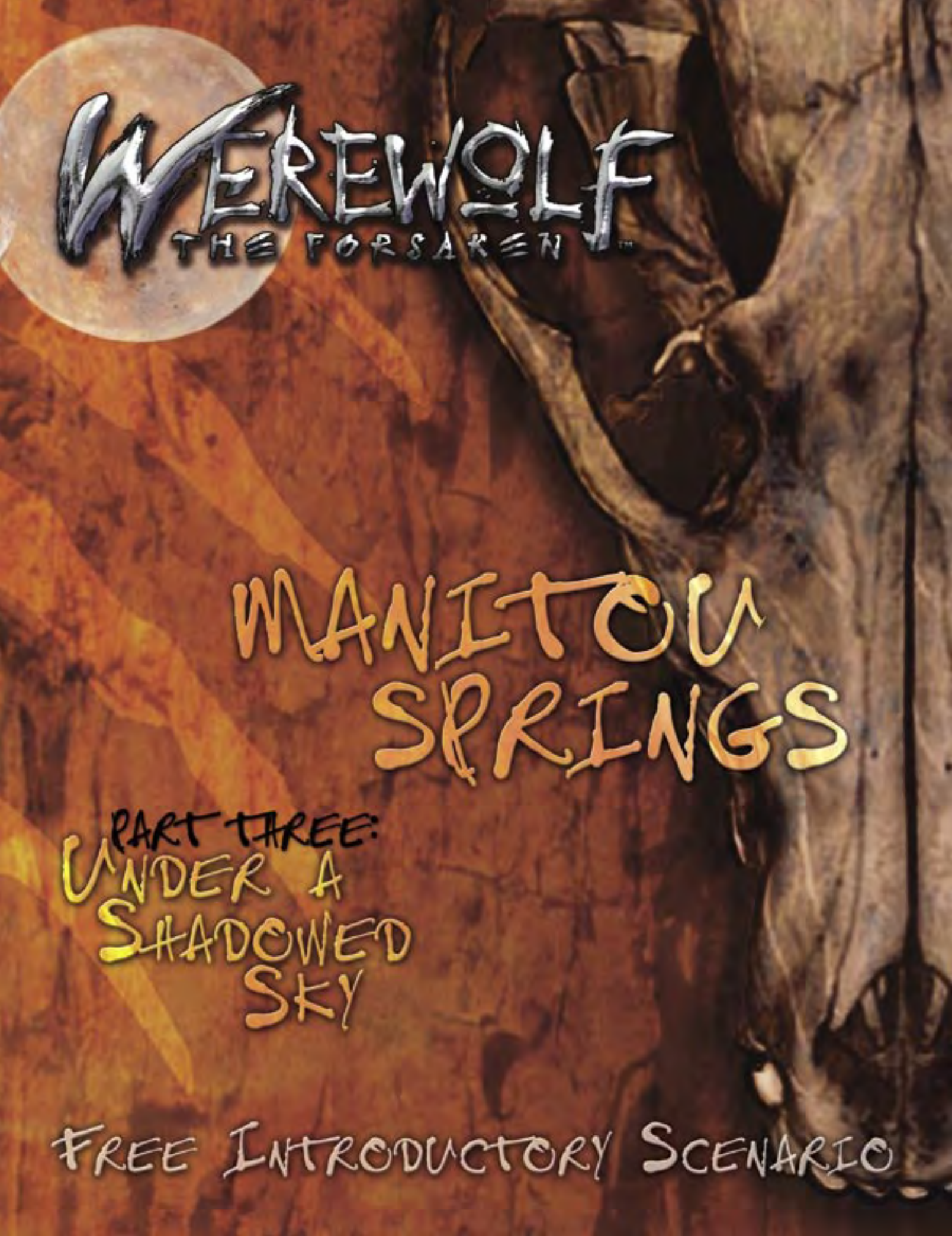


The background of the cover is a dark, textured brown with a large, glowing orange-yellow full moon in the upper left corner. A large, dark, gnarled tree trunk or branch runs diagonally across the right side of the image. The title 'WEREWOLF' is written in a large, stylized, metallic font with a 3D effect, and 'THE FORSAKEN' is written in a smaller, similar font below it.

WEREWOLF

THE FORSAKEN™

MANITOU SPRINGS

PART THREE:
UNDER A
SHADOWED
SKY

FREE INTRODUCTORY SCENARIO

Written by Rick Jones. Cover by Aileen Miles.

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INTRODUCTION

Welcome to the third installment of the **Manitou Springs** chronicle for **Werewolf: The Forsaken**. In this chapter, the pack begins to take the initiative and choose its target, rather than hunting the oddities that haunt the beleaguered town of Manitou Springs. In this chapter the characters track down the Meers' totem spirit Kerexusaka. Although the spirit is willing to part with the information they need for a price, it remains unwilling to once again form the bonds of pack and totem. In the form of the Girl in the Mists, however, the pack gets an opportunity to form a bond with a totem all its own.



CRESCENT MOON

This chapter of the chronicle takes place under the crescent moon. Under the crescent moon, Luna hides most of her face. It is the time of secrets lost and uncovered. The Ithaeur is the master of the Shadow Realm. While all Uratha must be conversant with the covenants between werewolf and spirit, the Ithaeur must master them all.



TOTEMS

This chapter deals in large part with the bond between a werewolf pack and their totem spirit. The Uratha in the players' pack come from diverse backgrounds (both in terms of their human lives and their Uratha tribes), but have been now have a common territory, common experiences and a common enemy to bind them together. But it's a totem that truly makes a pack. It links the werewolves spiritually, making them family. A werewolf might not *like* his packmates, but he would sooner die than betray them.

A pack totem is a spiritual ally that remains near the pack at all times. It lends the pack a measure of its strength in the form of mystical blessings, teaching them Gifts or even fighting alongside it. A pack totem generally remains immaterial but in the physical realm (in a state called Twilight) near the pack, though it can cross over into the Shadow Realm at a locus or by using appropriate Numina, like any other spirit. The pack totem's

blessings remain with the pack for as long as the spirit is healthy and within a mile of the pack, regardless of whether spirit or pack are in the physical or spirit world. That is, unless the pack offends the totem to a degree that it revokes its patronage.

A pack totem can be virtually any kind of spirit. Sometimes a pack's totem is allied with or subservient to a tribal totem, but in the case of multi-tribal packs like the players, the risk of favoritism is too great. Some packs seek out totems that will help them achieve their personal goals, while others venerate spirits out of respect. Convincing a spirit to serve as totem is rarely easy, and consists of some negotiation and some coercion. Most packs must prove their power by besting the spirit in a challenge, generally a hunt. Sometimes, a totem spirit steps forward and chooses its own pack — usually because the pack can serve one of the spirit's larger goals.

Once the totem bond is made, the spirit gifts the pack with certain benefits, but expects them to obey certain rules that reflect its nature. These bans (akin to the tribal vows listed with the characters) are the price the pack pays for the totem's patronage. The spirit can pay a price as well, however. Packs can grow to resent or disparage their totem and mistreatment is not uncommon. So long as the pack respects the letter of their agreement with the spirit, there's little the totem can do except bide its time until the pack steps fully out of line.

In this chapter, the pack gets to see the aftereffects of resentment between a pack and its totem, as well as the chance of gaining their own spirit patron.

OUR STORY CONTINUES...

This chapter of the **Manitou Springs** chronicle is a linear story, with the characters once again moving from scene to scene without much of a chance for experimenting or wandering. This has been done for two reasons. Firstly, the pack is at a point where it has to do something to make a serious dent in the plans of their mysterious spirit antagonist, the Alder Man. Up to this point, it has seemed as if the rogue spirits running amok in Manitou Springs have been doing so for no particular reason. In this chapter, we learn that one spirit has actually been calling the shots to an extent, and we learn a bit of its

agenda (though not all of its secrets just yet). We also give the pack a chance to make a powerful ally, the city-spirit of Manitou Springs herself: the Girl in the Mists. The second reason for this part of the chapter being so linear is that it takes place in the spirit world (also known as the Shadow Realm, the *Hisil* in the First Tongue, or simply the Shadow). The spirit world is a place where werewolves are the underdogs. The entities that make the Shadow Realm their home range from minor spirits like the ones manifesting in Manitou Springs to beings for whom the term “god” seems appropriate. The World of Darkness is a dangerous place, and its shadow is even more deadly. Therefore, the characters are much safer if they “stick to the path” and not go wandering off.

SCENE ONE:

THE BOOKS OF REVELATION

Read the following to Ryan Masters’ player or the players of any characters who have been going through the Meers pack’s diaries:

You have been busy going through the Meers’ diaries in the Blood Letter fetish, attempting to learn more about the previous guardians of the town. While reading about the death of Vanessa Patrick Meers, you come to realize that the Meers pack might have faced the spirit that the Claimed and Urged you have all fought have referred to as “the Alder Man.” According to the diaries, the spirit saplings growing out of the ghosts who were tasked to haunt this house, as well as the spirit trees you have seen around town, also appeared when the Meers pack faced the Alder Man.

For Storyteller reference, Matt Curry the hunter mentioned “Alder” in Chapter Two while he was being urged, as did the Claimed jock thugs of the Manitou Springs High School varsity baseball team. The Alder Man was also the one who bound the ghosts into the Meers house before the characters arrived there, though there has been only minimal evidence to reveal that to the characters. And the players’ characters might remember that any Claimed tree or spirit tree that had an Al’Ath guarding it in Chapter Two was an alder tree. If the players need reminding of these facts, feel free to do so, then continue reading:

Sadly, the details of the Meers pack’s campaign against the Alder Man, as well as anything about the final battle with it are lacking. There are notes about the early stages, including things Samuel said to psych his warriors up, tactical training in which the Bone Shadows engaged, boasts the packmates made, and even a short sermon on the subject of the Uratha’s responsibilities that Angelo intended to give. After stating that Vanessa Meers died in combat with one of the Alder Man’s offspring, though, the notes become spotty, presumably because the loss of a packmate is devastating to most Uratha. Regardless, here is the gist what the notes have to say on the subject.

The Alder Man appears to be a very old spirit, one that has lived in the Rockies for centuries, if not longer. It’s a spirit

like the Celtic Green Men or Erl Kings. He is a master of the hunt, leading troops on hunts. He was the lord of the forest, and all the creatures in it bowed down to him. As cities pushed back the wilderness, the Alder Man’s power waned. The Meers pack believed that the Alder Man’s “saplings” (as Angelo called them) were part of some attempt to have the forest reclaim the town. Angelo even believed that the pack had found the ban to the numerous Al’Ath that protected the saplings, but he didn’t write it down. (A ban is a spirit’s Achilles heel, a rule of limitation it cannot break; all spirits have these bans but rarely reveal them to anyone else.) Once the Meers pack destroyed the saplings, it was able to confront the Alder Man directly. Even with his power cut by the loss of his saplings, the Alder Man was a deadly foe. It was all the pack could do to drive him off.

It takes some reading between the lines over several days (whenever you can find the time to study the diaries), but you finally hit on a way to not only find out the Al’Ath’s ban, but possibly learn more about the Alder Man himself. The Meers pack’s totem, referred to as “Kerexusaka” or just “the Cat” in the diaries, did not die when the pack did—and what the Meers pack knew, the Cat probably knew as well. By piecing together what is mentioned about how the Meers pack originally found and won over the Cat, you can figure out where to find it yourself. Doing so, however, will mean crossing over into the Shadow Realm and heading into the spiritual reflection of the mountains where the Cat makes its home. If all goes well, though, the Cat might also make a good pack totem, as it has a lot of experience in the area, on top of its knowledge of the Alder Man.

Once you’ve gotten through all that setup, have the characters start making whatever preparations they decide are necessary. (Note, though, that they can bring only those objects that are dedicated to them with the Rite of Dedication. Each werewolf can have only as many items dedicated as he has dots of Primal Urge.) Once everyone is ready, the characters must cross the Gauntlet into the Shadow Realm, which they can only do within the area of influence that surrounds the locus formed by the well-spring in the basement. That area of influence covers the entire house, though, so they need not literally be standing in the basement to do so.

To cross the Gauntlet (or “step sideways,” as werewolves call it), the werewolves must be standing in the radius of the locus. It is recommended that they attempt to cross over at night, as it is more difficult during the day (a –2 modifier to their dice pool). The players roll Intelligence + Presence + Primal Urge, and have a +1 modifier to their pool thanks to the strength of their locus. They can also get an additional +1 modifier if the characters stare into the reflective surface of the water in the well or any other reflective surface. Failure means that they must wait an hour before trying again. Success means they cross over in 30 seconds. Alternatively, one member of the pack can roll for the entire pack, though that player has a –1 modifier applied to the roll for each extra person. This modifier

is waived if a pack is bound by a common totem, but as yet this pack lacks one. Lastly, a werewolf can spend one Essence to cross over instantly.

Once the pack has crossed over, read the following:

You have all crossed over to the Shadow Realm in the company of your teachers and mentors, but now you are on your own. The pooled Essence welling up in the locus shines like a campfire, the light flickering and rippling on the walls. The faint scents of the Meers, which you've smelled on the clothes and furniture seems more powerful, masking all others. You can almost feel their presence in the room. Climbing up the ladder and out of the house, you smell the comforting scents of each other. The work you've done seems to have made the house your own, even if the basement still "remembers" its previous owners. Looking around, the clearing and the forest seem much the same. On a second glance, you see the trees slowly waving their branches, though you feel no wind on your faces. The night was clear in the physical world, but in the Shadow Realm, thick clouds mask the night sky. The only exception is Mother Luna, whose crescent face blazes in the sky. You can see the light of the crescent moon cutting through the clouds like the sun on a rainy day.

You have a long walk ahead of you, so you start trotting along. [Ask the players what form their characters are in if they haven't stated already. The Urshul wolf form is the fastest.] For a time, the spirits keep their distance, but you see many of them looking at you with eyes that belie a higher intelligence. You see another thing in their eyes as well: fear.

The pack's research into how the Meers pack found the Cat has prepared the characters for the journey, so they know approximately where they are going. After they have traveled a short distance into the spirit forest, have the players make Wits + Survival rolls. If they succeed, their characters notice that the various sounds of the Shadow Realm have gone silent. Anyone who fails must make a Wits + Composure roll to avoid being surprised when the magath attack (see below). Those who fail both rolls do not get their Initiative in the first round of combat. Those who succeed may react normally.

Read the following to the players:

You hear a roaring sound like a car's engine revving up, followed by breaking tree limbs. Bursting out of the woods are five strange hybrid spirits. One appears to be some strange offspring of a car and a daddy longlegs spider. The others are similar blendings of disparate forms —mixtures of animals, plants and other things. Your mentors have warned you about these dangerous hybrids, called magath.

A fire-orange rattlesnake coiled around the car's antenna shouts in the First Tongue, "For the Alder Man!"

These hybrid spirits are known as magath. Normally, when spirits consume the energies of other spirits, they retain their own core selves. Those spirits who dare to consume Essence outside the natural feeding patterns of the Shadow Realm, however, can take attributes of their prey. A snake-spirit could take on elements of cunning

and poison while remaining true to its own core concept. A snake that consumes spirits of glass and fire could lose its spiritual "core" and start taking on attributes of the spirits it consumed. These patchwork spirits are shunned by other spirits and feared as unpredictable monstrosities. Needing soldiers, however, the Alder Man has promised these magath that they will fall under his spiritual aegis if they wait for the werewolves to enter the *Hisil* and attack them.

They do so now, and they fight hard. They remain steadfast and vicious for as long as their strongest member (the Walking Car) remains standing. When the werewolves manage to take that spirit down, however, the other magath start to think twice. After the next attack that inflicts any damage on them (provided said attack doesn't completely disincorporate them), they flee as fast as they can. Game traits for the magath appear on page 8.

SCENE TWO: THE CAT

After the fight with the magath is resolved, read the following text to the players:

After the fight, you take time to heal up before setting out again on your way. You're more wary now, as the Shadow Realm is not only a dangerous place, but also your nemesis's home territory. The long journey into the mountains where the Meers pack found its totem is tiring, but nothing further attacks you on the way there. In the physical realm, the Cat's home is a medium-sized peak. In the Shadow Realm, the mountain is much higher and requires careful climbing, as well as plenty of shapeshifting, to make the ascent. At long last, you finally reach your destination.

Now... where is that Cat?

Give the players some time to have a few ideas for how to search. The most obvious one is using their werewolf senses to pick up scents. When they take a moment to check for scents, they will recognize that the peak has numerous scents marked all over it, those of multiple wildcats, as well as blood scents of dozens of different animals. The Storyteller should feel free to ask for rolls, but it would require multiple successes on the part of the characters for them to be able to pick up a trail. The multiple scent trails cross each other and the scents are too similar to get a good specific lead. A good Wits + Survival roll, however, will tell them which trail would be more likely to lead to a wildcat's den, rather than just randomly off into the woods.

Once the characters are moving up the rocky trail in the right direction, read the following text to the players:

You come around a bend of the mountain when you hear a low growling. Your hackles rise as the wind shifts and you smell a strong blood scent, as well as the scents of multiple wildcats. Sitting on top of a boulder ahead of you, a wildcat the size of a large tiger looks down. Its paws are covered with rich red blood that doesn't seem to dry. It speaks in the First Tongue. "Leave this place. You are unwelcome."

This is Kerexusaka, the spirit once bound to the Meers pack. It's not happy to see another pack of Uratha after all this time, especially now.

The conversation with this spirit can go many ways, though it is reasonable to assume that either Ryan or Nadine will take the lead, as per the roles of their auspices. Some troupes feel more comfortable roleplaying out this sort of conversation. Others, perhaps those who *play* silver-tongued devils but aren't necessarily so glib themselves, prefer rolling dice. In this case, we recommend a mixture of the two. Let the players make Manipulation + Persuasion rolls, opposed by Kerexusaka's Resistance trait of 7. They might try to use other combinations, such as rolling Intelligence + Occult to know the best way to address a spirit. Use the results of the roll to help "smooth out" any bumps in the conversation that might happen if they do well, or let good roleplaying make up for a poor roll. Remember that Nadine gets a bonus to appropriate rolls thanks to her auspice ability.

You should keep in mind that many players won't have any real idea of how to deal with a spirit. Feel free to coach them a bit (letting them know the very basics) and allow them to make Intelligence + Occult to gain some additional insights. Do not let them get away with being rude, however. No experience is needed to understand that they must respect a spirit like the Cat.

The following sums up what Kerexusaka knows and is willing to do:

- The Alder Man was once a pure spirit of the forest—a creature tied to the land that became Manitou Springs. When the trees were cut down and the town was founded, its power waned.

- In trying to reclaim that territory since its defeat by the Meers pack, the Alder Man tried to consume too many of the spirits associated with the growing city. It lost its core and became magath, and the other local spirits shunned him. The Alder Man hates the part of himself that has been "tainted" by the city and wants to destroy it.

- The spirit saplings are not very powerful by themselves, but the Alder Man has a seemingly endless supply of Al'Ath to protect them. While the Al'Ath are not that individually powerful either, they are very powerful in concert. Fortunately, Kerexusaka knows the ban of the Al'Ath, though giving out such information will cost the characters. Should the characters pay up as Kerexusaka asks, it reveals the ban listed in Chapter Two. The Cat does not, however, know the ban of the Alder Man.

- In order to reveal the Al'Ath's ban, Kerexusaka asks the pack to destroy the Meers pack's diaries. If the characters could find this place by reading them, then so can others. The Cat will carefully state that the pack cannot make any sort of copy of the diaries before destroying them. It wants them destroyed immediately, preferably by fire. This is the Cat's big goal, and it will not back down. A large enough gift of Essence (an exorbitant minimum of five Essence from each character) might smooth things

toward the Cat letting the characters have the diaries a little longer, like until the next full moon or even a full lunar cycle, but that's all. At the appointed time, Kerexusaka will follow the characters back to the Meers house and watch from across the Gauntlet as the diaries are destroyed. Once that is done, the Cat also wants the pack to never return to this part of the mountain or tell anyone else where it lives.

- According to Kerexusaka, the Meers did not treat their totem spirit well. In its puffed-up manner, Kerexusaka explains that while the Uratha fulfilled their part of the covenant, the Cat felt mistreated. The Meers did not give it the respect it feels it deserved. The Cat claims they treated it like a pet instead of an equal. (Of course, while the relationships between totem spirits and werewolf packs vary, totem spirits are *never* treated as werewolves' equals. A totem may be anything from an obedient servant bound to the pack's collective will to a distant and feared object treated with respect.) Even if the characters do an incredible job of impressing and sucking up to Kerexusaka, it's not interested in becoming a pack totem again.

- Something Kerexusaka does not want the characters to know is that it has "kits" (i.e., it has spawned more wildcat-spirits). Right now, those kits are immature and vulnerable and could be easily destroyed by more powerful spirits. The other wildcat scents the characters picked up on their way here are those of Kerexusaka's kits. If pressed about other scents, however, the Cat sneers at the Uratha and says that they obviously are inferior trackers who were lucky to find it at all.

- Giving gifts of Essence (i.e., bribes) is traditional in a spirit negotiation, and the more the better. The Cat intends to feed any such gift to its kits, though, so the characters might notice a difference in the way the gift is received. The Cat appears to be storing any donated Essence in its mouth rather than digesting it.

The Cat's relevant game traits appear on page 10.

SCENE THREE: THE GIRL IN THE MISTS

This scene assumes that the pack has agreed to burn the Meers' diaries. If the characters have somehow managed to bargain with Kerexusaka to get a little extra time, adjust the text. (In the meantime, the characters can pursue lingering subplots or address any leftover leads from Chapter Two.) Once the diaries are burned, read the following:

You sit and watch the books burn in the fireplace. You had hoped that there might have been some more clues regarding the Alder Man, but the spirit cat drove a hard bargain. Some of you might have hoped that the Cat would have agreed to be your pack's totem as well, but it refused. The fire crackles and pops as you ponder the next move. Then, you hear something outside: a soft sound, almost too faint for human ears,

carried on the wind. You go outside to hear it better. It's the sound of a girl weeping.

Shifting to forms with sharper senses allows the werewolves to get a better “fix” on the sound and the scent. A faint scent of water accompanies the sound, though it doesn't smell like the salt of tears, but more like mineral water, like the natural springs that gave Manitou Springs its name. It's not a normal scent or sound. It doesn't get stronger as the characters approach it. Instead, it always seems to be on the edge of their senses. It's leading the pack toward the town.

Following the scent through town, even at night, is a tricky affair, as the forms with heightened senses are the ones likely to attract unwanted attention. Nobody will believe that a wolf is a dog, even if it's wearing a leash and collar. The two main possibilities are the use of the Mike's Partial Change Gift, or trying to follow the scent in a stealthy manner. (For their characters to remain stealthy, have the players roll Dexterity + Stealth periodically in a contested roll against the Wits + Composure of any potential witnesses you intend to inject into the narrative.) Ask the players how they want their characters to track the scent in the city. If the characters are being too obvious (or one of them utterly fails a Dexterity + Stealth roll), perhaps a car driven by one of the deputies of the Manitou Springs Sheriff's Office shows up. (See Chapter Two for traits for the deputies, or even for Sheriff Butch Powe if you would like to give the characters another chance to interact with him.)

Once the characters have been following the scent for a while and they've disentangled themselves from potential witnesses, read the following to the players:

The scent and sounds lead to one of the many mineral water fountains in the city. The springs are free and available to the public to take as much of the mineral water as they like. Somewhere in your collection of pamphlets about the town, there's even a map of a walking tour of the town's springs. This one is a small stone fountain in a wooded area. The trees provide some small privacy from passers by. A small statue of a Native American girl sits in the center of the fountain.

If the players were paying attention during the last chapter (written up in the “Little Things” section), they might recognize the girl that this statue represents. From time to time, the characters have seen her watching them from the opposite side of their reflections around town while they were scouting the place. If the players draw a total blank, you can ask for a reflexive Intelligence + Composure roll, a success on which reminds them. Once you've established what the characters do or don't remember, continue reading.

The water bubbling from the springs splashes on the girl's face, making her appear to be weeping. The plaque under the statue reads: “The Girl in the Mists was a legend of the Ute peoples. She was the daughter of a medicine man. When evil spirits goaded her tribe into making war with another, she feared for her father's life. She came to the springs and

prayed to the spirits to take her instead of her father. Her tears fell into the spring, and soon she cried her entire self into the springs. With that sacrifice, the waters boiled and made a thunderstorm that stopped the battle and cleared the minds of the two tribes from the influence of the spirits.”

As you read this, the statue's head turns to look at you. She says, “I have watched you, Uratha Father-Slayers. You are different from the others who used to live here.”

Again, rather than having a long piece of “boxed text” to read to the players, this conversation should be roleplayed (and possibly enhanced with a few good die rolls, as with the conversation with Kerexusaka). Here is the Girl in the Mists' agenda and what she wants out of the pack. It should be noted that the legend is just that, a legend. Stories have power in the spirit world, however, and the legend of the Girl in the Mists is what shaped this spirit into her present form. She might appear human, but she definitely is not.

- A long time ago, she was a spirit of the waters. The Ute, Arapaho, Cheyenne, and Kiowa tribes all came to the springs and treated it as neutral as well as holy ground. They used the water as a tonic and left gifts to her in return. As the legend of the Girl in the Mists grew, she took on the form of the legend, though it has no basis in history. When the white men came, they drove off the natives and wanted to use the waters for healing as well. Though they did not give chiminage to her the way the natives had, she adapted to their own forms of worship and her power grew. Eventually, she became what the Uratha call a city-spirit.

- According to the Girl in the Mists, the Alder Man has become a cancer on the town since the Meers pack disappeared. Although he was glad that the Uratha were gone, he realized that if the spirits continued their games, they would attract attention. Too much attention would bring on an even stricter Uratha crackdown. The first thing he did, then, after finding a suitable mortal host to carry out its material aims was to make the Meers locus more difficult to cross. (See “Welcome to Manitou Springs” for more details.) Then, it used its considerable knowledge and power to force those spirits who had already crossed over to obey its rules.

The first rule was that of secrecy, as the spirits had to keep a low profile for the time being. The Alder Man learned what it could about the City Council and other local authority figures and used that knowledge to force those figures to suppress any rumors of the supernatural. He also gathered a group of “enforcers” who would suppress with physical violence what mere threats and blackmail could not. Possession of a few select townsfolk allowed him greater control. Those spirits who had already sampled mortal flesh, especially those who swore loyalty, would be allowed to continue possessing townsfolk, though they had to swear that they would not *claim* any townsfolk. Brief periods of possession were permitted. If a spirit wished to fully claim a host, it had to pick a

tourist and leave town. (The four Glass-Claimed in the SUV from “Welcome to Manitou Springs” were examples of spirits who had done just that.) Spirits that did not follow these simple rules were hunted down and consumed, their Essence fed to those who did.

The effect the Alder Man’s minions and followers is having on the people and the town is slowly killing it. The Girl in the Mists will not say so outright, but her power has dwindled to almost nothing because of the Alder Man’s effect on the town.

- The Meers pack did not behave like these characters’ pack has. The Meers purposefully remained aloof from the town and its people, though they claimed it as their territory. For better or worse, though, the players’ pack has gotten involved in the town via the given subplots and its hunting the Ridden and misbehaving spirits. The characters might have caused all sorts of carnage (being werewolves, after all), but they are not staying up in their cabin the way the Meers did.

(It should be noted, of course, that the pack might not have behaved this way. The characters might have behaved just like the Meers, and only come into town to buy groceries and hunt. That’s certainly possible and acceptable, as players don’t always want to pursue subplots. If that is the case, then the Girl in the Mists simply sees the potential of the characters to become more involved and will try to persuade them to do so.)

- The Girl in the Mists wants the characters to make the Alder Man go away. She is willing to lend them what aid and assistance she can, even becoming their pack totem. In return, they must swear not to hunt the ordinary people of Manitou Springs. She will be perfectly clear that, while the spirits and the Claimed are fair prey for the pack, those who are merely urged or possessed by spirits are not, and certainly those who have not been touched by the supernatural are to be spared. This might be a sticking point for some packs, and it should be noted that no werewolf wants to be told who or what he can hunt. That, however, is the ban the characters must swear to if she is to be their totem.

AFTERWARD

Once this conversation has run its course, this chapter comes to an end. The characters might have won the respect and esteem of the city-spirit of Manitou Springs such that she agrees to become their pack totem, or they might have chosen to go their own way without her help. (Character sheets for the future chapters take this totemic bond into account, though you can ignore it if circumstances dictate.) Even if they come away without this spirit’s aid, they have likely gained from her some key important information about the Alder Man and what his designs on their new home might be. It now lies before them to act on this information and seek a way to take the fight to their enemy. Provided their enemy doesn’t take it upon himself to act first...

DRAMATIS PERSONAE

Following are the descriptions and game traits of most of the characters the packmates meet in “Under a Shadowed Sky.” Only those they are likely to fight have full traits.

THE WALKING CAR

Magath Hybrid of Car and Spider Spirits

Description: A rusted out Chevy Impala. Its front grill has warped arachnid features (eight headlight eyes, bumper chelicerae, etc.). Growing out of the wheel wells are long insect legs that allow it to stand about 10 feet in the air. The tips of its long legs can batter an opponent like a sledge hammer. Upon closer inspection, the metal of the car appears to be shiny like chitin.

Storytelling Hints: With a standing broad jump, the Walking Car can pounce on a victim, trying to crush him. To do so, you first make a reflexive jumping roll (equal to the spirit’s Power + 6 because of his Mighty Bound Numen) to make sure the spirit can cross the requisite distance. (The number of successes equals the distance the character travels. One foot straight up per success, or two feet per success on a standing broad jump. On a running jump, the spirit travels a standard 10 feet + four extra feet per success on the roll.) If that distance roll is successful, you then make an attack roll to make sure the spirit has aimed his pounce properly. If the distance roll either fails or does not yield enough successes, the Walking Car simply lands several feet short of its target. This attack is an instant action. When it attacks, the spirit tries to blind several characters at once then pounces on one of them—the one who looks the strongest. If it’s successful, it attacks with its legs or mandibles.

Rank: 2

Attributes: Power 6, Finesse 2, Resistance 5

Willpower: 11

Essence: 5

Initiative: 7

Defense: 6

Speed: 20

Size: 10

Corpus: 15

Ban: The Walking Car cannot walk onto or jump across a road.

Influence (Spiders ••): With a roll of eight dice, the spirit can strengthen or manipulate a spider near it in the physical world, making that spider more robust (perhaps adding an extra dot of Health per success for one minute per success) or subtly encouraging it to grow or act in certain ways (for 10 minutes per success). Strengthening a spider costs one Essence, and subtly manipulating it costs two.

Influence (Cars ••): With a roll of eight dice, the spirit can strengthen or manipulate a car near it in the

physical world, making that car more robust (perhaps making even an old junker run like it's just been finely tuned for one minute per success) or subtly encouraging it to act in certain ways (such as plugging up a slow leak in a tire for 10 minutes per success). Strengthening a car costs one Essence, and subtly manipulating it costs two.

Material Vision: On a successful roll of Power + Finesse the spirit can see through the Gauntlet for a number of minutes equal to the number of successes on the roll.

Wilds Sense: On a successful roll of Power + Finesse, the spirit can track down loci, werewolves, or individual spirits of interest over miles and miles through the Shadow Realm. More successes gives more detailed information.

Dazzle: Spend one Essence and roll eight dice. On a success, the magath flashes its many headlights and temporarily blinds opponents up to 60 feet away for one turn per success rolled. (These successes may be divided up among multiple targets.) A character who is blinded but still wants to attack can do so only with a chance die (one d10, on which only a 10 counts as a success). To improve his character's odds, the player may spend one turn doing nothing but trying to compensate with the werewolf's senses of smell and hearing. Make a perception roll (Wits + Composure), taking any form modifiers into account. On a success, the character may attack the target he chooses on the next turn with a -3 modifier. The character can keep making attacks on that same target in subsequent turns as long as the player keeps succeeding on reflexive perception rolls. If he wishes to switch targets while he is still blinded, he must spend another turn listening and smelling.

Mighty Bound: As mentioned above, the magath gets a +6 bonus to any jumping roll.

Attacks:

Type	Damage	Dice Pool
Sledge Hammer feet	2(B)	10
Bumper mandibles	1(L)	9
Pounce	3(B)	15

THE BURNING SNAKE

Magath Hybrid of Snake and Fire Spirits

Description: The Burning Snake appears to be a large rattlesnake, but it is made out of flames that fail to flicker. A small aura of heat shimmers around it.

Rank: 1

Attributes: Power 2, Finesse 5, Resistance 2

Willpower: 4

Essence: 4

Initiative: 7

Defense: 5

Speed: 17

Size: 1

Corpus: 3

Ban: The Fire Snake cannot affect anything wet. Not just something damp, but completely soaked.

Influence (Fire •): With a roll of Power + Finesse, the spirit can strengthen a fire near it in the physical world, making that fire more intense for one minute per success. Doing so costs one Essence.

Influence (Snakes •): With a roll of Power + Finesse, the spirit can strengthen a snake near it in the physical world, making that snake more robust (perhaps adding an extra dot of Health per success for one minute per success or giving it an extra temporary dot of Strength for that long). Doing so costs one Essence.

The Fire Snake also has the **Material Vision** and **Wilds Sense** Numina described under The Walking Car, above.

Attacks:

Type	Damage	Dice Pool
Bite	2(L)	9

THE HUNGRY SAPLING

Magath Hybrid of Tree and Hunger Spirits

Description: It appears to be humanoid tree, about the size of a teenager. It is covered with thorny vines that spiral over it like blood vessels outside the creature's skin. The place on the spirit's head where the mouth should be is a mass of thorny vines wrapped tightly all around it.

Storytelling Hints: Should any of the characters flee, this spirit can track them through the Shadow Realm. It can track like a werewolf (on a roll of eight dice), and it receives a +4 modifier on any character whose blood it has tasted (i.e., inflicted at least one point of lethal damage upon).

Rank: 2

Attributes: Power 5, Finesse 3, Resistance 5

Willpower: 10

Essence: 6

Initiative: 8

Defense: 5

Speed: 10

Size: 4

Corpus: 9

Ban: The Hungry Sapling cannot resist blood. If blood is spilled, it must run towards the blood as fast as it can and try to consume it, even if that puts it at risk.

Influence (Hunger ••): With a roll of Power + Finesse, the spirit can strengthen or manipulate the hunger of someone or something near it in the physical world. It can make that hunger more intense for one minute per success (perhaps levying a -1 dice pool modifier due to distraction), or it can subtly affect the nature of that hunger for 10 minutes per success (implanting a craving for meat, for instance). Strengthening hunger costs one Essence, and subtly manipulating it costs two.

Influence (Trees ••): With a roll of Power + Finesse, the spirit can strengthen or manipulate a tree near it in

the physical world, making that tree more robust (perhaps adding an extra dot of Health per success for one minute per success) or subtly encouraging it to grow in certain ways (for 10 minutes per success). Strengthening a tree costs one Essence, and subtly manipulating it costs two.

Chorus: By spending one Essence (and on a successful roll of Power + Finesse), the spirit can send a message to the Alder Man or any of the magath involved in the encounter with it. Gaining more successes yields a more detailed message.

The Hungry Sapling also has the **Wilds Sense** Numen described under “The Walking Car,” above.

Attacks:

Type	Damage	Dice Pool
Barbed Hands	1(L)	9

THE MIDNIGHT PARIAH

Magath Hybrid of Mockingbird and Pain Spirits

Description: The Pariah appears to be a large mockingbird, though its eyes gleam with the feral intelligence of a predator. Its beak is stark white, as if enameled like a tooth.

Rank: 1

Attributes: Power 2, Finesse 4, Resistance 2

Willpower: 4

Essence: 6

Initiative: 6

Defense: 4

Speed: 18

Size: 1

Corpus: 3

Ban: The Pariah must accept any food given to it, and it cannot attack anyone who has given it food.

Influence (Pain ●●): With a roll of Power + Finesse, the spirit can strengthen or manipulate the pain of someone or something near it in the physical world. It can make that pain more intense for one minute per success (perhaps levying a –1 penalty), or it can subtly affect the nature of that pain for 10 minutes per success (perhaps moving the epicenter of a muscle pain up into a joint). Strengthening one’s pain costs one Essence, and subtly manipulating it costs two.

Influence (Mockingbirds ●): With a roll of Power + Finesse, the spirit can strengthen a mockingbird near it in the physical world, making that mockingbird more robust (perhaps adding an extra dot of Health per success for one minute per success). Doing so costs one Essence.

Screech: The Pariah’s screech is painful, and listening to it causes disturbing memories of the past to emerge. It must spend one Essence to screech. Any werewolf within 10 yards of the scream must succeed on a Resolve + Composure roll to not suffer a –1 penalty on any roll in the next turn.

The Midnight Pariah also has the **Chorus** and **Wilds Sense** Numina (see above).

Attacks:

Type	Damage	Dice Pool
Bite	2(L)	8

THE BROKEN WING

Magath Hybrid of Hawk and Wind Spirits

Description: The Broken wing appears to be a large hawk. Its wings bend out at impossible angles. The flapping of the wings looks incredibly painful (and it is). When it flaps its wings, unnatural gusts of wind puff up beneath it.

Rank: 1

Attributes: Power 2, Finesse 2, Resistance 4

Willpower: 6

Essence: 5

Initiative: 6

Defense: 4

Speed: 21

Size: 1

Corpus: 5

Ban: The Broken Wing cannot let itself touch the ground. If it does, its dice pool becomes a chance roll for the rest of the scene.

Influence (Wind ●): With a roll of four dice, the spirit can strengthen the intensity of the wind in the physical world for one minute per success. Doing so costs one Essence.

Influence (Birds ●): With a roll of four dice, the spirit can strengthen a hawk near it in the physical world (perhaps adding an extra dot of Health or Strength per success for one minute per success). Doing so costs one Essence.

Blast: The magath buffets the target with a blast of wind. The range is equal to 40 yards, and the spirit suffers no penalties for range. Roll Power + Finesse to hit, and add two dice to the roll for every point of Essence spent to fuel this power. The damage is bashing.

The Broken Wing also has the **Material Vision** and **Wilds Sense** Numina (see above).

Attacks:

Type	Damage	Dice Pool
Bite	1(L)	5
Talons	2(L)	6
Blast	+0(B)	(see above)

KEREXUSAKA A.K.A. “THE CAT”

Former Totem Spirit

Description: A large wildcat, with paws tipped in blood. It is the size of a wolf, but has kept the feline grace and agility of its physical counterpart. Its eyes are solid pools of rich blood red. The blood on its paws appears to be fresh, but it does not drip on the ground.

Roleplaying Hints: Haughty and speaking from a position of strength, but secretly afraid. It will not be bound,

but it is terrified that its cubs will be either destroyed by more powerful spirits or bound.

Rank: 3

Attributes: Power 6, Finesse 7, Resistance 7

Willpower: 13

Essence: 15

Initiative: 14

Defense: 7

Speed: 23

Size: 5

Corpus: 12

Ban: Kerexusaka must obey anyone who forces his paws into a pool of their own blood.

Numina: Chorus, Gauntlet Cloak, Materialize, Material Vision, Reaching, Unspoken Communication, Wilds Sense

Influence (Blood ●): With a roll of Power + Finesse, the spirit can strengthen any blood near it in the physical world, making it smell stronger or keep from coagulating for one minute per success. Doing so costs one Essence.

Influence (Wildcats ●●): With a roll of Power + Finesse, the spirit can strengthen, manipulate, or outright control a wildcat near it in the physical world. It can make that wildcat more robust (perhaps adding an extra dot of Health per success for one minute per success), subtly encourage it to act in certain ways for 10 minutes per success (such as paying attention to one sort of prey over another), or assert more overt control over it for 10 minutes per success (such as making it stalk and attack a human being). Strengthening a wildcat costs one Essence, subtly manipulating it costs two, and controlling it costs three.

Influence (Pain ●●): With a roll of Power + Finesse, the spirit can strengthen or manipulate the pain of someone or something near it in the physical world. It can make that pain more intense (perhaps levying a -1 modifier for one minute per success) or subtly affect the nature of that pain for 10 minutes per success (perhaps moving the epicenter of a muscle pain up into a joint). Strengthening one's pain costs one Essence, and subtly manipulating it costs two.

Chorus: By spending one Essence (and on a successful Power + Finesse roll), the spirit can send a message to any other spirit of its type. Gaining more successes yields a more detailed message.

Gauntlet Cloak: By spending one Essence (and on a successful Power + Finesse roll), the spirit can cloak itself so that those attempting to detect Kerexusaka suffer a -2 penalty as well as an additional -1 penalty to recognize it. The Cat uses this Numen only *after* the scene in which the characters talk to it, on the off chance that the characters come back looking for the spirit again.

Materialize: By spending one Essence (and on a successful Power + Finesse roll), the Cat can assume solid form for several hours. This pushes it across the Gauntlet into

the physical realm (with its traits unaffected). Kerexusaka is vulnerable to physical attacks in this form, however.

Reaching: This Numen allows the spirit to use its other Numina through the Gauntlet with a roll of Power + Finesse.

The Cat also has the **Material Vision** and **Wilds Sense** Numina described above.

Attacks:

Type	Damage	Dice Pool
Claws	2(L)	15
Bite	1(L)	14

THE GIRL IN THE MISTS

Dwindling City-Spirit of Manitou Springs

Description: The Girl in the Mists appears to be a 10-year-old child. She has Native American features but is wearing modern clothes (including a Manitou Springs T-shirt like one of the many available in the stores aimed at tourists). Her eyes appear to be bubbling pools of water. Mist rises from them and water streams down her cheeks and onto her shirt.

Storyteller Hints: The city-spirit of Manitou Springs is a very old spirit that predates the town itself. Already powerful, she (and gender is loosely applied here, though she often appears in human form) adapted to the settlers, consuming the spirits generated as the town grew, eventually taking on the role as the city's spiritual avatar. With the rise of the Alder Man, her power has faded significantly. Having watched the characters and deciding that they might prove of use to her, she now relies on them to do what's best for the town. She is patient with them if they fail, but she grows first disappointed then extremely cross with them if they refuse to try their best.

Attributes: Power 3, Finesse 3, Resistance 3

Willpower: 6

Essence: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Ban: The Girl in the Mists cannot harm any human resident of Manitou Springs. Claimed Ridden are exempt, but Urged are not.

Influence (Manitou Springs ●●●): With a roll of Power + Finesse, the spirit can strengthen, manipulate, or outright control some small aspect of the city of Manitou Springs near it in the physical world. It can make that aspect more robust (perhaps keeping a storefront window from breaking for one minute per success, despite some vandal's intent to smash it), it subtly encouraging it to act in certain ways for 10 minutes per success (perhaps by making all the pennies in the town's various wishing wells seem bright and shiny, regardless of how long they've been

in there), or asserting more overt control over it for 10 minutes per success (such as by making a statue speak to someone). Strengthening any aspect of the city costs one Essence, subtly manipulating it costs two, and controlling it costs three.

Influence (Water •): With a roll of Power + Finesse, the spirit can strengthen water for one minute per success (perhaps making it smell fresher and cleaner than it actually is). Doing so costs one Essence.

The Girl in the Mists also has the Numina **Material Vision, Reaching, and Wilds Sense**, described above.

THE GIRL AS A PACK TOTEM

If the characters accept to become bound to the Girl in the Mists, she is a supportive totem. She is understanding when it comes to accidental violations of her ban. If the characters apologize profusely and make effusive donations of Essence after a mistake, she holds no grudge. All she does is withhold her bonuses from the entire pack for a week. If the characters don't seem contrite enough for an accidental violation, she not only withholds her bonuses for a month, but refuses to speak to the characters at all for a week. If the characters don't seem contrite at all for an accidental violation, she neither speaks to them nor offers up her bonuses at all until they start making effusive shows of sincere apology. Though she might accept their apology in time, she holds a long grudge. If the characters willfully and knowingly violate her ban, however, she not

only withdraws her support as the pack totem, but she might even attack the characters in her outrage.

The Girl in the Mists grants the following bonuses to her pack and imposes the following ban:

Scent of Taint (Pack): Any member of the pack (but only one at any one time) may use this Gift. A werewolf who knows this Gift can detect the presence of supernatural beings. Specifically, the user can detect powers in his vicinity that defy the natural order of the physical and spirit worlds, so that vampires, ghouls, mages, acolytes, and beings bestowed or imbued with unnatural capabilities are evident. Roll Wits + Occult + Purity. The character recognizes the scent of some strange being in her proximity. The creature must be within 10 yards for each dot of Wits the user has to be detected at all. One roll can be made per turn to determine if the being remains present or has left the vicinity. The precise nature of the being cannot be determined. Nor can the specific identity of the being if the Gift user is in a crowd.

Essence (Story): The pack has two extra points of Essence from which any member of the pack may draw over the course of a chapter.

Ban: The pack members are not allowed to harm any ordinary (non-supernatural) humans who live in Manitou Springs. Claimed townsfolk are not protected by this ban, though Urged townsfolk are. People with the Supernatural Merit: Wolf-Blooded (such as Sheriff Butch Powe) are also protected by this ban.

MIKE BERRINGER

Mike Berringer's traits improve for "Under a Shadowed Sky" as he gains an additional dot in the Occult and Survival Skills.

Virtue/Vice: Mike's Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

Tribal Vow: "Honor Your Territory in All Things"—As an Iron Master, Mike must honor his oath to Sagrim-Ur, the Red Wolf. You must make a degeneration roll (four dice) if Mike allows significant damage or neglect to befall a territory he or his pack claim.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Mike has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target's Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift's influence suffer a -2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike

touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●

Computer ●●●●●

Crafts (Electronics) ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl (Dalu) ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression (Blogging) ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Lying) ●●●●●

OTHER TRAITS

MERITS

Encyclopedic Knowledge ●●●●●

Contacts (Blogosphere, Political Fringe) ●●●●●

Fame (Blogosphere) ●●●●●

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FLAWS

ATTACK

Bite 3 (Gauru+2)

Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ ●●●●●

GLORY _____ ●●●●●

HONOR _____ ●●●●●

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free Skill Specialty•Tribe•Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice•Merits 7•(Buying the fifth dot in Attributes, Skills or Merits costs two points)•Health = Stamina + Size•Willpower = Resolve + Composure•Size = 5 for adult human-sized werewolf•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity +5•Starting Harmony = 7•Primal Urge starts at 1 dot•Essence=Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 9

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 10

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 13

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 16

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 14

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift

Roll

Page

Loose Tongue

(Manipulation + Socialize + Wisdom)

Left-Handed Spanner

(Wits + Crafts + Purity)

Partial Change

(Stamina + Survival + Primal Urge)

Rituals: 00000

Rite

Roll

Page

RYAN MASTERSON

Ryan's traits improve for "Under a Shadowed Sky" as he gains an extra dot of Rituals, as well as two new rites (Banish Spirit and Call Gaffling). For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ryan's Virtue is *Hope*. Once per session, he regains all spent Willpower when he refuses to let others give in to despair, even if that harms his own goals or well-being. His vice is *Envy*. He regains one spent Willpower point at the end of any scene in which he gains something important from a rival or has a hand in harming a rival's well-being.

Tribal Vow: "Pay Each Spirit in Kind" — As a Bone Shadow, Ryan must honor his oath to Kamduis-Ur, the Death Wolf. You must make a degeneration roll (four dice) if Ryan fails to repay spirits for significant gifts or slights they make to him or his pack.

GIFTS AND URATHA POWERS

Primal Urge (2): Ryan can safely spend four turns (Stamina + Primal Urge) in Gauru—or six turns during a crescent moon, adding in his Wisdom Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Ryan has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn.

Regeneration: Ryan automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Ryan to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (an automatic) action. For Ryan to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Death Sight (Death •): For the duration of a scene, Ryan's sight is attuned to the dead. He can perceive ghosts, even if they would ordinarily be invisible. Doing so requires him to simply will the capability into effect with an action. While the Gift is active, he may roll six dice (Intelligence + Occult)—taking his Occult Specialty in Ghosts into account—to detect any "stains" of death in an area. Making such a search is an instant action. The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question.

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters applies to

this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

Ritual Master (Ithaeur Auspice Ability): Ryan is especially adept at learning mystic rites, which is already figured in on his character sheet.

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Banish Spirit: The target of the rite must be prevented from moving. Ryan's player must roll his Harmony against the spirit's Resistance in contested rolls, once per minute. If Ryan gets 10 successes (within a number of rolls equal to his Harmony), the spirit is banished back to the Shadow Realm. If the spirit wins the contest, it cannot be banished by any Uratha for 24 hours. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Call Gaffling: To perform this rite, roll Harmony minus the spirit's Resistance once per turn. This rite takes a long time (requiring 40 successes, and each roll takes one minute of story time), and special gifts must be offered to the spirit being summoned. If successful, a spirit known as a Gaffling (a normal spirit of modest power) must come to Ryan. That does not make it happy to be there or bind it to Ryan's command, as most spirits fear and hate the Uratha. But it must come as it is called and speak with Ryan before leaving. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

Fleet of Foot: Ryan is a fast runner. His running speed in all forms is higher than normal. This has been pre-calculated on his character sheet.

Blessing of Vigor Tattoo Fetish (••): Ryan has a fetish tattoo, a spirit bound into his very flesh. To activate the fetish, either spend one point of Essence or roll Ryan's Harmony – Fetish dots (this is a reflexive action). Once active, the tattoo grants a +2 modifier for all Physical-Attribute-based actions for a single turn. The next turn, however, the energy wears off and Ryan suffers a -2 modifier to all Physical Attribute-based rolls made for that turn. This fetish can be used only once per scene.

Language (First Tongue): Ryan understands the ancient language of spirits known as the First Tongue.

WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VIRTUE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ○○○○○

Investigation ○○○○○

Medicine ○○○○○

Occult (Monsters, Ghosts) ●●●●●

Politics ○○○○○

Science ○○○○○

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●

Brawl ●●●●●

Drive ○○○○○

Firearms ○○○○○

Larceny ○○○○○

Stealth ●●●●●

Survival ○○○○○

Weaponry ○○○○○

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Adults) ●●●●●

OTHER TRAITS

MERITS

Language ●●●●●

Fetish (Blessing of, Vigor Tattoo) ●●●●●

Language (First Tongue) ●●●●●

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FLAWS

ATTACK

Bite 4 _____ (Gauru+2)

Claw 4 _____ (Gauru+1)

EQUIPMENT

dedicated outfit, backpack,

writing materials, suitcase

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

●●●●●●○○○○○
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

PRIMAL URGE

●●○○○○○○○○○○

HARMONY

10 _____ 0

9 _____ 0

8 _____ 0

7 _____ 0

6 _____ 0

5 _____ 0

4 _____ 0

3 _____ 0

2 _____ 0

1 _____ 0

RENOUN

PURITY _____ ○○○○○

GLORY _____ ○○○○○

HONOR _____ ○○○○○

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

NADINE KELLER

Nadine's traits improve for "Under a Shadowed Sky" as she gains a dot of Rituals, as well as a new rite (Shared Scent). For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Nadine's Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she withstands overwhelming temptation to alter her goals. This doesn't include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival's well-being.

Tribal Vow: "Allow No One To Witness or To Tend Your Weakness" — As a Storm Lord, Nadine must honor her oath to Skolis-Ur, the Winter Wolf. You must make a degeneration roll (four dice) if Nadine allows others to see her in a state of significant weakness.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Nadine has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed

by the target's Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a -1 penalty. This breeze lasts for two turns. No roll is required.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability): Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

Shared Scent: After performing a rite that takes approximately five minutes and involves every member of the pack cutting his tongue on a shared blade, the packmates all know the blood-scent of a pre-designated person that one of them knew (i.e., whose blood one of the packmates had tasted). This rite gives each packmate the blood-scent bonus to tracking (+4 dice). Nadine's player must roll Nadine's Harmony in an extended action and achieve five successes per packmate for the rite to work. Each roll takes one turn, and being in the Dalu form gives Nadine a +1 bonus on the roll.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer ●●●●●
Crafts (Jury-Rigging) ●●●●●
Investigation ●●●●●
Medicine (Folk Remedies) ●●●●●
Occult (Spirits) ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●
Brawl ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy (Small-Town Folks) ●●●●●
Expression ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge ●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●
Language (First Tongue) ●●●●●
●●●●●
●●●●●
●●●●●
●●●●●
●●●●●
●●●●●

FLAWS

ATTACK

Bite 5 (Gauru+2)
Claw 5 (Gauru+1)

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

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□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●
GLORY ●●●●●
HONOR ●●●●●
WISDOM ●●●●●
CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 4

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 3

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 4

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●●●

Gift

Scent Beneath the Surface

Call the Breeze

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

N/A

Page

Rituals: ●●●●●

Rite

Shared Scent

Roll

Harmony

Page

KATE STONE

Kate's traits improve for "Under a Shadowed Sky" as she gains one dot of Brawl, as well as the Dalu Specialty in the Brawl Skill (meaning Kate gains a +1 bonus on any Brawl attack roll performed while Kate is in the Dalu form).

Virtue/Vice: Kate's Virtue is *Hope*. Once per session, she regains all of her spent Willpower when she refuses to let others give in to despair, even when doing so harms her goals or well-being. Her Vice is *Pride*. She regains one spent Willpower point at the end of any scene in which she exerted her will over others at some potential risk to herself.

Tribal Vow: "Offer No Surrender You Would Not Accept" — As a Blood Talon, Kate must honor her oath to Fenris-Ur, the Destroyer Wolf. You must make a degeneration roll (four dice) if Kate surrenders or concedes a significant victory to a foe.

GIFTS AND URATHA POWERS

Primal Urge (1): Kate can safely spend three turns (Stamina + Primal Urge) in Gauru—or five turns during a gibbous moon, adding in her Glory Renown. A werewolf's Primal Urge is unsettling to normal humans. Kate has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Kate can have up to 10 points of Essence and spend one Essence per turn.

Regeneration: Kate automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Kate to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Kate to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Crushing Blow (Strength ●): Spend one Willpower. This Gift's effects last for a scene. During that time, any

bashing damage she normally inflicts, whether with her bare hands or with a blunt instrument, is converted to lethal damage.

Pack Awareness (Gibbous Moon ●): Roll Kate's Wits + Empathy + Wisdom as a reflexive action for her to immediately get a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "sleeping," "fleeing," or "having sex." Finally, she can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds.

The Right Words (Inspiration ●): Kate's gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. Activating this Gift is reflexive and requires no roll.

Prophetic Dreams (Cahalith Auspice Ability): Once per story, you may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing Kate. She must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism.

MERITS

Fast Reflexes & Fleet of Foot: Kate is quick-witted and a fast runner. The effects of these Merits are already reflected on her character sheet.

Fighting Style: Boxing (●): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body Blow**. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

Striking Looks (+1): Kate is very attractive. She gets a +1 modifier to all Presence or Manipulation rolls when she attempts to use her looks in social situations. Her looks can be a drawback, however, as she is more likely to be remembered or to attract unwanted attention.

WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VIRTUE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts ●●●●●

Investigation 00000

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Tennis) ●●●●●

Brawl (Dalu) ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival (Navigation) ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy ●●●●●

Expression (Speeches) ●●●●●

Intimidation ●●●●●

Persuasion (Oratory) ●●●●●

Socialize ●●●●●

Streetwise 00000

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Fast Reflexes ●●●●●

Fighting Style: Boxing ●●●●●

Fleet of Foot ●●●●●

Striking Looks (+1) ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, stylish clothes,

gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOUN

PURITY 00000

GLORY ●●●●●

HONOR 00000

WISDOM ●●●●●

CUNNING 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 7

SPEED: 13

ARMOR: _____

PERCEPTION: 4

STRENGTH(+1): 4

STAMINA(+1): 3

MANIPULATION(-1): 2

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 7

SPEED(+1): 14

ARMOR: _____

PERCEPTION(+2): 6

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 4

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 8

SPEED(+4): 17

ARMOR: _____ 1/1

PERCEPTION(+3): 7

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 5

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+7): 20

ARMOR: _____

PERCEPTION(+3): 7

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+5): 18

ARMOR: _____

PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: 00000

Gift

Crushing Blow

Pack Awareness

The Right Words

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

Page

Rituals: 00000

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Under a Shadowed Sky" as he gains a third specialty (in shapeshifting) in his Survival Skill

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

Tribal Vow: "Let No Sacred Place in Your Territory be Violated" — As a Hunter in Darkness, Randall must honor his oath to Hikaon-Ur, the Black Wolf. You must make a degeneration roll (four dice) if Randall allows a spiritually important place (such as a locus or church) over which he or his pack claim dominion to be significantly damaged or violated.

GIFTS AND URATHA POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Randall to do anything other than attack or close

with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent automatically incur a -1 penalty, and by spending one Essence, you can intensify the penalty to -3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival (Roughing It, Tracking Shapeshifting) ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Sensing Lies) ●●●●●

Expression ●●●●●

Intimidation (The Glare) ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●

Fast Reflexes ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●
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WILLPOWER

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ESSENCE

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□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 8

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 8

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 4

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 9

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift
Clarity

Roll
N/A

Page

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: 00000

Rite

Roll

Page