lustrous sheen to his midnight blue fur. In Feline, he is a black panther of supple grace. In all his forms he wears many earrings and nipple-rings, along with an ornate sash.

Roleplaying Notes: Like all werecats, you are watchful and curious. You much prefer to watch from afar rather than get involved in anything. When you speak, you have a slight Indian accent, and you tend to get carried away when discussing religion or philosophy.

Background: Shakar was raised among Hindu priests in a monastery in India. As he was growing up, he knew he was not like the priests, for he had urges that were barbaric compared to their peaceful serenity. He was greatly saddened that it was not within his nature to seek enlightenment. He knew he had to walk another path in the world. When Shela the Bastet came to him to teach him of his birthright, he was overjoyed. The priests looked upon him as an avatar of otherworldly powers. Shela said it is not for the Bagheera to suffer the scorn of humans; no, the Bastet will accept no less than worship.

Shakar left Shela's tutelage after a year and went out to find a Den-Realm of his own. But where to look? The world was dwindling in size, the humans crowded the jungles and nowhere was there a fine place to call one's own. Shakar traveled from his home and went to the North American continent, for surely there, in this large land, he could find a den.

He settled in upstate New York, a lushly wooded land where no other werecat made his den. After searching, Shakar found a proper place, well away from any Garou, and set about his Rite of Claiming. But Shakar did not realize that the Garou in the area were quiet because they were licking wounds they took in the recent attempt to recapture the Adirondack caern. Soon after, their packs began to roam afield. Shakar, watching from

his den, was horrified to see packs of werewolves wandering so close to his new territory.

But they did not come into his territory, and this mystified Shakar. That and the odd music he would hear on the wind. It was his nearby neighbor who finally explained the mystery.

Antonine Teardrop came across Shakar during his hunt, and was fascinated. If it had been any other Garou, Shakar would have been in for a fierce fight, but Antonine was curious about the Bastet, and especially about the philosophical Bagheera. Shakar invited Antonine to his den for a chat, and they spent long hours discussing enigmatic matters.

Pleased to find such an open and understanding friend, Shakar asked Antonine to visit often. In return, Antonine pledged to warn Shakar of any Garou pack who threatened him. He also explained the Garou's reluctance to enter the area: the fey were here. Faeries had an enclave hidden in the Catskills and worked to keep the Garou away from their charmed land. Shakar was overjoyed, for he felt sure he could make some productive alliance with the Arcadian refugees.

Except for Antonine and a few Faerie folk, no New Yorker, Garou or otherwise, knows that a werecat lives so close to them.

Den: Shakar's den is in the Catskill woods. In the Umbra, when it can be perceived, it appears as a small Indian palace, luxuriously maintained. Inside, the floors are strewn with fine pillows and incense rises to cloud the ceiling. Shakar's small pride lounges about an elaborate bath.

Ratkin (Wererats)

You break the Pact with one of us, you break it with all of us. We've been waiting for you, Johnny. And we ain't too pleased with how ya been talkin'. Been goin' back and forth and playing us up one side and down the otha. Well this is where it ends, Johnny. I'm a decent rat, I let you pray before we finish you. Go ahead. Close ya eyes.

'Now I lay me down to sleep....' go on. You know the words.

History

The Ratkin have always been the skulkers-in-shadows, the outcast, the unwanted. Wherever they live, they impede human civilization. Their original job was to keep a watch on the humans and make sure they didn't grow too far great. They ate surplus grain to keep the humans from growing out of control. They used to play with urban Faeries and befriend the Bone Gnawers and the vampires who would have them, but they all knew their noble purpose and never shied from it. Protectors of man. Shepherds of man.

Until the wolves decided they were Gaia's gift to humankind, that they would enforce their law and their will with tooth and claw instead of subtlety and natural selection.

The Ratkin were herded together and slain en masse. Only a few of the children of the Rat were left alive, and those went into hiding, burrowing deep into the wainscoting of the city. They learned to live where no-one else would live: in the



empty, forgotten buildings of the city, the ruins, the hollow walls.

The race of Ratkin have grown steadily more and more bestial over the years, since it is much easier for them to mate with one of their rodent cousins than it is to seduce a human. They are among the ugliest of Gaia's children. They seethe with Rage, with anger against those who have vanquished them, with anger against those who dwell in the sunlight realm.

They remain outside society, seeking only to protect themselves and stay alive. They found that the Bone Gnawers still did not bear them ill will, and soon forged a lasting alliance with them. The Bone Gnawers held them in religious respect, believing them avatars from Rat himself. The Ratkin still believe the Garou cheated them of their birthright as protectors of humanity. Still, they feel they are the lords of the shadow city, the warriors of those who dwell in the sewers. From time to time their rage boils up and they attack Garou, leeches, and humans alike.

Organization

The Ratkin have one tightly-knit clan. Every Ratkin knows every other Ratkin. There are so few left that it is easy to know most of the others, and tales are told of the elder wanderers who are rarely seen. They have family reunions every once in a while, usually held in the largest human city they can find: Tokyo, New York, Singapore. The eldest rule, but all Ratkin are essentially bound only by their family ties. Regardless of their actual relations, they tend to adopt new familial titles like Aunt, Uncle, Grandfather, Brother, deciding in some complex and mysterious way where they all fit in the Ratkin "family tree."

The Ratkin often hire themselves out as assassins. They are not hard-bought: their needs for survival are many. They will accept money or barter for an assignment to slay a Garou, a vampire, or a mage. The only time they will not attempt the assassination is if Rat himself warns them away.

Ratkin are hardened, and have grown to hate most of humanity, Garou, the leeches and mages. Wererats have turned their back on Gaia, since they feel She has turned Her back on them, and seek only to survive the upcoming Apocalypse. Their curiosity as a race is the only thing that prevents them from leaving Gaia to whatever fate she may suffer—that, and the fact that deep in their collective psyche lies the hope that Gaia (or the Garou) will one day come to them and plead for aid. It is said that a lost tribe of Ratkin left Gaia many years ago for another realm, where they now live as lords and ladies. This realm, called Paradise, is believed mythical by most Ratkin.

Only those few rats, metis, or homid Ratkin who survive the birthing plague can be wererats. See the Rite of the Birthing Plague below for more details.



BRIDGES

The Umbra

Ratkin move through the Umbra by stepping through Shadows, just as Garou step sideways. They have a network of rat-tunnels through the Umbra that are so small as to be undetectable by Garou, tunnels that stretch from city to city and span across the entire world. Otherwise, they don't spend much time in the Umbra.

Totem

All Ratkin have Rat as their totem, though some have been recruited by Grandfather Thunder. See description in the **Werewolf** pack Totems section. Some Ratkin have as their totem a City Father, depending on the city on which they live.

Language

The Ratkins speak in a language of clicks, squeaks, and barely audible whispers. Their language is always spoken quietly, and few outsiders perceive it as anything other than random noise. Some Ratkin have learned to speak the Bone Gnawer's version of the Garou tongue.

Habitat

The Ratkin live in the ruined parts of the city. They usually stay in rat form, since rats usually have an easy time hiding from humanity. They fearlessly protect their domains, and anyone who threatens them will feel the bite of their pain-daggers.

Character Creation

Beginning Willpower: 3

Backgrounds: 3 points, no Pure Breed, Past Life, or Allies; no Resources over 2

Breeds

Homid: a Ratkin born of a human parent.

Beginning Gnosis: 1

Metis: a Ratkin born of Ratkin parents.

Beginning Gnosis: 5

Ratkin can mate freely with whomever they choose. It is well known that a metis Ratkin has less of a chance to survive the Birthing Plague, and so there are fewer of this breed than others. Their natural form is Crinos, like other metis.

Rodens: a Ratkin born of a rat parent.

Beginning Gnosis: 3

Rodens Ratkin can instantly shape-change into rats and speak in squeaky voices when in human shape.

Forms

The Ratkin have three basic forms: Homid, a Crinos half-form, and a Rodens shape.

Homid: their human body. Basic stats as in **Werewolf**. Many of them have pinched features. They are all very short in this form.

Crinos: the Ratkin Crinos form is a lithe, extremely quick amalgam of rat and man. The Crinos' eyes are blood-red, and glow slightly in the dark.

Str. +1, Sta. +1, Dex. +4, Cha. -2, App. 0, Per. +1; Diff. 6.

The bite of the Crinos form causes aggravated wounds (Str. +1), but the claws cause normal damage. The Ratkin's pink tail becomes totally prehensile in this form, and may even wield weapons at +2 to the attack difficulty, the strength of the tail being roughly half the Strength attribute. Some Ratkin have been trained to untie knots with their tails.

Rodens: the form favored by most Ratkin, it is that of a normal-looking wharf rat.

Str. -1, Sta. +2, Dex. +2, Cha. -3, Per. +3; Diff. 6.

Both the claws and the teeth of the Rodens form cause aggravated damage (Strength as damage).

Aspects

Ratkin choose a specific career within the Ratkin community based on their talents and abilities, and hallucinations they experience during their Rite of the Birthing Plague. They often have an apprenticeship with one of their Aspect to help them learn their Way. The Ratkin's Aspect defines what rites he knows and what his starting Rage is.

Warrior: Ratkin Warriors are the defenders of their kind, well-versed in combat. They usually they learn guerrilla tactics at the hands of their masters and learn to utilize the environment of the underground world to aid them in hunt and battle. They originated the Rite of the Pain-Dagger. A Ratkin is not considered an adult Warrior until she makes her own such dagger.

Beginning Rage: 5

Tunnel Runner: Ratkin Runners are the messengers, scouts, and spies of the Ratkin. They are the originators of the Rite of the Bolthole, and know the secret means from traveling from city to city. Curiously enough, some Runners "adopt" a Bone Gnawer or Nosferatu out of a strange combination of admiration, respect, and curiosity, and will aid their adopted child in many activities.

Beginning Rage: 1

Shadow Seer: Ratkin Seers are the shamans of the people. They interact with the spirits and other animal dwellers in the city, and often are friends with electricity spirits or Glass Elementals. They know the Rite of Summoning (see the **Werewolf** rulebook) and the Rite of Binding, and some know the Rite of the Fetish. All Seers know Rite of the Purified Body (see below).

Beginning Rage: 2

Knife Skulker: Ratkin Skulkers are the ritualists, the servants of Rat, among the wererats. However, they see themselves more as public servants. They watch everything in secret, using the Runners for information, and make judgments on the Ratkin and their dealings with the rest of the world. From time to time, the Skulkers serve as assassins, using their abilities to sneak past guards and dispatch enemies of the Ratkin. They know the Rite of the Questing Stone and many of the punishment rites. They also conduct the Rite of the Birthing Plague for untried Ratkin.

Beginning Rage: 3

There was, at one time, a Galliard-like aspect among the Ratkin, the bards and singers of their kind. They were the first to die in the great war that the Garou waged on the Kin to the Rat because they were the go-betweens, the representatives of the Ratkin to the Garou. Their tradition is completely dead, their rites lost, and Ratkin culture has fallen into the keeping of the Tunnel Runners, who try to perpetuate the ancient traditions of the people.

Racial Abilities

All Ratkin have absolute sense of direction underground and an excellent spatial sense. They are able to tell how far and how deep they have traveled, and often know their way around a sewer maze or a tunnel network without ever having traveled there before. They have very good night vision, even in human form. They have incredible hearing, and gain a minus one to all Perception difficulties.

Ratkin possess the same healing factor as werewolves and are immune to all forms of disease (something in the Birthing Plague causes them to build up immunities against everything). In truth, they never get over the Birthing Plague, it simply remains dormant inside them and serves as a hyper-immune system. If, through some magical means, the Ratkin are cured of this plague, they will cease being wererats and revert to their normal breed species. Metis Ratkin will die.

Gifts

Cloak of Shadows (Level One) — By spending a Gnosis point and rolling a Manipulation + Stealth versus any viewer's Perception + Alertness, the Ratkin can cloak himself, and anything he touches, in shadow. The success of the cloaking depends on the number of successes generated by the roll, as below:

Successes	Area Cloaked
1	Just the Ratkin
2	One other human-sized person or an object roughly the same size.
3	Three other human-sized people or a small car.
4	Eight or more humans or a step van
5	12 or more humans or a tractor-trailer truck.

Darksight (Level One) — By spending a Willpower point, the Ratkin can see in the dark as if it were light. This Gift gathers ambient light and uses the dim light of the Umbra to aid sight.

Shadow Throw (Level One) — By spending a point of Rage, the Ratkin can cause a dagger to be surrounded with a shadowy field of force. He can then target a single person with a Perception + Athletics attack roll and throw the dagger. It will be propelled by the shadowy force, and if it hits its target, will do aggravated damage.

Smell Poison (Level One) — By spending a point of Gnosis, the wererat can sense any kind of poisonous or toxic material in the area. Rolling on Perception + Medicine may give clues to the nature of the poison involved.

Attunement (Level Two) — As the Bone Gnawer Gift.

Fly-Feet (Level Two) — As the Ragabash Gift (see Chapter One: The Garou).

Backbite (Level Three) — The wererat can disappear and instantly reappear behind an opponent. The Ratkin then has an open shot at an opponent's back. This trick involves instantly traversing the Umbra. The Ratkin must spend two points of Rage to use this Gift.

Squeeze (Level Three) — By spending a Gnosis point and rolling Dexterity + Enigmas, a Ratkin may pass through a wall, door, or other obstacle by squeezing through the Umbra. Three or more successes allows the Ratkin to pull another person along with him.

Call Kinfolk (Level Four) — Using this Gift, the wererat can summon a horde of rats out of the Umbra to his area who will attack according to the wishes of the Ratkin. This costs one Gnosis point. A Manipulation + Animal Ken roll shows the number of rats who respond to the call.

Successes	Number of Rats
1	5
2	20
3	50
4	100
5	150

When the rats attack as a swarm, they can take up to five wound levels per success on the summons; they have an attack dice pool equal to the number of summons successes +2 and can dodge at the same rating. The damage ranges from two to four dice.

Gnaw (Level Four) — As the Lupus Gift.

Mind of the Tunnels (Level Four) — By spending a Willpower point and rolling Intelligence + Empathy, difficulty seven, a Ratkin can open a rapport with any other Ratkin he knows. Since most Ratkin know each other, this allows access to many other wererats. Rapport is complete: emotional, mental, and physical information can be shared. It is possible for one Ratkin to borrow another Ratkin's senses — even at a great distance.

With every success beyond the first, another Ratkin may be brought into the rapport. The wererat who initiates the contact serves as the central point for all information flowing through the network and can control what each wererat receives from the others. The information shared by each Ratkin is up to the initiating Ratkin — no information can be gained by force.

Plague Bite (Level Five) — By spending a Gnosis point, the wererat causes his incisors to transmit a foul plague that instantly attacks the victim's central nervous system. The victim loses one aggravated health level an hour and cannot stop shaking — he is plus three to all attack difficulties during this time. Ooze pours from his mucous membranes, and he drools continuously.

A successful Bite attack must be made in order for this Gift to work. Unless the victim is immediately taken to the hospital, it is likely he will die. The plague can be treated by modern science. If ordinary rats eat the flesh of a corpse who died of this plague, they will become contagious. Ratkin (and their Ratkin folk) are automatically immune to this Plague.

The Garou Gift: Resist Toxin will heal this plague. Otherwise, the Garou takes aggravated health level damage until she is Incapacitated, but she will not die. Her supernatural healing ability will eventually destroy the disease. Needless to say, Ratkin are often killed on sight by Garou on the grounds the Ratkin are "disease-ridden vermin."

Perfect Poison (Level Five) — By spending three Gnosis points, the Ratkin's spittle becomes odorless, colorless, fast-acting, and nearly undetectable poison. Victims lose two aggravated wound levels per round when infected, and may only resist with a Stamina + 2 (or Primal-Urge for shapeshifters) roll — for each success the victim gets, he resists a wound level of damage.

If a Garou victim can continue to resist damage for 10 rounds, the poison is effectively jettisoned from his body. Spending Rage will give an automatic success to the resistance roll per point spent, but the Garou must make a frenzy roll. The Garou Gift Resist Toxin is proof against this Gift, but Mother's Touch is not. Sometimes a Ratkin will lick a blade with this Gift, coating it with the poison, which lasts for three hours while exposed to air.

Rites

Rite of the Birthing Plague (Level One) — This rite involves summoning an Avatar of Rat to bite a prospective Ratkin (someone born of the union of a Ratkin with a human or a rat). If the victim survives the plague, a ravaging disease which changes the body forever, she becomes a wererat. If not, the victim dies. Lately, few Ratkin folk have survived the changing disease. Ratkin have hallucinations during the course of the Plague in which Rat and other spirits appear and give them revelations of their life to come.

Rite of the Pain-Dagger (Level One) — This rite involves preparing a specially constructed dagger analogous to the Garou Klaive. The rite requires two points of Gnosis be spent: one to prepare the dagger and the other to bond the dagger to

the Ratkin performing the rite. After being treated in this way, the dagger continually oozes minute amounts of a poison, which causes aggravated wounds. Damage dice for the Pain-Dagger is Strength + 3. The poison is not harmful to the Ratkin who created the dagger. The dagger draws in a point of Gnosis each time it is unsheathed.

Rite of the Bolthole (Level Two) — This rite opens one of the many hundreds of tiny rat-tunnels that honeycomb the Gauntlet, and enables a group of Ratkin to travel through. The Rite costs a point of Gnosis, and a Perception + Rituals roll will determine whether or not the proper destination is reached.

Successes Result

Botch	Lost in the Gauntlet, must find your way out.
1	25% accurate (roll d10, if 1-2 you hit your target)
2	50% accurate (roll d10, if 1-5 you hit your target)
3	75% accurate (roll d10, if 1-7 you hit your target)
4	100% accurate

The bolthole closes after the practitioner and any who holds hands with him enters it.

Rite of the Purified Body (Level Two) — This rite enables Ratkin to cleanse another's body of all poisons. It must be enacted by a totally healthy Ratkin, who spends a point of Gnosis in the process. This rite does not cure the Birthing Plague.



Allamande

Breed: Metis

Aspect: Knife Skulker

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 2, Manipulation 4, Appearance 1, Perception 4, Intelligence 4, Wits 5

Abilities: Alertness 5, Brawl 2, Dodge 4, Intimidation 2, Primal-Urge 2, Streetwise 3, Subterfuge 4, Melee 5, Repair 3, Stealth 5, Survival 3, Enigmas 2, Investigation 4, Medicine 3, Occult 1, Rituals 2

Backgrounds: Contacts 3

Gifts: Smell Poison, Shadow Throw, Darksight, Cloak of Shadows, Attunement, Backbite, Squeeze

Rank: 3

Rage 7, Gnosis 4, Willpower 6

Rites: Rite of Talisman Dedication, Rite of the Purified Body

Fetish: His pain-dagger, Toothbite, is his favorite weapon, and his most powerful fetish. It loves to feed on a victim's Willpower, sucking a point per attack. Toothbite then transfers one point of Willpower to Allamande for every three points she sucks. During interrogations, this can be very handy. Since the fetish drains the victim's Will, he becomes more compliant and easier to interrogate. Toothbite's Gnosis is 5.

Dedicated Items: A boot-knife, a sleeve-knife (the Pain-Dagger), a small-of-the-back knife, and a knife strapped to his left leg.

Image: Allamande is five feet tall. He has short black hair, pinched features, and reddish eyes. He is lithe and gangly, and often wears a specially crafted black trenchcoat which has a small pocket for his tail when he transforms to Crinos form. He has a number of daggers and knives, all dedicated so that they transform with him.

Roleplaying Hints: You have a gravelly voice, a sharp, direct demeanor, and you tend to sniff a lot. Constantly dart your eyes around. Trust no one. Look down your nose at others: if they ain't Ratkin, they ain't worth respect.

Background: Allamande is a sacred assassin for the Ratkin. He believes Rat has endowed him with the right and the duty to kill those who cross the wererats. He travels from city to city hunting his enemies, finding them through Attunement, interrogation, and blind luck. He locates the shadows nearest his target's home, and travels through those shadows to appear next to the victim's bed. He usually wakes his victims up, explains their indiscretion, and dispatches them — some of quickly and painlessly, some slowly and painfully. Then, he casts Rite of the Purified Body, and leaves through the shadows.

Allamande lives in the sewers of New York, which has gained him some contacts among the Nosferatu. He is wary of the Black Spiral burrows in the city and the Abyss Leapers pack which lives in them; thus far, he has managed to hide his presence from them. He has witnessed many strange meetings of the Leapers with well-dressed old humans who reek of

disease. This intrigues Allamande, but he has not yet been willing to risk a closer inspection, and thus knows nothing of the Seventh Generation.

The Mokole (Werealligators)

Libby smiled as the cadets thanked her for the coffee. "My pleasure, master," she said and sat while the gun crew drank the stuff. She watched the lights of the ship appear at the harbor mouth. Nkrumah had told her this was the one; he was Crowned, wasn't he? Her owner and his friends slumped, dazed by herbs she'd hidden in the brew. She took the iron rod from a limp hand and lit the fuse at the brazier, thinking she'd seen the young master do it often enough. It couldn't be so hard. The ship was near where the ball would hit. She touched off the cannon, and jumped near out of human form at the noise. The ball fell in the water and she saw gunfire from the Yankee supply ship. Libby dropped her skirt and blouse, and slipped from the Battery into the water. Her long tail bloomed as her scaly body swam silently across Charleston Harbor. Battle had started. Her eggs needed her. Time to go.

Much could be said concerning the Mokolé or werealligators. These rare and reclusive beings have long been the target of persecution by the Garou, as have the Bête (other werebeasts). At present, their once-vast territory has shrunk to a ghost of its former size. The Indonesian and Amazon wetforest swamps hold sizable populations of Mokolé, but in their native Congo, they have become very rare due to the depredations of the Wyrms. In the United States, Mokolé once inhabited swamps

Mokole Lexicon

Archid: A term for the terrifying intermediary (Crinos) form of the Mokolé, resembling dragons or dinosaurs.

Bête: Other shapeshifters: the Garou, Nuwisha, Gurahl, Corax, Bastet, Ratkin, Rokea, Ananasi and others.

Bull: A male Mokolé, especially one famed for carnal appetite or ability to procreate.

Cow: A female Mokolé, especially one who has laid eggs. This term is not an insult.

Dinosaur Kings: Mokolé name for the Archiosauria, the most successful higher vertebrates in Gaia's history.

Drachid: Another term for intermediary forms of the Mokolé.

Dragon Kings: Legendary progenitors, now said to be relegated to Arcadia.

Homid: Human form of Mokolé and other Bête.

Matre: Mystic power gained through parentage.

Mnesis: Ancestral memory of the Mokolé.

Mokolé: Dinosaur King of the Congo Jungle. By extension, the werealligators of his house and lineage.

Suchid: Alligator or crocodile form of the Mokolé

Wallow: Home of Suchid Mokolé and other crocodilians.

from the Great Dismal (where one family remains), through the Congaree and Okefenokee, to the Everglades and the Louisiana bayou. A few survive in Louisiana and Florida. Unlike their warm-blooded cousins, the Mokolé require only a small foraging area, and so can survive in tiny patches of wilderness.

Memory and History

The Mokolé have a longer past than any other Bête. They claim to recall the days of the Dinosaur Kings, after whom they are named, and can point to bones frozen in rock as proof. In any case, the Mokolé have always functioned as the *memory* of Gaia. They tell tales of the glory and fall of the Dinosaur Kings, of the Bird Kings and Pouched Kings of the southern continents, of the Times of the Great Freeze, and of the coming of the humans.

Many of the Ahroun Garou likened the dragon and dinosaur forms of the Mokolé to the "very image of the Wyrn" and waged endless war on the great reptiles. To this day, the Garou and Mokolé are bitter foes. In their wars with the Bête, they were especially cruel to the Mokolé, and only the most remote clutches of eggs remained safe from Garou depredation. But while the Garou allowed the Impergium to relax and civilizations flourish, the Mokolé would hear nothing of it; they cull humans to this day.

Of the Bête, the wereravens and werecoyotes are friendly to the Mokolé, while more mammalian creatures are neutral, since their habitats do not intersect. The Bastet were once compatriots of the Mokolé in Egypt.

Habitat

Native werealligators and crocodiles roamed the American Southeast, the Caribbean, and the Amazon-Orinoco for millennia. When African slaves came, including many Congolese and Bantu, the Mokolé among them joined the native werealligators to become one people. To this day, almost no Caucasians have Mokolé blood, and few are even aware of the werealligator's existence. The Mokolé played an important part in the revolts of the Redsticks, Denmark Vesey and Yanga, and harried United States forces mercilessly in the Seminole Wars.

The Mokolé enjoy a limited relation with the Umbra. Like the Bastet, Mokolé require a Gift to allow them to pierce the Gauntlet and travel the Umbra. Even then, they travel little, and prefer to pop in for information or magic ceremonies, then pop out again. Only the Concealed and the Crowned practice these arts. More typical of the Mokolé is the use of spiritual powers to enter past lives and relive them, observing the process of evolution of bodies and minds.





Totem

The totem of the Mokolé is the Dragon. This ancient spirit burns all who oppose him with his poisonous breath. He grants many gifts to his children. He asks that they succor his progeny (reptiles and birds) and preserve the memory of the reign of the Dinosaur Kings.

Background Cost: 5

To those Dragon favors, he gives the Gift: Dragon's Breath. To those he deigns to honor, he may allow the Gift of Dream Semblance. This once-in-a-lifetime Gift allows the recipient to appear as a true dragon for a short period of time, usually long enough to rout Dragon's foes.

Ban: No Mokolé may dishonor Guiné. This can mean almost anything, from serving black pepper instead of red, to buying shoes from a capitalist corporation that exploits urban underclasses, to standing idly by while the twenty-one endangered species of crocodilians are pushed further toward the brink of extinction.

Character Creation

Beginning Gnosis: 3

Backgrounds: 3 points, no Resources, Allies, Pure Breed or Past Life.

It is unlikely that a typical *Werewolf* story would allow a Mokolé player character. The werealligators are simply too hated by the Garou to make it work well. But in a game where

most of those players were human or other Bête, this would be possible.

Mokolé are stolid, not stupid. They keep silent and keep to themselves. They love mating, children, eating, hunting, and basking in the sun. A human or other creature who knows much paleontology, history, and philosophy might find acceptance, save for cultural differences, among the Mokolé.

The Mokolé are ferocious in combat, and can leave the most fierce Fenris Get in tatters on the Bayou (after all, their wereforms weigh a ton!) They move slowly save when hunting or fighting. To play one, think of African traditional peoples, or Brazil's campesinos: enjoying life *mañana* by *mañana*, yet fell fighters when the time comes.

Mokolé have their own rank and renown system, much the same as the Garou. All forms of renown are considered roughly equal. A Strike is expected to have at least 50% of his renown in Glory, the Concealed must have 50% of his renown in Wisdom, while the Followed must have 50% in Honor. The rest of the attitudes can have renown in any measure.

Some few Mokolé study human magic, most often the Afro-Caribbean syncretistic magical traditions, as opposed to the academic European traditions of sorcery practiced by the Tremere clan of the Camarilla. The Mokolé are given to shango, candomblé and conjure.

Archid (Crinos) Form Characteristics

Choose a number of characteristics equal to Gnosis score. (Some characteristics cost two Gnosis, these are noted below.) All Mokolé have an Archid form Bite attack (Str. +2) and Claw attack (Str. +2), unless they dream of the more vicious Long Teeth and Terrible Claws.

- Armor (Ankylosaurus); +2 Soak (+3 for 2 Gnosis points)
- Back Sail (Dimetrodon); +1 Soak (from rear attacks only)
- Bipedal Walking (Anrodemus)
- Constricting Coils (Boa); +3 dice Immobilize
- Feathers (Longisquama); App. 3 in this form
- Fins (Mosasaurus); doubles swimming speed
- Fur (Sordes); +1 Survival in cold climes
- Horn (Triceratops); Str. +3 Head Butt
- Huge Size (Apatosaurus); Sta. +1, +2 damage Body Slam or Overbear
- Long Neck (Diplodocus); Perception bonuses, depending on situation
- Long Teeth (Tyrannosaurus); Str. +3 Bite
- Poison Sacs (snake); Inject poison on Bite (Sta. as aggravated damage in addition to Bite damage)
- Spikes on tail (Stegosaurus); Str. +2 Tail Lash
- Terrible Claws (Deinocoelurus); Str. +3 Claw
- Throat Sac and Wattles (Chuckwalla); +1 Expression
- Upright Walking (Goanna)
- Water Snorkel (Brachiosaurus)
- Wings (Pteranodon); flight (costs 2 Gnosis)

Breeds

The breeds of the Mokolé are two: suchid and homid. They mix freely, and any wallow is full of both. Often in modern times Mokolé find mates and shelter at alligator farms run by others of their kind. The Mokolé do not have tribes, but form social groups based on geographic area and species boundary. A single individual cannot have more than one Suchid shape.

Homid: Mokolé born of a human parent.

Beginning Rage: 2

Suchid: Mokolé born of a reptilian parent: crocodile or alligator of any species.

Beginning Rage: 4

There are no metis among the Mokolé. Mokolé unions do produce offspring, but since these children's natural form is Archid, they never survive the dreaming whereby they choose their shape. There are great taboos against inter-breeding, as the dead metis are known to haunt the dreaming, corrupting the new-born shapes of other Mokolé.

Matre

The Mokolé put great store by reproduction. Without it, as they say, they wouldn't be here. As a result, Gaia blesses them for their efforts. A Mokolé cow mates every year, but lays eggs (or births babies, if homid) every two or three. For each egg hatched/baby birthed that is Mokolé (rather than Kinfolk), the mother gets one die to add anywhere she pleases. These are her Matre dice. Once Matre dice are distributed, they cannot be changed. More Matre dice can be gained by mothering more true Mokolé.

Yes, this is somewhat sexist: only female Mokolé can gain Matre dice. However, if a bull directly fathers a Mokolé (rare, for the gene is recessive, and only 1 in 10 are born Mokolé; most often the birth is due to a recessive gene, not direct siring), he too can gain a Matre point. It is at the Storyteller's discretion as to whether a birth is due to direct siring. Since Matre is a mystical connection to Gaian fertility, the bull will know when he is a true sire if he gains Matre.

Forms

Homid: No Traits adjustments.

Archid (Lizard Man): A Mokolé does not change from human to animal along a fixed track of forms. Instead, during adolescence, the young werealligator dreams of the past of the reptile races, and shapes a form for herself from what she sees. Of course, the basic forms, Homid and Suchid (reptile) are always the same, and one of the two is the one to which the shapeshifter reverts, depending on breed. But the intermediate form must be designed by the player or Storyteller. The young Mokolé may choose from several characteristics (see sidebar).

Having chosen a number of characteristics equal to her Gnosis score, the new werecreature designs her form. Usually this will be a dinosaur or dragon-like lizard. The player may want to draw the form, to keep her shape in mind. In her intermediate form, the trait adjustments are as follows:

Str. +4, Sta. +4, Dex. -1, App. 0, Man. -3; Diff. 6.

Human speech is usually not possible, though the capacity can be gained through the Gift: Talk.

Suchid (Reptile): Str. +2, Sta. +3, Dex. -1, Man. -2; Diff. 6.

Running speed in this form is halved (no Long Running), but swimming speed equals the Homid form's land speed.

Special Combat Maneuvers

• **Tail Lash:** This involves swinging the tail about and slapping an opponent with incredible force. This can be used only in Archid form (the tail does not have enough flexibility in Suchid). Those Mokolé with spikes on their tails can be dangerous using this maneuver.

Usable by: Archid

Damage: Strength +1 # **Actions:** 1 **Difficulty:** 7

• **Head Butt:** This requires a short charge forward, head lowered and aimed at the target. This works like Body Slam in every way except that the Mokolé will not suffer damage herself, and the target may still attack unless he is knocked down. Suchids cannot perform this attack, since it requires bipedal running or at least longer legs. Spikes or horns on the head will cause more damage (see Archid characteristics).

Usable by: Homid - Archid

Damage: Special **# Actions:** 1 **Difficulty:** Opp.Str.+2

New Background: Mnesis

These prayers are the constant road across the wilderness

these prayers are

these prayers are the memory of God

— Paul Simon, “The Cool, Cool River”

As Garou have Past Life, so Mokolé have Mnesis. Mnesis is the race memory which graces the titan reptiles. The following scale gives an idea of how old the race memory can be:

- You can remember events up to century or so ago.
- You can remember up to 1,000 years ago.
- You can recall events that took place up to 12,000 years ago (the time of the Impergium)
- Ancient history even for your race; you can remember the time when the Great Beasts roamed free over the earth and the first races of the Changing Breed arose (up to 60 million years ago).
- You can remember when the first dinosaurs walked the earth (up to 240 million years ago).

Mnesis is the direct exercise of the Mokolé’s function as the memory of Gaia and should be controlled carefully by the Storyteller. When “remembering”, a Mokolé will go into a dream-like state and dredge up direct memories of his ancestors from a race memory pool. A Mokolé can only remember the experiences of ancestors who were born before him.

When remembering, a Mokolé can only see events his ancestors witnessed, and get a vague idea of what those ancestors thought or felt about events. Roll Intelligence + Rituals against an eight difficulty. When searching for particular ancestors or events, roll against a nine difficulty (10 in cases of extreme antiquity). The number of successes determines how well events are remembered. The farther back, the less cogent the memory will be; the ancient days were times of raging emotion, life and death struggle — a time when the Wyld was ascendant. However, some dinosaur ancestors were surprisingly intelligent.

The Mokolé have kept to themselves since the War of Rage, and will not be able to remember many events that concerned other shapechangers since that time. They also do not remember the First Changer; this memory is lost to them. Mokolé have long tried to dredge it up, but none have been successful. This has caused many Mokolé to depart on dream-quests, where they stay for hours or days in the state of memory trance

trying to discover the mysterious origins of the shapeshifters. They likewise cannot remember the event which caused the dinosaurs to die out, though it is rumored that some elder Mokolé have accessed this memory and then slowly perished themselves, suffering from a Harano-like depression.

Children of the Sun: Aspects

The Mokolé say

Sun laid nine eggs

rock, cloud, water, sand, great, rings, smear, blue, snow

Water laid nine eggs

*scum, worms, weeds, fish, frogs, us, Kings, wombs, man
who laid Sun?*

— Mokolé riddle

The Mokolé are sun creatures. They revere the sun as the giver of life and source of heat for their bodies.

The attitudes of the Sun determine the identity of a Mokolé, much as the moon auspices do for the Garou. The Mokolé recognize seven attitudes the Sun can take. Each attitude provides sun dice to those born under it.

The Rising Sun — “Strike”:

Throughout their lives such creatures gain +1 dice when taking the initiative. Their Gift is Hot Ichor.

Beginning Willpower: 3

The Noonday Sun — “Shadowless”:

These Mokolé may subtract one die from the dice pool of attacking Wyrms or Kindred, or by any foe attacking from, living in, or related to the dark. This may be used against vampiric disciplines, lessening the effect of Domination or Obfuscate. Their Gift is Clear Mind.

Beginning Willpower: 2

The Setting Sun — “Ward”:

Wards add an extra die to their dice pools when they defend, retreat, or follow. Their Gift is Armor of the Tortoise.

Beginning Willpower: 1

The Shrouded Sun — “Concealed”:

The Concealed gain an extra die on their Stealth and when they camouflage anything anytime, for any reason. They are most skilled at magic or Thaumaturgy. They are subtle hunters. Their Gift is Become Log and Walking Between Worlds.

Beginning Willpower: 3

The Midnight Sun — “The Shining”:

The Mokolé born at night are called the Shining. They can draw on three extra Willpower points when they are damned, doomed, or up against hopeless odds. They are the makers of myth and arbiters of the afterlife. Their Gift is Sleep of the Dragon.

Beginning Willpower: 4

The Decorated Sun — “Followed”:

The Followed are the matchmakers of the Mokolé. The Crowned may reign, but *the Followed get things done*, as Mokolé

say. The Followed receive their sun dice when they act in a collective effort. Their Gift is Talk.

Beginning Willpower: 2

Solar Eclipse — “Crowned”:

The Crowned are rare creatures. All other Mokolé defer to them. The Crowned get one extra die to apply anywhere they want when the sun shines. Their Gifts are Tame Sunbeam and Rule.

Beginning Willpower: 5

Gifts of the Sun

Bellow (Level One) — This is a loud noise that terrifies all who hear it, including vampires, mages, and werewolves. The Mokolé may use Rage or Willpower to add to his bellow. The difficulty is the hearer’s Willpower; if the roll is successful, then the hearer suffers as affected by the Delirium Reaction Chart in **Werewolf**, using Willpower, minus the number of successes, as a guide.

Talk (Level One) — Normally, a Homid form Mokolé cannot communicate with a Archid or Suchid form Mokolé. With this Gift, the Mokolé can communicate with any other Mokolé in any form. This also allows Mokolé to speak a human language when in Archid form. Often possessed by homids.

Razor Claws (Level One) — As the Ahroun Gift.

Cooking (Level One) — As the Bone Gnawer Gift.

Resist Pain (Level One) — As the Philodox Gift.

Clap of Thunder (Level Two) — As the Shadow Lord Gift.

Become Log (Level Two) — As the Ragabash Gift: Blissful Ignorance, but the Mokolé must be in water near camouflage (floating logs, etc.). The Mokolé is indistinguishable from a wooden log or any other natural object proper to the terrain. She can’t move while using this Gift save to drift in water at a human walking pace.

Tame Sunbeam (Level Two): This rare Gift causes the rays of the sun to obey the possessor. The Sun, which the Mokolé call Olodumare, or the Face of God, is unalterably opposed to evil and darkness. The Mokolé must roll his Intelligence + Occult (difficulty 6) and expend a Gnosis point to use this Gift. The effect lasts for one scene, though it can last longer if more Gnosis is spent during the roll (roughly one Gnosis per scene duration).

Successes	Effect
1	Illuminate any dark area with sunlight
2	Rays of sunlight can pierce clouds or trees and shine to point out targets or destroy the Kindred.
3	The sun’s rays are as strong through water, glass, clouds or cover as from a clear sky.
4	The sun’s rays can be used to light fires or bring heat in times of cold.
5	The sun can be persuaded to shine at night.

Armor of the Tortoise (Level Two) — This Gift enables the Mokolé to form a hard, shell-like growth around his skin

in Archid or Suchid form with a roll of Stamina + Primal-Urge (difficulty 6). The number of successes is the amount of armor gained (added to the dice pool of soak rolls). This is in addition to any Archid armor characteristics the Mokolé may already possess.

Dragon’s Breath (Level Three): This amazing Gift enables the Mokolé to emulate the Dragon Kings by spitting flame from her mouth. The flame burst cost one point of Rage per burst. The flame is as hot as a chemical fire, has a difficulty of nine, and does two aggravated wound levels, as if it were a bonfire. The damage can be increased by spending Rage points (one extra wound level per point spent).

Clear Mind (Level Three) — The Mokolé may spend Willpower points to add to a Mental dice pool; the effect lasts for the duration of the scene.

Eyes of the Cobra (Level Three) — As the Galliard Gift.

Hot Ichor (Level Four) — This Gift makes a Mokolé able to gain a pool of energy, usable in combat or during the hunt. It resembles a vampiric Blood Pool. Using the points in the pool, the Mokolé can spend them to add to Physical Attributes (but not heal wounds). The pool maximum is equal to the Mokolé’s natural Stamina +5 (Stamina additions due to shifting forms do not count toward this total). The points are replenished with Rage (one per Rage point spent).

Infest (Level Four) — As the Bone Gnawer Gift.

Rule (Level Five) — As the Shadow Lord Gift: Obedience.



Song of the Great Beast (Level Five) — As the Lupus Gift. Usually, only suchid can possess this Gift and it can be used only to summon Dinosaur Great Beasts.

Walking Between Worlds (Level Five) — This allows the Mokolé to step sideways, as the werewolves do. The Mokolé remember when Coyote taught this to the Garou, and by remembering, they learn the trick themselves. Once this Gift is achieved, then the ability is natural to that Mokolé.

Sleep of the Dragon (Level Five): This Gift enables the Mokolé to enter a state of hibernation or estivation, with a period limited by time (three moons) or by conditions (when the lake fills with water). The sleeping Mokolé is awakened by movement or physical injury, but not by people walking or animal noises. Usually the Mokolé will be buried in mud as he sleeps. The sleeping Mokolé completely regains spent Gnosis when he awakens and does not age while in hibernation. Some elder Shining who possess this Gift are old even by Mokolé standards.

Rites

Save Hatchling (Level One) — Most suchid Mokolé and other crocodilians (about 90%) die in their first year of life from disease or predation. This Gift enables a Mokolé to know the location and condition of any hatchling at any one time. It is not a continuous alarm or kid-watching service, but is good for periodic checks.

Feed the Wallow (Level One) — This Gift enables the Mokolé to take a small amount of food and increase it to produce food for a large number. The number of successes is the power by which the food is multiplied: two day's rations would become four if the user had two successes, and sixteen if she had four successes. With one success the food is doubled.

The Badger's Burrow (Level Four) — As the Garou rite; used to protect a wallow.

Nyi, "Feathered Thunder"

Breed: Suchid

Aspect: The Midnight Sun, "The Shining"

Age: 183 (physical age 66)

Attributes: Strength 5, Dexterity 3, Stamina 5, Charisma 4, Manipulation 3, Appearance 3, Perception 3, Intelligence 5, Wits 3

Abilities: Alertness 3, Athletics 5, Brawl 5, Dodge 2, Intimidation 5, Primal-Urge 3, Animal Ken 4, Melee 4, Stealth 4, Survival 5, Enigmas 4, Occult 5, Rituals 4

Backgrounds: Kinfolk 4, Mnesia 4

Gifts: Bellow, Talk, Cooking, Resist Pain, Clap of Thunder, Become Log, Armor of the Tortoise, Clear Mind, Eyes of the Cobra, Infest, Song of the Great Beast, Sleep of the Dragon

Rank: 5

Rage 5, Gnosis 5, Willpower 9

Archid Characteristics: Feathers (App. 3 in Archid), Spiked tail (Str. +2 Tail Lash), Bipedal Walking, Huge Size (she stands 7' tall in Homid form and almost 20' in Archid).

Image: In Homid form, Nyi is an Amazonian women of stocky build. In Suchid, she is a large crocodile. In Archid, she is a stunning feathered dinosaur.

Roleplaying Notes: You are very old, but you have never felt your years until recently. The Amazon was timeless until they came, humans with machines and rageful Garou. Your home is being torn apart and you are unsure what to do. You are melancholy with the dying of Gaia.

Background: Nyi chose her name when she came of age and dreamt of her ancient ancestors in the steaming jungles and primordial rivers. She is named after a river goddess of the Colombian Amazon tribes, her Kinfolk.

She is fascinated with the past, and spends much time dreaming about it. The present seems unreal; a nightmarish time of dwindling peoples and Weaver webs. She greatly wishes her people were not cursed with the present, but could live in the timeless past. She has slept the sleep of the dragon twice in her life, both times when she tired of the modern world of furred mammals and humans. She has recently woken from a thirty-three year sleep, and is horrified at what the world has become.

Like the rest of her people in the Amazon, she believed that they, out of all the rest of her kind, lived in a safe haven. That their jungle was so thick and impenetrable no one could come to take it away from them; neither human, Wyrn or Garou. She was wrong.

The jungle is now torn with the strife of the Amazon War, which is pitting the Garou against Pentex Inc. The Balam are also engaged, desperately trying to protect their Den-Realms. If they fall, can the Mokolé last much longer?

For the first time in her life, Nyi is beginning to consider that the present might be important, that *now* has some purpose to Gaia. But what side to join? The Balam, who have long shared the jungle with her people? Or the newcomer Garou, who have left their homes to fight for her jungle but hate the Mokolé? Nyi has decided to investigate the matter more fully, and has sent out young Mokolé to find information to help her decide. As one of the oldest of her people, her decision will bear great weight for the destiny of the Amazonian Mokolé.

Rokea (Weresharks)

History and Ways

Though the Garou are arguably the most efficient and deadly predators on the surface of Gaia, their domain ends where the shore meets the ancient sea. The depths of the ocean are as mysterious to them as they are to humans. Most Garou prefer to have as little as possible to do with the deeps. Certain legends, however, speak of a species of shapeshifter that makes its home amid the lightless waters—the Rokea, the weresharks.

The origin of the Rokea is unknown, but the species is undoubtedly as ancient and primal as the sharks from whence it evolved. Indeed, very little is conclusively known about the Rokea. They have little connection to Gaia and are evidently



unable to traverse the Umbra (though they can tap its energy via Gifts), but they have no known vulnerability to silver.

Wereshark society is relatively primitive, and has never progressed beyond the pack stage. Rokea swim in schools of between three and ten members; most travel with packs of normal sharks. Some, however, choose to swim alone.

Pack leadership is determined either by outright combat or a ritual known as the Gathering. In this ritual, the competing parties hunt for the pack as a whole; the one who brings back the most food is deemed leader. Leaders can be challenged at any time.

For the most part, weresharks live much like their cousins the sharks. Their lives revolve around eating and hunting. They have little time or inclination for recreation or culture; they do, however, have a crude language. The closest thing the Rokea have to a game is a ritual/festival called the Gorge. During this ritual (which only occurs when a huge amount of food, such as a whale or sinking ship, has been acquired), the Rokea eat, and eat, and eat, eating until they are stuffed beyond measure and their stomachs are distended and swollen. The Rokea who can cram the most food in his belly wins the Gorge, and is accorded great honor among the species.

Rokea have little if any connection with Gaia, and instead are mystically attuned to the sea. The recent incursion into their environment by polluting surface-dwellers has enraged them, but this has less to do with religious or moral imperative than simple self-preservation. Nonetheless, as the coral reefs vanish and the seas turn black with sludge, the Garou may find themselves with formidable allies in the fight against human corruption.

Habitat

Rokea can be found worldwide, though most prefer the warmer tropical regions. They are especially fond of coral reefs, and the Great Barrier Reef off the coast of Australia is their exclusive domain.

Totems

The totem of the Rokea is a shadowy entity known as the Kraken. Little is known about the particulars of the Rokea's theological beliefs, but the Kraken is said to be an enormous octopoid entity that lives in the nethermost abyss (the Umbra?). It allegedly provides its worshippers with plentiful prey, which is all a Rokea could ask for. Certain Garou mutter that the Kraken bears more than a passing resemblance to certain manifestations of the Wyrms...

Character Creation

Beginning Willpower: 4

Backgrounds: Rokea start with no Background Traits, though these can be purchased with freebie points. No Rokea can ever have Kinfolk.

Most Rokea care little for the esoterica of the warm-bloods. Love, honor, duty, vengeance...the chaff of weak-blooded prey. The embrace of cold currents, the sting of hot blood in the nostrils, the satisfying crunch of bone between the jaws... these things interest the Rokea.

This is not to say that Rokea are stupid or mindless, but many of the higher faculties common among mammals are simply not possessed by Rokea. Most are content in their roles as predators and need little else. Certain weresharks, however, have temporarily left their watery world to experience the ways of the surface world, and become involved in fishing, crime and even business.

Breeds

Rokea have only one breed, the equivalent of *lupus*. All Rokea are sharks who can turn into humans, not the other way around. The homid breed is simply unknown among the species, and any offspring born of a union between two Rokea is summarily eaten by the ravenous mother upon birth.

Beginning Gnosis: 3

Forms

The Rokea are primitive and lack the sophistication of the warm-bloods. They have only three forms: the equivalents of the Homid, Crinos and Lupus form (this latter form has been dubbed the *Squamus* by more scientific-minded Garou Philodoxes, though the Rokea undoubtedly care little for nomenclature).

The Homid form is crude and roughhewn, and often approaches *Glabro* form in stature and proportion. The *Squamus* form resembles a shark of the Rokea's tribe (see *Tribes*, below).

The Crinos form of the Rokea is truly grotesque. It is bipedal and towers 10 feet high. The serrated skin of the shark is fully developed, and the pectoral fins extend along the forearms like built-in razor blades. The build of the creature is roughly manlike, and the Crinos form possesses hands (albeit clumsy, three-fingered ones), but the facial features of the beast are those of a shark, down to gill slits and gaping maw. A large dorsal fin extends along the spine.

Crinos: Str. +4, Sta. +4, Dex. +1, all Social Attributes zero, +4 Intimidation.

Bite: Str +3, **Fin Slash:** Str. +1. The rough skin of the creature does Str -1 damage to anyone hitting it in combat (bare-hand punch, etc.).

Squamus: Str +4, Sta. +3, all Social Attributes zero, +4 Intimidation.

Bite: Str +3. The skin of the *Squamus* does the same damage as that of the Crinos. The *Squamus* form can only be assumed in the water. *Squamus* swim at 30 mph, except for the *Ixya*, who can attain regular speeds of 40 mph (and up to 50 for short bursts).

All Rokea regenerate as do Garou.

Auspices

The choice of auspices among the species is limited. Rokea have no tricksters, for they are a simple people and the only mirth they know is a grim gallows' humor when their startled prey realizes its doom. They have no mystics, for they understand all they need to know, and seek few higher truths. They have no judges, for they feel no guilt and obey no laws. They have no artists and storytellers, for they care nothing about the past. They know how to hunt and track and kill, and thus all Rokea are warriors. They begin with six points of Rage, and need only two successes on a Rage roll to frenzy.

Tribes

There are no tribes *per se* among the Rokea, but three distinct subspecies have thus far been documented: the *Ixya*, the *Spyinha*, and the *Karkha*. The *Ixya* are descended from mako sharks, and can attain speeds of 40 mph in the water, or one and a half times the normal land speed of Homid or Crinos form. The *Spyinha* are descended from hammerheads; the difficulties of all Perception rolls made by them are two less. The *Karkha* are descended from great whites; their bite does an additional +1 damage and they start with 7 Rage points. Other "tribes" are rumored to exist.

Gifts

The Rokea possess Gifts similar to those of the Garou Ahrouns and *lupus* breeds, with emphasis on those that affect water (i.e. instead of *Avalanche*, a Rokea might have a *Whirlpool* or *Maelstrom* Gift). Rokea also have their own special tribal Gifts, bestowed upon them by the Kraken. Garou speak fearfully of Rokea who can track prey across the earth based on the scent of a single drop of blood, who can call the creatures of the deep to them, or who can animate the very water about them into an amoeboid blob to trap victims.

Age largely determines Rank among the Rokea. For every 10 years of age the Rokea has survived, she goes up a Rank. This is not a social convention so much as it is a measure of whether one Rokea will teach another Rokea high-level Gifts. A young shark who is not yet Rank Two may still learn a third, or higher, level Gift, but it is much harder to convince the proper Rokea to teach it.

Quote

Splash—whoosh—rush—CHOMP—shakeshakeshake—gulp...



Alice McBain

Tribe: Spynha

Age: 24

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 1, Manipulation 2, Appearance 1, Perception 3, Intelligence 2, Wits 4

Abilities: Alertness 3, Athletics 5, Brawl 5, Dodge 4, Intimidation 4, Primal-Urge 4, Stealth 3, Survival 4

Backgrounds: none

Gifts: Heightened Senses, Scent of Sight, Beast Speech, Sense of the Prey, True Fear, Trackless Waste (she can use this to cause sailors to become lost at sea)

Rage 8, Gnosis 3, Willpower 5

Image: Alice's Homid form is unattractive and formidable; she stands nearly six feet tall, weighs about 180 pounds (all stringy muscle), and has rough, pocked skin. Widely spaced, protruding eyes, a bony brow and a wide, flabby mouth betray her hammerhead heritage.

Roleplaying Hints: You are as friendly and curious as a wereshark can be, which means that you generally stop at breaking bones instead of devouring humans outright. You enjoy your stay among the surface humans, though you consider them soft and breakable. You have developed a taste for laughter, strong drink and music, and are not entirely certain that you want to go back to the gloomy purposelessness of Rokea "culture."

Background: Alice McBain is a Rokea of the Spynha tribe, and was born 24 years ago off the Great Barrier Reef. Curiosity and outrage over the rapid destruction of the reef drove her to the surface world to investigate the humans. She has been dwelling intermittently in her own watery realm and the city of Sydney, where she works as a bouncer and bartender. Alice has beaten more than one drunken sailor to within an inch of his life; she is a favorite of the patrons, who place sucker bets on her ability to lick anyone in the bar.

Ananasi

"Will you walk into my parlor?" said the spider to the fly.

— Mary Howitt, *The Spider and the Fly*

History and Ways

The Ananasi are a race of spider creatures capable of assuming various forms, including that of humans. They were originally an African race, though they have spread all over the world. African slaves called them the Aunt Nancies, benign creatures of the supernatural who did little for or against humanity.

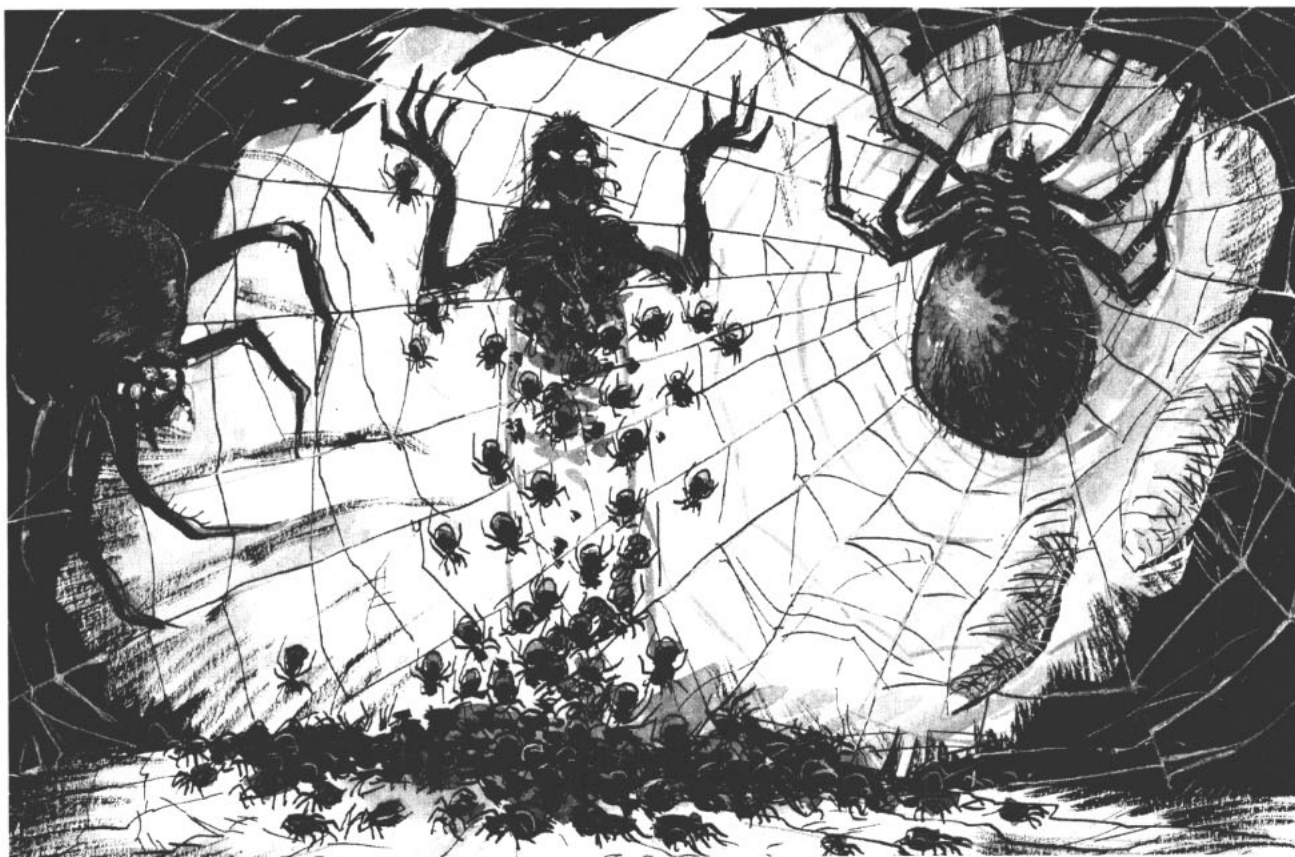
Once they were minions of the Weaver, but when the Weaver attained the Gift of consciousness, some of the spider folk also went mad. The Ananasi looked to their leader, the Queen Spider Ananasa, for the answer. The Queen was unable to give them one. She turned to the Weaver, but the Weaver betrayed her and turned her over to the Wyrms. The Wyrms imprisoned her in a dark opal of the Weaver's construction, where she remains to this day.

The Wyrms turned to the children of Ananasa and offered to spare their Queen, if they would serve it rather than the Weaver. They agreed to do so, and the Weaver took no notice of their passing from her service.

The Ananasi were corrupted by the Wyrms' influence. While most retained their sanity, a few did not. The Ananasi served the Wyrms faithfully, at first to keep their Queen from being destroyed, but eventually out of love — love of destruction, love of corruption, love of the Wyrms.

However, Ananasa has never been corrupted by the power of the Wyrms. She took his gifts freely, but never forgot the gifts taught her by the Weaver. She used a combination of the two to pick at the dark opal prison until a hair-line crack appeared in it. Through this crack she secretly called out to her children, and some answered. She told them of her plans to free her subjects and herself from the Wyrms. Those who would aid her were to turn to the Wyld, the last force in nature capable of freeing her from her prison.

Though she could not use any of her powers within the dark opal, Ananasa could pass on knowledge to her subjects. Soon word spread among the Ananasi of the Queen's plans. Most Ananasi decided to aid her, a few did not; but none betrayed her to the Wyrms.



The Wyrms eventually learned of Ananasa's plans on its own, but could do little against her. To destroy her would require a major expenditure of power, for she was sealed within a prison that protected her from harm as much as it prevented her from acting. The Wyrms could not re-create the opal which the Weaver had created, for it was not within its power to do so.

The Ananasi turned to the Wyld, but soon learned that other servants of the Wyld still resented them and refused to work with them, remembering the time when they served the Wyrms and before that the Weaver. The others could not trust the Ananasi.

So the subjects of Ananasa set out on their own as defenders of Gaia, minions of the Wyld, saviors of the Queen. Having served all members of the Triad, they bear the powers of all three; but now serve their own Queen and themselves.

The Wyrms are not happy with the Ananasi rebellion, so it sends its own Ananasi, the Hatars, or Goblin Spiders, after the rebels to murder them if they refuse to renounce their allegiance to the Wyld. They now fight a great war, and this war has led them to limited contact with Garou, vampires, and other minions of the Wyrms.

Ananasi Physiology and Anatomy

The Ananasi are composed of unstable organic material which can break down into an army of insects. Their con-

sciousness exists outside the physical, and allow them to change from one human-sized being into an army of smaller spiders of the same net mass without losing consciousness. The Ananasi have four basic forms: Homid (human form), Lilian (eight-appendages, spider-like humanoid form), Pithus (giant spider), and Crawlerlings (army of very small spiders).

Their Homid form is perfectly human in appearance. Their Lilian form is the equivalent of Crinos form, since it grants them four extra arms, great strength, speed, and protection. Their Pithus form is that of a huge spider slightly resembling a Black Widow; they prefer this form mainly when traveling the Web on the Umbra, or moving about in Wyrms' caverns. Their Crawlerling form affords them great protection.

The Ananasi are incapable of digesting solids and must rely on blood for food, preferably fresh human blood, although animal blood will suffice. Their tube-like stomachs cannot hold solid foods, and they become ill if they attempt to eat it. Indeed, they are living vampires. They have fangs which allow them to suck blood through two puncture wounds. Like vampires, they are able to heal the wounds of their victims by secreting special enzymes onto the wound through their own saliva. Ananasi must expend at least one point of blood per day to stay alive. They may hold up to ten Blood Points maximum. Many Ananasi are capable of producing webs from spinneret glands, which allows them to capture and keep prey.

The Ananasi are creatures of darkness. They much prefer dark, desolate places out of the sun. They are nocturnal creatures, though they suffer no adverse effects from sunlight.

Ananasi, unlike many other werecreatures, do not take aggravated damage from silver. However, they take aggravated damage from many modern pesticides. This is due, at least in part, to their physiological similarity to spiders.

Ananasi do not have Rage; instead, they have Blood Pools similar to those of vampires. The Ananasi may regain Blood Points by drinking the blood of living creatures. Though they prefer the blood of humans, they gain full sustenance from animals. If you have **Vampire**, use the rules for blood drinking.

Breeding

The Ananasi breed with humans in their Homid form and, just as Garou, only one in 10 become Ananasi. As soon as an Ananasi child shows signs of the coming transformation, he is kidnapped and taken to deep caverns where he undergoes the change. There is no Rite of Passage, simply being born Ananasi is enough for membership in the group.

Ananasi are capable of producing Ananasi offspring by mating with spiders. These spider-born Ananasi are called the Arachnos breed. Only one in a hundred spider children is born with the sentience and power of the Ananasi. This spider must kill and feed upon her spider siblings. By absorbing the bodies of fellow spiders, the Arachnos may eventually gain enough mass to be considered an Ananasi in Pithus form.

It requires two or three years to acquire enough body mass to be considered a Pithus; until that time the Arachnos are just growing spiders. Most Arachnos Ananasi are discovered before reaching the Pithus state are housed in cages in caverns where they are fed large amounts of spiders, which decreases the time required before the transformation can be made.

Organization

Ananasi treat their fellows with great respect and loyalty, but seldom go out of their way for one another. While most Ananasi are loners, a few older ones act as mentors for the young. The elders may gather five or six Ananasi together to live in a single lair. Usually these Ananasi families act as protectors of a given area. While they are closer to a vampire coterie than to a Garou pack or sept, members of a family are completely loyal to their Queen and work well with one another.

The Ananasi have Renown and Rank as do the Garou, but only Weaver spirits and minions of the Wyrms recognize their Renown and Rank.

Queen Ananasa (Totem of Wisdom)

Background Cost: 5

Ananasa remains in the dark opal prison built by the Weaver and the Wyrms. However, through a small fracture in the gem, she has been able to leak her wisdom to her subjects.

All Ananasi receive Occult +3 and Enigmas +2 from their Queen. She can do little else for her subjects while in prison. Her plan of escape may take years, decades, or even centuries to reach fruition, but eventually she will be free to rule her subjects once more.

Ban: Ananasi must seek to save other Ananasi from the Wyrms, though they may defend themselves from the Hatars, or fight among themselves. Additionally, most shapechangers do not trust Ananasa or her followers, and make it difficult for her subjects to attract new allies.

Habitat

Ananasi prefer dark, dank places. They love caverns and other underground complexes, but many nowadays settle for abandoned buildings with boarded-up windows or houses with very large basements.

Relations with Other Supernatural Creatures

Because of their long and seemingly devoted service to the Wyrms, the Ananasi are feared and loathed by almost all other servants of the Wyld, especially the Garou. While the Garou do not recognize the Ananasi as protectors of Gaia, Gaia herself embraces the spider people and gives them gifts and wisdom.

The Ananasi are at war with the Wyrms, and even their own kind who refuse to serve the Wyld. They continue their fight in the cities and tunnels of the earth. The Ananasi are slowly winning the battle against the Hatars, killing or converting many of their ensorcelled kin.

The Ananasi also come into conflict with vampires, since they often use the same hunting grounds. Most vampires fear and avoid the Ananasi, but some, particularly anarchs and Sabbat, destroy the Ananasi when they see them. Ananasi do not hate vampires or see them as creatures of the Wyrms, since they too must feed off blood.

The Ananasi have pacts with certain races who serve the Wyrms. In most cases, these pacts guarantee neutrality, though it is rumored they have actual alliances with certain humanoid races. How this fits into Ananasa's plan remains to be seen.

Playing Ananasi

While the idea of playing a living vampire who can transform into a giant spider or army of tiny spiders may seem intriguing, it can also be very difficult. Ananasi are alone in the world; they rely only upon each other and the wisdom of their Queen. The world is a very lonely place; they are at war with their relatives, and all other servants of the Wyld despise them and would love to see them dead.

While it is possible for an Ananasi to work with Nuwisha or Garou who follow the wisdom of Coyote, it is highly unusual. It could even lead to a condemnation of the pack members by other members of their own tribes.

Also, the Ananasi are extremely rare. They have suffered greater persecution over the years than any other shapeshifter, for they served the Wyrms and were considered prime targets for Garou attack. They live now, for the most part, so deep in the caverns of the earth that even the Black Spiral Dancers rarely encounter them.

Initial Willpower: 2

Backgrounds: Players have 2 background points, and may spend them on any background except Allies, Contacts, or Past Life. Pure Breed is rare, but still present; it represents a directly traceable lineage from Queen Ananasa.

Forms

Homid: Same as in *Werewolf*.

Lilian: In this form, most Ananasi are about seven feet tall and thin. They have two extra appendages on either side of the torso, giving them six arms and two legs total. They may use the arms for extra attacks by dividing their dice pools.

They are dark skinned in this form, nearly jet-black. A thin layer of velvet-like hair covers the entire body. The hands have long and pointy fingers with sharp claws which do aggravated wounds (Str. +1). The Ananasi often scar their bodies, engraving symbols of their genealogy and love for the Queen and the Wyld. Their faces are oval-shaped, and while their features are long, they are not at all angular or pointed. Their eyes are perfect ovals and most are yellow, though a few with Hatar blood are green or blue.

Str. +3, Sta. +2, Dexterity +3, App. 0, Man. 0, Diff. 6. Str. +1 claws.

Pithus: The Pithus form is often referred to as the Pit Spider. It vaguely resembles a Black Widow except for the red hourglass marking. They are around five feet high and five feet long in this form. Their eyes glow, but are the same color as in Lilian form. They have eight legs, and their jaws become huge and capable of great damage.

Str. +4, Sta. +2, Dex. +2, App. 0, Man. 0; Diff. 7. Str. +2 damage on biting attacks.

Crawlerling Form: The Crawlerling form is that of an army of insects. The Ananasi may break herself down into hundreds, even thousands, of spiders. The number depends on the size of the spider. The Ananasi is invulnerable in this form, since she may reform if even one small spider survives. She may do so by simply summoning other spiders to come and take the place of her own flesh. However, if 30% or more of her body is permanently destroyed, she will look different when she reforms.

While in Crawlerling form, the Ananasi acts as a collective consciousness. She may see everything each individual spider sees.

The Crawlerling form lowers all physical and social attributes to zero. It also grants 20 Health levels. Keep in mind that while it is easy to kill a large mass of spiders, it is nearly impossible to get them all unless you use fire or call a really good exterminator.

Ananasi Gifts

Blur of the Milky Eye (Level One) — Same as the Ragabash Gift.

Control Simple Machines (Level One) — Same as the Glass Walker Gift.

Create Element (Level One) — Same as the Metis Gift.

Eyes of the Cat (Level One) — Same as the level three Metis Gift. This Gift is only Level One for the Ananasi since they spend so much time in pitch darkness.

Resist Toxins (Level One) — Same as the Fianna Gift.

Wyrmling Kinship (Level One) — By expending a Gnosis point and succeeding in a Charisma + Primal-Urge roll versus eight, the Ananasi forces all creatures of the Wyrms to become more inclined to accept her as one of their own. This works against Banes and creatures on the physical plane. It grants the Ananasi a minus one to all Social roll difficulties for the scene and forces all creatures of the Wyrms to make a Gnosis roll versus a difficulty of seven. If they fail, they will be receptive to talking with the Ananasi rather than automatically going into battle.

Replenishment of the Flesh (Level Two) — The Ananasi may heal aggravated wounds by expending one Gnosis point per level of wound healed. It takes one turn to heal one level of wounds. As many levels may be healed as the Ananasi has Gnosis to expend; however, he can only heal himself. This power operates by sending out a telepathic command to all spiders nearby to come at once and join the werespider's flesh. The Ananasi is able to absorb into his flesh all spiders obeying the command. This power will only function if there are spiders available to answer the call, and so it will work almost anywhere other than in the ocean, the arctic, or desert.

Cybersenses (Level Two) — Same as the Glass Walker Gift.

Blissful Ignorance (Level Two) — Same as the Ragabash Gift.

Insect Eyes (Level Two) — By spending one Gnosis point, the Ananasi can change the shape of her eyes, making them multi-lensed. This grants her 360 degree vision, along with the ability to see twice as far as she otherwise could. This power may be used in conjunction with Eyes of the Cat.

Spinnerets (Level Three) — These Ananasi have special glands hidden in their arms. These are spinnerets which may be used to create webbing similar to that of a normal spider. The webbing is thicker than a normal spider's, almost a quarter of an inch in diameter, but it is very sheer and hard to see from even a short distance away without a successful Perception + Alertness roll versus an eight.

Most Ananasi with this Gift have a skill rating in Web-making. The Ananasi may use webbing to seal off things, capture opponents, or lower themselves from a high place. It requires a six Strength and three successes to break the webbing.

Ananasi use their webs for defense, and to capture meals. It requires one Blood Point to use of this power once. One use can



spin a web large enough to fill a 40 square foot area, or lower the Ananasi from a height of 300'.

The Ananasi may also use this power in the Umbra.

Wall Crawling (Level Three) — This is the same as the Ragabash Gift: Fly Feet.

Bug Lord (Level Three) This power allows the Ananasi to summon a horde of insects and arachnids. It also grants the Ananasi the power to talk with insects, though communication is rudimentary at best. The Ananasi can give the insects telepathic commands which they will carry out to the utmost of their ability. This power requires the expenditure of one Gnosis point and a Charisma + Animal Ken roll versus a seven.

The number of successes determines the number of insects that will appear. One success indicates a minor swarm, enough to cover a person. Three successes indicates enough to fill a room, while five successes indicates enough to completely cover an entire building. The insects take one turn to appear and stay up to one scene. They may be given only simple commands and may not be moved around, as a swarm, at a pace faster than human walking speed.

Control Complex Machines (Level Three) — Same as the Glass Walker Gift.

The Great Leap (Level Three) — Same as the Silent Strider Gift.

Visceral Agony (Level Three) — Same as the Black Furies Gift.

Attunement (Level Four) — Same as the Bone Gnawer Gift, except it works only in places which are normally very dark, like caverns, basements, and sewers.

Travel the Web (Level Four) — The Ananasi can travel the great, sprawling Umbral Pattern Web, much as if it were a Moon Bridge. They must first step sideways into the Umbra from within a city or other Weaver stronghold. They can then use the Web to travel to other cities or Wyrms places.

Crawling Poison (Level Four) — Same as the Black Spiral Gift.

Obedience (Level Five) — Same as the Shadow Lord Gift.

Wyld Warp (Level Five) — Same as the Black Fury Gift.

Quote

"For the Queen, for the Wyld, for ourselves, we shall crush our former allies, free the Hatar, and spit upon the face of the Wyrms!"

Tamara Arouet, "Quistamalla"

Breed: Homid

Age: 34

Attributes: Strength 2, Dexterity 5, Stamina 3, Charisma 5, Manipulation 4, Appearance 5, Perception 3, Intelligence 4, Wits 3

Abilities: Alertness 4, Athletics 2, Brawl 4, Dodge 4, Empathy 3, Intimidate 2, Primal-Urge 4, Seduction 4, Streetwise 4, Subterfuge 3, Etiquette 2, Firearms 1, Melee 2, Performance (Piano) 4, Repair 1, Stealth 5, Computer 1, Enigmas 3, Linguistics (Creole French) 3, Occult 5, Science 2, Weaver Lore 3, Wyrms Lore 3

Background: Kinfolk 2

Gifts: Resist Toxin, Eyes of the Cat, Wyrmling Kinship, Replenishment of the Flesh, Insect Eyes, Wall Crawling Gnosis 8, Willpower 9, Blood Pool: variable (usually 10)

Rank: 3 (Among Ananasi only)

Image: Quistamalla's Homid form is one of a gorgeous, swarthy-skinned woman with a shapely and sensuous body. She practically exudes sexual magnetism. She has long, raven-black hair, and deep green eyes. She has long painted nails and usually dresses in black. She moves with confidence and grace.

Quistamalla's Pithus form is fine-furred. Her coloring is glossy-black, mixed with a subtle blending of dark, silvery gray. Her eyes are still green. She has the symbol of Ananasi tattooed on her thorax, visible only in Pithus form. Her Lilian form is a combination of the her Homid and Pithus forms. Her skin takes on a dull-gray tone and her eyes become nearly twice as large, otherwise her face is the same as it is in Homid form.

Roleplaying Hints: Quistamalla is a reserved character who acts aggressively only when necessary. She is normally very benign, and genuinely seeks the betterment of her race. This occasionally leads her into conflict with Garou, Black Spirals, Pentex, vampires and other creatures. She is very diplomatic and will attempt to solve problems without vio-

lence, but should it prove necessary, she is not above surprise attack and treachery. Quistamalla will use the sensuality of her Homid form to seduce any male she must deal with, or any who would seem especially useful. She wishes to remain an enigma, and so usually speaks of important matters in cryptic phrases.

Background: Born in a small town in Louisiana to a family of farmers, Tamara Arouet led a sheltered rural life. She was a hard-working girl who never spoke harshly to her parents, went to church faithfully three days a week, and studied diligently in school. Her life was dull and mundane.

At the age of 15, while working in the fields, her arm suddenly turned into a big, furry insect-looking limb. This shocked her so much, that she blacked out and her arm reverted to normal. Upon awaking, her mother told her that what had happened was not a bad dream. She too was Ananasi and was proud of her daughter. She would take her to meet others of her kind, to learn of her fate and her real relatives.

For ten years, Tamara, who became known among the Ananasi as Quistamalla, stayed in the caverns, aiding her people in the fight against Wyrms domination. In one fateful battle, she was terribly wounded. She reverted to Crawlerling form and made her way to the surface, the only member of her group to survive.

She went home only to find that her mother and father had died in a house fire. She does not know where her sisters are —

perhaps they are also Ananasi. After a long search which turned up no real leads, Quistamalla moved to the big city and set up a fortune telling establishment, relying on the knowledge of the occult she had learned underground. This makes her a decent living and gives her safe cover from enemies.

Quistamalla still searches for her sisters. She has also become interested in attaining wealth and power in the world of mortals. This has led her into conflict with Glass Walkers and vampires over the last few years.

Quistamalla recently established a home for other Ananasi who seek safe haven. She has dreams of making her Ananasi family a power to be reckoned with in the city. What her ultimate goals are remains to be seen.

Haven: She owns a large mansion about fifteen miles outside the city in a very isolated area. The mansion has a large basement. She occasionally holds seances here. She owns a fortune teller shop in town, which also has a large basement. She often stays open at night and she has several vampire clients, along with many prominent human citizens.

Influence: Quistamalla has a subtle influence on many wealthy and well-connected mortals. She uses her powers to convince many humans of proper courses of action. She seldom exercises her influence, but can, and will, if necessary to secure her own ends.



Chapter Seven: Systems

Rage

*Stiffen the sinews, summon up the blood,
Disguise fair nature with hard-favour'd rage;
Then lend the eye a terrible aspect.*

— Shakespeare, Henry V

This section will address the Rage rules given in **Werewolf**. It includes clarifications and changes of the rules.

- The frenzy: there is some confusion as to how many successes on the Rage roll are required to go into a frenzy. It takes *more* than three successes (four or more) on the roll to incite frenzy. However, in situations of continuing stress, such as a long combat or a harrowing journey, the Storyteller can lower the required number of successes to three or more. In times of peace, this can be raised to five or more successes, but a period of too much peace will drop it to three or more (Garou get edgy after a while).

- Spending Rage points: a character does not always need to make a frenzy roll when spending Rage. He *does not* need to roll when spending Rage points for multiple actions in combat, or for instantly shifting forms (such as from Homid to Crinos). Neither does he have to roll for when he spends a Rage point to recover from a stun effect in combat. These are the exceptions to the rule. The character must still roll for frenzy when spending Rage points to purge diseases and poisons from the body.

When spending Rage for multiple actions, the points are always spent. There is no longer a roll to see if you keep them. Optionally, the Storyteller can allow the players roll to keep spent Rage, but the frenzy roll difficulty should be lowered by however many points they are trying to keep.

- Rage does not determine how long it takes to enter the Umbra; the number of successes on a Gnosis roll determines this instead. Refer to the Stepping Sideways Chart in **Werewolf** or the **Storyteller's Screen** for shift times.

- Losing the Wolf: A character must lose all his *permanent* Rage and Willpower points (the ones in the squares) before he loses the wolf. Once he has regained his Willpower points to his maximum, he can then regain Rage as normal.

Using Vampire 2nd Edition Combat with Werewolf

The second edition of **Vampire: The Masquerade** introduced a new combat system for the Storytelling games. In many ways, it is simpler and more streamlined than **Werewolf's** own take on Storytelling combat. For those who prefer this system, below are the conversions needed to run Garou combats. These changes can facilitate **Vampire/Werewolf** crossover games. Also included here are new combat weapons for use in **Werewolf**.

Combat

Give them great meals of beef and iron and steel, they will eat like wolves and fight like devils.

— Shakespeare, Henry V

Almost all combat turns are about three seconds long, though they will take somewhat longer than that to resolve. As with all action scenes, combat turns begin with an initiative roll. However, because combat can sometimes get a little sticky, divide the turn into three stages to make it easier to keep track of things—the Initiative, Attack and Resolution stages.

Stage One: Initiative

Characters make initiative rolls using Wits + Alertness (difficulty 4, though Storytellers can vary it if they so desire). The character with the most successes acts first, while those characters who rolled fewer successes take their actions in descending order. Some characters will act simultaneously because they rolled the same number of successes. Those who gain no successes at all on this roll go last, and those who botch do not get to take any action.

Remember to have the players declare what actions they want their characters to take during the combat turn *before* going to the Attack Stage. A character splitting his Dice Pool must also declare how many dice to allocate to each action.

Stage Two: Attack

There are three different types of attack rolls; the type of combat determines which one to use.

- For firearms combat, roll Dexterity + Firearms. (For bows, roll Dexterity + Archery)
- For melee combat with hand weapons, roll Dexterity + Melee.
- For hand-to-hand combat, without weapons, roll Dexterity + Brawl.

The weapon or attack used by the attacker determines the base difficulty of the roll. The number of dice rolled might be modified by the gun's rate of fire or the use of a scope, but usually the difficulty is only modified by the circumstances of the attack. If no successes are obtained, the character has failed his attack and no damage is inflicted. If a botch is obtained, then not only does the attack fail, but something nasty happens; the Storyteller needs to invent something truly awful.

Dodging

Any time someone attacks the character, he has the option of dodging. In fact, a player may announce at any time that her character is using an action (or part of it, by dividing his Dice Pool) to dodge, simply by declaring "Dodge!" before the opponent makes an attack roll. In some cases a dodge may not be allowed, such as in confined quarters or in situations where the character has been surprised. The required roll is Dexterity + Dodge; each success takes away one success from the attacker's roll.

The difficulty to dodge melee or brawling attacks is a base six, plus one for every opponent after the first.

In firefights, the difficulty depends on the availability of nearby cover, behind which a character can dive to avoid getting hit. Each success removes one of the opponent's successes. A character can even take away successes from different opponents, though this means splitting successes between them. After such a dodge attempt, the character usually ends up behind some sort of cover or, at the very least, lying on the ground (if there was no cover to be found).

The difficulty to dodge during firefights is determined by how close the character is to cover (see the table in *Werewolf*).

Stage Three: Resolution

In this stage, characters determine the damage inflicted by their attacks and the Storyteller describes what occurs in the turn. It is a mixture of game and story, for though the dice never lie, the Storyteller must interpret what luck has decreed.

Damage: Each weapon or attack allows the wielder to roll a certain number of dice in order to cause damage (difficulty 6). Each success means the target loses one Health Level. Additionally, each success made with a firearm (after any dodge) adds one die to this damage roll. Melee and brawling successes do not add to the damage.

Soak: A target may make a roll in order to see how much damage she soaks up due to her natural hardness. The target rolls Stamina (difficulty 6); every success reduces the damage by one.

Exception: Damage and soak rolls are the only rolls in *Werewolf* which cannot be botched.

Damage and Regeneration in Werewolf

A Garou will regenerate wounds unless she is in her natural breed form, Homid or Lupus. A homid will not regenerate in Homid form and a lupus will not regenerate in Lupus form. The exception to this rule is the metis, who will regenerate in their natural Crinos form. Thus, while metis have many disadvantages, they can regenerate even when in their natural state.

Critically Wounded Results: Incapacitated should be considered "critically wounded" instead of the "invisible" wound level below it. In other words, when a character is Incapacitated, he does not automatically regain Health Levels and must roll on the Battle Scars chart. To remain active, the character must make a Rage roll as detailed in *Werewolf*.

Shapeshifting In Combat

Combat turns in this system are approximately three seconds long—much shorter than *Werewolf's* six second turn. This is not a complication, except where it concerns the shapeshifting rules and the time it takes to assume a different form. Use the following guidelines:

The number of forms the character has to "pass through" to get to the desired form is the number of successes + 1 required on the Stamina + Primal-Urge roll to change to that form in



one turn. The difficulty is dependent on the form (see the Shift Difficulty for that form). Example: Rock-Biter is in Homid form, but he wants to assume the Crinos for combat. He thus needs three successes: one for Glabro, one for Crinos (his "destination" form), and one for the constant modifier. If he wanted to shift all the way to Lupus, he would need five successes and if he wanted to just shift to Glabro, he would need two successes.

Spending a Rage point will automatically get a character to his destination form.

Attack Complications

- **Changing Actions:** If a character changes her declared actions after the turn has started, the difficulty for the new action increases by one. Generally, the Storyteller should only allow the character to change her declared action if events have made it impossible. "Yes, I know I said my character would jump into the car, but that fomor just blew it up!"
- **Immobilization:** If a target is immobilized (e.g. held down by someone), but still struggles, the difficulty for the attack roll is lowered by two. However, if the target is completely immobilized (e.g. tied up), then no roll is required and the attack roll succeeds automatically.
- **Stunning:** If a target takes more Health Levels than it has Stamina in one turn, it must spend the entire

turn shaking off effects of the debilitating attack. A Rage point can be spent to counter this effect.

Firefight Complications

- **Range:** Getting close to one's foe is a good idea if a character doesn't mind taking a few shots in return. The range given on the Firearms Chart is the weapon's medium range; the character receives no modifier for shooting at this range. Twice that range is the farthest the weapon can shoot. Shots within this range have their difficulties increased by one. On the other hand, shots made at targets within a yard of the attacker are considered point-blank; the difficulty of a point-blank shot is four.
- **Cover:** Intelligent characters use cover to protect themselves from enemy fire. Cover increases the difficulty of an attack, depending on how much of the character's body is still out in the open. However, though it acts to protect someone, it can also hamper return fire, and in some instances can completely prevent any return fire. For instance, ducking out from around a corner to shoot may increase the difficulty by one, while watching a shootout through the cracks in a battered wall will prevent a character from firing back at all. See the Firefight Complications table for modifiers.

Ranged Weapons Table

Type Example	Difficulty	Damage	Range	Rate	Clip	Concealment
Revolver, Lt. SW M640 (.38 Special)	6	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 magnum)	7	6	35	2	6	J
Pistol, Lt. Glock-17 (9mm)	7	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	8	5	30	3	7+1	J
Rifle Remington M-700 (.30-06)	8	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	7	4	25	3	30+1	J
SMG, Large* UZI (9mm)	6	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-gauge)	6	8	20	1	5+1	T
Shotgun, Semi-auto Fianchi Law-12 (12 gauge)	7	8	20	3	8+1	T
Archaic Weapons:						
Hunting Bow**	8	3	90	1	1	N
Combat Bow**	8	4	120	1	1	N
Crossbow**	8	5	20	1	1	T
Javelin**	8	Str + 3	Str x 3	1	1	N
Sling	7	1	Str x 4	1	1	P

Range: This is the practical range of the gun in yards. A character may fire up to double the listed range. However, that is considered a long-range shot.

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. The rate does not apply to full-auto or spray fire.

Clip: The number of bullets that can be held in one clip or in the barrel. The +1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person.

* Gun is capable of three-round bursts, full-auto fire and sprays.

** The bows, crossbows and javelins, unlike firearms, do not add successes on the attack roll to the Dice Pool for damage. Additionally, a crossbow takes five turns to reload.

- **Movement:** Shooting at a moving target increases the difficulty by one (or even more), as does shooting while moving at any speed faster than a walk (such as firing out the window of a speeding car).
- **Aiming:** A character may add her Perception rating to her Dexterity + Firearms Dice Pool if she spends time aiming (this works with bows also). However, it takes one turn for each die added, and during this time the character can do nothing but aim — it takes time and patience to aim. Additionally, the target

may not be moving at a speed faster than a walk. Shotguns and SMGs cannot be aimed.

If the gun has a scope, the character may add two dice to her Pool in addition to the dice added for Perception. The scope bonus can only be used once per shot — after the +3 added in the first round (+2 for the scope and +1 for Perception), the character continues aiming as outlined above.

- **Targeting:** Aiming for a specific location (gun hand, the heart, etc.) increases the difficulty by two. (Un-

Firefight Complications

Complication	Difficulty	Dice
Changing action	+1	—
Immobilization	-2	—
Long range	+1	—
Point-blank	4	—
Lying flat	+1	—
Behind pole	+2	—
Behind wall	+3	—
Only head exposed	+4	—
Movement	+1	—
Aiming	—	+ Perception
Scope	—	+2
Specific area of target	+2	—
Multiple shots	+1/extra shot	—
Full-auto	+3	+10
Three-round burst	+1	+3
Spray	5 +1/yard	+10

less you choose to use the optional hit location rules given later in this chapter.)

- **Multiple Shots:** If a character wants to take more than one shot in a turn, he must divide his Dice Pool into two or more actions. Also, for every additional shot after the first, the difficulty increases by one. Ten is, of course, the maximum the difficulty can be raised to. A character can only take as many shots as allowed by the rate of the firearm.

This penalty is cumulative. Thus a character adds two on the third shot, and three on the fourth. It is usually not wise to take blind potshots; the recoil always catches up with you. Using these rules, it is permissible to fire two or more three-round bursts in a single turn, though a character can only fire on full-auto once per turn (and must reload to do it again). Of course, Rage can be spent for extra actions, in which case the dice pool is not divided and the penalty is not cumulative. However, the rate of a firearm is the maximum number of shots it can fire per turn, no matter how much Rage is spent.

- **Full-Auto:** The full-auto option is the most damaging attack a firearm can make; as the attacker unloads the full contents of a gun's ammunition clip within a very short time span. However, the gun becomes a bucking bronco, difficult to control and even harder to aim.

A character gets 10 additional dice to roll on the attack, thus increasing the chance to hit and cause damage. However, the difficulty is raised by two due to recoil.

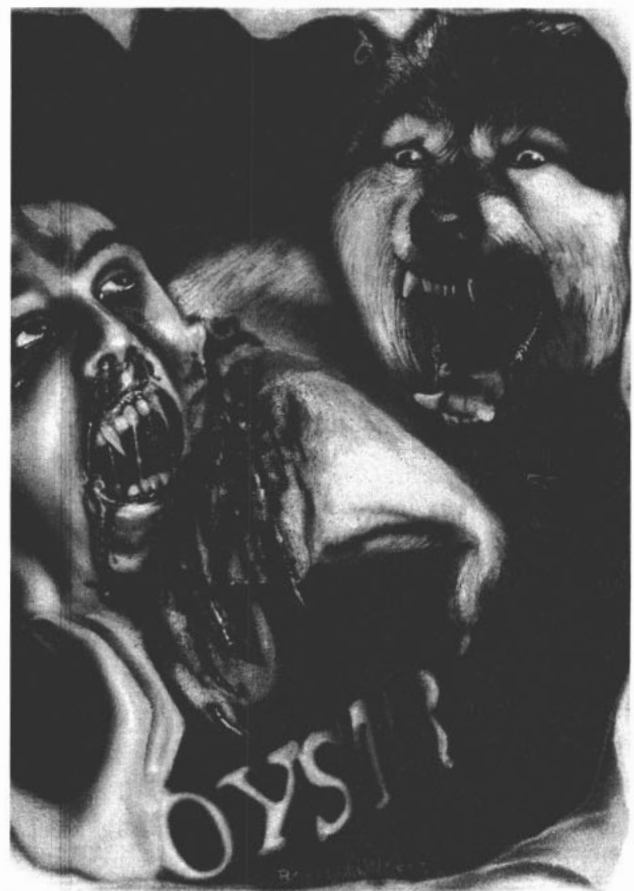
Full-auto fire can only be done when a weapon has more than half its clip remaining. Whenever a character uses the full-auto option, he uses up the entire

clip. Reloading takes one full action and requires the character's full concentration (and Dice Pool).

- **Three-Round Burst:** The semi-auto option is the middle ground between the full-auto and the single-shot options, and has some of the strengths and weaknesses of both. A burst gives the attacker three additional dice on the attack roll. However, due to the recoil, the difficulty increases by one.
- **Spray:** When on full-auto, a character can decide to spray across an area instead of focusing on only one foe. A spray uses the extra 10 dice given by full-auto fire, but the attack has a base difficulty of five, increased by one for every yard covered by the spray, in addition to other modifiers.

The player divides any successes gained on the attack roll evenly between all targets in the covered area. However, if only one target is in the sprayed area, only half the successes affect him. The player then assigns any leftover successes as she desires. If the attacker rolls fewer successes than there are targets, the player may only assign one to a target until they are used up. This attack also empties the clip.

The difficulty of a dodge roll against a spray is increased by two.



Brawling Table

Maneuver	Roll	Difficulty	Damage	# Actions
Bite	Dex + Brawl	5	Strength +1	1
Body Slam	Dex + Brawl	7	Special	1
Evasive Act.*	Dodge + Wits	7	none	1
Fur Gnarl*	Dex + Brawl	8	Special	2
Hamstring*	Dex + Brawl	8	Str + Special	1
Jaw Lock*	Dex + Brawl	6	Special	1
Kick	Dex + Brawl	7	Strength +1	1
Leaping Rake	Dex + Brawl	8	Strength + 1	2
Overbear	Dex + Brawl	6	Strength	1
Punch	Dex + Brawl	6	Strength	1
Rake	Dex + Brawl	6	Strength +2	1
Taunt*	Man + Exp	Opp. Wits +4	none	1

* — This maneuver may not be used by a character in a frenzy.

Melee and Brawling Complications

- **Multiple Opponents:** If a character is battling multiple opponents in close combat, the character's attack and dodge difficulties are increased by one per opponent (to a maximum of 10).

- **Flank and Rear Attacks:** The difficulty of a flank attack is lowered by one, while that of a rear attack is lowered by two.

- **Block:** A character can elect to block instead of dodge. Like dodge, a block can be performed at any time, as long as the character still has dice in his Dice Pool. Hand-to-hand blocks may be made only against fists, kicks or blunt weapons. A blocking action cannot block a sword, arrow or bullet, unless the defender possesses a special maneuver that lets him do so, or a Gift that provides protection (Luna's Armor). Roll Dexterity + Brawl (difficulty of the opponent's Brawl + 4 or Melee + 4). Every success reduces an opponent's number of attack successes by one.

Usable by: Homid - Crinos

Damage: none, # Actions: Special, Difficulty: Opp. attack skill + 4

Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	P
Brass Knucks*	4	Strength	P
Club	4	Strength +1	T
Knife	4	Strength +1	J
Rapier	5	Strength +3	T
Saber	6	Strength +4	T
Axe	7	Strength +5	N
Spear	6	Strength +3	N
Klaive (small)	5	Strength + 2	J
Klaive (large)	6	Strength + 4	T

* Some Glass Walkers wear silver knucks (over a glove, of course); Garou receive no soak roll from these attacks.

New Weapons

Listed below are some of the weapons used by Garou. Many of these weapons are primitive or archaic, rarely seen in modern usage. The Garou are rather traditional about their weapons, often handing a spear fetish down to the younger generation reverently, but only after the inheritor has proved his worth. In other words, the cub must know how to fight with a spear before he is given a weapon of power and antiquity.

Bows and Arrows

Garou rarely use bows, preferring to chase down their kill and rake it with their claws. However, many Wymr creatures are dangerous to approach. Some exude toxic radiation at close range. Hence, the Garou have kept the arts of archery alive since their stone age beginnings.

Use of a bow requires a roll of Dexterity + Archery skill. The difficulty is usually eight, but can be modified to a nine for extremely strong winds, or to a seven or even six for large targets. The maximum range for a bow is the Minimum Strength for that bow, multiplied by 30. A botch on any archery roll most often means the bow-string has broken.

It is extremely rare to find a Garou with any of the gadgets used in modern archery. The modern archery technology, including compound bows and bow sights, is considered to smack too much of the Weaver.

Hunting Bow: 60 lbs.

Minimum Strength: 3

Range: 90 yards

Damage: 3

This is usually a bone or wood and tendon bow. It looks somewhat like an historical long bow, but is much shorter. The tendon is selected from the hardest of creatures, and is quite strong, adding to the pull of the bow.



Combat Bow: 120 lbs.

Minimum Strength: 4

Range: 120 yards

Damage: 4

This is used by war parties on the hunt for Wyrn creatures, usually with a few Bane Arrows in their quivers. It is an extremely taut bow. If two botches are scored before the bow can be maintained, it will snap.

Arrowheads:

Target: Used purely for practice. Increase the attack Dice Pool by one but decrease the damage Dice Pool by one.

Broadhead: A standard hunting arrow, meant to bring down prey. However, broadheads are heavier than target arrows, and thus the attack Dice Pool is decreased by one, while the damage Dice Pool is increased by one.

Spears and Javelins

Another holdover from the Garou's hunting past is the spear. This weapon is often disdained by Garou warriors, but it can come in handy for getting the reach on a Wyrn creature. Also, the Wendigo and Uktena still employ them, and often make fetishes of them. A ceremonial spear is used by the caern warders of both these tribes.

Javelins are throwing spears, designed to take down fleeing prey. They are rarely used among Garou, except in occasional target games. The use of an Atatl (spear thrower) will aid in hunting with a spear; add two to the Damage Pool.

Slings

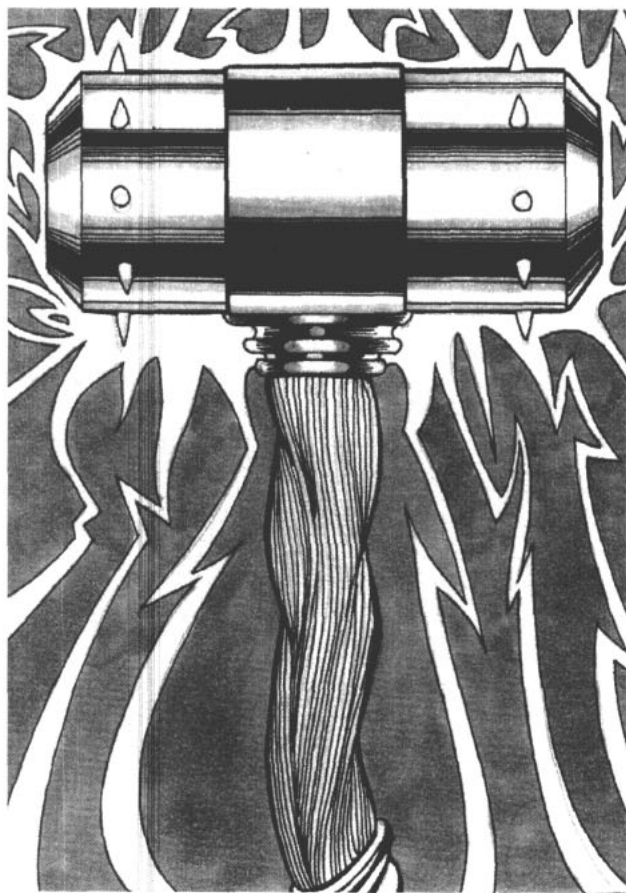
These were once the favored weapons of Ragabash, for a Trickster could conceal one on her person and take out a Wyrn goliath from afar. The Ranged Weapon Chart gives the base damage for a sling; this can be added to with to hit successes like a firearm and by using different types of stones. Metal stones will cause one extra die of damage. Silver stones will act as metal stones unless Garou are hit: werewolves cannot soak the damage done by these projectiles. The Bouncing Rock fetish (see **Ways of the Wolf**) is a popular item with sling users.

Armor

A character with body armor can add dice to her soak rolls. Different types of body armor have different armor ratings, which are represented by the number of extra dice rolled on a soak roll. Certain types of armor restrict body motion, and thus

Armor

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armored T-shirt)	2	1
Class Three (vest)	3	2
Class Four (flak jacket)	4	3
Class Five (full suit)	6	4



penalize the character's Dexterity rolls (any roll involving this Attribute has its difficulty raised by an amount equal to the penalty).

The armor types listed here are rarely found worn by Garou. Glass Walker goodfellas will sometimes wear reinforced clothing or vests, but few other Garou would touch such Weaver-things. Instead, they prefer to wear magic armor fetishes, such as Leaf or Tree Bark Armor (see *Ways of the Wolf*).

Aiming Blows

Sometimes a Garou will want to aim at a specific location on his opponent's body. This is especially useful against vampires, as general damage rarely stops them.

The sidebar gives a list of body parts and the difficulties required to hit them in combat, the damage required to render that part unable to function, and the effect of such impairments. All the damage listed (save decapitation) can be healed through the Garou's natural regeneration.

To receive the particular effect (stunned, unconscious, severed limb, etc.), the damage must be done in one blow. A Garou, already down to Wounded level, who gets hit in the head hard enough to be pushed down to Mauled level is not stunned or unconscious. To do that, at least four levels must be delivered in one blow (e.g. Bruised, Hurt, Injured, Wounded).

The attacker must declare the location of his strike before rolling. If no successes are scored, then the blow misses entirely.

Aimed Attack

Head — Difficulty: +3, Damage: An Injured result means a werewolf (or human) is stunned and cannot do anything that turn (a Rage point will counter this effect). A Wounded result means unconsciousness, unless a Stamina roll is made (difficulty 8) or a Rage point is spent. Incapacitated means the werewolf's neck is broken and she is paralyzed until she can regenerate to the Crippled level; she is not necessarily unconscious — roll as above. If the weapon is sharp and the damage is one more than required to bring the werewolf to Incapacitated, then the werewolf is decapitated — beyond any ability to regenerate.

Hands/Arms — Difficulty: +3/+2, Damage: A Wounded result means the hand/arm is broken and any weapons in that hand cannot be used: klaives are dropped, the fingers will not be able to pull the trigger on a pistol, etc. If the weapon used is sharp, a Crippled result means the limb is sheared off. To reattach, the limb must be recovered and held to the wound while the werewolf regenerates to restore himself to at least Mauled level. The limb cannot be used until it fully heals (treat as if it has taken aggravated damage). The werewolf will have a Battle Scar thereafter, showing where the limb was removed.

Legs — Difficulty: +1, Damage: A Wounded result means the limb is broken; the penalties to the Dice Pool apply to any activities requiring running. An Incapacitated result with a sharp weapon means the limb is cut off, with the same results as severing a hand or arm.

Chest/Torso — Difficulty: +1, Damage: A werewolf (or a human) will have the air knocked out of his lungs on a Wounded result (stunned for the turn), and his ribs broken on a Mauled result (must make a Willpower roll, difficulty 8, each turn to keep acting); there may be a Battle Scar result. If the werewolf is attacked from behind, and the result is one more than needed to Incapacitate, then the spine is broken, and he is paralyzed until he can regenerate to the Crippled level.

This aimed blow system is optional. It can get complicated, so Storytellers are advised to use it only when they feel the extra level of rules arbitration will not impede roleplaying.

Klaive Dueling

"Stand ready, cur! My blade has drunk the blood of many an upstart wolf. Prepare to join them in doom!"

— Maximillian Huskar, Shadow Lord Philodox

"Your boasts speak of your secret fear, skulker in shadows! Pray your blade stands fast against mine — en guard!"

— Aeron Wolfrazor, Fianna Ahroun

The Garou are honorable. From time to time, they have conflicts that cannot be resolved through any means other than a duel. Usually, duels are fought to the death with the special silver weapons called klaives.

Klaive Dueling

Maneuver	Roll	Difficulty	Damage	# Actions
Parry	Dex + Melee	6	none	1
Steel Wall	Dex + Melee	7	special	1
Riposte*	Str + Melee	8	normal	1
Feint**	Man + Melee	9	normal	1
Target Blow	Per + Melee	Opp. Dex + Dodge	+1/success	2
Great Blow	Dex + Melee	7/8***	special	3
Caught Steel	Str + Melee	Opp. Dex + Melee	special	1
Disarm	Dex + Melee	(R)Dex + Melee	special	1
Throw	Dex + Athletics	Opp. Dex + Dodge	Strength	1

* this attack can only be performed after a Parry

** this attack cannot be parried

*** small/large klaive

A klaive is a fetish of war. It is always a blade weapon. Its size varies from that of a large knife to ancient klaives that require two hands to wield. They are usually dedicated to the Garou with Rite of Talisman Dedication, and transform with the Garou when she shifts form. Usually they are made of silver, though some are made of other materials. Some Garou make klaive fighting a specialty.

Fighting

Klaive fighting is handled like normal melee combat, except for one change: even if a warrior has already taken his attack turn he may spend Rage points (any number up to his score in Dexterity) in order to dodge, parry, or riposte (see special maneuvers, below).

Note that Klaives can only be used in Homid, Glabro, or Crinos form.

Over the years, several special klaive-fighting maneuvers have become standard practice. They are described below.

• **Parry:** The warrior parrying must roll Dexterity + Melee, difficulty six. Each success on this roll subtracts from one attack success made against the parrying warrior.

Actions: 1 Type: Defense Difficulty: 6

Image: The warrior brings his weapon to bear, holding it steady, and catches the force of his opponent's weapon with his own.

• **Steel Wall:** The warrior rolls as his attack roll Dexterity + Melee, difficulty seven. Any successes on this roll add to the number of parry dice he has on any defense roll he makes during the round. Any attempt made to Brawl from the front by any of his attackers results in automatic damage on whoever tries to attack him hand-to-hand, as if a successful attack roll had been made.

Actions: 1 Type: Defense Difficulty: 7

Image: The warrior begins to swing his weapon in a complex flowing pattern, weaving a wall of steel in front of and around him, moving forward slightly with each pass.

• **Riposte:** This maneuver may only be used after the one who wishes to use it has successfully parried a blow. A Strength + Melee roll, difficulty eight, serves as an attack roll. However, the riposte itself can be parried or dodged as per normal (if the

defender is willing and able to spend another Rage point). If successfully parried, this attack may also be riposted.

Actions: 1 Type: Attack Difficulty: 8

Image: You parry your opponent's strike. Klang! With catlike speed and grace you bring the sword around his arm — hoping against hope to catch him off-guard.

• **Feint:** The klaive fighter rolls Manipulation + Melee for his attack roll, difficulty nine. This attack cannot be Parried, it can only be Dodged.

Actions: 1 Type: Attack Difficulty: 9

Image: With a lightning-quick motion, the warrior attacks first high, then low, slipping around her opponent's guard, and moving to hit a vulnerable spot.

• **Target Blow:** Roll Perception + Melee, the difficulty number is your opponent's Dex + Dodge. If successful, the number of successes add to the number of damage dice done by the klaive. Optionally, you may wish to target a specific area — see the hit location rules for resolution. This blow can be parried and dodged as normal.

Actions: 2 Type: Attack Difficulty: Opp. Dex + Dodge

Image: Waiting to see what your opponent will do next, you hold your blade up, holding your strike. One move, and your weapon is on a deadly course — will you strike your target?

• **Great Blow:** The attacker commits herself completely to a devastating blow. Roll a normal attack roll +2 difficulty. Although the Great Blow cannot be parried, it can be dodged. Damage dice for this one attack is doubled, if it hits. The attacker has a +2 to all Defense difficulties in the next round, and must spend an extra action to bring her blade back to bear.

Actions: 3 Type: Attack Difficulty: +2

Image: You bring your sword back and fall forward, lunging. Heedless of the danger, you throw your body forward, your weapon serving as the tip of a monstrous battering ram — you. It's do or die.

• **Caught Steel:** Roll Strength + Melee versus a difficulty of your opponent's Dexterity + Melee. If successful, you lock swords with him for a short interval, during which you struggle with him before your blade and his can be freed (he can do no damage this attack). If you receive more than three successes

Klaives: Their History and Construction

It is thought that Gwydion Wyrmslayer, a Fianna Ahroun, created the first klaive by binding a spirit of War (a falcon spirit) into a specially prepared long knife. The knife bit deep into his enemies and became widely known as a weapon of great honor and glory. Gwydion taught his fellow Fianna warriors how to create the klaive, and the Silver Fangs also learned the secret. It is the Silverforgers of the Silver Fangs who first made a silver klaive, and forever after the klaive has traditionally been constructed of silver.

The Silverforgers are a group of Philodox Silver Fangs who procured the secrets of Silver from Luna herself. They learned to speak to spirits of Silver and calm them, realizing that if a silver alloy blade was forged properly, it would not burn the wielder of the blade. The Silverforgers endured great burns and horrible wounds in order to create the tools and smithing equipment they needed to make the first silver blades, for only the strength of the Crinos form could avail them in their task. To this day one can tell a Silverforger by the horrible scars and wounds that cover his body. The art of Silverforging is dying, however, and the Silver Fangs jealously guard the secrets of the craft to the point where almost no new students are taught this art.

The fashion during the Middle Ages was to make klaives that were more swords than knives: the Garou at that time wore their klaives openly without a second thought. During later times, however, klaive length has decreased while the width has grown. Klaives have begun to take on a unique style and shape, with a sharp, wide tip and two blade-catching flanges on the blade, set firmly into a grip without an encumbering basket guard (earlier ones with such guards had to be repaired whenever the klaive

wielder shifted in the Homid-Glabro-Crinos spectrum while holding the blade).

Many non-Silver Fang Garou have obtained silver klaives throughout the years, either retrieving them from comrades fallen in battle with the Wyrms, finding them in long-forgotten weapons caches, or being awarded them by great Silver Fang heroes. Other Garou make klaives of other metals. Many Wendigo make klaives with hilts of antler or bone, while Glass Walkers use only precision-forged, laser-sharpened survival knives, preferably in matte black. Klaives tend to reflect the culture and personality of their forgers.

Those Garou who wield klaives tend to subscribe more to Honor, and indeed, being presented with a klaive at a moot as thanks for a great deed of Honor or Glory will win that Garou 200 Honor renown.

A Garou tends to become attached to his klaive: since it is a fetish, it must be attuned to the wielder when it is first grasped by that Garou. But this attunement usually goes beyond a simple bond. The spirit within the klaive will often come to know its wielder well and even begin to work with him in combat.

Some klaives, known as Grand Klaives, have a particularly powerful spirit, or several spirits, bound to them. These klaives are almost always able to communicate with their wielders, and a few are able to do things like use Gifts on their wielder's behalf, shift to the Umbra on their own, and provide the wielder with 360° vision. These klaives are usually found in the hands of the greatest Garou heroes, though a few have been captured by the Wyrms. In this time of Apocalypse, some Garou have turned their attention to locating hidden or lost Grand Klaives in order to prepare for the coming final battle.

on your roll, you can hold on to his sword for the entire round, and force a new roll for Initiative. This attack does no damage, but it does also allow for verbal interaction and Intimidation rolls, and is a fine delaying tactic.

Actions: 1 **Type:** Defense **Difficulty:** Opp. Dex + Melee

Image: You lock steel with your opponent. "You should not have come back, Glass Walker... but you had to return to the scene of the crime...." You struggle for a moment, then the fight sparks yet again.

• **Disarm:** Roll Dexterity + Melee resisted by a Dexterity + Melee roll from your opponent, both rolls difficulty six. If you roll three successes or better, you disarm your opponent. Note that many Garou tie their klaives to their forearms with leather cords, so this isn't necessarily the end of the fight. If you botch this roll, you automatically drop your own weapon!

Actions: 1 **Type:** Attack **Difficulty:** 6

Image: With a quick movement, you catch your opponent's Klaive, and it drops out of his nerveless hand onto the ground.

• **Throw:** You throw your weapon at your opponent. Roll Dexterity + Athletics versus the opponent's Dexterity + Dodge. A success means you hit your target. Use Strength as damage dice. Range is Strength x2 in yards.

Actions: 1 **Type:** Attack **Difficulty:** Opp. Dex + Dodge

Image: Holding your blade aloft, you fling it in a last-ditch effort at your opponent.

Example of Combat

Aeron Wolfrazor, a Fianna Ahroun, has challenged Maximillian Huskar, a Shadow Lord Philodox, for the right to use the Caern of the Wild Hunt, which the Shadow Lords took from her tribe many years ago.

Aeron draws her klaive and brings it to bear, smiling. Maximillian draws his klaive as well, sensing his opponent's Fatal Flaw. His face does not show his surprise as he senses nothing from his opponent: apparently this Fianna knows

Kailindo Maneuvers

Maneuver	Roll	Difficulty	Damage	# Actions
Forceful Wind	Dex + Kailindo	8	Str + 2	1
Tornado Kick	Dex + Kailindo	7	Str + 2	1
Whirlwind*	Dex + Kailindo	# opp. + 4	Special	1
Deceptive Wind	Dex + Kailindo	5/6**	normal	1
Wrist Lock	Dex + Kailindo	6	Overbear	1
Modifiers:***				
No Moon Fighting	Dex + Subter	8	Special	1
Wind Dance	Man + Kailindo	7	Special	1
Shapeshifting Maneuvers:****				
Unbalance	Dex + Kailindo	6	Special	1
Shift Dodge	Wits + Dodge	6	none	1
Evasion Shift	Dex + Dodge	7	none	1
Shift Armor	Rage point	none	none	1

* This is a defensive maneuver, it can only be initiated in response to an attack.

** Punch/kick difficulty; the difficulty is one less than normal.

*** These maneuvers alter attack difficulties. They must be declared as a specialty before they can be used.

**** All shapeshifting maneuvers require the expenditure of a Rage point.

some of the secrets of his tribe, and her Aura of Confidence is unmistakable.

Maximillion takes the initiative and tries a Feint to catch the Fianna off guard. His blade whips around and gently under the Ahroun's defenses. There is an enraged blur as Aeron steps just beyond the Philodox's blow, feeling the tip of his blade scratch her fur.

She blurs once more as she withdraws for a moment, takes careful aim, and launches an attack at the Philodox's head. The Shadow Lord calls forth his Rage and blocks the blow strongly.

Aeron chooses that moment to Riposte, and her blade finds solid purchase in her target's torso.

Gravely wounded now, the Philodox decides to make his next attack a great blow. Aeron tries to parry the strike, but fails. The Shadow Lord's klaive breaks through her defenses, and drives through her heart, blood fountaining over her foe. She falls, and her klaive clatters lifelessly to the ground.

Kailindo

*Give me, kind heaven, a private station,
A mind serene for contemplation.*

— John Gay, "The Vulture, the Sparrow, and Other Birds"

Kailindo is the Garou martial art of kicks, leaps and throws. Developed by the Zephyr Stargazers, it is the only known Garou martial art, an approach to combat as a contemplative science. Most Garou have an instinctive fighting urge, allowing them to bite and rake with their natural weaponry. The Stargazers, however, have meditated long and hard on fighting in a shapechanger's body, and have created many odd maneu-

vers from their introspections. Many maneuvers are a mish-mash of human martial art forms, most notably Tai Kwon Do, Aikido and some Kung Fu styles, but the Stargazers have put their own slant onto them, creating a unique shapeshifter's combat art.

One of the philosophies behind Kailindo is the controlled use of Rage. A Garou who is easily riled or enraged cannot master Kailindo; many maneuvers require a meditative state wherein Rage is firmly controlled by will. None of the Kailindo maneuvers can be performed by a character in frenzy.

Kailindo is an attempt at a "peaceful" form of fighting, one that does not rely on claw or fang. The Stargazers of old became sick of the vicious infighting among the Garou, and the fatal casualties that often arose out of challenge combats. Kailindo was created as an alternative to slashing one's sept-mate to shreds to prove a point. This has not been very successful, as few but the Stargazers have the patience to practice Kailindo.

Wind is heavily used as a symbol and metaphor in Kailindo. The Kailindoist contemplates the actions of the wind in all its forms, from mild breezes to raging storms. It is believed that by meditating upon the wind, the spirits of the air will bless the Garou with wisdom and knowledge concerning his martial art. Wind spirits are often invoked in training sessions to harass a disciple; it is said that anyone who can "beat the wind" is a true Kailindoist. More experienced students are taken into the Umbra to combat wind spirits in their own realms.

Kailindoists can choose the Wind Incarna for their totems. These include the East Wind, South Wind, West Wind and North Wind. A few practitioners have even made alliances with the more esoteric Ethereal (or Umbral) Wind. Most Garou find these totems to be too abstract to follow, as communication with these spirits can only come through

meditation. Due to the wind symbolism in Kailindo, many Wendigo have taken up this art, finding alliance with the wind spirits easier than most tribes (even the Stargazers!).

Maneuvers

A character must have the Kailindo skill to use any of the special maneuvers. The skill is used just like Brawl. Most maneuvers require a roll of Dexterity + Kailindo, although there are some exceptions (see below). Dodging is a vital part of Kailindo, so any practitioner will usually have a high ranking in that Talent also.

- **Forceful Wind (Leaping Kick):** The Kailindoist makes a running leap at his opponent, hitting her with the force of his momentum. If the character succeeds in his attack, he hits his target and lands standing out of reach of his opponent. If the damage successes exceed the target's Strength, the target must make a Dexterity + Athletics roll (difficulty 6) to keep from falling over (if she has no more dice in his dice pool this turn, she automatically falls). If the attack fails, however, the Kailindoist has miscalculated and lands in front of his opponent. He is off his feet and stunned for the remainder of the turn. This attack does not do aggravated damage.

This can be most impressive if used with the Gift: Kangaroo's Leap (possibly giving an effect similar to Wind Dance, below).

Usable by: Homid - Crinos

Damage: Strength + 2 **# Actions:** 2 **Difficulty:** 8

- **Tornado Kick:** The Kailindoist spins around in place with incredible speed, delivering a kick with bone-jarring force. This is similar to the spinning back kick in Tai Kwon Do.

Usable by: Homid - Crinos

Damage: Strength + 2 **# Actions:** 1 **Difficulty:** 7

- **Whirlwind:** Using their own momentum against them, along with special wrist grabs, the Kailindoist can throw multiple attackers in the same turn. This maneuver requires the opponents to attack the artist first; it is a self-defense maneuver, not an attack throw. The artist rolls his Dexterity + Kailindo against a difficulty equal to (number of opponents + 4; maximum 10). The Kailindoist's successes are compared to those of each attacker. If the defender scores more successes, she wins and the attacker is thrown. If the attacker scores more successes, he wins and can do damage as normal. A tie means the attacker is dislodged but not thrown.

For example, Cloudbearer is charged by three humans who are trying to grapple him. This is a difficulty of seven (three humans + 4). He rolls and gets four successes. The attackers receive three, four and two successes respectively. The first and the last are thrown, but the middle is merely dislodged, although this means she cannot do damage this turn.

Usable by: Homid - Glabro

Damage: Special **# Actions:** 1 **Difficulty:** # of opponents + 4

- **Deceptive Wind:** The Kailindoist can deliver a surprise blow from an unexpected direction by using incredible flexibility and a spring-coil attack. Used with punches and kicks, rarely claws.

Usable by: Homid - Crinos

Damage: as per regular punch or kick. **# Actions:** 1
Difficulty: 5/6

- **Wrist Lock:** The Kailindoist rarely has to grapple with an opponent to immobilize or throw him; wrist locks and leverage are used instead. The Kailindoist uses his Kailindo score instead of Strength, just as in an Overbear maneuver; the practitioner does not have to wrestle with the target, simply grasp his wrist and twist in the proper direction.

Usable by: Homid - Glabro

Damage: Kailindo (instead of Strength, otherwise as Overbear) **# Actions:** 1 **Difficulty:** 6

Combat Modifiers

The following maneuvers all involve modifying the Kailindoist's or opponent's attack difficulties. They each take one action to perform and usually involve a follow-up attack by the Kailindoist; a Rage point must be spent if this follow-up is to occur in the same turn, otherwise the dice pool must be divided.

Each of these maneuvers requires that a specialty be declared in Kailindo first, which requires that the character be at level four or above. As soon as another level is achieved, another specialty can be declared. For example: Hush-Of-Night has trained herself to the fourth dot in Kailindo. As her specialty, she takes No Moon Fighting. She can then use the No Moon Fighting maneuver. Later, when she gains a fifth dot, she can choose Wind Dance as her second specialty.

- **No Moon Fighting:** This was developed by a Stargazer Ragabash who learned it from Chinese Monkey Style Kung Fu artists. This Kailindoist who performs these maneuvers often looks like a fool—but looks can be deceptive. The practitioner is actually an expert at faking fumbles and accidents to take his opponent off guard and deliver a tricky blow when least expected. The Kailindoist may "trip" over a curb, using the fall to slip under his opponent and hit him in a tender spot from below. This is dirty fighting, but what does a Ragabash know of honor? The Kailindoist rolls his Dexterity + Subterfuge (difficulty 8); the number of successes subtracts from the difficulty to hit his opponent. The number of times the Kailindoist can make this roll and fool his opponent is up to the Storyteller, but some combatants may catch on soon.

Usable by: Homid - Lupus

Damage: none **# Actions:** 1 **Difficulty:** 8

- **Wind Dance:** The Kailindoist can perform feats of amazing agility or incredibly beauty. She rolls Manipulation + Kailindo, resisted by her opponent's Wits + Brawl (or Kailindo),

both difficulty seven, to stun her adversary with her moves. The number of successes achieved adds to the opponent's attack difficulty, as he goes on the defensive against what he thinks is an incredibly impressive martial style.

Example: Whispering Wolf does some particularly impressive moves before taking on Jarl Headbreaker, attempting to make herself look more dangerous. She rolls her Manipulation + Kailindo: four successes. Jarl rolls his Wits + Brawl and scores three successes. Whispering Wolf wins by one, and this adds one to Jarl's difficulties to attack Whispering Wolf with any maneuver. Jarl believes Whispering Wolf to be a Kailindo demon, and plans to tread carefully.

This maneuver can be done only once per opponent per combat.

Usable by: Homid - Crinos

Damage: none # **Actions:** 1 **Difficulty:** 7

Shapeshifting Maneuvers

The following maneuvers involve shifting forms while in mid-maneuver. This requires the expenditure of a Rage point to instantly assume the desired form. Any Kailindoist can use these maneuvers as long as he has the Rage points.

- **Unbalance:** The Kailindoist charges into an opponent in Lupus form, getting under foot and tripping the opponent up, then quickly assumes another form to take advantage of the opponent's fall, either immobilizing or punching him. The follow up maneuver requires another action, either through Rage expenditure or by dividing the dice pool. This quick change disorients the opponent, giving the second attack a -2 difficulty.

The Lupus form rolls Dexterity + Kailindo resisted by the opponent's Dexterity + Dodge roll; if the artist has more successes than the opponent's Strength score, the opponent falls.

Usable by: Special

Damage: Special # **Actions:** 1 **Difficulty:** 6

- **Shift Dodge:** This involves encouraging an opponent to attack a particular location on the Kailindoist's body (such as the head or torso), then quickly shifting to a smaller form (generally Lupus) to avoid the blow simply by not being where the attack lands. This allows for a follow up attack at -2 to the difficulty (this attack must either be made by splitting the dice pool or spending a Rage point). The Kailindoist makes a Wits + Dodge roll against a six difficulty (+1 per extra opponent) and spends a Rage point to shift. The number of successes subtract from the opponent's attack roll, just like a normal dodge.

Usable by: Special

Damage: none # **Actions:** 1 **Difficulty:** 7

- **Evasion Shift:** The Kailindoist shifts to a smaller form to slip out of Jaw Locks, Overbears, or to evade Fur Gnarl's. Roll Dexterity + Dodge, difficulty seven, and spend a Rage point to instantly shift form; the number of successes adds to the Strength dice pool to escape from these maneuvers (or one less Armor Rating stripped away through Fur Gnarl). This maneuver can only be done within the same turn that the Kailindoist has been successfully attacked. A botch on this roll can be painful, perhaps causing damage to the artist.

The character can shift from Crinos to any form. She can shift from Glabro to Homid or Lupus, or from Homid or Hispo only to Lupus.

Usable by: Special

Damage: none # **Actions:** 1 **Difficulty:** 7

- **Shift Armor:** This involves shifting to the Crinos form in the middle of combat to better receive a blow the Kailindoist believes will land. This involves willingly getting hit, but sets the Kailindoist up to deliver a follow up attack at -2 to the difficulty. In addition to the added Stamina from the Crinos form, the Kailindoist receives an extra two dice on the soak roll for being able to shift vital spots away from the attacker. The attacker receives a -2 to his difficulty to hit the Kailindoist.

Usable by: Any but Crinos

Damage: none # **Actions:** 1 **Difficulty:** none

Kailindo Defenses

Some Kailindo masters have so perfected the art of fighting their fellow artists that they have come up with elaborate counters and defenses for the Kailindo maneuvers. Kailindo battles between two such masters may go on for long periods without a single blow being landed, as each master shapeshifts furiously while the other shifts to compensate, wise to his opponents tricks.

There are two methods used to try and outthink an opponent using Kailindo. One way is to use part of the dice pool to make a Perception + Kailindo roll, with a difficulty of the opponent's Kailindo score + 4; success will reveal the opponent's move before he completes it, thus negating any difficulty modifiers he may have received. However, an opponent can try to counter attempts to discover his tactics by using part of his dice pool to resist the above roll; roll Manipulation + Kailindo, with the same difficulty as above. This can go on for quite some time.

The other method is to use the Gift: Whispering Wind (see Chapter One: The Garou for details).

Computers

Introduction

Computers play such a large part in our lives that it would be surprising if they didn't appear in our games. The level of computer technology in the Gothic-Punk world of *Werewolf* is that of our world in the mid-'90s, but factoring the spirit world and the supernatural powers of the Garou into the equation can allow a considerably more advanced technology. Before we go into the differences, let's look at the similarities.

There are three main types of personal computer (PC) in common use:

IBM or MS-DOS compatible machines (also known as "clones") are the most popular and accepted in the business world, with the widest array of business software available. They can be difficult to master, but are the *de facto* standard. Portable models are widely available. The Wyrn-tainted computers made by the Pentex subsidiary Sunburst Enterprises are MS-DOS compatible.

The Apple Macintosh family is the second most popular, and is the machine of choice for graphic designers. "The Mac" is typically easier to use than the MS-DOS computers, but allows the user little control over the details of its function. Portable models are expensive, but available.

The third most popular is the Commodore Amiga, the favorite of video producers and hackers, who like it because it can run several program at once and is relatively cheap. Somewhere between the two more popular computers in ease of use, it is very easily customized. There are no portable models, though hackers have put together "luggable" systems that fit in a big briefcase.

What a Computer Cannot Do

1. Computers cannot think.

They are fast, flexible calculators, but they do not make suggestions, offer advice, or infer anything at all. Every instruction must be direct and specific, and will be interpreted absolutely literally. TV notwithstanding, a computer won't talk to its user like Hal in *2001*. Neither will it play Mr. Spock, telling you the odds on everything and singing the praises of logic.

2. A computer can't do anything without software.

For most people, a computer can't write letters without word-processing software, analyze data without a database program, or dial a modem without a telecommunication program. A programmer (anyone with a rating in Computer of 3 or better) can write her own software, of course, but specialized packages may be hideously complex to write (difficulty 9) and require other skills as well.

3. A computer can't provide information without adequate data from which to draw.

If a missile has just been fired, your computer can't determine where it will land without information about the type of missile, the angle at which it was fired, and so forth. It can't tell you anything about anything that hasn't been fed into it. Even then the appropriate software must be used to reduce raw data to an understandable report.

The most common way to input information into a computer is the keyboard — slow, but assuming you have the information in the first place, often the easiest way to get it in the computer. If the information is already on someone else's computer, transferring the file via modem is probably the fastest, most convenient, and least risky way to get it into yours.

Physically trading disks (floppy, removable hard drive, or optical — in order of increasing capacity) is convenient for most purposes where a face-to-face meeting or courier is appropriate. Less widely used methods of input include the Optical Character Reader (a device that recognizes printed text and enters it slowly and not always accurately), the tape drive (a little like a disk drive, but sequential), and various digitizers (circuits that take a sound or picture and turn it into data). Really rare is direct input by a "daemon," a spirit of some sort inhabiting a computer. The daemon is still limited by the computer's hardware, and so is really no faster than any other means.

4. A computer cannot exert control over any device or machine that hasn't been directly connected to it. On TV, hackers often "use the computer to turn off the enemy's power" or something similar. Don't count on it. A specific physical ("hardwired") connection must be made between the computer and the power switch for a computer to turn anything off, even itself. With a daemon, such connections need be "physical" only in the Umbra, but the connection must exist.

What a Computer Can Do

A computer is a wonderful tool for organizing data. If you type in the schedules of all a building's guards, a computer can, with proper software, analyze them and tell you when you are least likely to encounter a guard. A computer can also send and receive information over the phone lines to and from other computers. Many are also connected to printers, answering machines, check-writing machines, personnel files, and bank accounts.

With a modem, a computer can make phone calls, but it is pretty much limited to what anyone else could do with a phone — it just does it faster, or more persistently.

With a digitized image, the proper software, and access to a good output device (a high-resolution four-color press, for example — a \$100,000+ item), a computer may make undetectable changes to photographs, and possibly video. Forgery is also a possibility. The skill of the user will determine the success of the operation.

A computer may also be used to dial up a BBS, network, or mainframe, and gain access either legitimately or fraudulently (see *Hacking*).

Finally, the addition of the Umbra adds a new level of capability to the lowly computer, as resident spirits may be capable of independent thought, Umbra-based attacks on a hacker's computer, etc. This kind of thing is limited only by the Storyteller. In general, though, binding a spirit follows the same rules whether it is a war-spirit bound into a tomahawk or a net-spirit installed on a hard drive. A one-use program is a talen, a semipermanent arrangement a fetish. While the spirit may control the computer, enhance its capabilities, or simply reside in it, in general it will not allow the impossible. A good rule of thumb is that a resident spirit, or daemon, can break one "law" of computers, but will otherwise be bound by these same rules.

Glossary of Computer Terms

We're not going to bore you with a definition of bits and bytes, but there are accepted terms in use by the computing public that may be unfamiliar if you don't use them every day. Hackers and computer-using Garou have their own lingo, which follow.

BBS: for Bulletin Board System, an electronic "place" to post and receive messages, transfer software back and forth (by downloading to a private computer or uploading to the BBS), and chat with other users by keyboard. Many are large subscription services that charge a hefty fee, but they often have extensive resources, perhaps with the ability to consult a reference library or on-line encyclopedia, make airline reservations, order merchandise, etc. Private BBSs are often run by a lone person with a computer and a phone; these probably won't charge money, but may include more information of interest to the hacker (hints, newly discovered passwords, pirated software, that sort of thing). The speed of transfer is governed by the slower of the two modems. Modems range in speed from 300 to more than 19,200 baud, a term loosely meaning bits of information per second transmitted (at the slowest, it would take about a minute to send a page of information; at the fastest speeds an entire book could be transmitted in about the same time).

Mainframe: a big, central computer accessed through relatively unsophisticated terminals. This was the state of the art in corporate computing through the late '70s, and is now falling into disuse in favor of networks of small, powerful PCs. Huge databases are still best stored on mainframes, however, so they are often incorporated into networks.

Network: an interconnected group of PCs or PCs and mainframes. Small, or "local-area" networks (LANs) are composed of groups of computers in the same building or area. Wide-area networks (WANs) can span whole continents, even the world. Enterprise networks are hybrid beasts, usually brought about when a company buys out another and incorporates its networks. The Pentex ICS is one of these. Generally, networks are an order of magnitude more complicated to set up and use than PCs or mainframes.

Pirate: someone who illegally copies software, whether for personal use or to sell to others. Also, the act of illegally copying software. Software, unlike a videotape, does not get worse with each generation. Therefore, every copy can make an unlimited number of perfect copies, which can do likewise: if each pirate makes an average of five copies of a disk, in the first generation there are five pirate copies, the second $5 \times 5 = 25$ copies, the third $5 \times 5 \times 5 = 125$, etc.

The computer software industry came up with a way to prevent disks from being copied, thus (so they hoped) securing the software on them from rampant duplication. This involved deliberately damaging a disk so that it could still be used by the software that came on it, but could not be understood by a copy program. "Cracking" software is removing such "copy protection" so that it may be freely copied once more.

Virus: a computer program that replicates itself for the express purpose of causing hidden effects on the infected computer. Similar are Trojan Horses, programs that do something unexpected (and possibly harmful) in addition to or instead of their advertised functions. Worms are programs that travel through systems performing their functions, whether authorized or not. See below for rules for viruses and their kin.

Hacker Terms

These are terms in use by the hacker underground, but not necessarily by computer users in general.

Bugs: misguided bits of program that don't do what they are supposed to, or that do something unintended. The problems bugs generate can range from trivial to catastrophic. Contrast with features, which are snippets of code that add extra capabilities to a program. Sometimes it is difficult to tell the difference. Creeping featurism is the tendency of a program to grow to fill available memory because of the addition of new features.

Code: a program, especially in one of the many machine languages. Rude code is bad; tense code is good. Not to be confused with a secret code.

Crash: to shut down forcibly, especially in a dramatic or damaging way. Said of programs (in which case they usually terminate accidentally with an error message), of entire systems (with lots of hardware damage possible but not necessary), and of disks (crashing a floppy disk is trouble; crashing a hard disk drive is a catastrophe).

Hacker: a programmer with a true love for programming and systems, and getting the most out of them in an elegant way. A hack is a program or piece of one that is distinguished by a particular elegance. The term has come to be especially applied to those individuals who spend a lot of time on the phones and in others' systems, although old-time hackers often prefer to call such people crackers (confusingly, people who remove copy protection from software are also called crackers). These intruders enjoy browsing the system, perhaps slipping in bits of their own code and watching the results, not necessarily with intent to crash (indeed, they often fix what they consider to be bugs or shortcomings in the system). A cracker who enters other systems to wreak havoc is called a crasher, and is

generally treated with admiration by other crashers and contempt by everyone else. Note that law enforcement officials tend to make little distinction between hackers, crackers, crashers, data pirates, and phone phreaks. They may call them all "hackers," "cyberpunks," or simply "felons."

The Hacker Ethic: back when the only hackers were idealistic computer-lovers with the information revolution on their brains, hackers had a certain fuzzy philosophy. Basically, it stated that "information wants to be free." Now, any number of data crimes are justified by this credo.

Homebrew: refers to a piece of equipment or software hacked together at home, and usually built up as an ongoing process over a period of time, with new features being added as they are needed. Usually a bit quirky to work with.

Lamer: a hacker (or cracker, etc.) wannabe. Someone who may dishonestly appropriate someone else's hack and (here's the problem) claim it for his own.

Munged: (from Mash[ed] Until No Good) a term used to describe equipment or software that is a total loss.

Phreaking (or Phone Phreaking): the art of making the telephone company bend over and grab its ankles. Phone Phreaks use a bewildering variety of devices known as boxes, known by a spectrum of colors (originally, there were black boxes and blue boxes; now silver and gold are in vogue). Boxes let the phreak generate tone signals not normally available to anyone but phone company engineers, and do some truly amazing things with the telephone system. Phreaks often have a genuine love, perhaps even an addiction for the fiberoptic-and-copper spiderweb of Ma Bell (the telephone company), and they seldom wish to do her harm. Usually, they merely want to call all over the world, listen to any call they desire, find computer BBSs, and so on, all without paying a dime.

Newer "multimedia" computers (notably the Amiga, which is not portable) can generate these tones through software, which would obviate the actual box.

Real User: someone who has no use for a computer except as a business tool; such people (if we dare call them that) are the antithesis of the hacker.

Right Thing: the Right Thing is the one, intuitively obvious, Zen-and-the-art-of-hacking way to go about something. It is always discovered with a sort of jolt that leaves the discoverer certain of its perfection. It is then up to that hacker to convince the world at large. Real Users are not capable of recognizing the Right Thing.

Garou Terms

These are terms in vogue with the more technological Garou (mostly Glass Walkers).

Big [Brother, Mother, Uncle]: The Pentex ICS, the telephone company security forces, and the Secret Service, respectively. Other paranoia-grade data-gathering systems may be nicknamed as other relatives.

Bug: Any unwelcome manifestation of the Weaver.

Cyber-: Tongue-in-cheek Glass Walker prefix for any traditional Garou word applied to a technological subject. A Cyber-Ragabash, for instance, is a techno-trickster.

Daemon: Originally, a small program that acted as a facilitator for other programs. Now, any spirit or Umbra-dweller incorporated into a computer.

Juice: Depending on the context, can refer to electricity or Gnosis points, the latter especially when they are stolen from a defeated foe.

The Hacker Underground

The telephone lines are the traditional grapevines of the subculture of techies. Hackers call to trade software, to brag about new discoveries and hacks, and to buy and sell hardware. Phone Phreaking (the use of various devices to bamboozle the telephone company computers) allows those calls to be made freely, and even the Pentex ICS can't keep track of all the calls crisscrossing the nation every day.

The electronic bulletin board (a software package designed to allow telecommunication between several different users on a timesharing basis) made it possible for one individual to run a sophisticated information exchange. Many off-the-shelf packages provide respectable security. Of course, hackers have never been able to leave well enough alone, so many have added security systems of dismaying complexity. After all, hackers know their own best tricks and how to plan for them.

But the thing the hacker underground does best is disseminate information. Aside from the fact that nearly everyone is now capable of desktop publishing, the storage of information on disks (and transmission via modem) lets any kind of knowledge be distributed.

Therefore, despite rampant naiveté, the average hacker can acquire moderately large amounts of information in a very short time; a little effort will let an expert drag it in faster than anyone can read it.

There are of course Glass Walkers among the elite of the hacker underground. Some maintain BBS systems with one set of "back rooms" — hidden sections of the bulletin board not accessible to the casual user — for the hackers and pirates and another for the Garou.

Foes of the hacker underground include telephone company security forces, the Secret Service and the FBI (which share authority over data crimes), and private corporate security teams.

The Cybernetic Umbra

Within the Umbra, different rules apply. Any Garou can take a computer with her when traveling to the Umbra as long as it is dedicated as a Talisman. Once there, it will usually function as designed (subject to Storyteller whim) but connecting it to another (physical) computer is another matter. Few non-Wyrm computers offer connections to the Umbra, and if the Black Spiral Dancers have laid in a telephone line,

they are keeping it a secret. Any such connection will be the focus of a chapter, if not the chronicle.

As recounted in **Book of the Wyrms**, entering the Pentex ICS "physically" while within the Umbra involves the intruder in a nightmarish "virtual reality." In this situation, the dramatic necessities of the story are the only limit to what can happen.

Spirits in the net are not simply the watchdogs of Pentex ICS, however. There are friendly spirits, including certain technologically oriented totems, the spirits of dead Glass Walkers, and the inevitable denizens of the Weaver Web, which are attracted to all things orderly. Net-spiders may appear in many spider-like guises, but they behave in one of three general fashions, referred to by Glass Walker nicknames:

"Back-door spiders" are the hermit-crabs of the Umbra, prowling the networks until they find a place to call their own. Usually, this will be a little-known byway of a computer system, hence the name. They lurk there, then spring out at unwary visitors (authorized or no) and attempt to drag them into a Weaver-stasis, where they will be systematically drained of data "juice."

"Orb-weavers" behave similarly, but actually create their own ephemeral networks in the Umbra, woven between points on existing networks. Foolhardy or clever Garou have used these nets to bridge otherwise impassable wastelands between networks.

"Wolf-spiders" are what the Glass Walkers call those that behave as the "net-spiders" outlined in the **Werewolf** rulebook.

Hacking

Hacking is the ability to use and abuse computers, often in ways the designers never considered. Hacking includes writing programs in any computer language the character knows. Hacking requires the Skill: Computer.

Computer science training is knowledge of the accepted, by-the-manual methods, while hacking includes the unconventional, intuitive, back-door approach.

Sample hacking difficulties:

Breaking into another system and copying data: 7 (modified for system security)

Breaking into another system and altering or deleting data: 8 (likewise)

Removing copy protection from a piece of commercial software: 7

Phreaking:

Learning an unlisted number: 7

Redirecting phone calls: 8

Never paying a phone bill: 8

Holding a nationwide, toll-free "conference call" that lasts for hours, and sending the bill to Pentex: 9

Viruses

Unlike many things that roleplaying games simulate, the activity of computer viruses and computers can be exactly predicted; however, this makes for a game only a computer can enjoy. Instead, we present the following optional rules which are less accurate, but dramatically appropriate.

Viruses are named after living organisms because they can behave almost as though alive. For our purposes, a virus should be created as though it were a simple animal, and run as though it were a spirit servant (roleplayed by the Storyteller or player as appropriate). It can have any of several Abilities, though no Attributes or Advantages. The Storyteller may make all rolls for the virus, and simply tell the person playing the virus the results.

The beginning Dice Pool for any virus is the number of successes achieved by its creator. The creator then gives the virus any of the following, at a cost of one "success" pip per point spent:

Talents:

Alertness: Will let a virus check to see if its intrusion is being noticed, "see" opportunities and loopholes in the system, etc.

Athletics: Represents a virus with code that enables it to copy itself quickly through the system. (Note that most viruses 'travel' by copying themselves someplace and then deleting their old 'self'.)

Dodge: This virus has features to enable it to escape virus-detection systems after they have noticed it. Otherwise, detection means elimination.

Subterfuge: A virus that can appear to be something other than it is. Needed for "Trojan Horses."

Skills:

Repair: Believe it or not, many viruses are created for "constructive" purposes. These may include patching a bug in a program, finding and eliminating or counteracting other viruses, or simply adding features to an existing operating system. Depending on the circumstances, a Storyteller may decide that such a virus need this skill, or the Computer Knowledge, or perhaps both.

Stealth: A virus with this Skill can evade searches by anti-virus software. The recent crop of MS-DOS viruses have been "stealth" viruses.

Survival: Represents a virus that is difficult to expunge from a system, even after it has been detected.

Knowledges:

Computer: Some viruses are actually capable of reprogramming computers. Of course, the designer of the virus must know how to program the computer in question.

Enigmas: Makes a virus good at guessing passwords, etc. Sometimes a virus is created merely to learn passwords and return with this knowledge.

Investigation: Used for searches within the infected system; usually this involves seeking certain "keywords" relating to the mission of the virus.

Linguistics: Means the virus can recognize different human languages. Useful primarily for searches where not all the data is in English. The programmer need not speak the language, but must have access to translations of the keywords in question.

"Catching" a Virus

There are three ways a virus can be introduced into a computer. The first is by a hacker actually sitting down at the keyboard and writing a virus, just like any other program. All viruses are originally created this way, but a hacker generally takes steps to avoid infecting her own computer. On a victim's machine, she would write the virus, "compile" it (turn it into a program), test it, release it onto the machine, then erase all records of her actions.

It is much simpler to create the virus on another system, then transmit it by an infected disk. Pirated software is particularly prone to this, since in the course of a pirating session, hundreds of floppy disks may be copied, making it no simple task to examine them all for viruses.

Finally, just as with any software, a virus may be transmitted via modem, either deliberately or by sending someone an infected program.

Defenses Against Hacking

Physical security is treated like any other kind of security system (guard dogs, etc.), and like them can often be bypassed with a quick trip into the Umbra. Software security is more subtle, but can keep anyone from getting the data out of your computer, even if they steal the machine itself.

Standard system: no modifier

Connected by modem to the telephone lines, but may not be on 24 hours a day. An account number and password are required for access. Some functions may be locked out to prevent "accidents," but a determined hacker can pretty much do anything, given an account and password.

Callback: +1 to difficulties

As above, but the system must call you back (at an authorized number) before it will permit access. Example: The user must call up the system, provide a legal password, and hang up. The computer will call the user back at a prearranged phone number, require another password, and then allow the user access.

Closed system: no long-distance hacking possible

The best security allows no access from outside a controlled area. If not on the phone lines or a network, a computer is not connected to the rest of the world at all: the only access is through terminals into which it is "hardwired" (i.e., physically connected by a special cable or closed-circuit phone line). Usually requires physical exertion on the hacker's part (entering the installation where the computer is, etc.). Hackers cannot telephonically go where phone lines don't.

Homebrew system: +1 to +2 to difficulties; may take additional time

A computer system with the information laid out in a peculiar manner is harder to navigate than one that uses some sort of standard scheme. By itself, a bizarre "filing system" is not going to reduce the Dice Pool, though the Storyteller may increase the time need to roll. Homebrew software or hardware is another story, and may add to the difficulty of hacking, depending on how idiosyncratic the system is.

Passwords: +1 to +3 to difficulties

A password worth +1 may be required to access only some of the system functions. Often, a skilled hacker may be able to use these functions anyway, by reaching them in an abnormal manner. A more difficult setup (+2 to difficulties) might indicate that a password is needed to use the system in any fashion. Hackers must learn the password in some way, or find a "back door" into the system. A really tough (+3) system might include periodic review of system accounts. A security program monitors system use and generates a report that includes information about the number of tries to get the password correct, as well as areas of user interest and time on the system. Passwords might even change from day to day. A hacker may need to bypass the program that records system use, or simply use a "smash and grab" approach, recognizing that the intrusion will be detected — but maybe not right away.

Encrypted data: +1 to +3 to difficulties; possibly additional time

A cipher is used for all system functions, for which you must know and set your machine. Enigmas might come in handy here as well. Example: A simple transposition (treat A as B, B as C, etc.) would be enough to make the hacker's job a lot more difficult. Even though Enigmas will help someone realize that a cipher is being used, it's still extra work to figure out what QBTTXPSE? means.

At the high end (+3 to difficulties), a system could use one of those unbreakable mathematical ciphers the NSA was worried would fall into unworthy hands (and which back issues of *Scientific American* fully detail).

More Hacking Modifiers

Other factors which may influence hacking rolls:

Locale: -3 to +3 to difficulties

The Storyteller may give a bonus or penalty depending on the metaphysical location of the hacker. Examples:

Glass Walker domain in the Umbra: +1 die

Wendigo domain in the Umbra: -2 dice

Weaver domain: +1 to Computer Dice Pool, -1 to Hacking

Wyld: no penalty to Hacking, -1 to Computer

Hellhole: -2 to all computer-related Dice Pools, unless a net-spider or Wyrms daemon is running interference for the hacker.

Deep Umbra: variable, but probably extreme

Complexity of system:

Hacking into a mainframe: -1 to +2 to difficulties

Hacking into a network: -1 to +2 to difficulties depending on size and complexity

Hacking with "hands-on" access to the target machine (in the same room alone with it): -1 to difficulties.

Aging

Garou are mortal; they do not have the unnaturally prolonged existence of vampires. In fact, they see immortality as a sickness, a deviation from Gaia's cycle of life and death. To refuse to die when the time is proper is an ill thing. Garou know that they will either be reborn to fight the Wyrms again or else live on through Past Life — as long as they do their duty to Gaia.

Unlike humans, Garou do not suffer the effects of aging until well into their lives. Whereas modern humans begin to feel the depredations of age by 55, Garou do not suffer from the effects of time until they are 65. Their regenerative powers keep them ticking longer.

Aging Chart

Roll	Effect
1	No Effect
2	No Effect
3	No Effect
4	No Effect
5	No Effect
6	Perception
7	Strength
8	Stamina
9	Dexterity
10	Appearance
11	Rage
12	Health Level
13	Wits
14	Intelligence
15	Death

Software:

"Cracking" software: +1 to +5 to Dice Pool depending on the number of successes rolled by program writer

Security or anti-virus software: -1 to -5 to Dice Pool depending on the number of successes rolled by program writer. Most commercial packages subtract about two dice, four for absolutely stellar products.

Once a Garou has turned 65, and for every year thereafter, she must make an Aging roll on the table below. This roll is made each winter. The modifiers are as follows: Add one to the roll for every Battle Scar possessed (Storyteller's discretion: not all Battle Scars will advance aging); add one for every decade over 40 (this means that a character's first roll at 65 will be at plus three). The higher the roll on the chart, the worse the effects.

When an Attribute is rolled, then the character must roll a single die (difficulty 7). A failure means that one level is lost in that Attribute. A character can choose to spend a permanent Gnosis point to gain an extra die for the roll (spending one Gnosis will give two dice, spending two Gnosis will give three, etc.). However, the limit to how many times a character can spend Gnosis in this way *throughout his life* is seven (one for each Health Level the character has; bonuses to Health Levels gained through Merits do not count toward this total).

When a Health Level is rolled on the chart, the character loses one of her Health Levels permanently (she can roll as above to resist this). The first loss is considered to be the "Bruised" level, the second is "Hurt," and so on until all Health Levels are gone (in which case the character is dead). The Garou call this process "consumption"; it represents a failure in the Garou's regenerative capabilities.

A Rage point lost through aging can never be regained. The character can never gain Rage to that level again (not even through spending experience points). If a character loses all Rage this way, he has "lost the wolf" permanently and will live out the rest of his life in his breed form, unable to change.

If "Death" is the result, the character must roll to resist (as per Attribute loss, above, but against difficulty 10). If he succeeds, he survives, but adds one to the roll for next year (in addition to his other modifiers). If he fails, he will die that winter.



Chapter Eight: Roleplaying

Spirit Quest

by Mark Rein•Hagen

Der Aberglaube ist die Poesie der Stille.

(Superstition is the poetry of Life.)

— Goethe, *Sprüche in Prosa*

When I was a kid I used to run home from church every Sunday. We lived right across the highway, so it wasn't far. As soon as I had finished ringing the bell I would rush down the stairs, be the first to shake the pastor's hand (Dad) and race out the door. The pent-up energy of being a "good boy" was released. Every week it was the same.

Then one Sunday I realized what I was doing.

Spring had come and the snow was finally melting. I was desperate to lose myself in the life that was blossoming around me. Leaping over fences and streams of dirty water in my Sunday best, I ran as if my life depended on it.

Suddenly a rabbit burst from the bushes and ran into the graveyard in panic. I was so startled I stopped running. It was then that it came to me, the reason I ran. I was running from the church and from the lonely realization that I wasn't a part of it. I didn't feel part of the community that is the essential core of a church. I wasn't uplifted or fulfilled or reaffirmed by the sacraments. For me church was a spiritual blank slate.

I stopped running, but I didn't turn back.

I am no Garou.

That was a turning point in my life. It was at that moment I first realized who I was — a rationalist. And it is the truth revealed in that experience which I have been trying to escape ever since.

I am not motivated by religious passion. I find no peace in meditation or prayer. I am not spiritual or reverent.

To my regret, I am too practical, pragmatic and phlegmatic for spirituality. The limits of my life are defined by the dictates of science and the principle of Occam's Razor (i.e. the simplest explanation is the best).

My life is not lived in the realm of the possible, but in the realm of the real. The real, of course, is whatever I believe it to be.

For me, the spiritual is a place of the mind, not the soul, and thus I am forever handicapped. My religious beliefs, such as they are, contain many aspects of the spiritual and my Lutheran upbringing, but they are aspects of my rationality, not of my heart.

I am no Garou.

Despite this handicap, I am deeply attracted to the mysteries of existence and any attempt to make sense of it all. I am fascinated by the sacred and the profane, the legendary and the mythological, and to the varieties of religious experience. The words of William James, Mircea Eliade, Henry David Thoreau, and Joseph Campbell have guided me since they first awoke in me a knowledge of my own spiritual poverty.

All my life I have tried to experience something of the mystical, to make it my own. I have made the acquaintance of people of many different religious convictions: Hindus, Muslims, Buddhists, animists, Shintos, polytheists, Jews, and pagans. I am fascinated by and attracted to those who express a deep spirituality in their lives. I envy them.

I have lived in a Buddhist Monastery in Thailand, but was bored by meditation practice. I have lit candles in the vaults of Notre Dame and shouted from the tower of the Cathedral in Cologne, but I was disgusted by all the tourists. I have bathed at dawn in a glacial spring at a Shinto temple, but though my body was refreshed, my soul was not. In a remote, Japanese village, I helped carry a bamboo "tree" laden with paper lanterns in a celebration for their patron God, but I got more drunk on sake than enlightened. I have sat in a sweat lodge sucking in the odor of burned sage but no spirits presented themselves. I have communed at the temple of Love, but in the end I was betrayed by my own expectations.

In all my explorations I never found what I was looking for. I never experienced a revelation, transcendental release or supernatural experience. I never found an escape from myself and the cold, dismal reality in which we live.

Everything I experienced through my thoughts, not my emotions. I have been an observer throughout, never truly a participant. However much I appreciate the ideas and passion of spirituality, I do not think they will ever be mine to possess. I can imagine such passion, but it is not within me to feel.

I am no Garou.

I don't want to live like this. In a world without meaning, in a life without passion. I don't want to live my life without spirituality.

Eventually I got sick of it all, and decided to do something about it. I decided to create a spirituality for myself, practically from scratch. Through the medium of storytelling. Through my art. I called it **Werewolf: The Apocalypse**.

Werewolf was designed as an outlet for my spiritual aspirations. It was designed to allow me to experience the wholeness of religious experience in a way I could never achieve on my own. Though I am myself disabled, in the role of a another person I could open myself to the wonder of spiritual conductivity.

I decided, therefore, to create a mythos in which spirituality was not merely an ornament characters could wear like holy vestments but was in fact a guiding principle by which every thought, word and deed was carried out. Spirituality was to be the paradigm by which Garou lived their lives, the metaphysical key through which they made sense of the universe.

The sacred Gaia, who they expend their life-spirit to protect, is not so much a deity as a guiding principle. Gaia is the sum of reality — spiritual and physical — she is the embodiment of all consciousness. For the Garou, she is an ethical system, a doctrine, a communion, a theology, a creed, and a mythos. Gaia is a way of looking at things. Gaia is spirituality.

The whole point of the game was, in fact, about religious experience.

But it didn't work, at least not in the way I thought. I never had that religious experience I was looking for (I'm jaded I suppose); the passion never moved me. Though I never did find what I was looking for, I did discover something else. Something about this spirituality thing I never knew about before. While looking towards the heights, I found something hidden at my feet.

It has to do with peace of mind.

As Sally, a teen age burnout of a Ragabash, I never fell to the floor in ecstasy, but I did discover the sense of purpose that belonging provides. Sally went from a disenchanting rebel to a proud and trusted member of the Tribe of the Northern Oaks. When she finally embraced the Moose as her totem, I felt, for the first time in my life, the comfort of being part of something bigger than myself. In some small way I finally escaped the shell of my being.

This wasn't a passionate experience, but it was a transforming one. It made me realize better what spirituality is all about. It made me change the way I hunted for it.

This experience with Sally transformed the whole point of **Werewolf**. Instead of a vehicle for spiritual passion, it became a game about the relative truth of spiritual and scientific reality. It gained a unifying theme which tied in with what I had learned.

The theme of **Werewolf** is, most of all, concerned with perceptions of reality. It is a reaction to the religion of science, which has become the modus operandi by which millions of us live our lives.

For too long we have clung to antiquated notions of a comprehensible universe, of differentiated reality, of quantifiable phenomena. We are rational, coldly and calculatingly, and hold ourselves above the chaotic fray of nature. Our science protects and nurtures us and allows us to ignore anything that would distract us from our own supremacy (and to hell with Nature vs. Nurture). Our science is altogether vampiric in nature.

However this Science is the science of Newton and the Victorian age, not the science of Einstein and certainly not the science of Quantum or Chaos theory. Our view of a rational and clockwork universe is the construct of the Victorian age — a social paradigm passed on from generation to generation because it is useful, not because it has any special claim to truth.

In fact, the "new science" is a lot closer to the spiritual paradigm than the conventional rationality that guides so many of us. This doesn't mean that ghosts actually haunt Lincoln memorial or that the sum of all consciousness is the actual core of reality. But maybe, just maybe, everything isn't as certain or knowable as we like to believe. That more is unseen than seen. That while science can describe only the knowable, spirituality can describe only the unknowable — and neither is less than the other.

Therefore, the Garou fight against not only the personification of corruption which the Wyrms represents, but the deadening perception of reality possessed by the mortal masses. This is the very essence of the Veil — the willful

blindness to the chaos of possibility out of a need for stability and sensibility. The Garou by their very existence give evidence to a reality far different than the one in which most mortals prefer to believe. A reality in which not everything can be or should be explained, a reality in which not everything is right with the world.

The Garou not only are spiritual creatures, but they represent the power and relevance of the spiritual path. They are everything the modern world is not. No wonder they are dying, and Gaia with them.

The point is this: In the guise of storytelling it is possible to uncover real truths and experience true passion. Storytelling is intrinsically a spiritual exercise because it takes the imagined and makes it plausible. The mysteries of religious experience can be revealed in a story as well as in a church, and those mysteries can be experienced in a story which is not merely heard but roleplayed.

If you play **Werewolf** and you do not explore its spiritual aspects, you are doing yourself an injustice. You are missing the side of the story that gives everything else meaning, the aspects of your character which frame and motivate every thought, word and deed.

Don't waste this opportunity to break free from the rigid confines of rational reality. Break free, fly high, and see the forest from the trees. Pierce the shell of your own existence and bear witness to the infinite expanse of reality beyond. If you do embark upon this quest, or have already, I wish you luck.

Be a Garou.

Full Circle

by William Spencer-Hale

It is difficult to say what is impossible, for the dream of yesterday is the hope of today and the reality of tomorrow.

— Robert H. Goddard

Long before we were inundated with modern media, before television, radio and video games, there was storytelling. It was a means of gathering everyone together for the purpose of passing on ideas and sharing experiences. What it did was far more than this.

Storytelling brought people together and gave them a sense of belonging. It gave them the impression that their opinions mattered, gave them a sense of well-being and self esteem. It brought into being an environment where people could learn from the experiences of others and share in their triumphs, joys, pains and failures. It taught people to be more empathic to their fellow man and gave them a broader understanding of life. Not just from the viewpoint of one, but from that of many. It was the foundation of families, tribes, villages and entire communities. But all things must change.

Mankind, always searching for greater knowledge, discovered ways of reaching out to people on a greater scale. From this came the "conveniences" that have taken such a firm hold on modern societies. Television inundates us with images that tell

us how to dress, how to eat and how to live. It entertains us with comedies and dramas which, although amusing or emotionally riveting, are a passive activity that incites little more than casual conversation during a commercial. Video games, despite the user interface, lead us around by the noses to a preset goal and allow no true creativity. The greatest thing to come from this age has been the means to produce the written word on such a mass scale. This is our saving grace.

In the mid-'70s a series of games came into being which touched upon our past in a most delightful way. *Dungeons and Dragons*™ presented us with the opportunity to do more than sit passively and allow someone else to entertain. It gave us the means to take an active part in the story and the lives of the main characters, to determine the fate of the heroes and plot the course of history in fantastic worlds. It was a breath of fresh air in a stale and stagnant reality. Yet, despite the interaction involved in the game, there was something missing. The players were still led around by the gamemaster's imagination and were allowed little input into the gamemaster's creation. Still, it was far better than many alternatives, and the game grew popular.

Today an entire industry is built on the principle that the imagination is a powerful tool. The many companies that produce roleplaying games have re-established the idea of active entertainment and forged a foundation for future creativity. Because of their dedication to an almost forgotten art form, and the creativity and imaginations of those who play these games, the hobby has evolved toward more interactive means of play. The players have as much impact on the plot as does the gamemaster.

Gaming has become more than players sitting around and waiting for the gamemaster to present them with the next encounter. Those who play now take an active part in the story, providing their input and, in the process of doing so, inciting fellow players to do the same. This gives the story a multi-dimensional feel which was lacking in the earlier days of the hobby and provides for a complex scheme of events, encounters and situations based on the varying desires of the different players. Not unlike life.

Because of this, the situations encountered in a game make the players rely more on lessons learned in real-life experience. This in turn gives some players a glimpse into a side of life that they might have overlooked; gives others the chance to see life through someone else's eyes and helps them to understand the desires and motivations of others. This is storytelling: the ancient art form which has stood the test of time and, with the help of a new generation of active thinkers, has regained its rightful place in the world.

Today, we gather at conventions to share stories of our glory. Not unlike our ancestors did in ages past around the evening fire. We share our lessons with one another and reinforce the adhesive that bonds us all together, the thrill of living and learning, of life and its many mysteries. We understand that the lessons learned in the guise of a make-believe character are pertinent to our reality and we all feel the need to share these lessons with our peers. It is necessary that we do.

We have come to grips with our past and by doing so, opened a gateway to a brighter future. We have come full circle.

Do You Need a Pack?

by J. Morrison

Why does **Werewolf: The Apocalypse** stress the significance of the pack? Is there anything wrong with a Garou who does not run with a pack? The answers to these questions are a little complex, but by simply answering the second question we can derive the answer to the first.

The answer to our little question is "yes, and no." There is nothing wrong with having a Ronin as a character. Except you won't get to play with anyone but yourself and the Storyteller. At least if the Storyteller has any sense of fairness. No one likes to sit in the corner of the room and watch someone else hog all the glory. It isn't what most people want to do when they're getting their gaming fix for the week. So by all means, play a Ronin, just don't expect to play often.

I have a gamer in my troupe who loves nothing quite as much as going off and having a merry adventure without anyone else around. That's all well and good, and more power to him, but I wish he could have the decency not to pull that sort of crap in the middle of our weekly session with five other people hanging around! You want to talk about Rage? I can feel it oozing off of the other players like venom! As a Storyteller, I just don't need the grief; I have enough to do trying to keep the group satisfied without pandering to the demands of one person who wants to see how his character's Aunt Lizzy is doing in the old folks' home. Please don't take this the wrong way, I'm all for developing your characters to the level where you can explore their feelings with their faithful sidekicks. There is a time and a place, but not when I've been setting up a major encounter with the number one bad guy the whole pack has been stalking for a month.

So, to finish of the "Yes" half of my answer: yes, feel free to play a loner who wishes to battle the Wyrms on her own grounds and gather victories single handedly. Just have a little mercy and arrange it on the side instead of during the activities set up for the entire pack.

On to the "No" section of this answer. There are a good number of reasons not to play a single character in **Werewolf**. In the first place, it just isn't going to work out well for a whole group. You shouldn't expect to have all of the attention when there are other players. And with **Werewolf** it isn't necessary. Look in the rulebook and you'll find that the entire premise of **Werewolf** is based on characters working together with the other members of a pack; there are even rules established within the system to resolve any squabbles without a drop of blood falling to the ground.

The mood established in **Werewolf** is geared towards the idea that both humans and wolves are pack oriented; both live in groups, act in groups, and generally prefer to be active with groups. The Garou are the only werereatures who work this way, and that is why the game is called **Werewolf** rather than

Weretoad. The game system leans heavily towards pack activities, and that is a fine thing indeed, if you want my opinion.

Teamwork is extremely important in **Werewolf**, if for no other reason than that the players are fighting a losing battle against the Wyrms and its minions, and as often as not, those minions can stomp an individual player through the floor. If you doubt me, try sending your player against a Nexus Crawler one-on-one and let's see who's still walking around when the dice have stopped rolling.

The rules are sympathetic to pack activities, they have to be. Roleplaying games in general support team work; you can still play without a team, and some companies have even set up special rules for such situations, but the basic idea is to get together with your friends and have a good time as a group. So, if you get together with your friends and everyone is all set to have a great adventure, to take out those daily frustrations on a few sheets of paper and maybe a few metal figures, and then someone decides to take their character on a trip to Texas alone, suddenly there are a few people wondering why they even bothered.

Example time again. I have a player in my group who decided to have fun with me one night: when I asked where his character was, he responded with "Denver, that's where my home is." So what's the matter with that? Denver is a heck of nice city; I personally lived in the area for three years. Well, the rest of the gang had agreed beforehand to live in New York. The player knew this, knew well before I asked the question and knew just where the others were. Shall we talk about adding extra effort to the Storyteller's duties? I spent half an hour getting Mr. Denver on a plane to the Big Apple. That time could have been better spent taking care of establishing the adventure for a serious mystery. I was not having any fun, and neither were the rest of the group, except of course Mr. Denver. I even had complaints about the situation; why was I letting so and so over there dominate the game?

When I get complaints from my players, I take the hint and fix the situation as quickly as I can. Mr. Denver got a job transfer to, you guessed it, New York. I didn't care whether or not he wanted the transfer, I just gave it to him. One had to suffer that the rest could have more fun. Sorry about that, but them's the breaks. It wouldn't have been fair to the majority of players any other way, and I try my best to be fair.

You even have a substantial advantage with teamwork in **Werewolf**, everyone can get a chance to play leader of the pack — no, not the song. If you don't like the way someone else tries to dominate the game, you and your character can challenge for leadership. I love that rule, I have seen more actions taken by the quieter members of my group as a result of that rule than I have for any other reason. It pleases me no end because I like the whole group to have fun, not just the vocal minority. I like to see the wallflower bloom. I know that may sound strange, but it gives me the satisfaction of watching someone have a really good time. And it gives me the satisfaction of seeing someone other than ol' Thunderthroat lead the pack. The only thing that could be more fair would be to have all of the players take a unanimous vote on an action. Believe me, that would take hours with my group.

All in all, while I still believe you can have fun with a solitary figure — under the right circumstances — I think that the most fun can be had when the pack is on the move. Nobody gets left out, no one gets ignored, and I can tell the story I had planned instead of switching into my “Aunt Lizzy” mode while the rest of the group waits.

Stay with the pack; you won’t lose out on any of the good times, they’ll just get better.

Heroic Roleplaying

by Sam Chupp

*Let come what will, I mean to bear it out,
And either live with glorious victory
Or die with fame, renowned in chivalry:
He is not worthy of the honeycomb
That shuns the hive because the bees have stings.*

— William Shakespeare

Werewolf is a heroic roleplaying game. These days the word “hero” is bandied about as a substitute for “martyr,” or “warrior,” or even “scapegoat.” In **Werewolf**, the heroes of the game are just as likely to break down in a frenzied killing spree as do the right thing...the truly heroic thing.

Doing the right thing is, in my opinion, the essence of true heroism. It is not throwing yourself down the mouth of the Wym: what does that accomplish? In order for your character to become truly heroic, you must first stop examining what it is that other Garou consider heroic. If you wish to go that route, you may simply decide to walk into the Elysium at night in the city and fight every Kindred you come upon. It’s fast, it’s easy, and it’s a sure-fire way to win enough Glory so that you’re considered a hero by the Garou nation. Of course, you will die a vain, bloody, and totally useless death, and the Wym will have advanced once more: by luring the Garou away from their true enemies.

Now, you may be saying “Well, the game is structured that way: we don’t get Glory if we don’t fight things.” That’s true. However, you can still get enough Glory (and gain much more Wisdom and Honor) if your characters slowly grow, mature, and realize that throwing themselves headlong into battle after battle with the Wym is going to get them killed. As powerful as the Garou are, they can’t stand up against a Pentex fomori with a silver-bullet machine gun.

Roleplay the process of growth. Maybe one of your pack *does* die. Or maybe one of you with Past Lives or Mentor learns about true heroism from your Background. Or maybe you just have the breeding, leadership, charisma, and intelligence to figure it out for yourself.

What then, is true heroism? Well, true heroism is not just about how you die, but also about how you live and the choices you make while you live. It is about learning what the Right Thing is, discovering how to do the Right Thing, and then doing it. As a true hero, you make a difference in the world around you. You do it not out of a need to be put in the legends

and the stories, but out of a need that comes from within: a need to make a real difference, a need to leave the world a better place because of your passage.

Hold on. The Litany, which is a strict set of ancient laws (and not really written with the Apocalypse in mind), is one of your greatest limitations in trying to do the Right Thing. Let’s say you’ve discovered that a branch of Developmental Neogenetics Amalgamated has been performing experiments on captured Garou — torturing them, psychologically experimenting with them, and forcing them to change repeatedly over and over, all of which is causing them to go insane and develop multiple personalities. Now, let’s say that the only way you can find to get in to the heavily guarded DNA lab is to get the help of a Kindred contact: a Nosferatu who knows of an access shaft. The Litany says that you shouldn’t truck with the Wym: the Nosferatu is of the Wym, therefore you should kill it. Yet, you need the Nosferatu and your Garou brothers and sisters aren’t going to be saved by slicing up the Leech. A true hero in this case has no choice: she’ll go with the Leech (as long as he doesn’t screw her over) watch her back, hope that no elder Philodox sees her doing it, and pray that her interactions with the Leech won’t endanger her standing with Gaia.

Another example: your character is in love with a human. In order to use the human as a lever to manipulate you, a Shadow Lord captures the human and threatens to dispatch her unless you run “a few errands” for him. In the end, you discover that the Shadow Lord is of the Wym himself, and has infected your lover with a breeder Bane, which will turn her slowly into a fomori. What do you do?

A true hero would try everything she could to fix the problem, and would probably have to reveal her Garou nature in the process (thus again breaking the Litany). If there were no other way to save her lover, she would do the only decent thing: she would put her beloved down with a coup de grace.

You can see that being a true hero isn’t easy. The hardest path is the way of the true hero, though this isn’t always the way. Sometimes a simple thing: allowing that Bone Gnawer to join your pack, taking that Ragabash Get of Fenris wimp under your wing, saving a Monkeywrencher’s life by putting yourself in harm’s way — is all you need to do to be heroic in **Werewolf**.

Being a true hero is not a quick and easy path to great Renown. You’ll wonder why you do it many times, and doubt whether you are indeed doing the Right Thing. It’s hard to overcome the oppressive sense of doom that pervades the very air of the world hurtling toward the Apocalypse. It’s hard to see any struggle as being ultimately worthwhile.

Why bother?

Perhaps true heroism is simply doing what you can in the face of the coming Armageddon, doing what you can to survive and help others survive. One thing’s for certain: when you’ve done your best, when you’ve made some small success, when you’ve struck a blow for Gaia and the Garou, and when you’re done playing for the evening, that sense of true heroism, once tasted, will never forsake you.

Let come what will, I mean to bear it out....

Playing the Antihero

by Andrew Greenberg

I've had it with this idea most of you have that werewolves are the good guys. These critters would eat your heart out as soon as look at you. They'd rather rip your head open than try to talk to you. Yeah, that's right — these vile beasts have more in common with lawyers than they do with anything human.

Of course, the Garou see themselves as "Good." After all, they know how to save the Earth. Gaia told them how, and now they're going to force it down everyone else's throat. I'm sure there are a lot of '60s rejects who find their philosophy attractive — in a fascist kind of way.

Following the classical Garou view, there would be no progress, technology or culture. Essentially, human existence would be reduced to a hunting-gathering society where we are a happy (?), non-productive part of the environment — all under the watchful supervision of the Garou. In essence, werewolves see themselves as having the same sort of job that God gave Adam — dominion over everything else, whether the other occupants of the planet like it or not.

So, are werewolves heroes? Certainly, by 20th century American standards, they are not. They kill and maim, brawl like drunken sailors and seek only to control the human race. Yeah, I know that's not what the Children of Gaia do, but who cares about them?

At this point, the question becomes: how can we make werewolves into heroes? And the cop-out response, which I like so much, is: don't. They're antiheroes, and that can make them even more fun to play.

Essentially, an antihero is a protagonist whose morals differ markedly from those of the people around her. Playing one requires that you accept an ethical standard far different from the one you follow in your own life. You, as the player, need to be aware of the differences between your own views and those of the character.

Revel in the opportunity to become something you despise. The only requirement is to make sure the character believes herself to be "Good." The character has a set of beliefs, guidelines and goals which she lives by. Adherence to these give her a sense of justification and self-worth.

For instance, if you play a Black Fury, you have the opportunity to follow a brand of chauvinism so extreme as to be incomprehensible to most humans. You hold humans to be no more necessary than the weeds in a garden, to be pulled up whenever they offend your sensibilities. Men, whether human or Garou, deserve nothing better than a quick death, and you would kill your own child if it made the mistake of being male.

Of course, in your own mind, your actions are quite correct. By your judgment, males are responsible for all the problems of the world, and strict controls on their activities and numbers

are only right. This bias has to play a greater role, however, than just affecting who you attack. You'll avoid any actions or thoughts which, in your mind, are man-like.

Technology, that man-created Wyrms spawn, will bear the brunt of much of your rage. Not only will you refuse to use any device more sophisticated than a lever, and destroy gadgets at every opportunity, but those who do use machines and such automatically draw your wrath. People who support the use of technology should be singled out for special attention, and even those who support the supporters' right to be supporters should be taken care of.

On the other hand, you may well have a weak (read: gullible) spot where women are concerned, and be prone to protect them — even from themselves. Keep them from using that technology which corrupts them, be it a computer, car, pacemaker or whatever.

Despite their hatred of technological development, however, the Black Furies are not against change. Indeed, as the self-appointed protectors of the Wyld, Black Furies embrace change more completely than does your wildest futurist. For the Black Furies, change is good for the sake of change; it all advances the Wyld.

You recognize the necessity of the Weaver, but insist that she has no role except to give the Wyld some form. Change and evolution, by their very nature, are desirable. If a plan seems flawed in the least, change it no matter what your pack mates think. Don't even bother telling them about it. Disrupt groups and organizations. When in doubt about a foe, kill it. Death is one of the greatest changes you have to offer.

The kind of hero you are playing becomes totally different from the standard model. From a traditional view, you appear as a capricious destroyer of progress, filled with hate for men and a reactionary streak which would stifle humanity forever. In your own mind, you are a glorious defender of change and advancement, set to protect humanity from that which is corrupting it. You would gladly destroy the iron lung keeping a sick woman alive, believing she would be far better off with the change of death than locked in such a Wyrms-like device.

If you, the player, came across you, the character, the encounter would most likely be short and unpleasant. Neither of you would like the other's goals, beliefs or personality. But then, that has never been the point of roleplaying or Storytelling. As the name illustrates, roleplaying is about taking on another personality, whether it is like yours or not. Storytelling has many purposes, but the most common ones are entertainment and learning — neither of which require you to like the Story's protagonist. Try a character you hate, you might like the game that much better.

Something Wicked

by Steven C. Brown

I could smell him. He wasn't too far ahead. Jason Dunn's scent of fear burned a trail before my nose even a blind dog could follow. I loved the hunt, but more than that, I loved the kill. Just thinking about the taste of his soft flesh and the salt-sweet blood made my mouth water. There he was. Hiding on the roof of an old downtown building, two-stories up. What an idiot.

One leap and I was on the roof. Terror seized him, for I could smell the urine running down his leg. I might have laughed had I not been so transfixed on his throat and the thought of ripping it out. He made his last play. I could smell the adrenaline and the gun oil. He shot me—five, six, maybe seven times—but it didn't matter much, because I couldn't feel it. He couldn't stop me with mere bullets. Humans are stupid and Dunn was no exception—just goes to show he deserved to become meat for me, the beast.

Faster than a thought, I was upon him. Instinct seized me, and with one simple slice, his entrails poured onto the tarred roof in a pool of dark blood. He looked at me, as if trying one last time to pierce the Veil. Another slice and his head snapped from his neck and rolled a few feet away. Blood spurted all over me in a wonderful red fountain. Then his body collapsed at my feet and I feasted upon it. After eating my fill, I let loose a howl to summon my packmates for the leftovers, nice guy that I am.

What am I? Monster? I once thought I was human. But now I know I am something less, and something far, far more. I am the stalker at midnight—the werewolf. I feast on the hearts of Wyrms—things and any humans who stray cross my path. I breed fear and cast shadows of hell where I walk. You cannot see me, but you know I am here. Around you. I peer through your windows at night, while you sleep, while you watch television, fighting the urge to eat your children and rape your women. You cannot protect yourself from me. The Mother has blessed me with many ways to kill you, all of them painful. I will destroy the Wyrms and you, its minion. For I am not a demon, but a savior.

What do you fear most about the night? The unseen? The creatures we make in the back of our minds who stalk us when we walk alone at night? Have you ever cringed at the thought of something you know you have no logical reason to fear? Well, that is one way you can use **Werewolf**—to scare the hell out of yourself and your friends. It is a horror storytelling game, so why not tell horror stories with it? Except, the best part is you get to be the hero. Or are you the monster? In **Werewolf**, the two are one and the same and there is no white and black—well, at least not white.

Certainly you have seen a horror movie or told ghost stories around a campfire. Why? To feel alive? To fear death? To draw upon the coward and helpless victim inside you? I think fear is a part of what we are, no matter who you are. We still feel the need for it in our relatively safe lives (compared to our ancestors), so we go to slasher movies, make millionaires of horror writers, and risk our necks bungee jumping off bridges.



Thrill seeking, facing down raw fear and mastering it. For doing so is a source of power and inner strength.

Through **Werewolf**, you can develop an appreciation of fear. You can savor and explore the instinct from its most primal to its most perverse forms. Nietzsche once said: "That which does not kill us makes us stronger." Perhaps he was right. Perhaps by recreating our fears in a world of our imagination, we can handle real fear better when it seizes us. It is certainly more comforting and more forgiving than facing our fears in their true form. And best of all, we can see it through imagined eyes from the apparent safety of our homes.

To do this, you as a player must help your Storyteller create the mood by playing your character appropriately. In fact, whether **Werewolf** becomes an adventure game of supernatural super-heroes or one of true horror lies not in the hands of the Storyteller, but with the players. Here are some ideas for creating a mood and for roleplaying werewolves as something far different than animal or human. While a lot of the mood setting is left up to the Storyteller, the Storyteller is busy enough as it is. For this reason, try to help out where you can.

First of all, you must have a troupe of players willing to take the game relatively seriously. This will not work if your Storyteller or fellow players will not go along with the idea of making the game really scary. It is possible to act in a serious manner and still have fun, and if you are looking for true horror gaming, this is the best way to go. If you cannot convince everyone in the group, it will fail. However, if you have a group

willing to try it, they might even begin to play off one another so well that the experience is much more dramatic and intense than you might believe possible.

As a player, you can aid the Storyteller in creating the mood for the story. Let's look at building a foundation for horror gaming. First off, make a list of your fears. Test other players out about their fears, and ask their friends and family about them. Once you know what bothers you and your fellow gamers, you have a good basis to work from. Supply the information to your Storyteller so she can throw characters and events into her stories that will draw upon your fears and force you to confront them. However, this is not for the weak.

Next, you must produce an atmosphere conducive to horror gaming. This can be loads of fun if you are willing to try something a little bizarre. To do this, you must first find an eerie place in which to game. This will help intensify the dread. However, do not get too carried away, and always keep safety in mind. Do not go anywhere dangerous or out in public where others (with no clue as to what you are doing) will see you and get freaked out.

Playing by a campfire out in the woods can be fun if your game does not usually involve lots of dice rolling. It is kind of like telling ghost stories around the camp circle, but you get more involved. Your Storyteller may even use the woods you are in as a location in the story.

Usually, you can create a spooky place in the comfort of your own home by simply playing in a large, dark room. You can intensify the creepiness by telling players made-up stories of odd events that occurred in the room. Candlelight helps to create a dark mood, especially if you place all the candles on the gaming table, leaving the area behind the players pitch dark. Colored light-bulbs or black lights are also very eerie. Have a flashlight handy in case anyone needs to get up, but otherwise leave them sitting in the dark. It helps if the room is large, quiet, and isolated. A garage or large dining room is perfect. If you have a large empty basement, even better.

It helps if the room is just a few degrees cooler than what is comfortable for the players. This will help you give them goosebumps and make them shiver. A rotating fan can be effective in summer, if it is far enough away that it doesn't blow out your candles. However, do not have the room so cold the other gamers complain and find it hard to play.

Another way to develop a mood is through sound effects. If you have a mobile CD player or tape player and a recording of some good sound effects, especially those used for Halloween, you can help create the dreadful mood desired. You can even come up with your own sound effects. There are many possibilities; howling winds, creaking iron gates, hooting owls, and the occasional clicks and groans of ghosts and monsters. Scary music can be equally disturbing. Just don't get too carried away; too much will ruin the mood you are trying to create.

You and your fellow players should consider starting a collection of visual aids your Storyteller might wish to use in the game. You can cut out pictures of people (preferably neither famous nor familiar individuals) from magazines and

catalogs to represent characters you might encounter. Hopefully you can find some weird looking people to liven up the game. You can also find some really horrifying and useful pictures in magazines such as *Fangoria*, *Gore Shriek*, and the like. You can even cut out these pictures and tape them to pieces of black poster board, so the Storyteller can hand them out during the game.

You may also want to collect clippings of news articles. These can range from stories about a serial killer cut from a reputable newspaper to stories about aliens cut from a tabloid. Your Storyteller may wish to use some of these one day as a basis for a story. Using certain supposedly true events can make the game all the more real. Also, tell your fellow players legends and ghost stories you have heard to help intensify things before you start gaming.

Possibly the strongest way to make the game real, and to intensify the horror, is through visualization. During important parts of the game, or whenever you wish, put on a blind fold, close your eyes, or blow out all the candles and attempt to visualize what your Storyteller describes to you, from the scene of a grisly murder to an encounter with a Wyrn-thing.

Once you have helped your Storyteller fashion the setting, it is time to roleplay the horror. This is the trickiest part, for it requires continual thought, and it should be done whenever you roleplay a werereature of any sort. Since werereatures are not human, they must not act human. This means your roleplaying may take some very odd and disturbing twists. You may get a little weirded out by what you and your fellow gamers are capable of, but isn't that what horror gaming is all about?

To be Garou, you must not be man or beast. You must be superior to all others who tread the earth. For who has Gaia blessed with her Gifts? Are you not the chosen? Your kind reigns supreme in nature. You feed off man and beast to satiate your hunger and to serve the cause of good.

Despite this, you have no place in the world of man or beast. Both shun and fear you. They see you as unnatural, since you are the hunter. Because of this, you must accept your existence on the outskirts of the animal kingdom and the society of man.

To emphasize the horror **Werewolf** can become, you must choose to play your characters as true monsters. You cannot see them as humans, wolves or a combination of the two, but as truly alien beings. Creatures with no real place in the world. Werereatures are monsters to us lowly humans. We must play them as monsters we would fear to meet ourselves.

Begin by attempting to view the world through the eyes of the shapeshifter. Who are you? What do you think about? What is the meaning of existence to you? By abandoning your own preconceived morals, by thinking logically, and by starting from scratch, you can create the mind of a true werereature.

Can you imagine what a wolf or lion would be like if it had the intelligence and knowledge of a human, and along with its vast physical abilities, could take the form of man or man-beast? Do you think it would have any moral imperative to prevent it from gutting a human, or anything else which stood in the way of its survival? How would its thoughts and instincts combine? Would it truly be a curse to be capable of thought, but

still be forced to act on instinct? For who you are to be controlled by what you are? Wouldn't this make a werecreature different from man and beast, something neither could ever be?

These questions have a myriad of solutions leading to countless ways to play a character. As a player, you must come to your own conclusions. Striving for the answers provides you with a better comprehension of your character and all other wercreatures. Look at specifics, such as; how would a Garou, a thinking creature with strong instincts and without human morals, feel about sex, cannibalism, and human value? Why should a Garou feel shame for having raped humans or wolves to carry on his race? Why would he feel guilty for preying on humans as a food source? Why would he even view humans and their society as worthwhile?

Would homid-born Garou attempt to impose on themselves what they were taught when they believed they were humans? Would they settle for that? Would that be enough, considering the strength of their natural impulses, or would they seek different answers in order to understand the new forces at work in their minds? How would strong instincts affect them anyway? Would a Garou raised as a wolf still see himself as a wolf or something better, something altogether different, from his animal kin? How would enlightenment and human understanding affect an animal who lived a long time without human values imposed on him?

Once you have thought about this for a while, begin looking into the spirituality of the werewolf. No humans or animals

share this particular understanding of what exists beyond our world. Consider the effects of spirituality on these creatures of thought and instinct. Does their divine mission come from rational thought, spirituality, or instinct, or is it a combination of all three? Think about it.

While some people might say humans have instincts, such as lust and aggression, no one would say they are as strong as animal instincts. While some animals are intelligent, they by no means come close to human intellect. Humans, by evolution, or whatever means you believe in, have chosen thinking as a means of survival, while other animals rely on inborn instincts. Wercreatures are the exception. The Garou are a contradiction of nature; they exist as thinking creatures with finely-honed primal-urges. We know of nothing like them to have ever existed. So why should we attempt to categorize Garou as humans, wolves, or a miss-mashed amalgamation of the two, when, in fact, they are something totally unique and alien?

As a player, it is your responsibility to get into the head of the character you choose to play, and since the characters in **Werewolf** are not human, you have a great task ahead. Good luck.

On a final note, for those seeking even more terror, consider a Chronicle using Black Spiral Dancers or other creatures of the Wyrms as player characters. Who knows what evils you might find lurking in the deepest recesses of the earth, or even in the back of your own mind?



Afterword: The Apocalypse

by Daniel Greenberg

When property confers rank, wealth becomes the only source of virtue, passion the sole bond between husband and wife, falsehood the source of success in life, sex the only means of enjoyment, and when outer trappings are confused with inner religion... when this calamity has befallen the harmoniously ordered City of Man, the substance of the world organism has deteriorated beyond salvage, and the universe is ripe for dissolution.

— *The Puranas*, Sanskrit verse scriptures

Of all the many supernatural creatures that lurk among the fringes and shadows of the world, the Garou have a unique perspective on the End Time — the last days of the world. Unlike vampires, who fear either personal destruction or a generational Armageddon at the hands of their progenitors, the Garou fear the destruction of the entire world, and the end of life itself. This makes self-preservation or even species preservation subservient to the greater goal of saving Gaia, the living embodiment of Life. This awesome responsibility is a source of both overwhelming misery and redemptive fulfillment.

Waiting for the End of the World

The imminence of the Apocalypse hangs over the heads of the Garou like a modern Sword of Damocles. They seldom

discuss it, but it fills their thoughts and drives their actions. They see all actions of man and nature in terms of the end of the world, and do nothing without considering the effect it will have on the coming cataclysm. Apocalyptic thinking has taken on a life of its own in Garou culture. Even in their lightest times and happiest moments, a pall hangs over their heads; a nagging reminder that the end of the world draws nigh.

In their darkest, bleakest moments, remembrance of their awesome responsibility buoys their spirits and impels them to carry on, bloodied but unbowed. But in times of joy, their responsibility often becomes a burden, leveling their happiness with remorse and sorrow over time wasted in frivolous pursuits. This thinking creates the sense of gloom that pervades many Garou — a melancholy that, left unchecked, becomes the horror of Harano, the endless despair of death. As a result, Garou humor is always dark and sardonic, and every happy moment must be punctured before it can be savored.

This fatalism is not the natural state of young Garou, who are usually filled with reckless abandon and zest for life. The Garou elders of many tribes feel compelled to instill the Apocalyptic obsession in their pups from an early age, implanting it through harsh ordeals, traumatic rituals, and prohibitions against fun. The creation of metis is only part of the reason Garou are forbidden to love other Garou: the elders want nothing to distract the pups from the constant foreboding of impending doom, and sensuality, love, and parenthood are the greatest distractions of all.

A View of the End

Many Garou feel that if the Apocalypse comes, Gaia dies. They feel that if they cannot forestall the End Time, the world will come crashing to an end. They feel they must pay any price and use any means necessary to strike at their enemies, even if it means betraying their allies, their tribe, or Gaia Herself. The Get of Fenris, Red Talons and Wendigo all fall squarely in this camp. The Uktena and Bone Gnawers lean this way as well. To these Garou, the Apocalypse is unquestionably a creation of the Wyrms, and if it ever truly arrives, the battle is lost and the war is over.

But to others, the End Time is not only inevitable, it is a time of great promise, potential and hope. These Garou see the end of the world not a crushing doom to be avoided and averted, but as a singular opportunity for beneficial change and universal renewal. They believe that the world will be remade in the image of the victorious warriors. Therefore, the Apocalypse has a far more profound impact on this camp than merely filling them with dread over the crushing burden of an unbearable mission. It presents the Garou of this camp with a challenge to live their lives with greater purpose and integrity. If the post-Apocalyptic world will resemble the victors, the victors must purify themselves before the End Time. This Utopian philosophy is held by the Children of Gaia, Shadow Lords, Black Furies, Fianna, Silent Striders, Stargazers, some Uktena, and the Silver Fangs, who first advanced it.

The Silver Fangs once kept this theory a closely guarded secret. During the tumultuous days after the Garou ended the Impergium, this and many other Silver Fang secrets leaked out, and profoundly changed the core philosophies of many tribes. Still, this theory is rarely discussed in intertribal gatherings, since it sounds completely heretical to those who do not understand it, and has led to bitter fights each time it has been asserted.

The theory goes something like this: The Apocalypse is not of the Wyrms' making, but is rather a natural force that grows directly from Gaia. It is a time of great potential which will free old, locked cosmological patterns and create new ones. Whoever triumphs during that great universal upheaval can shape the future for all time. The Apocalypse is not so much a termination as a time of great change. It is a cauldron in which opposing ideas and values vie for supremacy.

If the Wyrms' minions win out, the world will be remade in the image of the Wyrms: dark, degraded, and corrupt. If the Garou win, their values will become universal laws. Though the Utopian Garou all accept this theory, they differ radically on its meaning and implementation.

The Silver Fangs believe that the values that must dominate are those of Silver Fang supremacy and dominance. For them to rule the After-Time, they must lead the final charge against the Wyrms. One of them must become the great hero that will triumph, and become the archetypal template for the new universe. Therefore, they believe that they must cling to power over Garou at all costs.

The few Shadow Lords who follow the After-Time view of the Apocalypse do so in opposition to the Silver Fangs. They believe essentially the same thing as the Fangs except that these Shadow Lords view the End Time as a contest to see who will triumph in the end — a matter of which tribe is worthier to lead the After-Time. These ruthless Shadow Lords will stop at very little to achieve their goal of dominance in the After-Time.

The Black Furies are concerned with propagating the values of reverence for all life and equality of the sexes in the interest of seeing an After-Time in which males and females live peacefully and in harmony with all nature. Some Black Furies wish to implement a matriarchy in the After-Time. Having a woman as the universal hero is the only way to guarantee that the universe is remade as Gaia wishes. Thus, these Furies wish a female to lead the Garou to triumph in the Apocalypse.

The Fianna see the After-Time as a time of unification with man, animals, and Faerie, and plan to survive the Apocalypse through strategic alliances with the other races. Some individual Fianna see the After-Time as an age in which the hated Get of Fenris and Shadow Lords are subservient. These Fianna thus plan to betray their Garou rivals during the final days.

The Stargazers believe the After-Time should be a time of harmony with the cosmos, and seek to triumph not through war, but through inner purity and enlightenment. The battle is with the self, they maintain, not others. They see every creature who works toward inner illumination (including humans and even some vampires) as an ally in the war against ego. They see everyone else, no matter how well-intentioned, as an impediment. They fervently hope their inner light can prevail over their benighted allies.

The Silent Striders have the strangest attitude toward the After-Time. Through their mysterious rites, which some say come from the Egyptian Book of the Dead, they have experienced a strange unification with their own death, and have no fear of the land of endless darkness. Rather, they see death as an integral part of the equation of life. They seek not to conquer the Wyrms, but to unite with it in the End Time. The resulting fury would produce a world not only stranger than the other tribes imagine, but beyond what they can imagine. The members of this greatly misunderstood tribe keep their beliefs to themselves. They fear that any revelation of their attitudes will earn the wrath of the other tribes, who are already suspicious of them because of the powerful Silent Striders who have joined the Wyrms.

The Uktena are divided on the issue of the After-Time (as they are on many important issues) — so much so that they are in a state of tribal paralysis. Some Uktena feel that the Utopians are right, and that they need to mend their actions. Others vehemently insist that the end justifies the means, and beating the Wyrms that has made them suffer so is far more important than the means by which the Wyrms is defeated. The only thing they agree on is that they must resolve the feud before the End Time. Otherwise, they fear, they will become irrelevant — or even worse, assets to the Wyrms.

The Children of Gaia believe that all tribes must unify as one in the End Time. If one dominates the others, then all creatures of the new age will seek to dominate each other, and nothing will change. If the Garou triumph over the Wyrms by rage, the new era will be an age of war. If they win through Wyrms methods like hate and betrayal, the Garou will really lose, for the world will be remade in the Wyrms image.

Instead, they believe that the only way the Garou can win the Peace after winning the War is to conquer through love. They must unify in harmony and strike without hate, like the forces of nature they are. All the tribes must imprint the nature of the new world together, with balance and love. Therefore there is not a tribe or a Garou to waste. The hero who wins the

war must be a mystical synthesis of all Garou of all tribes, and possibly of all life. If trust and cooperation are to rule the resurrected world, the Apocalypse must be a time of accord.

Though the leaders of the other tribes reject this Utopian theory, many individuals in those tribes secretly embrace it. They see it as a path to tribal or even personal power in the eternity of the After-Time. They work to become the great hero who will lead the charge against the Wyrms and achieve godhood on the other side of Armageddon.

So as the end of the world looms large on the horizon, the Garou are seen more and more plainly for what they are, and are confronted with their greatest challenge — to see if they truly possess the courage to change.

1st Level Gifts

Gift	Source	Cost	Roll	Difficulty	Effect
Aura of Confidence	SL	1G	Cha+Subter	Per+Emp	None of user's flaws are detectable
Babble	RT	1G	Man+Primal-Urge	7	target loses ability to read, write or speak languages and must grunt like animal; target can resist with Int+Lingu; lasts for 1 scene
Balance	ST	1G	n/a	n/a	may walk across any ledge, rope, etc.; climbing at -3 difficulty
Beast Speech	GA/RT	1G	Cha+Animal Ken	6	speak to animals for 1 scene; does not change reactions
Blur of the Milky Eye	RA	1W	Man+Stealth	8	+1 difficulty/success to all Per rolls to detect user
Call of the Wyld	GA	n/a	n/a	n/a	call other Garou for aid or moot
Call the Breeze	WE	1G	n/a	n/a	call and direct a 20mph breeze; all hearing Per rolls are at -1 die
Camouflage	WE	1G	n/a	n/a	in wilderness only; all rolls to spot user are at +3 difficulty
Control Simple Machine	GW	1W	Man+Repair	7	cause a non-electronic machine to operate as desired or to shut down
Cooking	BG	1G	Wit+Surv	6-10	turn small, inedible objects into edible mush; pot and ladle required
Create Element	M	1G	Gnosis	varies	1 cu.ft./success, max. 100 lbs.; no precious metals, lethal gas, acid
Falling Touch, The	AH	n/a	Dex+Med	R(Sta+Athletics)	1 success makes target fall
Fatal Flaw	SL	1G	Per+Emp	Wit+Subter	determines target's weaknesses (adds 1 die to damage done by attacks)...
Find Water	L	n/a	Per+Surv	6	User can locate any body of water within 20 miles; successes give more information...
Heightened Senses	L/BF	1G	n/a	n/a	1 scene; Homid - Hispo get wolf's senses; Lupus gets -3 Per difficulty
Inspiration	AH	1G/turn	n/a	n/a	comrades (not user) get one automatic success on Willpower and Rage rolls
Lambent Flame	SF	1W	n/a	n/a	lights 100' radius; hand-to-hand attacks at +1 difficulty, missiles at -1
Leap of the Kangaroo	L	n/a	Sta+Athletics	6	double normal jumping distance

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Mindspcak	GA	1W	App+Perform	Willpower	cost 1W/person; call people into shared dream; -2 to Dice Pools...
Mother's Touch	TH/CG	1G	Int+Med	Rage	heal 1 wound level/success; Garou only; 1 attempt/person/day...
Open Seal	RA	1G	Gnosis	Gauntlet	open closed or locked device
Persuasion	H/FI/GW	1G	Cha+Subter	6	reduces Social roll difficulty by 1 for scene
Razor Claws	AH/GF	1R	n/a	n/a	scratch claws on hard surface for 1 turn, then do +1 die claw damage
Resist Pain	PH/CG/GF	1G	n/a	n/a	ignore wound penalties for 1 Scene
Resist Toxin	FI	n/a	Sta+Surv	6	no damage from poison or disease
Scent of Running Water	RA/RT	1G	n/a	n/a	+2 difficulty to track user via Primal-Urge
Scent of Sweet Honey	BG	1G	Wit+Subter	varies	target attracts vermin for 1 hour/success
Scent of the True Form	PH	n/a	Per+Primal-Urge	varies	determine what subject is: Garou automatically; Kindred/Faeries on diff. 8; Magi on diff. 9
Sense Magic	UK	1G	Per+Enigmas	varies	detect the presence and strength of magic within 10'/success
Sense Prey*	L	1W	Per+Primal-Urge	7	user can find prey, enough to feed large pack; 50-mile range
Sense Wyrn	M/TH/BF/SS/SF/ST	n/a	Per+Occult	varies	sense vampires and other Wyrn creatures nearby; must concentrate
Shed	M	n/a	Dex+Primal-Urge	7	can escape grappling and jaw lock attacks by shedding fur; helps squeeze into tight places...
Shroud	UK	1G	Gnosis	varies	10'x10' area per success filled with pitch blackness
Smell of Man	H	n/a	n/a	n/a	-1 die for all animals within 20'; animals may flee
Speed of Thought	SS	1G	n/a	n/a	double user's land speed
Spirit Speech	TH	1W	n/a	n/a	Communicate with spirits (even unwilling ones)
Truth of Gaia	PH	n/a	Int+Emp	Man+Subter	detect spoken truth or falsehood

2nd Level Gifts

Alter Scent	RA	1G	Wit+Subter	6	user can change own scent or that of others; successes determine how well others are fooled...
Awe	SF	n/a	App+Emp	Willpower	all social rolls by user at -1 difficulty; to-hit rolls by target at +1

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Axis Mundi*	L/SS	1G	n/a	n/a	user always knows the direction faced; can enter animals' and Garou's territories...
Beastmind	RT	n/a	Man+Emp	Willpower	target's mind reduced to that of an animal for 1 turn/success
Blissful Ignorance	RA/BG/SS	n/a	Dex+Stealth	7	must remain still; successes subtract from Per+Alertness rolls of those looking for user...
Brew	FI	1G	Wit+Med	7	change liquid to alcohol; number of success give potency...
Burrow	M	n/a	Str+Athletics	varies	burrow at 1 foot/turn/success
Call of the Wyrn	GA	n/a	Man+Perform	8	calls Wyrn creatures to user; creatures can resist...
Call to Duty	PH	0 or 1G	Cha+Leader	Willpower	can call named spirits and give one command, or call all spirits within 1 mile for 1 Gnosis
Calm	CG	1G	Cha+Emp	Willpower	target loses 1 Rage point/success
Clap of Thunder	SL	1G	n/a	n/a	must clap hands together; all within 10' must roll Willpower vs. diff. 8 or be stunned...
Command Spirit	TH	1W/command	Cha+Leader	varies	give simple commands; cannot command spirit to leave bound area
Curse of Aeolus	BF/WE	n/a	Gnosis	4-9...	summon fog; others' Per rolls are halved; -1 to others' Willpower rolls
Curse of Hatred	M	1G	Man+Expr	Willpower	opponent loses 2 Willpower, 2 Rage
Cutting Wind	WE	1W	n/a	n/a	bitter wind; roll Dex+Occult to direct as a firearm...
Cybersenses	GW	1G	Per+Science	varies	alter senses to those of a machine (radar, etc.); 1 sense/Gnosis spent
Disfigurement	SL	1W	Man+Primal-Urge	7	inflict target with ugly disfigurement for 1 scene; target is -2 to social rolls
Distractions	GA	n/a	Wit+Perform	Willpower	target's Dice Pool -1/success for 1 turn
Dreamspeak	GA	n/a	Wit+Emp	8	lets user enter and affect the dream of a known target...
Eye of the Eagle*	L	n/a	Per+Alert	8	user can see 1 mile away/success; does not work well in cities
Glib Tongue	FI	1G	Wit+Expr	Wit+Alert	user's words become whatever target most wants to hear
Grovel	M	1G	Cha+Perform	Rage	others will stop attacking user; user loses 50 Honor
Halt the Coward's Flight	GF	1R, 1 turn	Cha+Intim	Willpower	halves fleeing foe's speed

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Heat Metal	GW	1G	Int+Repair	varies	metals become hot to touch; difficulty depends on melting point; hot swords do extra damage...
Howl of the Banshee	FI	1G	n/a	n/a	all within hearing range must make Willpower roll or run for 1 turn...
Inner Strength	ST	5 min.	Wit+Enigmas	8	may convert 1 point/success of Rage to Willpower
Jam Technology	H	1G	Man+Repair	4-10...	devices within 50' stop working for 1 turn/success
King of the Beasts	PH	n/a	Cha+Animal Ken	3-10...	can command one animal within 100'; does not attract animal...
Luna's Armor	CG/SL/SF	1G,1 turn	Sta+Surv	6	add +1/success to Sta, for soaking damage or aggravated wounds (not both)
Messenger's Fortitude	SS	1G	n/a	n/a	user can go without food, water, sleep for three days; usable on others...
Name the Spirit	TH	1W	Per+Occult	8	detect type and level of spirit's abilities (Rage, Power, etc.)
Odious Aroma	BG	1G	n/a	n/a	all within 20' suffer -2 penalty to all actions for 1 scene
Power Surge	GW	1G	Wit+Science	7	cause blackout; 1 success=room, 5 successes=neighborhood...
Scent of Sight	L	n/a	Per+Primal-Urge	varies	allows smell to compensate for lack of sight
Sense Guilt	GF	n/a	Per+Intim	8	user can "see" target's crimes; number of successes gives more info...
Sense of the Prey	RA/BF/RT	n/a	Per+Enigmas	Wit+Stealth	allows tracking at full travelling speed
Sense Silver	AH	n/a	Per+Primal-Urge	7	detect silver nearby (and its location on three successes)
Sense the Unnatural	L	n/a	Per+Enigmas	varies	sense unnatural presences (magic, spirits, etc.)
Sight from Beyond	TH	n/a	n/a	n/a	images of events to come; Wits+Occult vs. diff. 7 to interpret
Snarl of the Predator	GF	1 turn	Cha+Intim	Wits+3	victim's Dice Pool reduced by 1 die/success
Speak with the Wind Spirits	WE	1G	Man+Expr	7	may ask one question of the wind spirits (pertaining to nearby area)
Spirit of the Bird	UK	1G	n/a	n/a	may hover and float at 20 mph for 1 hour...
Spirit of the Fish	UK	1G	Sta+Animal Ken	varies	breathe underwater and swim at running speed for 1 hour/success
Spirit of the Fray	AH	1G or more	n/a	n/a	automatically act first in one turn...

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Staredown	H	n/a	Cha+Intim	varies	animal (or Hispo/Lupus Garou) flees for 1 turn/success...
Strength of Purpose	PH	n/a	Sta+Rituals	Willpower	once per scene; recover 1 Willpower/3 successes (including fractions)
Summon Talisman	SS	2G	n/a	n/a	user can summon dedicated Talismans into hand by concentrating 1 turn...
Surface Attunement	ST	1G,1 turn	Dex+Athletics	6	walk normally across mud, water, snow, etc. without tracks
Taking the Forgotten	RA	n/a	Wit+Stealth	Int+Street	on 3 successes, target forgets he ever possessed a stolen item
Trash Magnet	BG	n/a	Cha+Street	7	user can summon trash to engulf target; successes determine how well the target is covered...
True Fear	AH	n/a	Str+Intim	R(Willpower)	enemy is scared, does not attack for 1 turn/success

3rd Level Gifts

Adaptation	SS	1G	Sta+Surv	varies	user can survive any environment, poison or disease; usable on others...
Awaken Beast	M	1G	Man+Primal-Urge	R (Willpower)	can cause others to frenzy; must successfully bite them first; Garou can add Primal-Urge to their resistance roll
Beg	BG	1G	Man+Perform	varies	user puts on pitiful act to get charity; successes determine what is gained...
Call Flame Spirit	UK	1G	Man+Occult	8	summon fire spirit to perform one task; fire source required...
Catfeet	L	1G	Dex+Athletics	6	immune to falls <100'; perfect balance; slams and grapples -2 difficulty
Chant of Morpheus	CG	1G	Cha+Enigmas	(R)Willpower	user places target into deep sleep for 1 hour/success; the user must not allow the target to be harmed
Chill of Early Frost	WE	1G,1 hour	Int+Occult	4-9...	temperature in 5 mile/success radius drops below freezing...
Clarity	ST	1G	Per+Enigmas	varies	see through fog, darkness, illusion (by matching successes), etc.
Combat Healing	AH	2G	n/a	n/a	user can heal wounds without having to make a roll while active...
Control Complex Machine	GW	1W	Man+Science	varies	cause a car, computer, etc. to operate as desired or to shut down
Coup de Grace	BF	1G	Per+Med	Sta+Dodge	double damage of next blow if it hits

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Data Flow	GW	1G	Wit+Computer	7	use computers without touching them in line of sight; must concentrate (+3 to Per rolls); lasts for 1 hour
Dazzle	CG	n/a	Cha+Emp	Willpower	target stands in awe for rest of scene or until attacked
Detect Spirits	L	n/a	Per+Occult	8	detect type, power and nature of nearby spirits
Disquiet	H	1G	Man+Emp	Willpower	victim depressed, cannot recover Rage during scene
Elemental Favor	GW	n/a	Cha+Subter	varies	cause the elementals inhabiting urban items to help the user
Elemental Favor	RT	n/a	Cha+Subter	varies	as the Glass Walker power, but only affects air/earth/fire/water
Exorcism	TH	n/a	Man+Intim	Willpower	to exorcise bound spirit, roll Wit+Subter vs. diff. 8 and score more successes than binder...
Eye of the Cobra	GA	n/a	App+Enigmas	Willpower+3	3 successes attracts target to user's side
Eyes of the Cat	M	1W	n/a	n/a	see in pitch darkness; user's eyes glow green
Faerie Kin	FI	2G	Man+Occult	9	call faeries; added Gnosis increases faeries' power...
Fly Feet	RA	n/a	Dex+Athletics	varies	can walk on walls like an insect; difficulty depends on surface: wood=5, glass=9; +2 for upside down; movement halved unless five success are scored
Gift of the Skunk	BG	1G	n/a	n/a	1 scene; can spray musk at targets (Dex + Primal-Urge), who must spend Willpower to act...
Gift of the Termite	BG	1G	Int+Repair	7	rot wood; successes determine area rotted...
Great Leap, The	SS	1W	Str+Athletics	6	Leap 100'/success
Gremlins	RA	n/a	Man+Intim	4-10	causes device to malfunction; computer diff. 4; phone 6; auto 8; knife 10
Guilty Mind, The	CG	n/a	Man+Expr	Willpower	targets are forced into user-chosen actions out of guilt; successes determine how extreme...
Heart of Fury	AH	n/a	Gnosis	Rage cap	cap Rage at any desired maximum level
Icy Chill of Despair	SL	1G, 1 turn	Man+Intim	7	user looks more menacing; opponents may need to spend Willpower...
Invent	GW	1G	Int+Repair	8	user performs pseudo-science trick...
Invisibility	UK	1G, 1 turn	Int+Occult	varies	user is invisible, inaudible, etc.; must concentrate at all times...

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Ley Lines	FI	1G	Wit+Occult	7	user's trail seals up behind to fool pursuers...
Long Running	SS/GW	1G	Dex+Drive	Gauntlet	enter Umbra to reduce travel time in vehicle...
Mark the Enemy	GF	n/a	Man+Occult	8	marks enemy with mystic sign; other Swords can see this sign with Per+Occult roll...
Mental Speech	M	n/a	Cha+Emp	8	range 10 miles/success; Social abilities can be used; no mind-reading
Merciful Blow	ST	1G	Per+Med	Wit+Dodge	may cause user's next damaging blow to knock down the opponent instead...
Message Glance	SS	1G	Int+Lingu	7	deliver message with glance; number of successes determine length...
Might of Thor	GF	1G,1R	Willpower	8	double Str for 1 turn/success; then need a full hour's rest...
Open Moon Bridge	RA	n/a	n/a	n/a	totem's permission not required
Paralyzing Stare	SL	1G,1 turn	Cha+Intim	Willpower	Opponent frozen in place for 1 turn/success
Princely Bearing	SF	1W, 1G	Cha+Leader	9	user rises in Rank for 1 scene; 1 successes=1 level, 3 successes=2 levels, 5 successes=3 levels...
Pulse of the Invisible	TH	n/a	n/a	n/a	can see and interact with unmanifested spirits
Reshape Object	H/BG/FI	G(varies)	Man+Repair	varies	shape non-living material (not undead); successes determine duration...
Tail of the Monkey	L/RA	n/a	n/a	n/a	prehensile tail; can hang from trees, grab things (Dex + Athletics) or attack (Dex + Brwl, diff 8, Str -1 damage)
Scrying	UK	1G	Per+Occult	7	user can spy on others with mirror, crystal ball, pool, etc.; must have object of target or difficulty is 10
Secrets	UK	1G	Per+Enigmas	8	learn a secret from a target; must touch target; more successes give more info...
Silence	RA	2G	Man+Stealth	8	dampen sound in area; 5 yrd/success; sound-using Gifts must resist...
Silver Claws	AH/SF	n/a	Gnosis	7	claws do extra damage; +1 Rage point/turn; non-combat rolls +1 difficulty...
Sky Running	WE	2W,1 turn	n/a	n/a	Garou can run at 50mph through the sky; must remain in motion
Song of the Siren	GA/BF	1G	Cha+Perform	Willpower	sing enchanting song; target cannot act for 1 turn/success

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Song of Rage	GA	n/a	Man+Leader	Gnosis (or Humanity)	target goes berserk for 1 turn/success; Garou target transforms to Crinos; vampires frenzy
Spirit Friend	CG	n/a	Cha+Expr	Rage	+1/success to Dice Pool for interacting with spirits
Summon Stormcrow	SL	1G	Cha+Intim	8	summon Stormcrow to spy on others; successes determine how well task is performed...
Tongues	H/SS	1W	Int+Lingu	varies	user can read/write any tongue; difficulty depends on how common the language is...
Trackless Waste	RT	2G	Int+Primal-Urge	varies	landmarks masked in a radius of 2 miles/success for 4 hours...
Umbral Sight**	TH/UK	1G	Per+Alert	Gauntlet	user "peeks" into Umbra; cannot see physical realm while focused
Venom Blood	GF	1G,1R	Sta+Med	7	user's blood causes aggravated damage on contact (1 die/success)
Visceral Agony	BF	1R,1G,1 turn	n/a	n/a	venomous claws; double wound penalties (or normal penalties for those immune)
Weak Arm	PH	1 turn	Per+Brawl	8	gain bonus dice for attacks and damage against studied foe...
Whispering Wind	ST	1G	Per+Kailindo	varies	difficulty is opponent's Brawl, Melee or Kailindo +4; user can guess opponent's next action and gain bonuses...
Wings of Pegasus	BF	n/a	n/a	n/a	user possesses wings in Hispo; roll Dex+Athletics to maneuver; speed is 50 mph
Wisdom of the Ancient Ways	PH	1G	Gnosis	9 -Past Life	remember ancient facts and lore
Woadling	FI	1G/turn	Dex+Occult	6	body paintings attack foes; target loses 1 die/success; must be in Homid-Glabro form; must repaint after use...
Wrath of Gaia	SF	1G	Cha+Intim	6	Wyrms creatures and Kindred must match successes with Willpower roll or flee

4th Level Gifts

Attunement	BW/GW	2G	Per+Street	varies	get overview of particular urban area from spirits
Attunement	SS/WE	2G	Per+Surv	varies	as Bone Gnawer gift, but only functions in wilderness
Avalanche	RT	2G	Man+Surv	varies	cause avalanche, mudslide, etc.; area must be suitable for effect
Bacchantes' Rage	BF	2G	n/a	n/a	add 1 Health level to damage for every Rage point; no soak
Balor's Gaze	FI	1G,1R	Per+Occult	8	foes looked at by user must roll vs. Willpower or suffer Crippling agony

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Beast Life	L/CG	2G+1/scene	Cha+Animal Ken	7	communicate with, attract and command one animal type within 10 miles/success...
Berserker's Song	GF	2G	Sta+Expr	7	user enters controlled frenzy by singing; 1 turn/success; can stop frenzy with 1 Willpower point
Body Shift	H/M/L	n/a	Sta+Primal-Urge	9	user can shift 1 physical Trait around/2 successes for 1 scene
Body Wrack	BF	1G	Dex+Med	Sta+4	-1 die/success to victim's Dice Pool
Bridge Walker	GA	1G	n/a	n/a	only user can cross created Moon Bridge; lasts for 1 crossing unless permanent Gnosis spent...
Call Elemental	UK	1G	Gnosis	Gauntlet	Man+Occult roll required to gain elemental's favor...
Call the Cannibal Spirit	WE	3G,1 hour	Cha+Occult	8	Wendigo avatar is summoned to eat the target's heart...
Camera Eye	GW	1G	Per+Alert	varies	user can take pictures or video with own eye by watching events; spend 1 Willpower to transfer the images to media...
Clenched Jaw	AH	1R	n/a	n/a	bite attacks can be sustained with a difficulty of 2...
Cocoon	H	1G	n/a	n/a	user immune to fire, gas, etc., & all damage less than (Sta+Rituals) points
Corner Shot	GW	1G	Per+Firearm	9	fire gunshots around corners to hit targets out of sight; no autofire
Counting Coup	WE	1G	varies	varies	user makes an attack maneuver and must do no damage; target loses 25 Glory/success; only 1/ target/scene
Crawling Hand, The	RA	n/a	Dex+Primal-Urge	9	user can detach hand and control it from Witsx3 in range; must lend Dice Pool to the hand...
Doppelganger	GW	1G	Cha+Perform	8	copy a particular human, wolf or Garou's form for 1 day/success
Faerie Blood	FI	2G	n/a	n/a	user 's blood becomes fey; immune to silver but take like damage from iron; many Gnosis benefits...
Fool's Luck	RA	1G	Gnosis	9	user can negate 1 botch/success (and choose when); must be trickery, not an "open" action...
Gift of the Porcupine	M	1G	n/a	n/a	Crinos/Hispo/Lupus only; fur becomes spines, doing claw damage
Gnaw	L	1W	Sta+4	3-9	+2 dice bite damage; gnaw through wood on diff. 3, steel 6, titanium 9

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Grasp of the Beyond	TH	varies	n/a	n/a	user can take things out of the Umbra; 1W for small objects, 2 for larger hand-held objects, 3 for people; fetishes resist with Gnosis vs. Willpower
Hand of the Earth Lords	UK	1G/turn	Dex+Occult	varies	telekinetically move up to 500 lbs.
Harano	WE	n/a	Man+Expr	8	target becomes depressed and can initiate no action without Willpower roll...
Hero's Stand	GF	n/a	Willpower	8	user rooted to one spot; gains bonuses, but cannot retreat...
Ignore Wound	SF	1W	n/a	n/a	user can choose to ignore one blow from any attack once it has done damage; only once per scene
Infest	BG	3G	Man+Animal Ken	7	call horde of uncontrolled vermin to infest building-sized area...
Luna's Blessing	RA	n/a	n/a	n/a	moon must be visible; silver does not aggravate; silver attacks may botch...
Mastery	SF	n/a	Cha+Leader	Wits+3	target Garou obeys any non-suicidal command for 1 turn/success
Mindblock	SF	1G	n/a	n/a	mental attacks against the Garou are at difficulty 10 for 1 scene
Open Wounds	SL	1G	Str+Med	Sta+3	next wound inflicted does 1 extra Health Level per turn for 1 turn/success
Phantasm	FI	1G/10' area	Int+Expr	varies	create static illusion; targets resist with Per + Alert
Phone Travel	GW	n/a	Gnosis	Gauntlet	user "steps sideways" into phone and comes out at other end of connection; must first dial the number and someone must answer...
Pointing the Bone	UK	1G	Per+Athletics	8	user can damage an opponent from a distance using bone fetish; 1 wound level/success
Preternatural Awareness	ST	2G	Per+Dodge	7	opponent's Dice Pools to hit the user reduced by 1 die/success
Questioning	ST	1G	n/a	n/a	user can ignore one roll against her or one of her own
Quicksand	RT	1G	Man+Primal-Urge	8	Ground turns to quicksand (10' area/success)
Roll Over	PH	n/a	Willpower	R(Willpower)	on 3 successes at first meeting, foe goes to knees, back, etc.
Rot Weavertech	RT	n/a	Rage	varies	rot a technological object; difficulty depends on complexity...
Scent of Beyond	PH	n/a	Per+Enigmas	8	can use senses as if at any point the user is familiar with

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Scream of Gaia	GF	1G,1R	Rage	6	everyone within 10'/success knocked down and takes 1 die damage/success
Serenity	CG	1G	Cha+Expr	Willpower	opponent cannot use Rage for 1 turn/success
Shadows by the Fire Light	GA	1G	Man+Perform	Willpower	interactive story; roll only required for unwilling subject...
Sideways Attack**	UK	1G	n/a	n/a	attack into Umbra; must have Umbral Sight; make normal attack roll +2 difficulty
Song of the Dire	FI	2G	Man+Perform	8	battle song adds 1 die/success to comrades; must be in Hispo; must keep singing (-2 to Dice Pool) and avoid distraction...
Speed Beyond Thought	SS	3G	Sta+Athletics	5	user can run at 10x normal speed for eight hours, but is famished afterwards...
Spirit Drain	TH	n/a	Gnosis	R(Gnosis)	spirit loses 1 Power/success; Garou gets half as temp. Willpower
Spirit Ward	H	2G	Cha+Rituals	varies	spirits within 100' lose 1 die/success from Dice Pool
Stench of the Peasant	SL	1G	Man+Subter	7	1 target/success; targets are made to appear as scum and can easily be insulted...
Stoking Fury's Furnace	AH	n/a	n/a	n/a	gain Rage from being hit without a roll or risking frenzy
Strange Rain	UK	3G	Man+Animal Ken	7	call rain of frogs, bugs, slugs, etc.; see Infest for effects
Strength of the Dominator	SL	n/a	Wit+Intim	Willpower	For 1 turn/success, victim loses 1 Rage/turn and user gains it
Take the True Form	PH	n/a	Man+Primal-Urge	7	force another shapeshifter to assume breed form; 1 turn/success
Troll's Bridge	FI	n/a	Wits+Repair	6	create a fortress in an enclosed area; successes +5 is amount of Strength needed to break through...
Touch of Death	SS	2G	Man+Occult	8	target receives glimpse of own death; loses 1 Physical Trait/success; user must touch target
Ultimate Argument of Logic	TH/ST	n/a	Man+Perform	Wit+Enigmas	3 successes make target fully believe in one "fact"
Unicorn's Grace	CG	1G	n/a	n/a	user can only spend Rage equal to Empathy for 1 scene but will not frenzy
Venom	L	n/a	Sta+Primal-Urge	Sta+4	user emits poison after successful bite; target loses 1 Sta/success; can render unconscious or kill...
Wasp Talons	BF	n/a	Per + Brawl	varies	throw claws 100', doing normal Str damage; no claws next round

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Whelp Body	RA	1G	Gnosis	R(Gnosis)	subtract 1/success from any of victim's Physical Attributes; user diff. is opp. Willpower; target diff. is user Gnosis
Wither Limb	M	1G	Gnosis	Sta+4	limb becomes useless; Garou/Kindred recover after 1 scene

5th Level Gifts

Assimilation	H	3G	Man+Emp	varies	1 hour/success; Delirium nullified; Social rolls at -3 difficulty
Astral Mind	ST	2G	Int+Occult	9	user can project mind from body to roam other realms...
Boon of the Animal Fathers*	L	2G	Cha+Primal-Urge	8	user gains alliance for 1 scene with Animal Father totem...
Call the Hunt	FI	2G, 1 hour	Cha+Occult	9	calls the Wild Hunt once per month; Gnosis and Rage points add hounds...
Calm the Flock	GL	2G	Man+Subter	7	Delirium nullified around user for 1 hour/success
Circular Attack	ST	1W	Wit+Dodge	Wits+3	user may redirect 1 incoming attack/success to some other target
Curse of Dionysis	RT	3G	Gnosis	Gnosis	target turns into wolf; Garou must stay that way for rest of the scene
Directing the Soul	ST	varies	n/a	n/a	user can spend Rage or Gnosis to get successes like Willpower
Elemental Gift	L	2G	Cha+Occult	8	command 20'x20' of element per success
Fabric of the Mind	GA/UK	n/a	Int+Perform (extended)	8	create Dream Beast; 1 Trait point/success; 1 Gnosis/turn to maintain
Fenris' Bite	GF	1G, 1R	Str+Med	Sta+3	user's next bite mangles a limb if it hits, doing an extra damage level...
Feral Lobotomy	TH	1G	Wit+Med	Willpower +3	permanently destroy target's Intelligence for 2G/point (max is number of successes); target begins acting like wolf
Fetish Doll	UK	1 week	Per+Repair	8	build doll of target; must have item of target's; roll Int+Med vs. Willpower with 1 aggravated wound/success (max 10); failures take away dice...
Geas	PH	1G	Man+Leader	Willpower	cause target to do user's bidding; send them on quest, etc.
Gaia's Vengeance	RT	5G, 2R	Cha+Enigmas	Gauntlet	land will rise up to attack intruders: rocks will smash, water will drown swimmers, etc...

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Gate of the Moon	SS	varies	Int+Alert	varies	instant travel; 1Gnosis/100 miles; diff. dependant on distance; moon must be in sky; others may come...
Gift of the Spriggn	FI	2G	Sta+Animal Ken	8	grow up to 3x larger or very small; +3 Str every 100% size increase and 1 Health Level...
Gluttony	BG	n/a	Sta+Primal-Urge	8	swallow objects or beings whole to deposit in Umbral realm for 1 hour/user Stamina; target can resist with Dex+Dodge; successes determine size swallowed...
Gorgon's Gaze	BF	n/a	Per+Occult	(R)Willpower	user can turn target to stone for 1 turn/success; target cannot act and is +5 to soak; five successes is permanent...
Halo of the Sun	CG	1G	n/a	n/a	user surrounded by blazing light; +2 to damage or aggravated in Homid/Glabro; opponents -3 diff from glare; vampires take damage within 20'...
Head Games	GA	n/a	Man+Emp	Willpower	change target's emotion; successes and roleplaying add to effect...
Heart of Ice		3G	Wit+Occult	Sta+4	turns target's heart to ice; 1 aggravated wound/success, delivered 1/turn, no soak; can affect vampires also...
Horde of Valhalla	GF	varies	Cha+Animal Ken	varies	spirit wolves arrive to aid user, 1 for every Gnosis or Rage spent; only in dire situation...
Invoke the Spirits of the Storm	WE	3G	Willpower	varies	call storm, 10 mile area/success; can call down lightning...
Kiss of Helios	AH	1G	n/a	n/a	immune to normal fire; half damage from artificial fire (gas, napalm, etc.); can light body on fire for long periods...
Living Wood, The	CG	1G/success	Cha+Science	8	animate 1 tree/success; tree can fight foes...
Luna's Avenger	SF	3G	n/a	n.a	body turns to silver; immune to silver; gain Silver Claws effect, +2 Sta for soak and 1 Health Level
Madness	M	1G	Man+Intim	Willpower	cause madness in target; 1 day/success
Malleable Spirit, The	TH	n/a	Gnosis	R(Gnosis)	change spirit's form or purpose; spirit's difficulty is user's Gnosis; user's difficulty 6-10...
Obedience	SL	1G	Cha+Leader	8	targets must resist with Willpower or do as user commands; successes determine power...
Reach the Umbra	SS	1G	n/a	n/a	bypass Gauntlet to Umbra without mirror

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Shadow Pack	SL	1G/dup.	Gnosis	n/a	may create copies of self
Shadowplay	TH	1G	Dex+Enigmas	8	create a shadow self; must mimic actions with hands; 10 yds/success
Song of the Great Beast	L	2G	Cha+Primal-Urge	9	Summon Great Beast (Sasquatch, Yeti, Willawau, etc.) by howling at sky...
Spirit Vessel	TH	1G	Gnosis	varies	user can use spirit Charms; Power cost equals number of successes...
Strength of Will	AH	1W	Cha+Leader	8	add 1 Willpower/success to comrades within 100' for 1 scene
Summon Net-Spider	GW	3G	Cha+Comp	varies	summon net-spider; can halve computer difficulties and other effects...
Survivor	BG	3G	Sta+Surv	7	immune to many effects (hunger, thirst, fatigue, poison, Wyrms toxin, etc.); +3 Sta to soak and ignore wound penalties; may gain Willpower...
Thieving Talons of the Magpie	RA	n/a	Wit+Stealth	Willpower	User can use other's Gifts, Disciplines, etc.; spend 1G/ succeeding turn
Thousand Forms, The	BF	1G	Dex+Animal Ken	varies	change into any animal and gain its abilities (flight, gills, etc.)
Totem Gift	M	1G	Cha+Rituals	9	Gain aid from totem; effect depends on totem...
Reduce Delirium	H	1G	Cha+Emp	Wits+3	Delirium nullified; treat the Garou like normal
Riot	BG	3G, 2R	Wit+Subter	9	stir downtrodden into rebellion against a user chosen target; successes determine the area affected...
Violation	RA	n/a	Man+Primal-Urge	Willpower	must touch target; target feels defiled; cannot spend Rage or Willpower for next turn and 1 turn/success; Willpower +2 diff., Rage -2 diff.
Wall of Granite	PH	1G	n/a	n/a	call up wall of rock with 10 dice wound levels; 3 yrd high, 2 yrd long, 1 yrd thick; must touch earth or rock
Wisdom of the Seer	ST	2G, 1 hour	Int+Enigmas	7	user gains answer to one question; clarity depends on successes
Wyld Warp	BF	2G, W, R	Wit+Enigmas	Gauntlet	summon a great Wyld spirit or a number of lesser ones

6th level Gifts

Renew the Cycle	SF	3G	Gnosis	(R)Willpower	destroy vampires and kill mummies...
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Index

Abilities, 31-35

- Archery, 31-32, 182, 186
- Area Knowledge, 34
- Demolitions, 33
- Disguise, 33
- Escapology, 33
- Fast-Draw, 33
- Herbalism, 34
- Hypnotism, 33-34
- Instruction, 31-32
- Mimicry, 32
- Kailindo, 34, 191-193
- Meditation, 34
- Poisons, 34-35
- Sign Language, 35
- Swimming, 32
- Ventriloquism, 32
- Wyrms Lore, 35

Aging, 27, 199

Ananasi, 138, 165, 174-179

Backgrounds

- Familiar Spirit, 35

Bastet, 73, 129, 137-138, 143, 153-160, 165-166

- Bagheera, 156
- Balam, 156
- Bubasti, 156
- Ceilican, 155
- Dcn-Realms, 157-158
- Khan, 156
- Pumonca, 156
- Qualmi, 157
- Simba, 157
- Swara, 157

Black Furies, 48-51

- Amazons of Diana, 49
- Freebooters, 45, 49
- Temple of Artemis, 50

Bone Gnawers, 52-55

- Deserters, 53
- Hood, The, 54
- Rat Finks, 53-54, 68

Caerns Areas

- Bawn, 120
- Graves of Hallowed Heroes, 120
- Center, 120

Caern Building, 113-114

Caern Duties

- Gatekeeper, 121
- Guardians, 120
- Keeper of the Land, 121

Master of the Challenge, 121

Master of the Rite, 121

Warder, 120

Caern Types

- Calm, 115
- Enigmas, 116
- Fertility, 116-117
- Gnosis, 116
- Healing, 115
- Honor, 116
- Humor, 117
- Kingship, 117-118
- Plenty, 117
- Rage, 114
- Stamina, 115-116
- Streetwise, 117
- Strength, 15
- Visions, 116
- Will, 116
- Wisdom, 116
- Wyld, 118
- Wyrms Caerns

- Angst, 118

- Organism, 119

- Lust, 119

- Toxin, 119

Celestine

- Greater, 129
- Lesser, 129

Charms

- Cut, 134
- Dark Omen, 135
- Hold, 134
- Sap Will, 135
- Suffocation, 134
- Suggestion, 134-135
- Tech Sense, 134
- Umbrquake, 134

Children of Gaia, 56-59

- Imminent Strike, The, 58
- Patient Deed, The, 58

Combat, 181-194

- Aiming Blows, 188
- Armor, 187-188
- Brawling Table, 186
- Bows and Arrows, 186
- Firefight Complications Table, 185
- Kailindo, 34, 191-193
- Kailindo Maneuvers Table 191
- Klaive Dueling, 188-191
- Klaive Dueling Table, 189

Melee Weapons Table, 186
 Ranged Weapons Table, 184
 Slings, 187
 Spears and Javelins, 187
 Computers, 19-21, 69, 126, 194-197
 Corax, 73, 81, 129, 137-138, 142, 148-153, 165
 Hermetic Society of Swift Light, 149
 Morrigan, 149, 152
 Dominance
 Duel, 104, 106, 108, 158, 188
 Facedown, 106-107
 Gamecraft, 106-108, 121
 Elementals
 Metal Elemental, 134
 Plastic Elemental, 134
 Fetishes, 123-127
 Bells of Rain, 123
 Blanket of Peaceful Dreams, 123
 Coin of Wealth, 123
 Dream Trap, 124
 Elk Tooth Necklace, 124
 Friendship Ring, 124
 Gaia's Poultice, 124
 Gnostic Bag, 124
 Heart of the Spirit, 124
 Key to the Umbra, 125
 Kinship Doll, 125
 Loon's Refund, 125
 Moonwatch, 125
 Lagomorph's Boon, 125
 Rager, 125
 Sands of Sleep, 125
 Scar Fetish, 125
 Shard of Despair, 126
 Spirit Bell and Candles, 126
 Surge of False Energy, 126
 Tears of Gaia, 126
 Tongue of the Leech, 126
 Vulcan's Interface, 126
 Wrench of the Luffe Gremlin, 126
 Drums, 126-127
 Bata'a, 127
 Daruma, 127
 Slit Gong, 126
 Spirit Drum, 126
 Taltos, 127
 Fianna, 60-63
 Brotherhood of Hern, 61
 Children of Dire, 40, 62
 Eire Fundamentalists, 61-62
 Grandchildren of Fionn, 61-62

Whispering Rovers, 62
 Gafflings and Jagglings
 Auroras, 133-134
 Get of Fenris, 64-67
 Fangs of Garm, The, 66
 Glorious Fist of Wotan, The, 66
 Hand of Tyr, The, 66
 Mjolnir's Thunder, 66
 Swords of Heimdall, The, 66
 Valkyria of Freya, The, 65-66
 Gifts
 Homid
 Tongues (Level Three), 36
 Body Shift (Level Four), 36
 Metis
 Shed (Level One), 36
 Grovel (Level Two), 36
 Awaken Beast (Level Three), 36
 Body Shift (Level Four), 36
 Lupus
 Tail of the Monkey (Level Three), 36
 Body Shift (Level Four), 36
 Venom (Level Four), 36-37
 Ragabash
 Alter Scent (Level Two), 37
 Fly Feet (Level Three), 37
 Silence (Level Three), 37
 Tail of the Monkey (Level Three), 36
 The Crawling Hand (Level Four), 37
 Fool's Luck (Level Four), 37
 Thecurge
 Grasp the Beyond (Level Four), 37
 Shadowplay (Level Five), 37
 Spirit Vessel (Level Five), 37-38
 Philodox
 Take the True Form (Level Four), 38
 Galliard
 Song of the Siren (Level Three), 38
 Ahroun
 Combat Healing (Level Three), 38
 Black Furies
 Song of the Siren (Level Three), 38
 Wings of Pegasus (Level Three), 38
 Bacchantes' Rage (Level Four), 38
 Gorgon's Gaze (Level Five), 38
 Bone Gnawers
 Trash Magnet (Level Two), 38-39
 Beg (Level Three), 39
 Gift of the Termite (Level Three), 39
 Gluttony (Level Five), 39

Children of Gaia

- Chant of Morpheus (Level Three), 39
- The Guilty Mind (Level Three), 39
- Unicorn's Grace (Level Four), 39

Fianna

- Brew (Level Two), 39
- Ley Lines (Level Three), 39
- Woadling (Level Three), 39
- Faerie Blood (Level Four), 39-40
- Troll's Bridge (Level Four), 40
- Song of the Dire (Children of Dire, Level Four), 40

Get of Fenris

- Berserker's Song (Level Four), 40
- Sense Guilt (Hand of Tyr, Level Two), 40
- Mark The Enemy (Swords of Heimdall, Level Three), 40

Glass Walkers

- Heat Metal (Level Two), 40
- Data Flow (Level Three), 40-41
- Invent (Level Three), 41
- Camera Eye (Level Four), 41
- Long Running (Level Four), 42
- Phone Travel (Level Four), 41
- Corner Shot (Wise Guys, Level Four), 41

Red Talons

- Babble (Level One), 41
- Rot Weavertech (Level Four), 41

Shadow Lords

- Disfigurement (Level Two), 42
- Stench of the Peasant (Level Four), 42
- Summon Stormcrow (Judges of Doom, Level Three), 42

Silent Striders

- Summon Talisman (Level Two), 42
- Long Running (Level Three), 42
- Message Glance (Level Three), 42
- Tongues (Level Three), 36
- Touch of Death (Eaters of the Dead, Level Four), 42

Silver Fang

- Princely Bearing (Level Three), 42
- Ignore Wound (Level Four), 42-43
- Renew the Cycle (Level Six), 43

Stargazers

- Questioning (Level Four), 43
- Directing the Soul (Level Five), 43
- Whispering Wind (Kailindo, Level Three), 43
- Astral Mind (World Tree, Level Five), 43

Uktena

- Scrying (Level Three), 44
- Secrets (Level Three), 44
- Pointing the Bone (Level Four), 44
- Strange Rain (Level Four), 44

Wendigo

- Counting Coup (Level Four), 44
- Curse of Aeolus (Warpath, Level Two), 44
- Harano (Ghost Dance, Level Four), 44

Glass Walkers, 68-71

- City Farmers, 70
- Random Interrupts, 69-70
- Urban Primitives, 70
- Wise Guys, 41, 70

Gurahl, 137-139, 143-148, 165

Litany Law, 23, 99, 101-103, 116

Merits & Flaws

Psychological

- Berserker, 17
- Compulsion, 17
- Dark Secret, 17
- Driving Goal, 17
- Hatred, 17
- Intolerance, 17
- Low Self-Image, 17-18
- Nightmares, 18
- Pack Mentality, 18
- Phobia (Mild), 18
- Phobia (Severe), 18
- Over-Confident, 18
- Short Fuse, 18
- Shy, 18
- Soft Hearted, 18
- Speech Impediment, 18
- Territorial, 19
- Vengeance, 19

Mental

- Absent-minded, 19
- Amnesia, 19
- Calm Heart, 19
- Common Sense, 19
- Concentration, 19
- Confused, 19
- Eidetic Memory, 19
- Lightning Calculator, 19
- Self-Confident, 19
- Time Sense, 19
- Untamable, 19
- Weak Willed, 20

Awareness

- Bad Sight, 20
- Blind, 20
- Color Blindness, 20
- Deaf, 20
- Hard of Hearing, 20
- One Eye, 20

Aptitudes

- Ambidextrous, 20
- Animal Magnetism, 20
- Computer Aptitude, 20
- Crack Driver, 20
- Daredevil, 17, 20
- Fast Learner, 20
- Inept, 21
- Mechanical Aptitude, 21
- Natural Linguist, 21
- Pitiable, 21
- Uneducated, 21
- Unskilled, 21
- Jack-Of-All-Trades, 21

Supernatural

- Ancestor Ally, 21
- Banned Transformation, 21
- Charmed Existence, 22
- Cursed, 22
- Danger Sense, 22
- Dark Fate, 22
- Destiny, 22
- Guardian Angel, 22
- Foe From the Past, 22
- Forced Transformation, 22
- Immune to Wyrms Emanations, 23
- Insane Past Life, 23
- Luck, 23
- Sign of the Wolf, 23
- Mark of the Predator, 23
- Moon-Bound, 23
- Natural Channel, 23
- Pierced Veil, 23
- Silver Tolerance, 23
- Slip Sideways, 24
- Taint of Corruption, 24
- True Love, 24
- Vampire Companion, 24

Garou Ties

- Favor, 24
- Reputation, 24
- Enemy, 24,
- Twisted Upbringing, 24
- Notoriety, 24

Human Society

- Church Ties, 24
- Corporation CEO, 24
- Corporate Ties, 25
- Hunted, 25
- Judicial Ties, 25
- Media Ties, 25
- Park Department Ties, 25
- Persistent Parents, 25
- Police Ties, 25
- Political Ties, 25
- Underworld Ties, 25
- Ward, 25-26

Physical

- Animal Musk, 26
- Bad Taste, 26
- Deformity, 26
- Disfigured, 26
- Double-jointed, 26
- Fair Glabro, 26
- Huge Size, 26
- Lack of Scent, 26
- Lame, 27
- Longevity, 27
- Metamorph, 27
- Mixed-morph, 27
- Monstrous, 27
- Mute, 27
- No Partial Transformation, 27
- One Arm, 27
- Short, 27
- Strict Carnivore, 27
- Wolf Years, 27

Planetary Aspects, 28-30

Metis Disfigurements, 30-31

Mokolé, 73, 129, 138, 165-171

Moots

- Cracking the Bone, 100-101
- Inner Sky, 100-101
- Opening Howl, 100
- Revel, 100-101
- Stories and Songs, 100-101

Nuwisha, 32-33, 137-144, 165, 176

Umbral Dansers, 140, 142-143

Personality Archetypes, 11-16

- Alpha, 12
- Autist, 12
- Bravo, 12
- Caregiver, 12
- Cub, 12

Competitor, 12
 Confidant, 12
 Conformist, 13
 Conniver, 13
 Curmudgeon, 13
 Deviant, 13-14
 Director, 14
 Fanatic, 14
 Gallant, 14
 Jester, 14
 Judge, 15
 Lone Wolf, 15
 Maker, 15
 Martyr, 15
 Masochist, 15
 Penitent, 15
 Predator, 15
 Rebel, 15-16
 Reluctant Garou, 16
 Reveler, 16
 Show-Off, 16
 Survivor, 16
 Traditionalist, 16
 Visionary, 16
 Pictograms, 35, 108-109, 124, 148
 Ratkin, 154, 160-165
 Red Talons, 72-73
 Anti-Extinction Faction, 73
 Lodge of the Predator Kings, The, 73
 Warders of the Land, 73
 Rites
 Rite of Dormant Wisdom, 45, 82
 Rite of the Hunting Grounds, 44
 Rite of Lasting Glory, 45, 108
 Rite of the Lone Wolf, 45, 103
 Rite of the Opened Sky, 44
 Rite of Praise, 44, 108
 Rite of the Shattered Soul, 45, 103
 Rite of the Stolen Wolf, 44
 Rite of the Unveiled Glen, 45, 49
 Rokea, 165, 171-174
 Shadow Lords, 74-77
 Judges of Doom, The, 76
 Masks, The, 76
 Society of Nidhogg, The, 76
 Silent Striders, 78-81
 Dispossessed, The, 80
 Eaters of the Dead, 42, 45, 80
 Harbingers, 79
 Seekers, 80
 Wayfarers, 79

Silver Fangs, 82-85
 Renewal, 84
 Silver Pack, 99, 103-105, 108, 120
 Stargazers, 86-89
 Glass Bead Game Players, The, 88
 Klailtal Puk, The, 88
 Metastatic Birth, The, 88
 Ouroboroans, 88
 World Tree, The, 56, 88
 Zephyr, The, 34, 88, 132, 191
 Talens, 128-129
 Basket of Bones, 127
 Clear Water, 127
 Fianna Mead, 127
 Pine Daggers, 127
 Herb Magic
 Basil, 129
 Catmint, 128
 Peyote, 129, 143
 Plantain, 128
 Yaupon, 128
 Totems
 Totem Realms, 130
 Bull, 131
 City Father, 132
 Dolphin, 132
 Flea, 131-132
 Fog (Aeolus), 132
 Fox, 133
 Lion, 130
 Old Man Sea, 132
 Phoenix, 30, 104-106
 Raccoon, 133
 Sphinx, 130
 Weasel, 131
 Wind Incarna, 132, 191
 Wolverine, 131
 Uktena, 90-93
 Banc Tenders, 92
 Earth Guides, 47, 92
 Ghost Dance, 44, 92, 96
 Scouts/Raiders, 92
 Skywalkers, 92
 Wyld Chyld, 92
 War of Rage, 137, 140, 145, 155-156, 169
 Wendigo, 94-97
 Ghost Dance, 44, 92, 96
 Sacred Hoop, The, 96
 Warpath, The, 95