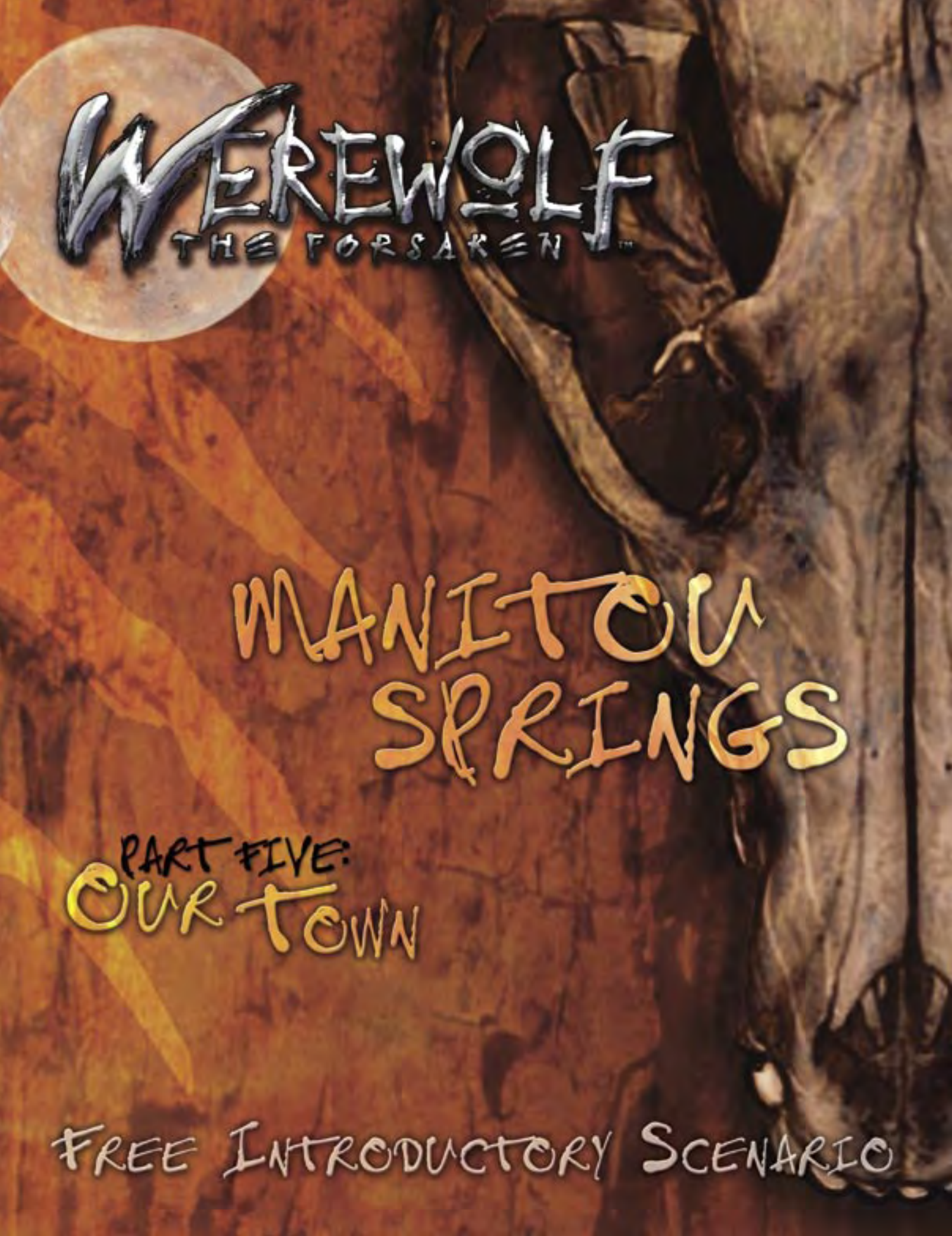


The background of the cover is a dark, textured brown with a large, glowing full moon in the upper left corner. A large, gnarled tree trunk or branch runs diagonally across the right side of the image. The title 'WEREWOLF' is written in a large, stylized, metallic font, and 'THE FORSAKEN' is written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

WEREWOLF

THE FORSAKEN

MANITOU SPRINGS

PART FIVE:
OUR TOWN

FREE INTRODUCTORY SCENARIO

Written by Rick Jones. Cover by Aileen Miles.

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INTRODUCTION

Welcome to “Our Town,” the final chapter of the **Manitou Springs** chronicle for **Werewolf: The Forsaken**. A story that started with five new werewolves meeting on a lonely Denver highway is heading toward an explosive climax.

Five Uratha of different backgrounds, auspices and tribes (Mike Berringer, Ryan Masterson, Nadine Keller, Kate Stone, and Randall Foster) all elected to join a multi-tribal pack at the behest of the powerful alpha werewolf Max Roman. He “sponsored” the pack, handing over legal ownership of a piece of unclaimed territory, the town of Manitou Springs. Max had fought alongside the pack that previously lived there, a “family” of Bone Shadows under the leadership of Samuel Meers, and bought their land after those Bone Shadows perished. Max gave the land to the new multitribal pack and informed the characters that he believed a locus was somewhere on their land.

The pack learned that, while no werewolves had claimed the town of Manitou Springs, other creatures had. Spirits, apparently under the direction of a spirit called “the Alder Man,” were running amok in the town. The spirits were busy possessing the townsfolk, sometimes just taking control of their bodies for a time or sometimes wholly merging with them.

The pack’s first move was to investigate this new territory. The characters discovered that the locus on the Meers land was the source of the rogue spirit infestations. Spirits were using the locus to escape into the physical realm, and from there they would possess the locals as well as the numerous tourists that drive the town’s economy. The locus itself was a natural wellspring in the basement of the Meers house, which was guarded by a group of ghosts that the Alder Man had bound there.

After dealing with the ghosts, the pack quietly spent some time fixing up its new home before venturing into Manitou Springs. A pall hung over the town. The locals knew something was wrong but found themselves unable to do anything about “the Wanting”—their term for the bizarre acts they would perform as the spirits’ thralls. The

pack’s first hunts went well as the characters struck down a few of the worst spiritual offenders.

After going through some of the Meers’ left-behind diaries, the characters picked up some hints about the mysteries of the town. They decided to seek out the spirit Kerexuska, or simply “the Cat,” the Meers’ erstwhile totem spirit, and interrogate it about the Meers’ altercation with the Alder Man. While the spirit was unwilling to join them as a totem, it did provide information that would help them against the Alder Man. They learned that the odd “Claimed” trees they had spotted throughout the town were fueling the Alder Man, somehow giving the spirit even more power. In the past, the Alder Man had only planted the spirit saplings he needed to add to his power. This time, he masked the important trees along with dozens of other trees. Unless the characters could figure out which ones were the important ones, the pack would be forced to deal with the Alder Man at the peak of his powers.

The pack also gained an ally, the diminished city-spirit of Manitou Springs, known as the Girl in the Mists. She agreed to be the pack’s totem in return for their vows to not hunt any untainted humans in Manitou Springs.

The characters’ first foe as a true pack was the Pure werewolf Gwen Bright. Sent in disgrace, she came to Manitou Springs to investigate the new pack and test its defenses. In her desperation, she turned out to be a very difficult foe to overcome, but the pack was able to deal with her eventually.

Then, with their new spirit ally and crucial pieces of information, the characters needed only to find out which saplings they needed to strike in order to cut the Alder Man’s power. They journeyed to Colorado Springs to meet with the mysterious Pickering family of werewolves. After an eventful night in a funeral home, they learned where they must strike.

Now, under the light of the full moon, the pack must take out the crucial saplings before finally facing the Alder Man himself.



FULL MOON

Under the light of the full moon, Luna's warriors boldly take up arms. The Rahu take the lead in war, from quiet strikes against a rival's territory to open combat with their enemies. The full moon is not just a time of war, it is a time for all of the war's aspects, from the cunning plots of a general to the savage fury of the Gauru form. The call to war is not a simple call to glory, however. The Rahu are expected to be the most disciplined of Luna's warriors, and not devolve into mindless, bloodthirsty beasts.

In this final chapter of the Manitou Springs chronicle, the full moon shines down on the pack. Now is the time for war.



ABOUT THE ALDER MAN

The Alder Man has been the force acting behind the scenes since the characters agreed to take on the Meers' former territory. Until now, the chronicle has kept his actual goals a secret. Although the characters might not give him time to reveal his goals or his history to them, it is presented here so you can better understand what he wants and improvise his reactions during play.

Centuries ago, the Alder Man was the spirit of the forest that once covered the land now called Manitou Springs. He was an avatar of the predators that made the forest their home. He helped direct the predatory animals toward their prey, then he fed on the Essence generated by their hunts. The local Native American tribes treated the land as a sacred place where the spirits and men could meet in peace. The Alder Man tolerated these visits as long as the locals paid him due deference. Yet the Girl in the Mists actually welcomed the visitors and encouraged them to come to the springs as often as they needed.

Things changed when the white men came. The settlers eventually drove off the native tribes and founded the town of Manitou Springs, hoping to take advantage of the valley's mineral waters. The town started as a health resort, and the new inhabitants chopped down the Alder Man's sacred forest—a blow to the spirit's power. It tried to influence the growing town, but it had no spiritual “foothold” on the minds of men and the spirits of civilization. So it did what any predator would do when cornered. The Alder Man fought. It attacked the spirits and consumed them, taking their essence and combining it with his own. He had hoped that doing so would let him grow in power so he could drive away the humans. Instead, he lost his spiritual “core” and became a magath—a spirit corrupted by its own consumption.

The Girl in the Mists, however, adapted to the new visitors, becoming a city-spirit for the new town of Manitou Springs. The Alder Man hid in the forest, trying to master its new form and find a role for itself. For a time, he slumbered and dreamed. He awoke near the end of the 20th century, when the powerful spirit Gurdilag waged its war in the Shadow Realm of nearby Denver. During its slumber, it dreamed of a way to increase its power. The Alder Man split off pieces of its own Essence, and let germinate in them what little power it had left. By placing the “saplings” in a precise pattern, it then fed on the energies they generated in that precise arrangement. The spirit had also mastered a new, more dangerous power. In the past, it could only influence predatory animals; now it could dominate the minds of men as well.

The Meers pack eventually discovered the growing power of the Alder Man and quickly moved in to stop it. That pack's first battles were losses, and the Alder Man even killed one of the Meers. For a time, the pack retreated and the Alder Man rejoiced. Then, he learned what they had been up to: learning his weakness. They struck at his saplings and his power dwindled down. They attacked him again and he retreated. They tracked him for a time, until he finally lost them by hiding across the Gauntlet in a mortal shell.

For years, the Alder Man lurked in the back of the mortal's mind, afraid to come out, knowing that the vengeance of the Uratha would be painful and permanent. Like many of the spirits of Manitou Springs, he rejoiced at the news that the Meers were gone forever. But his joy was short-lived. To his surprise, he discovered that he had spent too much time in the mortal shell and could no longer leave it.

With the Meers gone, though, the Alder Man mustered his courage and went to the Meers locus. He was unable to free himself from his frail human body, but he was able to recover much of his lost power. In time, he was even able to plant his saplings once again, though this time he learned from his mistake and planted a great many other saplings on both sides of the Gauntlet, so that the crucial five would not stand out as targets. He also influenced the spirits of the area, encouraging them to cross over through the Meers locus. In time, he had a small army, as well as many spirits that were emboldened enough to try possessing mortal flesh for a time.

This was just what the Alder Man wanted. He could not just burn down the town (though the thought had crossed his mind). That might damage the spiritual reflection of the town, but the humans who lived there would just come back and rebuild. No, the Alder Man had to destroy the spirit of the town before he could destroy the town itself. Even in the mortal shell, his powers over human minds were considerable, so he made sure that the town would not be able to call for help as the spirits wreaked their havoc. In time, the Alder Man knew,

the town would be so spiritually tortured that physical destruction would follow naturally.

Then, a pack of werewolves (i.e., your characters) settled in Manitou Springs once again. The Alder Man had feared such a thing, but had planned for it by engineering enough Ridden to be used as soldiers and camouflaging his crucial saplings. The pack, though new to the ways of the Uratha, proved to be more troublesome than he had assumed. They weren't acting like the Meers. They did not set themselves apart from the town. For better and for worse, they were becoming a part of it. Their adoption of the town's former city-spirit could only make things worse. While some of the spirits who followed him suggested that they wipe out the Meers locus, the Alder Man refused. He knew that nothing would be so dangerous as werewolves protecting their den. If he was to beat them, it would have to be on his home ground. In fact, he is presently engineering a strike at the pack, though their actions in this chapter will force him to move ahead of schedule.

THE ALDER MAN'S PHYSICAL FORM

When the Alder Man fled the Meers, he took the first host he could find. His choice was skewed by his perceptions. He was looking for a predator and thought he'd found one. At first, he was distressed to discover that he was in the body of a tired old man. Then, probing the recesses of that man's mind, he discovered that he actually was in the body of a predator after all, though not the sort he had in mind.

Charlie Morris grew up during the Depression. A child of the Dust Bowl, he swore he would never be that hungry and poor again. He was neither handsome nor educated, but he had one weapon he wielded with precision: He knew how to exploit people's weaknesses. A borderline sociopath, he was able to find weak-willed women with a little money and become the most important thing in their lives. He never held on to these women for long, however, as he would find another younger one and "trade up." This cycle of abuse continued for most of Charlie's life. Now, old and friendless, he exploits his relatives and even his estranged children. He's not afraid to open a credit card in a relative's name and use it until someone calls him on it. When that happens, he turns on the waterworks about being "old and alone" and his frustrated relatives let him get away with it. He's never exploited someone who would hold him accountable, so he continued on through life, living off his third wife's pension, never having told the company that he's remarried twice since then, which would have cut off the benefits.

Charlie was single and living in a small but quaint house in Manitou Springs when the Alder Man sensed his nature—and finally, the user became the used. First simply making Charlie a living fetter, then possessing him, then finally claiming him outright, the Alder Man has learned from his host. In doing so, he has become more subtle in his machinations. He has delayed direct confrontation

with the Uratha thanks to Charlie's lingering influence. His ideal plan against them is subtler than it would have been long ago, but ironically he will not have time to play it out now that the pack is onto him.

THE NIGHT OF FIRE

Read the following text to the players:

The full moon shines down from above, and the time for war has begun. Thanks to the Pickerings, you know where to strike the five key trees to cut the Alder Man's power, and the order in which to strike for maximum effectiveness. You know the ban that will protect you from the spirit guardians that defend the saplings—Kerexusaka told you. But it won't be easy.

At this point, allow the characters time to make whatever final preparations they desire. Some might want to arm themselves for war. Others might want to pray or go into town for one last fling. They might even want to warn a few select people to stay inside that night, though the Alder Man may have people or spirits listening to the telephone lines.

As the characters are making their plans, keep in mind a few points and be ready to correct any misapprehensions the players have or guide the discussion if the players are having trouble with some concepts. First, once the characters strike at the first sapling, the Alder Man will sense the disruption in the Essence flow and marshal his forces to protect the others. The character's might also start debating splitting their forces and attempting to take down all five saplings at once. It would be safer to go after them in sequence, however, for a couple of reasons. The first is that the trees must be destroyed in proper order (as Obadiah Pickering pointed out in the last chapter) so that the Essence properly returns to the Shadow Realm without any harmful consequences. The second and more sobering one is that the Alder Man is sure to appear at one of the sites, and if he proved a difficult challenge for a pack of experienced Uratha, then the luckless character who had to face him alone would certainly be going on a suicide mission.

DESTROYING A SAPLING

The "saplings" (as they have been referred to earlier) are actually fully grown alder trees, the kind seen all over town. The "sapling" term refers to their growing *spiritual* nature, not their physical stature. The trees have no innate powers or abilities other than funneling Essence to the Alder Man. Therefore, a player's dice roll does not determine whether the character hits the tree—only how much damage the tree sustains. The trees are too big to bite through, even if the character is in the Urshul or Gauru form, but characters can inflict damage with their claws. The trees have a Durability of 1, which means that the first success on the damage roll is thrown away. The saplings have a total Structure of 11, which are the equivalent of Health points or Corpus. Once a tree sustains 11

Structure points of damage, that tree is destroyed and no longer capable of funneling Essence to the Alder Man.

A player might even want his character to try to uproot the trees. Doing so would require the werewolf to be in the Dalu form at least, but he could attempt the effect in Gauru form but will have to resist Death Rage while doing so. (Uprooting a tree isn't exactly an *attack*, after all.) When a character is attempting to bodily uproot a tree, have the player roll Strength + Stamina and apply the total as "damage" above. The tree's Durability does not apply, but the characters cannot use claws or tools to assist in the effort.

An ax is a 3(L) weapon, and it cannot be hidden under a coat. A hatchet is a 2(L) weapon, and it can conceivably be concealed.

Destroying the saplings also generates a burst of Essence that can be felt on the material side of the Gauntlet. Each player should make one Harmony roll, on which every success yields a point of Essence. A great deal of Essence is released in each such burst, but only the werewolves who are present at the scene can actually snatch it out of the air and absorb it before it dissipates back across the Gauntlet.

FIRST STRIKE

The first sapling is in one of Manitou Springs' numerous small parks. Due to the recent odd events, keeping parks clean and safe has been a low priority, and the parks have become a haven for illicit activity, from liaisons hidden in the shrubs to groups of kids shooting up. The spirit sapling is in the center of the park, by one of the mineral water fountains. Ask the players how their characters intend to approach the park, what they are bringing, and all sorts of other leading questions that imply that there are 1,001 Ridden waiting for them in the shadows. In fact, though, the only threat to them is a few drunken teenagers who might stumble across them while they work. Chopping down a tree is noisy affair, and six Manitou Springs high school students will wander over to see what's happening. They should be considered to have all Abilities of 2, though because of their drinking, take a -1 penalty to all of their actions. They should stumble in when the pack is halfway through chopping down the tree. Have the players make perception rolls at the halfway point. If they succeed, they hear footsteps of people approaching. Hopefully, as the Storyteller, you should have the players keyed up enough that they might want their characters to preemptively attack. If they do dive into the bushes, they suddenly hear the Girl in the Mists shrieking in their ears in protest. Lunacy should drive all of the kids away if any of the characters is in a Lunacy-inducing form, but alcohol has given these teens enough courage that they will be belligerent to any normal-seeming people.

When the pack comes toward the sapling with axes in hand, the sapling's Al'Ath (check Chapter Two for traits) manifest and start to attack. Then, provided the characters have remembered the Al'Ath's ban, the spirits stop in

confusion. While the pack is chopping down the tree, the Al'Ath buzz with confusion and quiver in agitation. When the tree is chopped down (or uprooted or torn asunder or whatever), an odd rushing fills the air, and a feeling comes over them akin to their ears popping as the Essence flow dissipates. The Al'Ath then vanish once again.

SECOND BLOW

With the destruction of the first sapling, the Alder Man starts to get worried. Sure, his Essence-harvesting pattern will sustain itself (though it won't *grow*) as long as even one of the crucial "Claimed" trees still stands, but the werewolves weren't supposed to be able to figure out which of the saplings were the crucial ones. With a few mental commands, the Alder Man summons his troops to fortify the saplings.

The second sapling is at the church led by Father Evan Dickerson. It is one of the two trees on each side of the church's main doors. Dickerson is in the small church office building adjacent to the church, working on his sermon for the next week. He will hear any chopping sounds and appear immediately, a baseball bat (2(B) damage) in hand. It is possible that the characters might have had contact with Dickerson throughout the chronicle and might be able to convince him to be somewhere else that night. He is very protective of his church, though, and it would take a lot of convincing for him to be away if he thought there was any danger to it.

While the pack is chopping down the tree, Dickerson will arrive at the same time as the Al'Ath and three Fire Birds, magath working for the Alder Man, materialize. The Fire Birds' Blast Numina hurls fireballs at their enemies, and their first order of business will be to destroy the characters' alder branches with fire so that the characters will be vulnerable to the Al'Ath. Aiming so carefully, especially in combat, inflicts a -4 penalty to the roll for the spirit to hit, and failed rolls send errant fireballs flying into the scenery. (Destroying one of the characters' alder branches requires only a single success on the attack roll, though the characters can just as easily spend a turn tearing another branch off the tree they've come to chop down.) The spirits are careful to use their Influence over fire to keep any flames away from the sapling, but they are not so careful about the church or the rest of the grounds.

Depending on his reaction to Lunacy at this point, Dickerson might flee into the church itself and be too paralyzed with fear to leave, even if the building catches fire. Should a fire start as a result of too many misses on the Fire Birds' part, an out-of-control blaze might spread to the surrounding buildings if the characters do nothing to stop it with the fire-extinguishers and garden hoses on the premises. As many of the city's volunteer firemen are suffering from "the Wanting" it could take some time for them to work effectively to put out the fire. Fortunately, the surrounding buildings are unoccupied at night, so at most, only some property will be lost.

THE ENEMY RALLIES

As the characters make their way to City Hall, the site of the third sapling, they see the flashing lights of the police cars parked in front of the tree. There are three squad cars and eight deputies (see Chapter Two for their traits) in front of the tree, which is one of the row of trees planted in front of City Hall.

Before the characters get where the deputies can see them, the Girl in the Mists informs them that those police are not Claimed, but merely Urged. As such, she forbids them from doing them harm. The police, on the other hand, have no such compunctions. They are armed and expecting the Uratha. (Though, to their muddled perceptions, they think the characters are terrorists. Even should they see the characters approaching in wolf form, they attack, thinking that terrorists are belly-crawling toward them.) Thanks to the spirits urging them, they are immune to Lunacy. They are armed with shotguns.

How the characters deal with this situation is up to the players, but one strong possibility presents itself. The deputies think they are defending City Hall from some sort of terrorist attack, but their muddled minds don't quite know whence the attack will come. If the characters could cause a distraction around the back of the building, that might draw the deputies away long enough for them to deal with the tree out front...

THE BATTLE OF MANITOU HIGH

By now, if things have gotten out of hand, the city of Manitou Springs could be boiling. People might be hearing sirens tearing through the streets on the way to the church. Any gunfire from the battle with the police will have woken others. People have been scared for a long time, and now their terror levels have popped up to Red. People who have guns might be barricading themselves in their homes and firing on anyone who comes close. Others are dialing 911 only to hear static. The television is no help, as there's no local news coverage and the local radio station's auto-player is broadcasting the standard evening music mix.

Regardless of how aware the people are, the spirits definitely know something is up. Those who enjoyed their freedom are realizing that the party might just be over. Some are already fleeing, retreating back into the Shadow Realm. Others are grabbing one last night of pleasure before breaking the bonds of their fetters and moving on. A few believe that the Alder Man will emerge victorious, but with each ripple in the Essence, his followers retreat. Some braver spirits might try to get one last lick in on the Uratha. If the pack is doing exceptionally well, pick out a few of the spirits detailed throughout the **Manitou Springs** chronicle and have them attack the characters as they make their way to the fourth sapling, in the quad of Manitou Springs High School.

The previous saplings have been relatively easy to get to, though they have had both the Al'Ath and other spirits (and Ridden) as defenders. This time it's not as easy. The pack will have to get through to the center of the Manitou Springs High School quad, which is surrounded by the various school buildings. The characters could climb over the buildings or tear through whichever one seems easiest for them. If any of the previous stories have taken place at MS High, feel free to re-use any pertinent pieces of the setting of your own invention.

Either way, the Alder Man's physical forces have rallied at the high school. They've barricaded the doors and closed shutters on the windows so it's not a cakewalk. Whatever route the characters take, they will encounter resistance in the form of Claimed. While each of the Claimed are individuals, a generic "Claimed Defender" has been provided to make the bookkeeping aspects of the combat easier. These Claimed know that if the Alder Man fails, they will be prey for any werewolf. They are desperate, and many of them will fight to the death.

The pack should have to face three waves of defense. Wherever they first attempt to enter, have two or three defenders meet them there. The pack should make short work of them, but the combat will draw a second wave to them as they make their way through the building. This group should be large enough to give the pack trouble, but not too serious. By now, you should be experienced enough running your group of players to estimate how many defenders that should entail. This number should reflect how well the pack has been doing thus far as well. If the characters have stomped over all their enemies so far, throw a lot of defenders their way. If they've had a rough time, now might be a time to go a little light on them, as they've got two more large conflicts to go in a single evening. The final wave will be in the quad. A hastily erected barricade of desks and chairs surrounds the sapling, and a large group of armed defenders is waiting for them. This group should give the pack a lot of trouble, especially considered their defenses. The werewolves can recognize that these are Claimed (and so fair game according to their totem) by the strange modifications to their bodies (see game traits on page 9).

FURY

The final battle against the Alder Man will take place at a small house in a cul-de-sac of a pleasant little neighborhood. The sapling is in the backyard of a little old man, Charlie Morris (a.k.a. the Alder Man).

If the evening's chaos has been building all this time, the power and phones in Manitou Springs are now out, giving the pack (and the spirits) a little extra cover. Regardless, up until now, the full moon has been hidden behind dark clouds. As the pack reaches the house, the clouds part and Luna's glory shines down from above.

This battle should test the pack to its limits. By now, the characters should be low on resources, with their Es-

sence supply running low, even with the temporary boosts given by destroying the saplings. Take a close look at the Alder Man's traits and the present state of the characters. If the pack has done incredibly well, the Alder Man may have a few spirit or Claimed helpers. There should be Al'Ath protecting the tree (and this time, carrying Alder branches does not help thanks to the Alder Man's direct influence) so they can't just ignore him and go straight to chopping the tree down.

To further complicate the situation, after four or five turns of combat, Sheriff Powe might arrive—depending on the circumstances. The Alder Man called him when the Uratha first started attacking saplings, telling him that the source of all of the town's trouble was coming to Charlie Morris's home. While Powe doesn't necessarily trust the voice on the phone, he does come investigate, unless the werewolves have been spreading havoc all over the city thus far. (Ironically, this complication arises only if the werewolves have *not* been drawing attention to their activities.) If Sheriff Powe arrives, the Alder Man shrieks for help like an elderly victim, in the hopes that Powe will take down at least one of the pack before realizing what's happening.

Unfortunately, Sheriff Powe is a normal man, so even if he attacks first, the characters are bound by the strictures of their ban not to harm him. Fortunately, Sheriff Powe is *only* a normal man, so he is affected by the Lunacy. He is wolf-blooded, and his Willpower is such that he will not flee in terror outright, but if five dangerous-looking people suddenly turn into five dire wolves or five hulking wolf-men in front of him and make threatening moves toward him, he will wisely flee. (Should one of the characters try to scare Sheriff Powe away without actually hurting him, have the player roll Manipulation + Intimidation + Primal Urge versus Sheriff Powe's Composure + Resolve of seven dice. If the player gets the most successes, Sheriff Powe flees.) Unfortunately, he'll only be fleeing to gather more backup from his deputies, and the urged deputies are immune to the Lunacy. Fortunately, the time it will take him to leave and return with any sort of backup will give the characters ample opportunity to finish dealing with the Alder Man, tear down the final sapling and vanish back into the night.

(Keep in mind, however, that if the characters have made a bad impression on Sheriff Powe *and* given him the impression that they are werewolves, he will have melted down his family's silver and recast it into bullets. He has one clip of said bullets, and he won't be afraid to fire a shot or two to keep a threatening werewolf at bay.)

The setup for this confrontation seems bare-bones and basic, and that's just as it's intended to be. The sapling is the only tree in the fenced-in yard, standing right in the center. When the Uratha arrive and start attacking the tree, Al'Ath materialize and start trying to attack. One turn later, the Alder Man himself shows up and starts trying to fight the characters off himself. That just leaves the Uratha and their enemy on flat terrain in relatively close quarters, which leaves concerns of strategy and tactics by

the wayside. If the werewolves try to just ignore the spirits and their master and attack the sapling, the Alder Man just heals it, making them waste their energy. That leaves nothing but to tear the Alder Man down once and for all with all the savage fury at the werewolves' command.

And most Uratha wouldn't have it any other way...

THE DAWN

As the smoke clears and the town of Manitou Springs wakes up from a long dark night of blood and fire, a new day arises. The town is free of the Alder Man and many of the spirits who used it as their playground wisely flee. Even the Al'Ath seem listless and numb without the Alder Man to shore up their sense of purpose. For a short time, the characters may rest and lick their wounds before their next hunt. But for werewolves, there is *always* another hunt.

This section contains a few short suggestions about future hooks for a chronicle set in Manitou Springs should you decide to set one there on your own.

- Sheriff Powe might some day come to accept that the Alder Man was the true source of the evil in the town—depending on how things went in the final confrontation scene. That does not make him ready to openly embrace a pack of werewolves, however, especially if he saw them heroically ripping an old man to shreds. The characters can tell him all they want that they couldn't have done anything else, but he's only human. There's only so much he can accept. For now, he's just going to watch the characters closely and have a gun with silver bullets on him at all times.

- Although the town of Manitou Springs is free of the influence of the Alder Man, the psychic scars remain—especially if the werewolves' hunt caused widespread chaos throughout their territory. While many of the spirits who encouraged “the Wanting” have fled or curtailed their behavior, the ones who fed on the pain and suffering are still around. The pack might need to drive off these spirits or lure in spirits of healing so that the area's Essence does not fester.

- The Pure Tribes pack mentioned in Chapters Two and Four will certainly continue to take an interest in the pack. The Pure might not want the pack's land today, but they certainly want the Forsaken dead.

- Obadiah Pickering certainly helped the pack without any thought to the cost, didn't he? There was a reason he helped them so easily, though. The Alder Man's Essence-harvesting matrix intrigued him greatly, as did the control the Alder Man seemed to have over the local spirits, so he wants to study that power himself. Perhaps he can use it. What he plans on doing with it is left in your hands, but the Pickering family is known for summoning and binding powerful dark spirits of the Shadow, so it can't be good for the old man's neighbors. (For more information on the Pickering's, see **Hunting Ground: The Rockies**.)

- As the Shadow Realm of Manitou Springs heals (with or without the pack's help), the Girl in the Mists begins to regain her former powers. Her powers will increase

even without the aid of the players spending experience points on the Totem Merit. As that happens, her demands on the pack and her bans' severity will increase to the point where she becomes a hindrance to them. The pack must then find a way to deal with her.

- The characters' successes have made them somewhat famous, especially as models of what Max Roman's multi-tribal packs can accomplish. This renown makes them targets for other packs who want to make a name for themselves, though, as well as Max's numerous enemies who want to see him fail.

DRAMATIS PERSONAE

Following are the descriptions and traits of most of the characters the packmates meet in "Our Town."

FIRE BIRDS

Magath Hybrids of Hawks and Fire-Spirits

Description: Like the Alder Man, these spirits are magath, the result of hawk-spirits preying upon fire elementals. They appear to be large hawks, though the bright reds and yellows of their plumage is unlike anything from the physical world. Heat warps the air around them, especially when they fly. The Alder Man intends them to counter the characters' discovery of the Al'Ath's ban.

Attributes: Power 2, Finesse 5, Resistance 2

Willpower: 4

Essence: 13 (15 max)

Initiative: 7

Defense: 5

Speed: 22

Size: 2

Corpus: 4

Influences: Fire ••

Numina: Blast, Chorus, Materialize, Material Vision, Scorching Aura, Wilds Sense

Influence (Fire ••): With a roll of seven dice, 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. It can also subtly manipulate that fire for 10 minutes per success, encouraging it to grow more quickly, more slowly, or in a certain direction.

Blast: Roll seven dice and add two dice to the roll for every point of Essence spent to fuel this power, as the spirit sends a gout of flame at an enemy. The fire inflicts lethal damage, and it is perfectly normal fire once it hits something. Should it touch the ground, for instance, the grass starts to burn. As would the church or even the sapling itself, should your roll a dramatic failure on an attack roll. If the spirit does harm the sapling, the Al'Ath turn against it immediately.

Scorching Aura: By spending three Essence, the spirit becomes superheated for the turn, so that anyone touching it suffers 1(L) damage automatically.

Attacks

Type	Damage	Dice Pool
Talons	1(L)	8

Ban: They take automatic damage from water. A small splash (like from a glass of water) inflicts one point of damage; a fire hose inflicts four points of damage, provided the user is successful on a Dexterity + Strength roll made to aim it properly.

CLAIMED DEFENDER

Footsoldier in the Alder Man's Army

While each of the Claimed are individuals, this generic template has been provided to make the bookkeeping aspects of the combat easier. Not every defender has the same powers or weapons, but the following are some that they might have. All of them are immune to Lunacy.

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 4, Dexterity 4, Stamina 4, Presence 2, Manipulation 2, Composure 2

Skills: Athletics 2, Brawl 3, Crafts 2, Firearms 2, Intimidation 3, Larceny 2, Occult 3, Stealth 3, Subterfuge 3, Weaponry 2

Merits: Fast Reflexes 2, Fleet of Foot 2

Willpower: 5

Morality: 4

Virtue: Prudence

Vice: Gluttony

Initiative: 8 (with Fast Reflexes)

Defense: 2

Speed: 15 (with Fleet of Foot)

Health: 9

Tough Hide: 1/1 Armor

Claws: Could be anything from glass protrusions to cat-claws to rusty iron nails sticking out of their knuckles.

Fangs: Could represent anything from a wickedly distended jaw full of lamprey teeth to having mouths in odd places such as in the palms of their hands.

Tentacles: These appendages inflict only bashing damage, but they can reach a character from more than a yard away.

Altered Perception: Some might be able to see in the dark or have other enhanced senses (up to +2 for perception rolls, as werewolves in Dalu).

Attacks:

Type	Damage	Dice Pool
Club	2(B)	8
Knife	1(L)	7
Claws	1(L)	8
Fangs	2(L)	9
Tentacles	1(B)	8

Firearms:

Type	Damage	Range	Dice Pool
Pistol	2(L)	20/40/80	8
Rifle	5(L)	200/400/800	11

CHARLIE MORRIS

a.k.a. The Alder Man

Description: The Alder Man appears for all the world to be a little old man with white hair and old-fashioned glasses. When the Alder Man is emulating Charlie, he speaks very quickly, chewing his words. When he speaks normally, though, it is with a deep voice that booms like someone pounding a gigantic drum.

Storyteller Hints: The Alder Man can spend one Essence to heal one lethal wound or two bashing wounds. When his body is eventually destroyed, he will be plunged back across the Gauntlet, deep into the Shadow Realm to re-form in a much-weakened and confused condition. Hunting him down in the Shadow Realm will prove nigh impossible, as it is unclear exactly *where* magath go to re-form after being disincorporated. What is clear, however, is that if the characters do not destroy his last remaining sapling, he will re-form relatively quickly and come back some day just as strong as ever...

Attributes: Intelligence 4, Wits 5, Resolve 6, Strength 7, Dexterity 4, Stamina 8, Presence 5, Manipulation 4, Composure 5

Skills: Athletics 1, Brawl 3, Crafts (Quilting, Gardening) 2, Drive 1, Empathy (Weaknesses) 3, Firearms 1, Intimidation 2, Larceny (Fraud) 2, Medicine 1, Occult 5, Socialize 4, Stealth 2, Subterfuge (Lies) 5, Survival (Forest) 4

Merits: Allies 5, Contacts 5, Direction Sense, Inspiring

Willpower: 11

Essence: 20

Morality: 3

Virtue: Temperance

Vice: Wrath

Initiative: 9

Defense: 4

Speed: 16

Health: 13

Numina: Armor, Chorus, Claim, Crushing Blow, Living Fetter, Luna's Dictum, Material Vision, Nature's Vengeance, Plant Growth, Possession, Reaching, Sense Malice, The Right Words, Two-World Eyes, Wilds Sense

Armor: By spending two Essence, the Alder Man has 1/1 armor for a scene. By spending five Essence, he has 2/2 armor for a scene.

Luna's Dictum: The Alder Man speaks an active command, and you spend one Willpower and roll Presence + Intimidation (seven dice) against the victim's Composure + Primal Urge. The command must be a simple one that does not lead to the target or his allies being directly

harm. The Alder Man can use this in combat. He could tell the werewolf to "Sit," which the werewolf would do until something tried to hurt him (or unless something was already hurting him). If the werewolves attack the sapling with fire, he could command one of them to "Put out the fire." He couldn't command the character, "Don't hurt me," because that's not an active command to *do* something. Mostly, the Alder Man has used this power to get what he wants from people in Manitou Springs when Charlie's natural "talents" in that arena don't pay off. He also uses it on the spirits he can't simply cajole into doing his will.

Nature's Vengeance: Spend one Essence and roll Intelligence + Survival (eight dice). Each success animates roughly 25 square yards worth of vegetation. (Charlie's backyard is a healthy half-acre in size, so that's roughly 2,500 square yards. Use the characters' Speed to determine how long it takes to get out of an affected area.) The vegetation can do little more than hit, trip, grab, or squeeze. A patch of ivy (from the fences around the yard) has the equivalent of Strength 2, while a large tree has a Strength of 10 or more. Each victim caught in the area suffers a -2 reduction to Speed due to grasses and weeds pulling at his feet. Victims also suffer a -1 penalty to other physical-action rolls while being accosted. In addition, each victim may be the subject of one attack from nearby vegetation each turn. Two bashing damage are inflicted automatically. This damage ignores armor and a subject's Defense.

Plant Growth: Spend one Essence and roll Wits + Survival (nine dice). Each success rolled increases the size of a plant or group of plants by a cubic yard, at a rate of one minute per cubic yard. The vegetation can grow in any shape. The effects of the growth are permanent, though the plants can be trimmed or destroyed as usual. One or two successes are required to create a simple shelter for an individual. The Alder Man uses this Gift exclusively to "heal" damage done to the final sapling.

AUTHOR'S DEDICATION

Without players, a Storyteller is just someone with a stack of rulebooks and ideas burning to get out. Rick Jones would like to dedicate this online chronicle to: Andrea, Andy, Angelo, Elizabeth, Erica, Ginger, Greg, Jae, Jason, Kelly, Michael, Mike, Pete, and all the other folks who've sat on the other side of his Storyteller screens over the years.

MIKE BERRINGER

Mike's traits improve for "Our Town" as he gains an additional Gift called Nightfall. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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.

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).

Nightfall (Technology ••): Spend one Willpower and roll Wits + Larceny + Cunning (six dice). At a point somewhere within unaided visual range, all of the electric lights in a 2,000-square-foot area (doubled for every additional success) cease to function for a scene.

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.

Totem: Mike and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CHRONICLE: 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) ●●●●●

Totem ●●●●●

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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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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 _____ 00000

GLORY _____ 00000

HONOR _____ 00000

WISDOM _____ 00000

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: 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: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),

Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

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)

Nightfall

(Wits + Larceny + Cunning)

Partial Change

(Stamina + Survival + Primal Urge)

Rituals: ●●●●●

Rite

Rite

Page

RYAN MASTERSON

Ryan's traits improve for "Our Town" as he gains an additional Gift called Read Spirit. 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.

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.

Read Spirit (Crescent Moon ••): Spend one Essence. Roll Intelligence + Occult + Cunning (six dice; neither Occult Specialty is appropriate). If successful, a Lune (a helpful moon-spirit) reveals a spirit's name (if it has a name), type and Rank. Another pertinent fact is also gained for each success after the first. "Pertinent facts" include the spirit's Power, Finesse, or Resistance; its Willpower; its Essence; its Speed; or what Charms

it has (on a one-Charm-per-success basis). These revelations are always couched in in-character terms. The Gift reveals that a spirit "has an exceptional strength of will," not that the spirit "has Willpower 9." This Gift may be used only once on any given spirit during a particular scene. The spirit to be read need not be under the werewolf's power or even be present for this Gift to work, but Ryan has to have at least had some personal experience with the spirit in order to invoke this Gift.

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.

Totem: Ryan and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

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) ●●●●●

Totem ●●●●●

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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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WILLPOWER

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ESSENCE

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PRIMAL URGE

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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 _____ 00000

HONOR _____ 00000

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): 3

STAMINA(+1): 3

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): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

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): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

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): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: ●●●●●

Gift

Death Sight

Two-World Eyes

Read Spirit

Roll

N/A

(Wits + Occult + Wisdom)

(Intelligence + Occult + Cunning)

Page

Rituals: ●●●●●

Rite

Rite of Dedication

Banish Spirit

Call Gaffling

Roll

Harmony

Harmony

Harmony

Page

NADINE KELLER

Nadine's traits improve for "Our Town" as she gains an additional Gift called Silent Fog. 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.

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.

Silent Fog (Weather ••): Spend one Essence and roll Manipulation + Survival + Cunning (three dice). If successful,

a cloud-spirit summoned with this Gift congeals from the air, and a dense fog covers 40 square yards. It may thereafter be directed to move in any direction at a rate of 20 yards per turn. While within the fog, a perception check at -2 is required for observers to spot someone more than one yard distant. Even if intended victims are spotted, ranged attacks are treated as if those within the bank are substantially concealed. Nadine and her pack are not hindered by the Gift's effects in any way. Silent Fog lasts for an entire scene or until Nadine dismisses the spirit.

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. 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.

Rite of the Spirit Brand: The rite involves summoning moon-spirits who then witness a werewolf's reasons for advancing in one of the Renown Merits. If the Lunes accept the tale, then the werewolf is marked with silver brands that appear when the werewolf is in the Shadow, marking him so that spirits will know of the werewolf's standing among his people and among spirits. Roll Nadine's Harmony in an extended action. The rite is successful if you accumulate 15 successes (each roll made in this effort accounts for one minute of in-game time). 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.

Totem: Nadine and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

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) ●●●●●

Totem ●●●●●

●●●●●

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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

●●●●●●●●●●
□□□□□□□□□□

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: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●●●

Gift

Scent Beneath the Surface

Call the Breeze

Silent Fog

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

(Manipulation + Survival + Cunning)

N/A

Page

Rituals: ●●●●●

Rite

Shared Scent

Rite of the Spirit Brand

Roll

Harmony

Harmony

Page

KATE STONE

Kate's traits improve for "Our Town" as she gains an additional Gift called Camaraderie. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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.

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.

Camaraderie (Inspiration ••): Speak for a short time about the need to overcome differences and roll Manipulation + Persuasion + Wisdom (seven dice; Kate's Oratory Specialty for Persuasion applies). If successful, all listeners gain a +1 modifier to Resolve + Composure rolls to resist the Death Rage for the scene. In addition, if any of the subjects assist one another on a specific action during the scene, the contributors each gain a +1 modifier to their rolls to help.

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.

Totem: Kate and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

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) ●●●●●

Totem ●●●●●

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FLAWS

EQUIPMENT

dedicated outfit, stylish clothes,

gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

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

●●●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□□□
-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 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: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: ●●●●●

Gift

Crushing Blow

Pack Awareness

The Right Words

Camaraderie

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

(Manipulation + Persuasion + Wisdom)

Page

Rituals: ●●●●●

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Our Town" as he gains an additional Gift called Attunement. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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.)

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.

Attunement (Full Moon ••): Spend one Willpower, and roll Wits + Brawl + Wisdom (five dice) – the opponent's Resolve. The character exploits a weakness and may ignore the first two dots of a single opponent's Defense for the remainder of the scene.

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).

Totem: Randall and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the 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 ●●●●●

Totem ●●●●●

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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

●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□
□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

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: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift
Clarity

Roll
N/A

Page

Attunement (Wits + Brawl + Wisdom - enemy's Resolve)

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: ●●●●●

Rite

Roll

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