

The letter 'W' in the title is replaced by a pair of green, clawed hands. The hands are positioned as if they are holding the rest of the word 'WEREWOLF'.

# WEREWOLF

*The Apocalypse™*

Storyteller's Screen



# Combat

## Maneuvers Table

| Maneuver         | Roll              | Difficulty | Damage          | #A |
|------------------|-------------------|------------|-----------------|----|
| Bite             | Dexterity + Brawl | 7          | Strength + 2    | 1  |
| Overbear         | Str + Brawl       | Opp. Dex   | Special**       | 1  |
| Body Slam        | Str + Brawl       | Opp. Str   | Special**       | 1  |
| Evasive Act. (*) | Dodge + Wits      | 7          | 0               | 1  |
| Fur Gnarl (*)    | Per + Brawl       | 8          | Special**       | 2  |
| Hamstring (*)    | Dex + Brawl       | 8          | Str + Special** | 1  |
| Immobilize (*)   | Dex + Brawl       | 6          | Special**       | 1  |
| Jaw Lock (*)     | Str + Brawl       | 6          | Special**       | 1  |
| Kick             | Strength + Brawl  | 6          | Strength + 1    | 1  |
| Leaping Rake     | Dex + Brawl       | 8          | Strength + 1    | 2  |
| Punch            | Dex + Brawl       | 6          | Strength        | 1  |
| Rake             | Dex + Brawl       | 6          | Brawl+ 2        | 1  |
| Taunt (*)        | Manip. + Exp.     | Varies     | Special **      | 1  |

(\*) — This maneuver may not be used by a character in a frenzy.

(\*\*) Damage for special maneuvers found on pgs. 239-241

## First Rank Gift Chart

| Name                   | Tribe | Point | Roll                | Difficulty      | Effect  |
|------------------------|-------|-------|---------------------|-----------------|---|
| Aura of Confidence     | Sha   | 1G    | Cha+Subterfuge      | Per+Empathy     | No flaws are detectable   |
| Balance                | Sta   | 1G    | n/a                 | n/a             | Difficulties for climbing rolls are reduced by three                                    |
| Beast Speech           | Gal   | 1G    | Cha+Animal Ken      | 6               | Speak to animals  |
| Blur of the Milky Eye  | Rag   | 1W    | Man + Stealth       | 8               | Increased Per rolls to detect the Garou   |
| Call of the Breeze     | Wen   | 1G    | n/a                 | n/a             | A 20mph wind is directed by the Garou   |
| Call of the Wyld       | Gal   | n/a   | n/a                 | n/a             | Summon others by howling  |
| Camouflage             | Wen   | 1G    | n/a                 | n/a             | The Garou increases all rolls to spot her by three. It is only usable in the wilderness |
| Control Simple Machine | Gla   | 1W    | Man+Repair          | 7               | The Garou is able to control simple mechanical devices, such as locks and buttons.      |
| Cooking                | Bon   | 1G    | Wit+Survival        | 6&up            | The Garou is able to make an edible mush from refuse                                    |
| Create Element         | 1G    | n/a   | n/a                 | Gnosis          | Create 1 cu.ft. of fire/air/earth/water   |
| Fatal Flaw             | Sha   | 1G    | Per+Empathy         | Wit+Subterfuge  | Discover opponent's weakness and do one extra die of damage                             |
| Heightened Senses      | Lup   | 1G    | n/a                 | n/a             | -3 to all Per difficulties  |
| Inspiration            | Ahr   | 1G    | n/a                 | N/A             | Add 1 success to any WP or Rage rolls made by companions                                |
| Lambent Flame          | Sil   | 1W    | n/a                 | n/a             | All hand to hand attacks on the Garou are at -1. All missile attacks are at +1          |
| Leap of the Kangaroo   | Lup   | n/a   | Sta+Athletics       | 6               | Double jumping distance   |
| MindSpeak              | Gal   | 1W    | App. + Perform      | WP/person       | Silent communication  |
| Mother's Touch         | The   | (1G)  | Int+Medicine        | Rage of Patient | Each success heals one wound level  |
| Open Seal              | Rag   | 1G    | Gnosis vs. Gauntlet | varies          | Open locked or closed device  |
| Persuasion             | Hom   | 1G    | Cha + Subterfuge    | 6               | Reduces difficulty of Social Rolls: 1/success   |
| Razor Claws            | Ahr   | 1R    | n/a                 | n/a             | Add 1 die of damage   |
| Resist Pain            | Phi   | 1G    | n/a                 | n/a             | Ignore all penalties for wounds<br>Aggravated wounds require Gnosis                     |
| Resist Toxin           | Fia   | n/a   | Sta+Survival        | 6               | No damage from disease or poison  |
| Scent of Running Water | Rag   | 1G    | n/a                 | n/a             | Masks scent   |
| Scent of Sweet Honey   | Bon   | 1G    | Wit+Survival        | n/a             | Attracts vermin to opponent   |
| Sense Magic            | Ukt   | 1G    | Per+Enigmas         | varies          | Sense the presence of magic   |
| Sense Wyrn             | Met   | n/a   | Per + Occult        | depends         | Senses manifestations of the Wyrn   |
| Shroud                 | Ukt   | 1G    | n/a                 | varies          | For each success a 10'x10' area is covered in pitch-black darkness                      |
| Smell of Man           | Hom   | n/a   | n/a                 | n/a             | -1 die for all animals within 20 feet   |
| Spirit Speech          | The   | 1W    | n/a                 | n/a             | Communicate with spirits  |
| The Falling Touch      | Ahr   | n/a   | .Dex+Medicine       | Sta+Athletics   | Sends opponent to the ground  |
| Truth of Gaia          | Phi   | n/a   | Int+Empathy         | Man+Subterfuge  | Detect lies   |

Name refers to the name of the Gift. Tribe refers to the origin of the Gift. Point is the amount of points required to use the Gift. Roll describes the appropriate roll to make. Difficulty is the difficulty to use the Gift. It may also describe the resistance roll of the Garou's opponent. The Effect column describes the effect of the Gift in play.



# Character Generation

## Step One: Character Concept

### Choose Breed:

- Lupus** - Initial Gnosis 5
- Metis** - Initial Gnosis 3
- Homid** - Initial Gnosis 1

### Choose Aspect

- Ragabash** (New Moon): Trickster - Initial Rage 1
- Theurge** (Crescent Moon): Seer - Initial Rage 2
- Philodox** (Half Moon): Ritualist - Initial Rage 3
- Galliard** (Gibbous Moon): Moon Dancer - Initial Rage 4
- Ahroun** (Full Moon): Warrior - Initial Rage 5

### Choose Tribe

**Black Furies** - Initial Willpower - 3, Backgrounds: 3 points, no limit.

Composed almost entirely of women, the Furies are the servants of the Wyld, and the avengers of the Garou.

**Bone Gnawers** - Initial Willpower - 4, Backgrounds: 3 points, no Resources, Fetish, Past Life, or Pure Breed

Living as vagrants on the streets of the city, the Gnawers are always well-informed and universally despised.

**Children of Gaia** - Initial Willpower - 4, Backgrounds: 2 points, no limit.

The most moderate of all the tribes, the Children have become the mediators of the Garou and the defenders of humanity. Their young, however, often become radicals and join various subcultures.

**Fianna** - Initial Willpower - 2, Backgrounds: 4 points, no limit.

Every member of this tribe is of Irish descent, and the Fianna are exceedingly proud of this heritage. They live wherever their Kinfolk make their homes, and keep close contact with them at all times.

**Get of Fenris** - Initial Willpower - 3, Backgrounds: 4 points, no Past Life, Mentor, or Allies.

Savage and bloodthirsty, the Get are largely of Norse descent, and proud of it. They tend to dominate the rural countries and towns where they live.

**Glass Walkers** - Initial Willpower - 3, Backgrounds: 4 points, no Pure Breed, Mentor, or Past Life.

Of all the tribes, the Walkers are the most well-adjusted to the city and the least trusted by the other Garou. They tend to mix with the underworld and frequently employ high technology.

**Red Talons** - Initial Willpower - 3, Backgrounds: 4 points, no Resources, Allies, Contacts, or Kinfolk. All members of this tribe are of the lupus Breed.

Comprised entirely of lupus, the Red Talons think that the best way to save Gaia is to destroy the cancer - the humans - once and for all.

**Shadow Lords** - Initial Willpower - 3, Backgrounds: 4 points, no Allies or Mentor.

Very dominant and demanding, the Shadow Lords are trying to win over the leadership of the Garou from the Silver Fangs.

They would do almost anything for power.

**Silent Striders** - Initial Willpower - 2, Backgrounds: 5 points, no Resources or Past Life.

They live their lives on the road, constantly moving and traveling. They breed almost exclusively with gypsies, circus performers, and other wanderers. They know many of the secrets of both the mortal and the spirit worlds.

**Silver Fangs** - Initial Willpower - 3, Backgrounds: 5 points; at least three must be Pure Breed.

The most prestigious of all the tribes, the Fangs have mated with the noblest humans and wolves for centuries. They are inbred, however, and have become tainted with sickness.

**Stargazers** - Initial Willpower - 6, Backgrounds: 2 points, no Allies, Resources, Totem, or Fetish.

Cerebral and contemplative, the Stargazers wander the world in search of Enlightenment and truth, but are staunch opponents of the Wyrms nonetheless.

**Uktena** - Initial Willpower - 2, Backgrounds: 4 points, no limits.

The sly and mysterious Uktena are the most capable magicians of the Garou, and are widely distrusted as a result.

**Wendigo** - Initial Willpower - 5, Backgrounds: 2 points, no Contacts or Resources.

The only purely Native American Garou left, the Wendigos are fiercely independent and still determined to drive the invaders from the North American continent.

## Step Two: Select Attributes

What are your basic capabilities?

- Prioritize your three Categories:

**Physical, Social & Mental (7/5/3)**

## Step Three: Select Abilities

What do you know? (13/9/5)

- Prioritize your three Categories:

**Talents, Skills & Knowledges**

## Step Four: Select Advantages

In what ways are you unique?

- Choose **Renown**: an indication of your character's standing among the Garou - spend 500 points.

- Choose **Backgrounds**: May be limited by Chronicle concept (5 dots)

- Choose **Gifts**: (see Gift chart below) Determined by your Breed, Auspice, & Tribe (3 gifts, one from each.)

## Step Five: Last Touches

Record base **Rage**

Record base **Willpower**

Record base **Gnosis**

Record **Rank**

Spend your 15 **Freebie points** as follows: Freebie Cost - Gifts: 7, Attributes 5, Abilities 2, Gnosis 2, Willpower 1, Rage 1, Backgrounds 1, Renown 1 point per 50 Renown.

Be sure to fill out the back of your character sheet as well as the front.



## Homid

(Human)

No Adj.

Difficulty 6

## Glabro

(Near Man)

Str. +2, Sta. +2, App. -1

Difficulty 7

### Stepping Sideways

| Successes | Shift Time   |
|-----------|--|
| Botch     | Caught   |
| 0         | Failure; lose one Gnosis point, and may not enter for another hour |
| 1         | 15 minutes   |
| 2         | 5 minutes  |
| 3         | 30 seconds   |
| 4+        | Instant  |

### Gauntlet

| Area                 | Typical Gauntlet |
|----------------------|------------------|
| Science lab          | 9                |
| Inner city           | 8                |
| Most places          | 7                |
| Rural countryside    | 6                |
| Deep wilderness      | 5                |
| Typical active caern | 4                |
| Powerful caern       | 3                |
| The greatest caerns  | 2                |

### Frenzy

| Difficulty | Moon Stage |
|------------|------------|
| 8          | New        |
| 7          | Crescent   |
| 6          | Half       |
| 5          | Gibbous    |
| 4          | Full       |

### Sneaking Variables

| Variables       | Feet Moved per Success |
|-----------------|------------------------|
| Crawling        | 3                      |
| Inside          | 3                      |
| Many guards     | 3                      |
| No cover        | 3                      |
| Heavy cover     | 7                      |
| Guards far away | 10                     |

### Jumping

When a player announces that he wants to make a jump, have him make a Strength roll. If it is a horizontal jump and the character can make a decent running start, then allow him to make a Strength + Athletics roll. The difficulty for jumping is almost always a 3 (unless there are difficult weather conditions or there is a narrow landing space). The Storyteller calculates how many successes are needed to make the jump. The number of successes required is based on the number of feet that need to be jumped, and whether the character is jumping horizontally or vertically (see the chart below). There are no partial successes in jumping; you either get it in one roll, or you fail and fall.

A failure or a botch indicates that the character falls, trips or for some reason fails. If it was only a failure, you might give the player a second chance by having the player make a Dexterity + Athletics roll to see if he can grab onto the ledge, etc. However, a botch is always a complete failure — a fall. The wounds sustained by falls are discussed in the Injuries section of the Development chapter.

If the player makes a Perception + Athletics roll before he makes the jump (average difficulty of 8), and receives at least one success, then you can tell him how many successes he will need in order to make the jump. You should actually make the Perception roll, so that he is uncertain of how accurate the estimation was.

| Type of Jump        | Homid | Glabro | Crinos | Hispo | Lupus |
|---------------------|-------|--------|--------|-------|-------|
| Vertical (up)       | 2     | 3      | 4      | 5     | 4     |
| Horizontal (across) | 4     | 4      | 5      | 6     | 7     |

### Strength Feats

| Dice Pool | Feats                        | Lift      |
|-----------|------------------------------|-----------|
| 1         | Crush a beer can             | 40 lbs.   |
| 2         | Break a chair                | 80 lbs.   |
| 3         | Break down a wooden door     | 150 lbs.  |
| 4         | Break a 2' x 4' board        | 250 lbs.  |
| 5         | Break open a metal fire door | 500 lbs.  |
| 6         | Throw a motorcycle           | 700 lbs.  |
| 7         | Flip over a car              | 900 lbs.  |
| 8         | Break a three-inch lead pipe | 1000 lbs. |
| 9         | Punch through a cement wall  | 1200 lbs. |
| 10        | Rip open a steel drum        | 1500 lbs. |
| 11        | Punch through 1" sheet metal | 2000 lbs. |
| 12        | Break a metal lamp post      | 3000 lbs. |
| 13        | Throw a car                  | 4000 lbs. |

### Fire

| Difficulty | Heat of Fire                                 |
|------------|--|
| Three      | Heat of a Candle (first degree burns)        |
| Five       | Heat of a Torch (second degree burns)        |
| Seven      | Heat of a Bunsen Burner (third degree burns) |
| Nine       | Heat of a Chemical fire                      |
| Ten        | Molten Metal                                 |

| Wounds | Size of Fire                       |
|--------|------------------------------------|
| One    | Torch, small part of body burned   |
| Two    | Bonfire, much of body burned       |
| Three  | Raging Inferno, all of body burned |

### Falling

| Distance (in feet)                              | Injury              |
|---|---------------------|
| Five:   | One Health Level    |
| Ten:  | Two Health Levels   |
| Twenty:   | Three Health Levels |
| Thirty:   | Four Health Levels  |
| Forty:  | Five Health Levels  |
| Fifty:  | Six Health Levels   |
| Sixty:  | Seven Health Levels |
| ...and so on, to a maximum of 10 health levels. |                     |



## Hispo

(Near Wolf)

Str. +3, Sta. +3, Dex. +2, Man. -3

Difficulty 7

## Lupus

(Wolf)

Str. +1, Sta. +2, Man. -3

Difficulty 6

### Battle Scars

| Result | Effect                |
|--------|-----------------------|
| 1-3    | Superficial Scars     |
| 4-5    | Deep Scar             |
| 6-7    | Improper Bone Setting |
| 8      | Skull Head            |
| 9      | Broken Jaw            |
| 10     | Missing Eye           |
| 11     | Ahem...               |
| 12-14  | Collapsed Lung:       |
| 15-17  | Missing Fingers:      |
| 18-20  | Maimed Arm            |
| 21-23  | Damaged Limbs         |
| 24-27  | Spinal Damage         |
| 28-30  | Brain Damage          |

### Health Levels

|                       |  |
|-----------------------|--|
| <b>Bruised:</b>       | Character is only bruised and has no action penalties.   |
| <b>Hurt:</b>          | Character is only mildly hurt; movement isn't hindered.  |
| <b>Injured:</b>       | A small injury, little hindrance to movement.            |
| <b>Wounded:</b>       | Character cannot run, but can still walk.                |
| <b>Mauled:</b>        | Character is badly injured and can barely walk.          |
| <b>Crippled:</b>      | Character is severely injured and can only hobble about. |
| <b>Incapacitated:</b> | Character is completely incapable of movement.           |

### Delirium Chart

| Willpower | Reaction          |
|-----------|-------------------|
| 1         | Catatonic Fear    |
| 2         | Panic             |
| 3         | Disbelief         |
| 4         | Berserk           |
| 5         | Terror            |
| 6         | Conciliatory      |
| 7         | Controlled Fear   |
| 8         | Curiosity         |
| 9         | Bloodlust         |
| 10        | No Reaction/Blasé |

### Difficulty Numbers

|               |                     |
|---------------|---------------------|
| <b>Three:</b> | Easy                |
| <b>Four:</b>  | Routine             |
| <b>Five:</b>  | Straightforward     |
| <b>Six:</b>   | Average             |
| <b>Seven:</b> | Challenging         |
| <b>Eight:</b> | Difficult           |
| <b>Nine:</b>  | Extremely Difficult |

### Degrees of Success

|                         |             |
|-------------------------|-------------|
| <b>Single (One)</b>     | Marginal    |
| <b>Double (Two)</b>     | Moderate    |
| <b>Triple (Three)</b>   | Complete    |
| <b>Quadruple (Four)</b> | Exceptional |
| <b>Quintuple (Five)</b> | Phenomenal  |

### Experience Point Chart

| Type of Trait                       | Cost               |
|-------------------------------------|--------------------|
| New Ability                         | 3                  |
| Gift                                | Level of Gift x 3  |
| Gift from other breed/auspice/tribe | Level of Gift x 5  |
| Rage                                | current rating     |
| Willpower                           | current rating x 2 |
| Ability                             | current rating x 3 |
| Gnosis                              | current rating x 3 |
| Attribute                           | current rating x 4 |

### Renown

#### Feat

#### Renown Point Award

|   |                 |
|---|-----------------|
| • Besting a Vampire, young  | 500 Glory       |
| • Besting a Vampire, old  | 1000 Glory      |
| • Besting a Vampire, ancient  | 2000 Glory      |
| • Slaying a Vampire, young  | 2000 Glory      |
| • Slaying a Vampire, old  | 3000 Glory      |
| • Slaying a Vampire, ancient  | 5000 Glory      |
| • Protecting tribe from menace  | 2000 Glory      |
| • Defeating a spirit in spirit combat   | 100 Glory       |
| • Protecting the earth from depredation (strip-mining, toxic waste, etc.)           | 500-2000 Glory  |
| • Defeating a manifestation of the Wyrms  | 1000 Glory      |
| • Protecting a helpless creature  | 100-1000 Honor  |
| • Adhering to the codes of the Garou even at cost to oneself                        | 100-2000 Honor  |
| • Mediating a dispute fairly and impartially  | 100-1000 Honor  |
| • Supporting an innocent being accused of a crime (who is later proven innocent)    | 2000 Honor      |
| • Ending a great threat, without serious harm to the tribe or pack, through cunning | 500-2000 Wisdom |
| • Besting a spirit in a riddle contest  | 100-1000 Wisdom |
| • Keeping the caern safe from humans through trickery or negotiation                | 100-2000 Wisdom |
| • Proposing a plan that worked  | 100-1000 Wisdom |
| • Accomplishing a mission in the Umbra  | 500 Wisdom      |



## Crinos

(Wolf Man)

Str. +4, Sta. +3, Dex. +1, App. 0, Man. -1

Difficulty 6

| Cover        | Difficulty |
|--------------|------------|
| Lying flat   | +1         |
| Running      | +2         |
| Behind pole  | +3         |
| Behind wall  | +4         |
| Head exposed | +5         |

| Difficulty | Terrain  |
|------------|--|
| 8          | Flat and featureless, no cover (dive to the ground or crouch and run at angles). |
| 7          | Partial cover within running distance (3 yards).                                 |
| 6          | Full cover within running distance (3 yards).                                    |
| 4          | Full cover within diving distance (1 yard).                                      |
| 2          | By moving back half a step, the combatant is back under full cover.              |

### Maneuvers Table

| Maneuver         | Roll              | Difficulty | Damage          | #A |
|------------------|-------------------|------------|-----------------|----|
| Bite             | Dexterity + Brawl | 7          | Strength + 2    | 1  |
| Overbear         | Str + Brawl       | Opp. Dex   | Special**       | 1  |
| Body Slam        | Str + Brawl       | Opp. Str   | Special**       | 1  |
| Evasive Act. (*) | Dodge + Wits      | 7          | 0               | 1  |
| Fur Gnarl (*)    | Per + Brawl       | 8          | Special**       | 2  |
| Hamstring (*)    | Dex + Brawl       | 8          | Str + Special** | 1  |
| Immobilize (*)   | Dex + Brawl       | 6          | Special**       | 1  |
| Jaw Lock (*)     | Str + Brawl       | 6          | Special**       | 1  |
| Kick             | Strength + Brawl  | 6          | Strength + 1    | 1  |
| Leaping Rake     | Dex + Brawl       | 8          | Strength + 1    | 2  |
| Punch            | Dex + Brawl       | 6          | Strength        | 1  |
| Rake             | Dex + Brawl       | 6          | Brawl + 2       | 1  |
| Taunt (*)        | Manip. + Exp.     | Varies     | Special**       | 1  |

(\*) — This maneuver may not be used by a character in a frenzy.

(\*\*) Damage for special maneuvers found on pgs. 239-241

### Combat:

**Stage One: Initiative.** Declare actions, roll Wits + Alertness (see Initiative Difficulty chart).

**Stage Two: Attack.** Roll Perception + Firearms (for Firearms), Dexterity + Melee (for weapons combat) or Dexterity + Brawl (for brawling & fighting maneuvers). May split dice pool for Dodge.

**Stage Three: Resolution.** Determine damage as per chart. Roll Soak (Stamina + 2, difficulty number varies.) Add to Soak dice the number of successes obtained from any Dodge roll.

### Initiative Difficulties

| Difficulty | Situation                                    |
|------------|--|
| 2          | Waiting in ambush for target                 |
| 3          | Weapon is ready                              |
| 4          | Weapon is in hand (but not aimed)            |
| 5          | Target is very close by                      |
| 6          | Standard difficulty                          |
| 7          | Weapon must be drawn from hip-holster        |
| 8          | Weapon is in sock, scabbard, pants leg, etc. |
| 9          | Weapon must be drawn from bag                |
| 10         | Character is totally surprised               |

### Weapons Chart

| Weapon    | Initiative | Accuracy | Parry | Damage      | Conceal |
|-----------|------------|----------|-------|-------------|---------|
| Sap       | -1         | 0        | -1    | Strength    | P       |
| Club      | 0          | +1       | 0     | Strength +1 | T       |
| Knife (*) | 0          | +2       | +1    | Strength +1 | J       |
| Foil      | +3         | +3       | +1    | Strength +2 | T       |
| Saber     | +2         | +1       | +2    | Strength +4 | T       |
| Axe       | 0          | -1       | 0     | Strength +4 | N       |
| Stake     | 0          | +2       | +2    | Strength +2 | T       |

(\*) — includes Klaive

### Firearms Chart

| Weapon          | Init | Accur | Range | Dam | Rate | Im | Recoil | Clip | Con |
|-----------------|------|-------|-------|-----|------|----|--------|------|-----|
| Revolver, Lt.   | -1   | +1    | 15    | 3   | 3    | 4  | 1      | 6    | P   |
| Revolver, Hv.   | -2   | +2    | 20    | 4   | 2    | 5  | 2      | 6    | J   |
| Pistol, Lt.     | -2   | +1    | 20    | 3   | 4    | 4  | 1      | 17+1 | P   |
| Pistol, Hv.     | -3   | +2    | 25    | 4   | 3    | 5  | 3      | 7+1  | J   |
| Rifle           | -4   | +4    | 200   | 4   | 1    | 5  | 2      | 5+1  | N   |
| SMG, Small*     | -2   | 0     | 25    | 4   | 18   | 5  | 2      | 30+1 | J   |
| SMG, Large*     | -3   | 0     | 50    | 5   | 21   | 6  | 2      | 30+1 | T   |
| Assault Rifle*  | -4   | +2    | 150   | 6   | 21   | 7  | 3      | 42+1 | N   |
| Shotgun         | -4   | +3    | 20    | 6   | 1    | 7  | 2      | 5+1  | T   |
| Shotgun, S-auto | -4   | +3    | 20    | 6   | 3    | 7  | 2      | 8+1  | T   |

\* indicates that the gun is capable of three-round bursts, full auto and sweeps.



# Werewolf Storyteller's Screen

## Combat

Combat is probably the most complex system in the **Werewolf** game, yet it is not particularly tricky, especially with practice.

### *Initiative (who goes first)*

Wits + Alertness (the difficulty depends on the readiness of the weapon); the winner of the contest declares her action last (thus getting to hear what everyone else is going to do) and performs it first (possibly taking out an opponent before he can act).

### *Attack*

Firearms — Perception + Firearms

Melee — Dexterity + Melee

Brawl — Dexterity + Brawl

The difficulty of an attack roll depends on the proximity of the target, the visibility and footing, and various other factors, but is usually a six or seven.

**Dodging:** A character may forfeit some or all of his Dice Pool to dodge. This is accomplished by rolling Dexterity + Dodge; each success on this roll subtracts one from the opponent's successes.

### *Resolution*

**Damage:** The number of successes is added to the Damage Factor of the attack (a set number for guns, based on Strength or Brawl for melee and hand-to-hand attacks) to determine the damage of the attack. Each level of damage takes away one of the opponent's Health Levels.

**Soak:** The defender may attempt to "suck up" some of the wounds by rolling Stamina + 2 against a difficulty of the weapon deadliness + 2. Each success on this roll reduces the damage of the attack by one. For each dodge success during the Attack Stage, add one die to the soak roll.

## Combat in the Umbra

Garou are creatures of two beings, human and wolf. They are also creatures of two realms, the physical and the spiritual. By "stepping sideways," a Garou can physically enter the spirit realm. In the Umbra, a Garou can attack spirits and Banes with all the powers he possesses in the physical realm. He can choose to rake a Bane with his claws, slash it with a sword, or even shoot it with a gun. However, only natural weapons (claws, bite), or weapon that have been mystically treated, have an effect on a spirit in the Umbra. A Garou can take anything into the Umbra that has undergone the Rite of Talisman Dedication.

Spirits do not have Physical Attributes in the Umbra unless they have the Charm Embody (see below). Instead of attacking with claws or fists, they use their Rage. To attack a Garou in the Umbra with Rage, roll the spirit's Rage (difficulty 6, or 8 if the Garou is moving). The number of successes is the number of Health Levels of damage done. A Garou can soak this damage by rolling her Gnosis versus the spirit's Willpower, with the number of successes being the amount of damage soaked.

If the spirit botches its Rage roll, it loses a Rage point. There may also be another effect, depending on where or when the botch was rolled.

When Garou attack spirits in the Umbra, they can use the attack maneuvers of Rake or Bite (see the Maneuvers chart in **Werewolf**). The difficulty is +1 for all physical attacks in the Umbra. For example, Gnasher uses a Rake against a Bane. He rolls his Dexterity + Brawl versus a seven. The number of successes is the amount of Power points the spirit loses. Garou can spend Rage points to gain extra actions as usual, however.

A spirit can try to avoid this damage by rolling its Willpower, just as with a dodge roll. The difficulty is the attacker's Dexterity + 3. The number of successes rolled subtracts from the number of attack successes. A spirit cannot also attack in the same turn. It may, however, divide its Rage and Willpower pool (just as multiple actions are normally done), using the lowest Pool to divide from. A spirit does not get a soak roll.

A Garou can also use any magical weapon against a spirit, such as a Fang Dagger, a Silver Sword or a Bane Arrow. The Garou must still make a Gnosis roll to activate the fetish, but the difficulty is two less in the Umbra, although the minimum



difficulty is always the character's Rage. Remember that a Garou cannot activate a fetish (make a Gnosis roll) on the same round she spends Rage.

Chasing spirits in the Umbra: when a spirit tries to flee the battle, the Garou can chase it, for he is now physically in contact with its reality. Use the Pursuing rules in **Werewolf**, except that the fleeing spirit rolls its Willpower. The spirit begins with an automatic three successes, due to its ability to fly in the Umbra. If the spirit gets eight successes more than the Garou, it gets away, outdistancing its pursuer. If the Garou matches the spirit's successes, he moves alongside the spirit and may attack it. A spirit with the Charm Reform may simply dissipate instead, coalescing again elsewhere.

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## New Spirit Charm

**Embodiment:** This Charm allows the spirit to take physical form in the Umbra, and acts just like Materialize in every other way. Spirits often use this Charm to attack Garou who have stepped sideways onto the spirit plane, preferring to rake with claws rather than use their Rage.

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## New Gifts

### Theurge and Uktena

**Umbral Sight (Level Three):** a Garou can spend a Gnosis point and roll Perception + Alertness, versus a difficulty equal to the Gauntlet of the area, to see into the Umbra. This is like Peeking, but from the other side, the physical realm. The ability lasts for the rest of the scene, or until the character moves to an area with a higher Gauntlet rating. Note that, while focused on the Umbra the character cannot see in the physical realm.

### Uktena

**Sideways Attack (Level Four):** a Garou can (after using Umbral Sight, above) spend a Gnosis point to attack anything she sees in the Umbra. This can include spirits who are not Materialized. She rolls her normal attack maneuver roll (Dexterity + Brawl for a Rake attack). The difficulty is two higher than normal. Combat against spirits is resolved as above, in "Combat in the Umbra."

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## Moon Bridges

The distance a Moon Bridge can traverse depends on the caern where the gate is opened. If the Moon Bridge is not opened at a caern (such as by a Lune or other spirit), the distance is 1000 miles.

### Caern Ranking

| Caern Ranking | Distance Possible |
|---------------|-------------------|
| 1             | 1000 miles        |
| 2             | 2000 miles        |
| 3             | 3000 miles        |
| 4             | 6000 miles        |
| 5             | 10,000 miles      |

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## Using the Power of a Spirit

There are three ways that Garou can utilize the power of spirits. These ways are: spirit binding, talen creation and fetish creation.

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### Binding

Spirit binding is a result of the Rite of Binding. It forces a spirit to serve a particular Garou whether it wishes to or not. The spirit will use its Charms and its Power on behalf of the Garou in the Umbra. It can easily be forced into a talen or fetish (after the proper rite). Once within the talen or fetish, however, it becomes non-sentient and non-self-aware, devoting its full being to fulfilling the powers of that talen or fetish. A spirit always maintains its sentience while simply bound.

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### Talen Creation

Talens are one-shot mystical objects that are more common among the Garou than their more permanent siblings, fetishes. They are often created as part of a Moot and distributed to the attending Garou as needed. Talens can also be created separately by individual Garou. The power and effect that the talen has is based on the intent of the talen creator, not necessarily the spirit that is bound into it. Garou create talens using the Rite of Binding. Unlike fetishes, which are usable only by those who are attuned to them, talens may be used by anyone (including non-Garou).

A talen receives Gnosis equal to the bound spirit's Gnosis. One extra talen of the same type can be made for every success received on the Rite of Binding roll. For example, three successes will make four Bane Arrows. At the Storyteller's discretion, certain spirits can make multiple talens easier, such as Jagglings. These would add an automatic two or three extra talens to the total number. There is no Binding time limit, except that the talen may only be used once.

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### Fetish Creation

Rules on Fetish Creation are given in the **Werewolf** rulebook, page 192.



## *A Note About Spirits*

In order for a Garou to create a specific kind of fetish or talen, he must first procure a spirit affiliated with the fetish or talen's intent. For example, a spirit of healing would not enter a fetish like a Fang Dagger or a talen like a Bane Arrow, although a spirit of war, pain, or death might. Below is a brief list of the better-known fetishes and talens and what kind of spirit might be needed for each.

| <i>Fetish</i>    | <i>Requires a spirit of</i>                     |
|------------------|---|
| Fang Dagger      | War, Pain, Death, Snake-spirit                  |
| Harmony Flute    | Peace, Calm, Water, Bird-spirit                 |
| Phoebe's Veil    | Illusion, Shadow, Hiding, Chameleon-spirit      |
| Spirit Whistle   | Screaming, Madness, Discord, Screech Owl-spirit |
| Baneskin         | a Bane  |
| Sanctuary Chimes | Protection, Guardian, Turtle-spirit             |
| Monkey Puzzle    | Ghost, Illusion, Trickster                      |
| Spirit Tracer    | Hunting, Predator                               |
| Silver Sword     | War, or even an ancient Garou                   |

## *Talens*

|            |  |
|------------|--|
| Bane Arrow | War, Air, Pain                             |
| Death Dust | Death, Communication, Divination           |
| Moon Glow  | Lune                                       |
| Moon Sign  | Moon, Change, Wolf, Wyld                   |
| Wyrn Scale | Bane scale, Destruction, other Wyrn spirit |
| Nightshade | Shadow, Night, Hiding, Darkness            |

## *Requires a spirit of*

## *Procuring Spirits*

Garou can procure spirits by a number of means. If they encounter a spirit while in the Umbra, they can either attempt to bind it to them or negotiate with it to enter a fetish or talen as part of a rite. They can receive a spirit bound to an object as payment or a reward that they can then turn into a talen or a fetish. They can summon a spirit using the Rite of Summoning. They can reduce a spirit to 0 Power during spirit combat. Furthermore, high-ranked Theurges can use the Level Four Gift Spirit Drain to reduce spirits to 0 Power, or change the affiliation of a spirit using The Malleable Spirit (turning a spirit into a fetish requires a roll against a difficulty of 9). Remember that a fetish or talen created without the free consent of the spirit empowering it may be cursed.

It is much easier to convince a spirit to enter a talen than a fetish, because talens are by nature temporary.

### *Credits:*

**Writing:** Bill Bridges, Sam Chupp, Rob Hatch, Travis Williams

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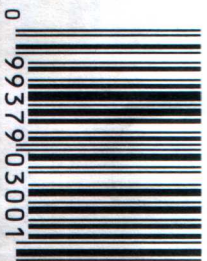
# First Rank Gift Chart

| Name                   | Tribe | Point | Roll                | Difficulty         | Effect  |
|------------------------|-------|-------|---------------------|--------------------|---|
| Aura of Confidence     | Sha   | 1G    | Cha+Subterfuge      | Per+Empathy<br>n/a | No flaws are detectable<br>Difficulties for climbing rolls are reduced by three         |
| Balance                | Sta   | 1G    | n/a                 | n/a                | Speak to animals  |
| Beast Speech           | Gal   | 1G    | Cha+Animal Ken      | 6                  | Increased Per rolls to detect the Garou   |
| Blur of the Milky Eye  | Rag   | 1W    | Man + Stealth       | 8                  | A 20mph wind is directed by the Garou   |
| Call of the Breeze     | Wen   | 1G    | n/a                 | n/a                | Summon others by howling  |
| Call of the Wyld       | Gal   | n/a   | n/a                 | n/a                | The Garou increases all rolls to spot her by three. It is only usable in the wilderness |
| Camouflage             | Wen   | 1G    | n/a                 | n/a                | The Garou is able to control simple mechanical devices, such as locks and buttons.      |
| Control Simple Machine | Gla   | 1W    | Man+Repair          | 7                  | The Garou is able to make an edible mush from refuse                                    |
| Cooking                | Bon   | 1G    | Wit+Survival        | 6&up               | Create 1 cu.ft. of fire/air/earth/water   |
| Create Element         | IG    | n/a   | n/a                 | Gnosis             | Discover opponent's weakness and do one extra die of damage                             |
| Fatal Flaw             | Sha   | 1G    | Per+Empathy         | Wit+Subterfuge     | -3 to all Per difficulties  |
| Heightened Senses      | Lup   | 1G    | n/a                 | n/a                | Add 1 success to any WP or Rage rolls made by companions                                |
| Inspiration            | Ahr   | 1G    | n/a                 | N/A                | All hand to hand attacks on the Garou are at -1. All missile attacks are at +1          |
| Lambent Flame          | Sil   | 1W    | n/a                 | n/a                | Double jumping distance   |
| Leap of the Kangaroo   | Lup   | n/a   | Sta+Athletics       | 6                  | Silent communication  |
| Mindsight              | Gal   | 1W    | App. + Perform      | WP/person          | Each success heals one wound level  |
| Mother's Touch         | The   | (1G)  | Int+Medicine        | Rage of Patient    | Open locked or closed device  |
| Open Seal              | Rag   | 1G    | Gnosis vs. Gauntlet | varies             | Reduces difficulty of Social Rolls: 1/success   |
| Persuasion             | Hom   | 1G    | Cha + Subterfuge    | 6                  | Add 1 die of damage   |
| Razor Claws            | Ahr   | 1R    | n/a                 | n/a                | Ignore all penalties for wounds   |
| Resist Pain            | Phi   | 1G    | n/a                 | n/a                | Aggravated wounds require Gnosis  |
| Resist Toxin           | Fia   | n/a   | Sta+Survival        | 6                  | No damage from disease or poison  |
| Scent of Running Water | Rag   | 1G    | n/a                 | n/a                | Masks scent   |
| Scent of Sweet Honey   | Bon   | 1G    | Wit+Survival        | n/a                | Attracts vermin to opponent   |
| Sense Magic            | Ukt   | 1G    | Per+Enigmas         | varies             | Sense the presence of magic   |
| Sense Wyrm             | Met   | n/a   | Per + Occult        | depends            | Senses manifestations of the Wyrm   |
| Shroud                 | Ukt   | 1G    | n/a                 | n/a                | For each success a 10'x10' area is covered in pitch-black darkness                      |
| Smell of Man           | Hom   | n/a   | n/a                 | n/a                | -1 die for all animals within 20 feet   |
| Spirit Speech          | The   | 1W    | n/a                 | n/a                | Communicate with spirits  |
| The Falling Touch      | Ahr   | n/a   | Dex+Medicine        | Sta+Athletics      | Sends opponent to the ground  |
| Truth of Gaia          | Phi   | n/a   | Int+Empathy         | Man+Subterfuge     | Detect lies   |

Name refers to the name of the Gift. Tribe refers to the origin of the Gift. Point is the amount of points required to use the Gift. Roll describes the appropriate roll to make. Difficulty is the difficulty to use the Gift. It may also describe the resistance roll of the Garou's opponent. The Effect column describes the effect of the Gift in play.

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