



FORSAKEN

Chronicle's Guide

Volume IV:
To Rip
Asunder

WEREWOLF
THE FORSAKEN®

the World of Darkness

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WEREWOLF

THE FORSAKEN

Volume I:
to Isolate

Volume II:
to Rebuild

Volume III:
to Transform

Volume IV:
to Rip Asunder



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FORSAKEN

Chronicler's Guide

A Chronicle Companion
for Werewolf the Forsaken™

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INTRODUCTION

Welcome to the hunt.

Over the past five years, **Werewolf the Forsaken** has taken us many places. Places like the Rockies, the Spirit Wilds, and the Loci of Great Britain. **Forsaken Chronicler's Guide** seeks to take your troupe to other places entirely, to do things you never expected **Werewolf the Forsaken** to do. In these four volumes, it'll show you love stories, epic adventure, body horror and everything in-between. It's a labor of love, a series of kits written to spotlight, intensify and otherwise examine specific elements of the werewolf condition. Some go so far left-field, we can't even call them Forsaken. Some take comfortable features of the game, and twist them into new directions. Look ahead and see what five years of experience has taught us. Step out of your comfort zones. Let's tell some remarkable stories together.

HOW TO USE THIS BOOK

This product has an unorthodox format. It's comprised of four volumes, not unlike traditional chapters. Each has three or four kits that share a common theme. Each features a foundation for the chronicle, ideas for Storytelling, traits for the players' characters to emphasize that style of play, and ex-

amples of how the Storyteller can use the Storytelling System to embody the chronicle's themes. Each volume showcases something different to the game as-written. Depending on what you want to do with your chronicle, you may be interested in one or more sections.

The true value of this supplement comes when you combine the multiple sections, picking and choosing hacks from each. For example, in a coming of age game (Volume One), simplified Gifts (Volume Four), might make the game flow better for your gaming group. Or you might focus on the romance aspect of a high-school story (Volume Three). Each kit is designed to exist independently, but many are suitable for mixing and matching. Here's what you'll find within the **Forsaken Chronicler's Guide**:

VOLUME ONE: TO ISOLATE

We strip **Werewolf the Forsaken** down of its fundamental components. Each kit herein takes something we're used to and throws it by the wayside. They leave werewolves alone in an unknown world to face whatever comes their way.

When Uratha first change, their lives are awash with alienation and pain. There's no structure. There's no security blanket. When we remove structure, we aim to tell wonderful **Coming of Age** stories.

The game, as written, assumes a great deal of control on part of the Uratha. They choose when they shift, when they conduct epic hunts, and when to bargain with spirits. Without that control, **The Moon's Curse** has werewolves as immortals that shift only during the full moon, and when wounded to the point of death. They leave bodies in their wake, but don't remember their vile hunts.

Packs are the most common organization amongst Uratha. But what if you're playing a game with only one werewolf? What if the werewolves are not pack creatures, but instead solitary predators? **Lone Wolves** shows us stories where werewolves keep to themselves and trust only as far as their claws can grasp.

VOLUME TWO: TO REBUILD

With Volume One, we took away from the Forsaken and left them alone against the world. With Volume Two, we give to them new structures to experiment with. Every kit in this section adds a layer of depth to the game as written.

Werewolves are the world's greatest hunters. They often hunt spirits. **Spirit Predation** stories add to that concept, giving Forsaken the chance to hunt spirits not just for essence, but also for blessings dependent on their prey.

Packs are the highest form of actual organization Forsaken acknowledge. **The Circuit** has werewolf packs competing for supremacy, and using duels and challenges to resolve disputes.

Forsaken are underdogs. They're hated by the world. **Freedom Fighters** adds a layer of nobility, where the Uratha are truly fighting for a cause. They become more like guerillas, fighting a timeless war they know they're going to lose.

VOLUME THREE: TO TRANSFORM

We've taken, we've given. Now, with Volume Three, we seek to spin **Werewolf the Forsaken** on its heels, to make it something completely new and change your perceptions of what the game can be.

Hunting Grounds: Ancient Sumer has the Uratha of modern nights in a parallel chronicle with the mighty *Ur-Sag*, dog-headed heroes of the ancient Sumerian city of Bau. No longer Forsaken, the Uratha take places as god-kings.

The Oath of the Moon explicitly forbids mating between the Uratha. Such deviance has terrible results. What if we remove that, and instead focus on interpersonal, romantic and otherwise sexual relationships with werewolves? We have **Everything You Ever Wanted**, focusing on a more urban fantasy take on the game.

Packs United assumes a higher structure amongst the Forsaken. There's a hierarchy beyond a local pack, and grand Conclaves of Forsaken rule over the race. Experience a new level of blood and politics.

VOLUME FOUR: TO RIP ASUNDER

Now that we've taken, given and created something new, we're going to make like Uratha and tear it all to hell. In this final volume, we demolish the game mechanics, and offer something new to replace them.

What are werewolves, ultimately, but uncontrolled humans? **Wild Children** are just that: Humans that live only to cause mayhem and gratify themselves. Not Forsaken by any stretch of the imagination, these characters filter down the core pathos that makes playing werewolves fun, without the complexities of the full game.

All Good Gifts takes a long look at the spiritual powers of the Forsaken, and approaches them in a simpler, more holistic way. Werewolf abilities become personal and unique, often subtler, but altogether new and much more primal.

Do you want to play werewolves, but don't want to bother with the complex systems and character creation? **The Emergent Beast** strips the Storytelling System down to a smidgen of its previous self. Characters exist as a small series of traits, centered mostly on Renown. The game is simplified, to allow more energy spent to emphasize its strengths.

The Family removes tribe, Auspice, Gifts, Rites, and most everything else from Forsaken existence, along with the Shadow and most aspects of the condition. In the wake of all that removal, we leave the pack as the sole organization and interest of the Forsaken. This allows for complex systems of trust and betrayal to drive the game.



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VOLUME III

TO RIP ASUNDER

Forsaken: The Wild Children

By Chuck Wendig

You come with me, you're on a journey.

You leave this safe and boring world
and strap into a wild ride.

You won't know where you're going.

That's okay—because I don't know where I'm taking you.

All I know is that life is short,

but my teeth and my claws are long.

The night awaits us, and I am hungry.

Aren't you hungry, too?

WILD AT HEART

You are human. Mostly. You look human. You speak the language. You walk the walk. But something inside you, *goddamn* it, wants to come out. It's like a wolf at the door, a snake in a basket, a whole fucking hornet's nest just rocking back and forth from the restlessness of the creatures inside. You can't contain it, and why would you want to? It feels so good when you let it out. Congratulations—you're one of the Wild Children. You have become blissfully Forsaken.

PLAYING A WILD CHILD

This is a whole different bag of tricks from playing one of the Uratha. In this mode, you're not playing a werewolf, exactly. You're playing a human with a wild heart and the soul of a wolf—a hungry wolf, a wolf that gleefully rolls in the carcasses of its enemies, a wolf that runs loose and fucks without regard for anybody else.

You do not shapeshift into a werewolf. The Wild Children do gain some very small shape-shifting benefits (beginning with, but not limited to, claws and fangs), and they can manifest other Physical benefits, too (see Powers and Abilities, below).

You do not know of, or care about, spirits. That's not to say you don't deal with them—in

your soul lurks a wild spirit of Vice; a spirit bound to your heart as completely as any spirit bound into a fetish or to a pack as a totem.

You don't protect a territory. That's boring. Besides, you usually leave too much damage in your wake to bother hanging around to see how it all nets out. Best to move on. That's why most of the Wild Children are nomadic—the grass is always greener, after all.

You don't know the First Tongue.

You don't give a fuck about rats and spiders (except sometimes to *eat*).

You don't want to hear anything about the Shadow, or totems, or crazy bitch-ass Moon Goddesses. If you're going to talk about “fetishes,” then it had damn well better involve feet and leather and ball-gags and claw marks.

WILD CHILD:

CHARACTER CREATION

What follows are the rules for character creation when looking to create and play one of the Wild Children—use it in conjunction with the character creation rules on p. 34 of the **World of Darkness Rulebook**.

AUSPICE

Choose an auspice based on your character's Vice. These are not lunar. See “Auspices,” below. Note that each auspice comes with three Specialty Skills listed. At the time of creation you gain an additional free Specialty in one of those three Skills.

Envy: Larceny, Subterfuge, Stealth

Gluttony: Crafts, Survival, Animal Ken

Greed: Larceny, Politics, Socialize

Lust: Athletics, Medicine, Persuasion

Pride: Brawl, Expression, Socialize

Sloth: Investigation, Computer, Empathy

Wrath: Weaponry, Intimidation, Streetwise

TRIBE AND RENOWN

The Wild Children are not given over to tribes or using Renown. It's just too much effort, frankly. They *do*, however, travel in packs since they seem to be the only ones who understand one another. They're social creatures but given to deep dysfunction, which makes it difficult to remain with

WHY CHOOSE THE WILD CHILDREN INSTEAD OF WEREWOLVES

Why are we even offering this variant? The Wild Children are of lower power, but that also means lower stress. You can step into the game without having prerequisite knowledge of tribes and spirits and all the stuff that comes part and parcel with role-playing the Uratha.

Further, you're getting a whole different experience, something that worries less about Harmony and Forsaken society and is instead more focused on a wild, nomadic journey.

Finally, it cuts to the heart of the werewolf legend, eschewing all the pomp and circumstance of the Uratha and looking only toward what it means to be truly wild inside—a human with a beastly soul that longs to run, fuck, and eat.

anybody *except* other miscreant and deviant Wild Children.

Renown, too, is meaningless—but don't think that the Wild Children are anathema to bragging. Many do have legends and stories told about them—conquests, cons, and the like.

GIFTS

Wild Children, at the time of character creation, can take a single one-dot Gift from the following list: Warning Growl, Loose Tongue, Wolfblood's Lure, Clarity, Pack Awareness, Scent Beneath the Surface, Sense Malice, Know Name, Speak with Beasts, Sense Weakness, Feet of Mist, Crushing Blow, Ward Versus Predators.

The character can never possess a two-dot Gift but can purchase additional one-dot Gifts at a cost of ten experience points.

If the player wishes to purchase Gifts outside this list or from other books, consult with the Storyteller (as some Gifts are simply not appropriate, amending powers that the Wild Children do not possess, such as shapeshifting).

PRIMAL URGE

The Wild Child's Primal Urge represents the strength of his wild heart. How connected is he to the power his mad heart provides? Primal Urge is a barometer for that power. All characters begin at Primal Urge 1, but Merit points can be used to increase it (it costs three Merit dots to purchase one dot of Primal Urge).

The rules for Primal Urge (see the chart on p. 76 of **Werewolf: The Forsaken**) still apply. Higher Primal Urge still leads to Essence bleed and Social penalties.

ESSENCE

Roll a single die to determine how many points of Essence the character has at the beginning of play. The character may never exceed ten points of aggregated Essence.

HARMONY

Harmony represents the balance—much as it does with the Uratha—between man and beast. All Wild Children begin play at Harmony 7, but may decrease that by one point for five experience points (only before play begins).

The new hierarchy of sins for Wild Children is as follows:

Harmony	Threshold Sin	Dice Rolled
10	Not eating red meat for three days.	(Roll five dice)
9	Not engaging in some form of self-pleasure (sex, food, violence) for three days	(Roll five dice)
8	Gaining Willpower back through one's Virtue	(Roll four dice)
7	Spending too much time alone	(Roll four dice)
6	Not engaging in one's Vice for a week	(Roll three dice)
5	Performing a truly selfless act	(Roll three dice)
4	Murder	(Roll three dice)
3	Torture or rape	(Roll two dice)
2	Cannibalism	(Roll two dice)
1	Mass murder	(Roll two dice)

Note that a Wild Child's Harmony attempts to create a balance between his worst inclinations and his humanity. He is meant to indulge, but not completely. But he is also not meant to embrace his humanity so utterly.

MERITS

The Wild Child gains seven Merit dots to spend. He cannot purchase any of the Merits from **Werewolf: The Forsaken** (Fetish, Totem, Wolfblooded).



JACKALS

The Wild Children don't much like the term, but those who know of their kind sometimes refer to them as "jackals." Curs, mongrels, and scavengers. Traveling the dark highways, plaguing the innocent, and fulfilling their most base and animalistic needs.



GAINING AND USING ESSENCE

A Wild Child can spend Essence on his auspice abilities, his special abilities (see below), and his one-dot Gift purchased.

A Wild Child gains Essence in the following ways:

- Any time the character would regain Willpower when fulfilling a Vice, he may instead choose to regain one point of Essence instead.

- Any time the character is in the presence of another character performing an action that would gain that character Willpower from Vice, the Wild Child can gain one point of Essence.

- A Wild Child gains Essence from eating raw red meat. One pound of meat is equal to one point of Essence. However, if the Wild Child instead eats the flesh of man or werewolf, he can gain three points of Essence per pound, instead. Note that eating too much raw meat can make any character sick. The Wild Child has a limit of pounds equal to his Stamina score in one 24-hour period. If he goes beyond that limit in pounds, he takes one point of lethal damage per pound consumed.

SPECIAL RULES AND ABILITIES

BECOMING WILD

How does one become a Wild Child?

The default is by bite, but it isn't solely by bite. It must be a bite during an act of sin, a sin that either lines up with the victim's or the biter's Vice (auspice).

Further, the bite does not automatically take hold and cause this condition. A character may resist it, but it isn't easy:

Pit the biter's Presence + Primal Urge score against the Resolve + Composure of the victim in a daily struggle. Every day the biter's dicepool (rolled by Storyteller, as this is not active on part of the Wild Child predator) succeeds, the victim loses a Willpower point.

During this period, the victim may not regain any Willpower points.

The condition has a number of days equal to (ten minus the Wild Child's Primal Urge score) to manifest and take hold. If it fails to do so in this time, the victim recovers and may once again begin to recoup lost Willpower. (In game terms, a Wild Child with high Primal Urge offers the victim fewer days to fight off the infection).

If it takes hold—well, then the victim becomes a full-bore Wild Child. It is important to note that the assault by the condition is not necessarily unpleasant. Dreams of sex, food and violence can be *disturbing* but are not themselves automatically bad. A victim can just “go with it”

and eschew all resistance, which is exactly what some Wild Children want. They can attempt to coax their victims into just “letting go” and giving in to “the becoming.”

SHAPESHIFTING: CLAWS AND TEETH

The Wild Children do not shapeshift into animals—they do, however, manifest claws and teeth. Their claws and teeth grow longer and more horrible with greater Primal Urge gain.

To manifest claws and teeth, the character must spend a point of Essence.

The claws and teeth do damage equal to half of the character's Primal Urge score (round down) as a bonus to the attack roll. (So, a character with a Primal Urge of five gains a +2 to attack rolls made with teeth and claws).

The teeth and claws are substantial enough that they do not require grappling to attack.

The manifested claws and teeth last for one scene.

TRACKING: A TASTE OF PREY

The Wild Children can track victims in much the same way as werewolves (pp. 178-180, **Werewolf: The Forsaken**) with a couple exceptions:

First, no bonuses for shapeshifting form are included. Wild Children cannot shapeshift into anything other than “human with bad-ass claws and mean-ass teeth.” They are not wolves and do not gain accordant bonuses.

Second, they can take the Prey's Blood feature one step further: a Wild Child can track prey if they've tasted the victim's blood, yes, but they can *also* track a victim based off of any bodily fluid of theirs that the character has tasted (spit, semen and sweat count, but for the record, urine and other bodily wastes do not as they do not reflect the “essence” of the prey).

RAGE

The Wild Children suffer from *Kuruth* in much the same way as the Uratha, though they identify it only as “Rage,” not “Death Rage.” It works with no variation from what can be found on pp. 173-174 of **Werewolf: The Forsaken**. The only exception is that no bonuses to or from shapeshifting can come into play.

SILVER

Silver does not hurt the Wild Children like it does the Uratha.

AUSPICES (“YOUR NEED”)

The Wild Children are not given over the lunar auspices of the Uratha. Frankly, *these* Forsaken don't know much about the moon except it's big, round, and bright and that the best things happen at night. That's not to say, however, that they don't still have auspices.

They do. They just have auspices driven by sin and connected explicitly to their Vices.

At the time of character creation, choose one auspice, sometimes thought of as one's “Need.” One's auspice and Vice must line up—however, that's not to say that one's Vice at the time of being bitten matters. It may. It may not. Rather, as one's auspice manifests, it's possible that the character's Vice changes and moves in-line with the auspice (though the reverse is often true, as well, where one's auspice neatly aligns with a pre-existing Vice).

Each auspice provides the Wild Child with an auspice ability.

ENVY

At the core of every envious heart lurks the sentiment: *I do not have that, and I want it.* A car. A lover. A cup of coffee. Happiness. The envious can-

not abide the pleasure of others when it is greater than their own. And so they do not just seek enjoyment—rather, they seek to snatch enjoyment from the jaws of others so that they transition from becoming the *have nots* to the *haves*. And if that isn't possible, they'll just ruin what other people possess (the notion that, “If I can't have it, neither can you”).

Specialty Skills: Larceny, Subterfuge, Stealth

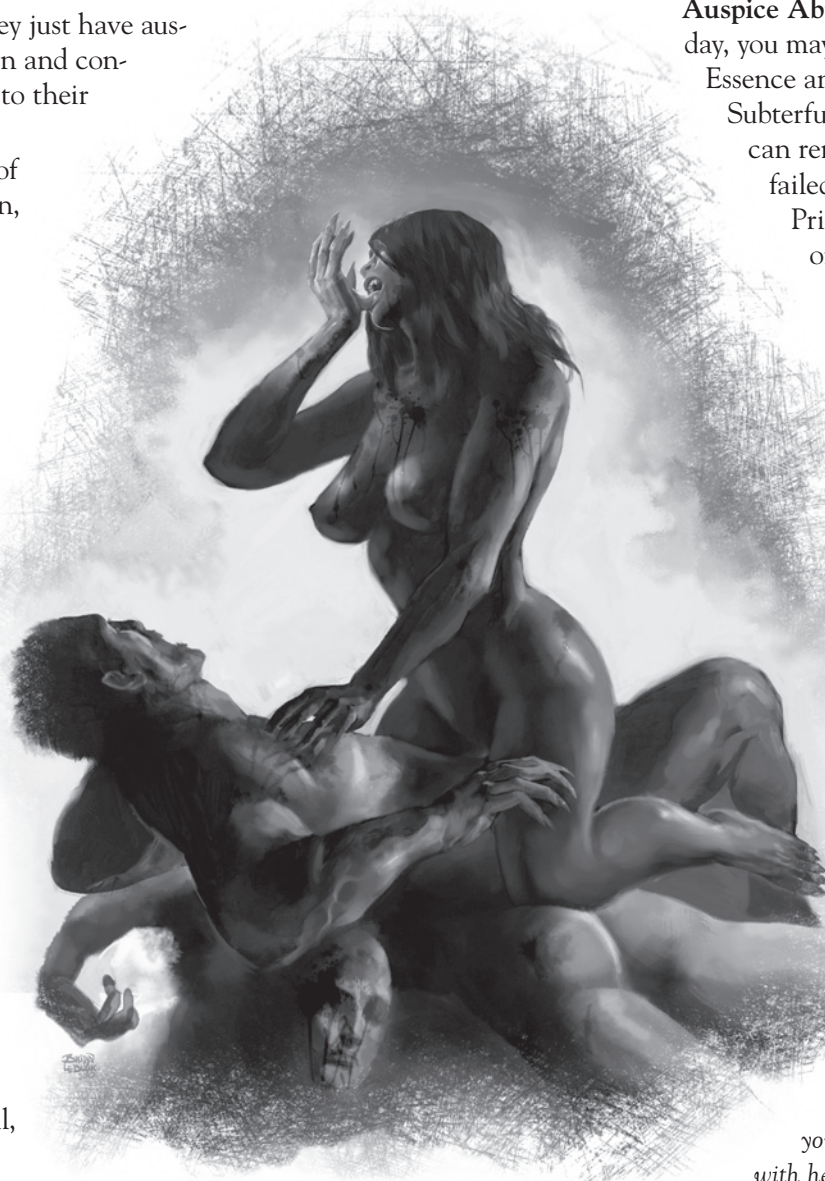
Auspice Ability: Once per day, you may spend a point of Essence and, on any Larceny, Subterfuge or Stealth rolls can reroll a number of failed dice equal to your Primal Urge score. This only works, however, if that roll was meant in service of envy (as in, taking something that someone else has that you yourself do not).

Quote:

“Your wife. She treats you so well, doesn't she? You're a lucky guy. I could never be a wife like that. Too selfish, you know? I just—I have commitment issues. Afraid to settle down, I guess. You know, I have to say, that wife of yours, she can do wonders with her mouth. What's that? How do I know? Didn't you see the pictures? You'll see them soon enough. She's mine now. At least until I'm done with her.”

GLUTTONY

To consume is pleasure. Food and drink are of particular delight. Haute cuisine and fine wine? Maybe, but sure doesn't have to be. Too many candy bars and a case of Pabst Blue Ribbon are just as



lovely. Hell, you can eat anything. Box of chalk. Bag of lag bolts. Roadkilled squirrel. You're a consumer. And that goes beyond food and drink, too. You buy. You destroy. You *empty* everything of its essence and ruin it. Your hunger knows no bounds.

Specialty Skills: Crafts, Survival, Animal Ken

Auspice Ability: You can eat and digest anything up to Size 2 (if it's of a greater Size, it must be first broken down into component Size-2-or-smaller parts). You do not break your teeth. You do not suffer gastrointestinal distress. You eat it, you digest it, and that's that. It's gone. Your gut is like a massive well of hungry oblivion. You must spend one point of Essence to activate this power, and it remains "on" for one hour.

Quote: *"Wanna know how I live life? I take it all in. I don't say no. I call it the 'open door policy.' I live the high life. I eat what I want. I buy whatever catches my eye. Life is transitory, so when I'm done with something? Into the trash it goes."*

GREED

The greediest Wild Child has a wad of money stuck in the mattress of his high-end RV, and it won't stop there. He'll run cons. He'll rob banks. He'll do whatever morally iniquitous thing it takes to make green atop green—hell, he'll even become a mortgage broker if he has to. Money is not an end to the means for the greedy-hearted. It is everything. They don't spend their money unless it helps them make more money. They move into town, and they're like tumors—they redirect blood flow (meaning, cash) to themselves until they swell up like ticks and blow it all up. But that's okay, because they can start again in the next town, and the town after that...

Specialty Skills: Larceny, Politics, Socialize

Auspice Ability: You can smell someone's net worth. No, really. Spend a point of Essence and—with no roll necessary—you can automatically determine how much money that person has in their wallet, in their bank account, across all assets. It doesn't give a precise number, but rather a comfortable ballpark range. Further, for the remainder of the day you gain +1 to all Socialize and Persuasion rolls made on that individual *if* they have a greater Resources score than you.

Quote: *"I don't know what it is about money. Is it the potential? Is it the million things on which I can spend it? Or is it the thing itself? Is it that I am so in love with the scent of the bills in my hand, or that I am so fascinated*

by the ever-increasing number in my bank account? Who knows, and who cares. All that matters is that is what represents me. I am my money. And if you don't have what I have, then you are a fucking nobody."

LUST

The lust-hearted like to think that they're just really friendly. As one might say, "I'm just a people-person." This misses a critical component, though, which is that the truly lustful do not view human beings as human beings. To them, humans are animals, or worse, objects. They are to be toyed with, used, fucked, and left. They are as subservient as a dog, as disposable as a tissue. The Wild Children of this auspice feel a deep draw to people which, yes, they sometimes confuse as a genuine feeling, even love. But soon even the most delusional has to admit that it's weird how many she has loved and left.

Specialty Skills: Athletics, Medicine, Persuasion

Auspice Ability: They say that sex heals, but for you, that's literally true. Anytime you have sex with another person (must be both *alive* and *human*), you can heal one point of lethal damage. Of course, they suffer three points of bashing damage in return. You must spend one Essence before engaging in said carnal life-giving act.

Quote: *"What can I say? I love everybody. My heart cannot contain one person—it's like that poem or whatever. I contain multitudes. Why should I be pinned down to one lover? Hell with that. Animals don't do that. Well, Canadian geese do, but seriously, fuck those honking assholes. Wolves, lions, primates, they all fuck who they want, when they want. And nobody gets jealous. Nobody gets upset. I'm like that. Unlike most people, I'm truly free because I let my heart and my body be free, too."*

PRIDE

"I am better than everybody else." That is the message that pulses at the core of the pride-hearted. The Wild Children who are driven by pride are engaged in a constant game of 'oneupsmanship.' They become obsessed with proving themselves: proving who is stronger, who is faster, who has the better argument, the bigger dick, the hotter body, and so on. And they do not suffer slings and arrows from anybody. Even the tiniest perceived insult can set these individuals off, provoking them to rage.

Specialty Skills: Brawl, Expression, Socialize

Auspice Ability: The pride-hearted can make a very real wager with very real stakes: they can bet another individual that they can do something—

basically *anything*—better. The wager must be clear: “I can run a mile faster than you,” “I bet I can pick that lock more quickly,” “I can get more answers right at this bar trivia game.” The wager must be guided by a critical Skill (run faster = Athletics, pick lock = Larceny, trivia game = Academics, and so on). If the Wild Child wins, he gains +3 to that Skill for the rest of the day while the victim suffers a -3 penalty on that same Skill. If the Wild Child loses, then the reverse is true. Before engaging in such a wager, the Wild Child must spend one point of Essence.

Quote: “Seriously? Fuck you. You cannot seriously believe that you can con that old socialite out of her money before I can. I’ll do it first and I’ll do it bigger than you could even imagine. How much you think you can get out of her? Hundred? A thousand? Double it. No, triple it. I’ll take her for all she’s worth while you’re sitting on the sidelines, diddling yourself.”

SLOTH

Oh, the ability to *do nothing* and *have everything*. It’s a wondrous dream—really, isn’t it the American dream? The sloth-hearted Wild Children are like languid bears and slumbering lions—sure, they could go out and “Git ‘Er Done,” but why bother? If they do it right, they can instead become like the spider in the center of a web. Let them come to you. It’s like a game, in a way. It’s min-maxing one’s own existence: how little can one do for maximum output?

Specialty Skills: Investigation, Computer, Empathy

Auspice Ability: By spending Essence, the character can literally *do nothing*. He doesn’t sleep, he doesn’t eat—he basically enters a near-comatose state for one hour. He can, during this time, regenerate Willpower which is recovered at one point per ten minutes. If the character is disturbed or forced out of his reverie during this time, he loses any points he has gained and he goes back to his previous count.

Quote: “Go ahead. Look down your nose at me. I was a kid growing up and what did my Dad tell me? Work smarter, not harder. That’s all this is. You think you’re looking at some slovenly bastard who can’t get off the couch. Hell with you. You know what I did? I bought and sold stocks. I made money. I ordered Thai food. I chatted with my girlfriend. And I planned our pack’s next heist. And I did all of it from the area of carpet that comprises this couch to that front door. I fucking rule.”

WRATH

Your heart is a furnace, and the coals of vengeance are what keep that fire forever burning. You’re that shark or wolf that follows the scent of blood for a hundred miles just to make sure you get your prey—and not just “get it” as in “eat it,” no. We’re talking punishment. Brutalizing and necessary punishment. Many Wild Children become consumed by vengeance, driven mad by wrathful hearts. The sad part is, it’s a never-ending chain. They think it’ll be over—“I just have to punish this one malefactor”—but someone or something forever falls into the empty slot. Anger suffers no bounds and offers infinite targets.

Specialty Skills: Weaponry, Intimidation, Streetwise

Auspice Ability: Once per day, you may cause another a kind of long-term existential misery—by spending one point of Essence and staring into their eyes, you unsettle them, knocking them off their center. For the rest of the day they feel unbalanced. Any time they make rolls, count any successes equal to the Wild Child’s Primal Urge score as failures. (So, if the Wild Child’s Primal Urge is three, the first three successes achieved by the victim after this power goes into effect are automatically failures).

Quote: “You won’t get away with that. I’ll track you to the ends of the earth. It’s like the pleasure centers of my brain have been blown out the back of my head and the only thing that will pump dopamine and give me joy is hearing the sounds of your screams over the breaking of bones. When I’m done with you, I’m going to burn your house down. I’m going to kill your parents. I will even destroy your legacy, spreading horrible rumors after your demise so that the only way people remember you is as a foul, detestable toucher-of-children.”

WHAT DO THEY DO?

Werewolves protect their territory. Monster hunters, well, *hunt monsters*. Some supernatural creatures are almost defined by a cosmological purpose. What about the Wild Children? Are they given over to a kind of internal mandate?

Not so much, no. Think of them more like vampires: they are inherently selfish creatures who are sometimes driven to great evil, and other times driven to great good. They have a predilection toward hedonism, narcissism, and grim romance. They are users and abusers. As noted, this doesn’t make them automatically evil—but it does ensure that their supernatural condition drives them

to self-serving, egotistic needs. (In effect, a Wild Child's nature turns what for most people are *wants* into, for the character, absolute *needs*). Again, that doesn't mean that a Wild Child cannot attempt to trump the mad chatter of his wild-eyed id. Which leads us to a much better question than "what do they do?"

WHAT KIND OF STORIES CAN THEY TELL?

This cuts to the heart of the Wild Children. What kind of stories can we tell using such id-driven ego-monkeys as our protagonists?

On the Subject of Consequence: The Wild Children leave broken hearts and claw marks wherever they go. They take what they want. They steal and sometimes kill. They *break things*, plain and simple, because it's what their ravaged souls demand. It is, in part, why they're generally nomadic: staying in one place means cleaning up after oneself, and who the fuck wants that kind of responsibility?

Still, it doesn't mean they can forever avoid it. Actions have consequences. Cause and effect. And sometimes the Wild Children get caught up in it. Sometimes they really do fall in love. Sometimes they commit actions that they know were beyond the pale and they feel compelled to make it right. And those that don't *can still* suffer from the consequences: a Wild Child breaks a girl's heart and she kills herself (or he gets her knocked up), Daddy might come hunting him down. A Wild Child murders someone in the heat of anger or in the cold void of revenge, and the FBI might get on his trail. Consequence is like a plague of flies: it follows the smell of death.

A Good and Wild Heart: Just because a Wild Child's heart is driving him to (insert sinful, animalistic activity here) doesn't mean it's something he cannot resist. They still possess Harmony scores, after all, as stated above, and thus must remain in balance between their unfettered hungers and their humanity. This means, quite plainly, that their humanity has not been put to rest simply by dint of their supernatural condition: they suffer darkness, but they need not be overwhelmed by it. The Wild Children can defeat the evil (or at least the selfishness) within and that right there is a story to tell.

Biologically and emotionally, human beings are just very advanced animals and that means we're driven to some pretty dark and fucked up inclinations. And yet, we resist. Because we have adopted

morality. Because we understand ethics and social norms. It's harder for the Wild Children, but not impossible. This can be the center of a very powerful story.

Welcome to the Pleasuredome: We get it. Some game sessions devolve into characters doing awful things and loving it. Hey, guess what? That's okay. If everybody at the gametable is having a lovely time and agree that this is the most awesome story to tell at this moment in time, rock on. The Wild Children might suit your gaming habits very well at this moment: imagine them stealing cars, playing chicken down dark highways, taking hostages, breaking a Wild Child cohort out of a local jail, and breaking hearts and minds all along the way. It's like something out of a David Lynch movie. It's a little bit Grindhouse. And that can be super-fun. It might not be super-fun for a prolonged year-long game, but as a periodically revisited chronicle? Why not?

WILD CHILDREN IN THE WORLD OF DARKNESS

So. Are the Wild Children a part of the World of Darkness? That's entirely up to you—the best we can do is offer suggestions and discuss ramifications and story ideas.

It's like this: you could, if you so choose, leave them as singular characters, doing whatever it is they do (see *What Do They Do?* above). They are, supernaturally-speaking, an island. Completely disconnected from any other denizen of darkness.

Alternately, they might operate as a full player in the grim and monstrous ecology of the World of Darkness. The *real* Forsaken probably have a major bone to pick with these assholes. First, they've gone and taken that name for themselves, the dirty little magpies. Second, they're selfish, sin-driven and completely untamed. Sure, most of the time they probably don't end up on the Uratha's radar, but once in a while there they appear, kicking up the spiritual order and inadvertently feeding some of the worst kind of iniquity-spirits present.

If you go with that option, you should consider what the other supernatural types think about the Wild Children, too. Vampires either love them or hate them. Love them for their toothy moxy, hate them because they are, in a way, competition (and can go traipsing about in the daytime). Changelings might find a lot to like here, and may even mistake them for other changelings. Mages might

see them as freaks or experiments, and hunters see them as—well, most likely, as something to hunt. A few hunter groups might consider them interesting allies, though. Ashwood Abbey, for instance, or the Lucifuge, will “work with” agreeable supernatural types. And to reiterate, the Wild Children aren’t evil—they’re just untamed and self-centered.

If you want one more option and you don’t mind adjusting the canon—consider the possibility that the Wild Children are a type of wolfblooded. They may be werewolves that never experienced a First Change. They could be wolfbloods that have “gone evil.” It might just be that 10% of wolfblooded humans become this.

ALL GOOD GIFTS By Matthew McFarland

“Thank you,” the woman made of water said.

She wasn’t really a woman. Strictly speaking, she wasn’t made of water, either. She was a water-spirit, an up until about an hour ago I’d have more readily called her a spirit of carrion. The number of bodies that had been dumped into her lake over the years was sickening, and when we met her, she had things floating in her. Knucklebones, chunks of flesh, little swirls of congealed blood—she was a spirit of water with corpses in it, and that screwed with her outlook considerably. My pack mate still had the scars to prove it.

She slid up to me and wrapped her arms around my neck. She’d watched teenagers neck on her banks for years, and I realized that she probably only knew one method of expression of happy feelings—awkward, beer-fueled sex. I hugged her back and was immediately drenched for the effort. She reformed and looked at me expectantly.

“Um,” I said. “Well, you’re welcome.” Helping her was incidental to what we were really doing, which was taking out a pack of vampires that was feeding on the vacationers, but I felt pretty good about cleaning up her lake, too. She looked at me again and the illusion of clothes vanished. I almost chuckled—she didn’t get naked so much as stopped pretending to be dressed. Spirits.

“She got you all wet,” said Danny, nudging my ribs. “Thought it was supposed to be oth—”

I swatted him across the back of the head. “What are you, twelve?” I looked back at the spirit. “That’s very nice of you, but it’s not really...possible.” She frowned and cocked her head. “You don’t really have a body, see.”

“I could use his,” she said, nodding at Danny. He went pale.

“No, I don’t think he’d enjoy that much.” Danny coughed and walked away. “If you really wanted to thank me, though...” I paused and watched her. She moved gracefully. Made sense; she was, of course, made of liquid. “Maybe you can show me how to move like water?”

She looked surprised. “Oh, is that all?”

They all say that. Spirits.

SIMPLIFIED GIFTS

Gifts, as written in *Werewolf: The Forsaken*, serve to showcase each auspice’s and tribe’s role and unique flavor. They encompass a wide range of powers, from improving combat acumen to seeing ghosts to controlling the weather. They make werewolves quite flexible and versatile, and for a roleplaying game, this is a good thing.

This system is an alternate take on what Gifts mean, how werewolves acquire them and, of course, how their game systems work. Under this system, any werewolf can learn a Gift simply by asking a spirit. But accepting a Gift from a spirit isn’t like learning a skill. It’s a fundamental change in the werewolf’s nature, and as such, the old caveat about being careful what one wishes for has never been truer.

Spirits can bestow Gifts based on their Choir, Influences and Numina. When a spirit gives a werewolf a Gift, it changes part of that werewolf's Essence and makes it more like the spirit's. Werewolves can only accept so much change to their spiritual halves before they are so altered as to be unrecognizable, and not Uratha at all. This is where the Lunes come in.

Lunes can grant werewolves a greater spiritual capacity for Gifts. The Renown markings that the Forsaken accrue for their accomplishments also act as spiritual reservoirs, allowing spirits to bestow Gifts more easily. A werewolf who doesn't court Renown not only risks being labeled as lazy, but he has only his own Essence reserves with which to accept Gifts.

The Pure Tribes do not look to Lunes to verify their Renown, but they recognize the same Renown categories as the Forsaken and therefore Renown has the same effect with regards to Gifts.

ACQUIRING GIFTS

Despite the name, Gifts don't have to be freely given. Folklore is replete with stories of heroes who tricked, bullied or outright stole the powers of magical beings for their own use. A werewolf can best a spirit in combat to acquire a Gift—some spirits might even demand it—or trick a spirit into leaving a Gift unattended—the rhino-spirit might take off its skin to bathe, for instance. And, of course, spirits offer Gifts in return for services rendered. While a spirit *might* give a werewolf a Gift unasked and unearned, such a thing is rare. Such generosity is simply not in the nature of most spirits.

For all that, the Uratha use the term "Gifts" to describe what spirits give them. Motives aside, Gifts are minor miracles, even if they don't look it to outsiders. Someone who observes a werewolf leap straight up to the roof of a small building from a dead stop might marvel at his skill and strength, but will never know that the werewolf had to chase down a hare-spirit and beg, exhausted, for his Gift. The Uratha remembers this, and feels the Gift of the Hare in his muscles and bones when he jumps. That spirit is part of him, now. Gifts are not just super-powers. They are communion with the Hisil, and as such, wise werewolves regard them with humility and reverence.

Once given, Gifts cannot be revoked. However, any spirit from which a werewolf has received a Gift can curse that werewolf with the *Su'Ihi*, the Empty Eye. The werewolf's left eye become black and soulless, and while it still functions, spirits perceive it

as a sucking vortex of Essence. No spirit will grant a werewolf with the Empty Eye a Gift, and removing it requires making restitution to the spirit that granted it, or to a more-powerful member of its Choir. The tribal totems can also revoke the Empty Eye, but finding and successfully entreating one would almost certainly be more work than making amends with the wronged spirit. Of course, if that spirit has been destroyed, the werewolf might have no other choice. This is the risk that werewolves take when they accept the Gifts of the spirits.

PLAYERS TOOLKIT — SYSTEMS

Under this system, Gifts work according to different principles, both in terms of in-story cosmology and game design. Under the current system, Gifts run the gamut from altering the perceptions of werewolves to allowing them to change the weather. Under the simplified system, Gifts rarely manifest in ways that anyone besides the werewolf can perceive. Werewolves don't use Gifts to lay their opponents low; they hunt them down and rip them apart. The Gifts just help them accomplish that.

With that in mind, below is a list of Gifts from **Werewolf: The Forsaken** that should be discounted entirely if the troupe wishes to use this system:

Gauntlet Cloak, Ghost Knife, Word of Quiet, Vengeance of the Slain, Luna's Dictum, Voice of Command, Break the Defiant, Tug the Soul's Strings, all Elemental Gifts, Loose Tongue, Fog of War, Spirit Pack, Luna's Fury, Rallying Cry, Unspoken Communication, Call of Glory, Snarl of Command, Aura of Truce, Fuel Rage, Bind or Sunder, Echo Dream, Soul Read, Omen Gazing, Camaraderie, True Leader, Spirit Skin, Victor's Song, all Mother Luna Gifts (but see sidebar), Plant Growth, Forest Communion, Beast Ride, Nature's Vengeance, Sense Weakness, Distractions, Ghost Step, all Rage Gifts, all Shaping Gifts, Shadow Flesh, Vanish, all Technology Gifts, all Warding Gifts, all Weather Gifts

PARTIAL CHANGE

Partial Change is much too useful of a power to cut out of the game entirely, so we recommend making it a two-dot Merit rather than a Gift if you use the simplified Gifts system.

DESIGNING GIFTS

Gifts should allow **Werewolf** characters to alter their perceptions or their own bodies and capabilities. A Gift that allows a werewolf to affect another character or manipulate the world around him is not in keeping with the design of simplified Gifts. To help you design Gifts within this system, here is a series of questions:

- **Who does the Gift affect?** Gifts like Call the Breeze and Nightfall affect the world around the werewolf. Leach Rage and Rallying Cry originate from the character, but affect others. The Gift should affect the werewolf directly. As a rule of thumb, the Gift should boost or change the character's own traits. If a contested or resistance roll is required from a target, the Gift is probably inappropriate.

- **What kind of action does the Gift use?** Gifts should use instant or (better yet) reflexive actions. They are permanent alterations to the spiritual makeup of the werewolf, and should be abilities that the character can use without much thought or concentration. Gifts that alter perception require some effort, but no more than a thorough search or tracking by scent. Gifts should never involve extended actions.

- **Is the spirit that granted the Gift well-represented?** Mighty Bound is a Gift that allows the Uratha to jump great distances. It's easy to guess what kinds of spirits grant this Gift—rabbit, flea, frog, kangaroo, and so on. Gifts that work purely on **Werewolf** game systems (like Rage Gifts) aren't as intuitive. A werewolf should be able to guess, when watching another Uratha in action, what sorts of spirits that Uratha has been dealing with.

- **Is it simple?** Again, perceptual Gifts like Scent of Taint and Know Name get something of a pass here, but for the most part, a Gift should be easy to explain both in mechanical and story terms. Crushing Blow is a good example. A werewolf might say, "I received this Gift from a bear-spirit. I can crush a man's neck in one hand." (It's an exaggeration, but Uratha are prone to that). In game terms, it's just as simple: "My character can inflict lethal damage with his bare hands."

USING EXISTING GIFTS

Werewolf: The Forsaken includes a number of Gifts that skirt the edges of the guidelines presented here, but that weren't included in the list above. We don't have space here to include a reformat of each of those Gifts—and it's not necessary anyway. As a quick fix, use the systems presented in **Werewolf: The Forsaken**, but where applicable, change the

Renown category listed in the Gift description for the category under which the Gift is listed here.

It's enough to acknowledge that the Gifts presented in **Werewolf** are more elaborate than the ones presented here, simply by dint of being designed with different goals in mind. If you find them to be out of step with the simplified Gifts presented here, don't hesitate to change or discard them.

LEARNING GIFTS

Acquiring new Gifts under the simplified system requires a few changes to the game mechanics:

- Buying a dot of Renown does not automatically bestow a new Gift. All Gifts must be purchased with experience points, *and* the character must seek out an appropriate spirit from which to receive them.

- Primary Renown costs (dots x 3) while other categories cost (dots x 4).

- Gifts cost 7 experience points apiece. They do not have "levels," nor does a given Gift require any particular rating in Renown.

- A werewolf can have a number of Gifts equal to his total dots in Renown + his Essence pool.

- A starting character still has three Gifts.

These are chosen based on Renown category, not tribe or auspice.

- Gifts aren't separated by auspice or tribe, since that distinction was only relevant insofar as it changed experience costs. Likewise, Gifts are not separated into lists. Instead, they are grouped by the type of Renown they use. In order to learn a Gift, the werewolf must have at least one dot in that type of Renown.

- Some Gifts work off of Primal Urge rather than Renown.

EXAMPLE GIFTS

Below are example Gifts for each category. The Gifts from **Werewolf** that are appropriate under this system have been included here. These Gifts should provide a good road map to designing your own Gifts.

CUNNING GIFTS

Cunning Gifts aid werewolves in remaining unnoticed and using clever tactics while fighting or hunting.

Examples

From **Werewolf**: Clarity, Attunement, Sand in the Eyes, Playing Possum, Slip Away, Blend In, Feet of Mist, Blending, Running Shadow

- **Cuckoo's Lies:** So many times, gaining entry to a person or location is just a matter of telling someone what they need to hear. Spend 1 Essence

to add the character's Cunning to add Social roll meant to get past an obstacle or gain access to a secured location or individual. Cuckoo-spirits can teach this Gift, but so can certain moth-spirits, caterpillar-spirits and any other spirit of a creature that masquerades as something it's not.

- **Follow-Up:** The character waits for a pack-mate to attack, and then makes a follow-up attack meant to savage the opponent. Spend 1 Essence and sacrifice Defense to add Cunning to one attack roll. The target must have already been attacked that turn. Wolf-spirits give this Gift.

- **Raccoon's Nimble Fingers:** The character's sense of touch is hyper-acute, at least when filching and similar activities are concerned. Spend 1 Essence to add the character's Cunning to her Larceny rating for a turn. As the name implied, raccoon-spirits can teach this Gift. Octopus-spirits can give this Gift as well, but they're harder to find.

GLORY GIFTS

Glory Gifts allow werewolves to perform feats of strength and prowess enough to impress and intimidate their pack-mates and enemies alike.

Examples

From **Werewolf:** Primal Howl, Resist Pain, Mighty Bound, Iron Rending, Legendary Arm, Savage Might

- **Boar's Resilience:** The werewolf can forestall death for a time, fighting on despite grievous wounds. Spend 1 Essence when the werewolf is wounded. That wound, no matter how much damage is actually inflicted, does not take effect until the next turn. The werewolf can continue spending Essence to keep the wound—or even multiple wounds—from affecting him, but sooner or later he is going to run out of Essence and the injuries all appear. The werewolf does not regenerate the wounds until after they take effect. Besides boar-spirits, bear-spirits and wolverine-spirits have been known to bestow this Gift, but they demand strenuous tests of endurance first.

- **Bull's Rush:** The werewolf charges into battle with no apparent thought for his own safety. Spend 1 Essence to add the character's Glory to any All-Out Attack (see p. 157 of the **World of Darkness Rulebook**). Bull-spirits, bears-spirits and other large, strong beings can give this Gift.

- **Cat's Bluff:** The werewolf puffs himself up, making himself look bigger and more terrifying than he really is. While animals do this by making their fur stand on end, the Uratha can use this Gift even in Hishu form. Spend one Essence to add Glory to Intimidation for one roll. Many spirits can give this Gift, including cats, dogs and porcupines.

HONOR GIFTS

Honor Gifts give the werewolf additional prowess at dealing with others, including the Uratha, spirits, animals and normal humans.



Examples

From **Werewolf: The Right Words**, Wolfblood's Lure, Communion with the Land, Speak with Beasts, Scent Beneath the Surface, Know Name

- **Face of Stone:** The werewolf remains impassive, no matter what she is shown or what fiendish manipulations are brought to bear on her. Spend 1 Essence to add Honor to Composure as a defense trait for one turn. Earth elementals often bestow this Gift.

- **Serpent's Soothing Gaze:** The Uratha's gaze takes on a hypnotic quality. It isn't enough to freeze a subject in place or actually hypnotize him, but it does make the werewolf much more tempting to listen to and follow. Spend 1 Essence to add Honor to one Social roll meant to distract, enthrall or seduce. Snake-spirits and some butterfly-spirits can teach this Gift.

- **Spirit's Mark:** This Gift is a badge of honor given to a werewolf who has performed some great service to a spirit. The Mark is versatile, but taxing. Spend 2 Essence to add the character's Honor to any roll. Any spirit of rank two or higher can give this Gift.

PRIMAL URGE GIFTS

Primal Urge Gifts are Gifts that are intrinsic to the werewolf condition. They are commonly received from wolf-spirits, and it is not uncommon for a representative of a tribal totem to bestow one following a successful initiation into a tribe.

Examples

From **Werewolf: Two-World Eyes**, Warning Growl, Father Wolf's Speed, Pack Awareness, Crushing Blow

- **Black Wolf's Scent:** The patron of the Hunters in Darkness teaches her children how to find their homes and their property. Spend 1 Essence to "mark" an area or object with the werewolf's spiritual scent. The werewolf can always track that object, even from the Hisil. The number of successes required to find it might be immense, but the character can always find her way home. Dog-spirits can teach this Gift.

- **Death Wolf's Succor:** The Bone Shadows see death all around them, and although they might find it fascinating, it can lead to despair. This Gift serves as a reminder that they are not dead, and that their totem does not wish to take them. Roll Resolve + Occult (reflexive action). Success restores one point of Willpower. Once

the character has used this Gift, she cannot use it again until the next moonrise. She-wolf spirits can bestow this Gift.

- **Fenris Wolf's Snarl:** The Blood Talons should always be the alphas, or so their totem feels. Spend 1 Essence to add Primal Urge to any contested action, or to win any tie on a contested action. The spirit of any dominant pack animal can teach this Gift.

- **Red Wolf's Laughter:** Iron Masters sometimes speak of hearing the laughter of their capricious totem when they complete their rites of passage. This Gift allows the player to add Primal Urge to any roll involving a Finesse Attribute (Wits, Dexterity or Manipulation) for the price of 1 Essence. Coyotes-spirits can also teach this Gift.

- **Winter Wolf's Endurance:** The coldest winters and the bleakest nights cannot fell Winter Wolf, or his Storm Lord children. Spend 1 Essence to add Primal Urge to any Resistance Attribute (Composure, Resolve or Stamina) for one roll or as a passive resistance trait. Raising these traits does not increase Willpower or Health.

PURITY GIFTS

Purity Gifts reinforce the Uratha's position as predators, hunters and spirit enforcers. They can also work from a werewolf's sense of righteousness. A werewolf who lives within the precepts of Harmony can accomplish much with Purity Gifts.

Examples

From **Werewolf: Rage Armor**, Savage Rending, Death Grip

- **Hunter's Sense:** All werewolves can track a target whose blood they have tasted. This Gift allows a werewolf greater acuity in searching out a target he has seen before. Spend 1 Essence and add Purity to any Perception roll to find a target that the character has previously seen. Owl- and other raptor-spirits bestow this Gift.

- **Mother's Ferocity:** The character can tap into some of the primal rage that mother animals use to protect their young. Spend 1 Essence to add Purity to any attack made to protect another living being. If the character actually has children, this bonus is doubled (whether or not she is currently protecting them). Wolf- and bear-spirits most commonly give this Gift.

- **Salmon's Journey:** If the need is great enough, the obstacles just don't matter. Using this Gift, the werewolf can power through almost any-

thing in his path. Spend 1 Essence to add Purity to any Physical roll to get through, over, under or around an obstacle. Pushing past an opponent would count, though attacks do not. Salmon-spirits, stag-spirits and other creatures known for their tenacity can teach this Gift.

WISDOM GIFTS

Wisdom Gifts grant the character information, usually through changing the character's perceptions.

Examples

From **Werewolf**: Read Spirit, Death Sight, Double Back, Sense Malice, Scent of Taint, Traveler's Blessing, Sagacity, Know the Path

- **Fox's Ears:** By cocking an ear, the character can gain more information out of a target's voice than he wants to give. Spend 1 Essence to add Wisdom to any Social or Mental roll meant to discern information about a target, including Subterfuge rolls to detect lies or Empathy rolls to detect an emotional state. This Gift requires that the target speaks, though not necessarily to the character. In addition to fox-spirits, bat-spirits bestow this Gift.

- **Precious Lessons:** It's a sad fact of life in both the animal kingdom and the spirit world: The most important lessons are the ones that you don't get a second chance to learn. This Gift allows the werewolf to benefit from the hard-won wisdom of powerful spirits. Spend 1 Essence to add Wisdom to any roll. If the roll fails, however, the character loses one experience point (learning the hard way, as it were). Any sufficiently powerful spirit can bestow this Gift.

- **Vulture's Patience:** Werewolves aren't known for their restraint, but a good hunter must be ready to wait for the best time to strike. This Gift duplicates the effect of the Fresh Start Merit (see p. 112 of the **World of Darkness Rulebook**). Unlike the Merit, however, the character does not have to sacrifice his action for a turn in order to claim the benefit. Vulture-spirits, snake-spirits and other patient predators can bestow this Gift.

STORYTELLING ADVICE

Using the simplified Gifts section changes **Werewolf** in a number of subtle ways. It alters the way that characters look at spirits, because now any given spirit can potentially offer something of immediate, tangible value to a werewolf. If the player happens to have seven points of experi-

ence on hand, the character can viably ask a spirit "what can you offer me?" That means you, as the Storyteller, need to be able to respond.

Fortunately, thinking up Gifts isn't difficult. It's mostly a matter of deciding which category of Renown a given spirit might work within, and then deciding how that Renown might be put to use. For the most part, you'll notice that the example Gifts above allow the player to add dots in a Renown category to a certain kind of roll or trait. If the Gift is especially versatile, consider adding a cost or a possible consequence to the Gift.

Combining simplified Gifts with spirit predation (see Chapter Two) also presents an interesting dynamic. The characters can initiate the Hunt and track down and defeat a spirit, but instead of eating it, demand Gifts. This doesn't obviate the need for the player to spend the experience points (unless the Storyteller decides otherwise), but it does put a different and more predatory spin on the notion of learning Gifts.

BUT WHAT ABOUT THUNDERBOLT?

Storytellers and players might enjoy the simplified Gifts system, but miss the more powerful and overt Gifts. One possibility for including them is to state that a werewolf can only ever have one per category of Renown, plus one for Primal Urge. This means that a character might learn, over time, Thunderbolt (Purity), Echo Dream (Wisdom), Vanish (Cunning), Aura of Truce (Honor), Luna's Vengeance (Glory) and Primal Form (Primal Urge).

Rather than costing experience points, though, these Gifts are milestone Gift. The concept of milestone Gifts was introduced in **Tribes of the Moon**. These Gifts come from powerful spirits such as tribal totems, and are rewards for great deeds or services, rather than powers that a player purchases with experience points. The Storyteller might consider setting a minimum amount of the appropriate Renown before considering allowing a character to receive one of these Gifts, but then again, a spirit might grant the character use of a particular Gift so that he can perform some great deed—Perseus would have had a difficult time defeating Medusa without Athena's gifts, after all. If the werewolf is successful (and the player enjoys using the Gift), it remains with the character. If not, or if the player isn't crazy about it, maybe the character hands it back with thanks.

SAS SCENE — THE DEAD LAKE

MENTAL •• PHYSICAL ••• SOCIAL •••

OVERVIEW

The pack discovers a lake containing the corpses of dozens of human beings, deposited there over many years. The spirit of the lake has become contaminated and vicious over time, but if they can clean her, she can reward them handsomely.

DESCRIPTION

THE LAKE

Standing on the shore of this lake, you can smell the rot. The lake looks clean enough to swim in, and judging from the beer cans and condom wrappers on the sand, the local teens think so, too. But you can almost taste the rotting, waterlogged flesh coming off the water. Somewhere underneath, the spirit of the lake waits, and you can only imagine what condition it must be in.

THE SPIRIT

She rises up out of the water, and you choke back bile. If she were human, she might be barely 20 years old. Hair color, eye color, skin color—all impossible to tell, because she is transparent, made of the water of the lake. You can see fragments of bone and rotted flesh floating in her, and a tiny fish darts up one arm, through her torso and down her leg, nibbling at what looks like part of a human toe.

DEATH-TAINT EXPULSION

The spirit sinks down into the lake, and the surface of the water roils. The spirits of the area gather to watch—you might not see them, but they are there, perching on trees, looking on eagerly. The lake-spirit bursts from the water, flying high above the lake's surface, gleaming in the sun as the flesh and congealed blood falls away. The corpses are still there in the lake, but they are no different to her now than the silt and the dead animals that make up the natural detritus of the lake. She is clean once more.

STORYTELLER GOALS

This scene doesn't make any assumptions about what is putting bodies into the lake or whether the characters have already taken care of it (or, indeed, whether they can). A coterie of vampires might be using the lake a dumping ground, or it might be the lonely graveyard of a serial killer with no supernatural powers at all. A pack of Predators Kings

might be attempting to "fatten up" the lake-spirit in an attempt to make it into a totem. In any case, this scene is about dealing with the spirit itself and obtaining a Gift.

The characters can speak with the lake-spirit using the Two-World Eyes Gift, or they can find a way to step sideways. A locus has formed at the bottom of the lake, but it is weak and the characters would have difficulty holding their breath long enough to reach it—and the lake is even deeper in the Hisil. The spirit, however, can use the locus to manifest in order to speak with the characters.

The spirit of the lake isn't malicious. It doesn't kill, it just accepts the bodies. As such, it has no interest in committing murder, but it has learned that murder and cheap sex are the ways that human beings express themselves. The characters have a chance here to stop the spirit from becoming a danger to the surrounding community, because if things continue as they are, the spirit will start drowning people sooner or later.

CHARACTER GOALS

Help cleanse the lake of the taint of death and gain Gifts from the lake-spirit.

ACTIONS

CLEANING THE LAKE

Dice Pool: Stamina + Survival

Action: Extended (20 successes required, each roll equals one hour of work)

Hindrances: Characters have no tools (-2)

Help: Other characters pitch in (use Teamwork rules, p. 134 of the **World of Darkness Rulebook**)

Roll Results

Dramatic Failure: A character spills a bag of trash into the lake water. The lake-spirit takes offense and blows the garbage back onto the land. Lose 5 successes from the total.

Failure: No progress made toward the goal.

Success: The characters make progress toward the goal. If they reach the goal, the trash is cleared from around the lake and the lake-spirit looks less murky and brighter, though she still has bits of corpses floating in her.

Exceptional Success: The characters make considerable progress toward the goal. If they achieve the goal with an exceptional success, the spirit is grateful, and convincing her to release the death from her Essence is easier (+2 to the next action).

EXPELLING THE DEATH-TAINT

Dice Pool: Presence + Persuasion vs. Power + Resistance

Action: Instant and contested

Hindrances: The characters have not already cleaned the lake (-3); the characters have killed someone near the lake (-3); the characters are bloodied or obviously violent in temperament (-1)

Help: Characters cleaned the lake with an exceptional success (+2); character is a Bone Shadow (+1); other characters pitch in (use Teamwork rules, p. 134 of the **World of Darkness Rulebook**)

Roll Results

Dramatic Failure: The lake-spirit believes the characters are trying to destroy her. She makes the decision then and there to alter her nature, becoming a spirit of death in the lake. She attacks the characters, attempting to drag them into the lake and drown them.

Failure: The spirit misunderstands the characters' intention. They can still succeed on this action, but further attempts suffer a -3 modifier. A second failure means that the spirit decides to accept the change to a death-related spirit, but isn't upset with the characters (see Consequences).

Success: The spirit accepts that the changes she is undergoing are not beneficial to her or to the Hisil in the long term. She agrees to expel the death-taint from her Essence, provided that the characters make sure that whatever is dumping bodies into her lake stops doing it.

Exceptional Success: The spirit agrees to expel the death-taint from her Essence, and is willing to allow the characters use of her locus in the future, bearing them to and from the bottom of the lake with no ill effects.

Consequences

If the characters failed to convince the spirit to expel the death-taint, but she is still friendly toward them, she is willing to give the Death Sight Gift to any character who can afford it (and has at least one dot of Wisdom). She may also grant other Gifts related to death, rot or pollution at the Storyteller's discretion.

If the characters convinced her to expel the taint, she can grant Gifts related to water, fluid motion, swimming or seduction.

In either case, she is willing to let the characters use her locus, but will only provide safe passage to and from the lake bottom if they achieved an exceptional success in convincing her to expel her death-taint, or if they perform some chiminage for her for each "trip."

LAKE-SPIRIT

Rank: 3

Attributes: Power 6, Finesse 10, Resistance 9

Willpower: 15

Essence: 20 (max 20)

Initiative: 16

Defense: 10

Speed: 26

Size: 5

Corpus: 14

Influences: Lake ••, Death •

Numina: Command Water (as Command Fire, p. 111 of **Werewolf**), Death Sight (as the Gift; p. 106 of **Werewolf**), Lament of the River (as the Gift, p. 112 of **Werewolf**), Material Vision, Silent Fog (as the Gift, p. 146 of **Werewolf**), Wilds Sense

Ban: The lake-spirit is curious about human (and werewolf) interaction, but naïve. She is susceptible to flattery. If the characters pay her a compliment, she must manifest and speak with them. If during the course of the scene, she chooses to embrace her death-taint, rather than expel it, her ban changes. She becomes fascinated by blood and death, and if her opponent bleeds, she subtracts 5 from her Initiative rating. If a character dies within her sight, she stops to watch, and automatically loses Initiative.

THE EMERGENT BEAST

By Stew Wilson

This chronicle focuses on the differences between wolf and man—and between werewolf and both. By stripping out everything that isn't core to defining a werewolf, we focus on how the Uratha are no longer human.

TRAITS

In this chronicle, characters do not use most of the traits presented in the **World of Darkness Rulebook**. Human characters have a base pool of three dice for each action. Characters who have a major part in the plot have between one and five Skills, which correspond to the Skills used normally. When a Skill would apply to a roll, add two dice to the applicable pool.

Spirits have one die per Rank that can apply to any action, and add the full rating of any Influence to an action that would be covered by said Influence—a spirit of Cats rolls Rank + Cats to control cats in the physical world, or to take catlike actions such as sneaking or raking someone with claws.

Werewolves have a basic pool of three dice, like normal humans, and have a rating in each category of Renown. Each action falls under the purview of at least one form of Renown, defined by the Storyteller according to the descriptions of each type in the **Werewolf: The Forsaken** corebook and the following section. The werewolf character adds her rating in that Renown to her basic pool. Werewolves also have a Harmony rating, the rules for which apply normally.

Uratha characters also possess Skills, like normal humans. When a Skill applies to a roll, she can use it to gain a +2 bonus, like a human. In doing so, she can only apply one Renown trait to the roll. If Steel-Trap-Mind tries breaking down a locked door, he can either roll Purity + Glory, or substitute one of those traits for the flat bonus from his Athletics Skill.

Because this system leaves most characters with smaller dice pools than normal, a dice roll is an exceptional success on a roll of 4 successes, rather than 5. An extended action is likewise an exceptional success when a character rolls 4 successes more than necessary.

RENOWN PURVIEWS

Most actions can make use of the expertise gained in more than one area of Renown. Use the following section as a guide:

Cunning acts are those that require deception. A werewolf adds Cunning to any such action, from lying her way into a nightclub as a VIP to stalking prey through the streets. The Cunning werewolf is one who wears his human mask close, thus the Renown also covers skilled human tasks like extracting information from computers or attacking with a gun rather than tooth and claw.

- When an action would normally call for a dice pool involving Dexterity, Manipulation, or Wits, Cunning could be a suitable Renown.

Wisdom is the mark of a character who thinks before he acts, and who knows the right choices to make. In addition to book-learning, a Wise werewolf knows when others are trying to trick him, and is the master of his own mind. While Cunning werewolves know the tricks of the modern world, werewolves with high Wisdom are experts in many fields, from the sciences to the art of hunting information in a library.

- When an action would normally call for a dice pool involving Intelligence, Resolve, or Composure, Wisdom could be a suitable Renown.

Honor pervades a werewolf's life. Rather than living according to a strict code imposed by an external agency, the People have a keen internal sense of what is right and wrong. Keeping one's Honor can mean fighting with an opponent's weapon lodged in your gut, or not falling to Kuruth at the sign of a lover's betrayal. When an Honorable werewolf speaks, others listen, for they know he will have weighed his words accordingly. Through that, he can make others do what he wants even when it's not in their best interests.

- When an action would normally call for a dice pool involving Manipulation, Composure, or Stamina, Honor could be a suitable Renown.

Purity is all about the essence of being an Uratha—the things that separate the People from the slaving mindless beasts of fiction. Pure werewolves (that is to say, those who hold to Purity Renown, rather than members of the Pure Tribes) combine raw physical prowess with the ability to hunt any prey to the

ends of the earth. A werewolf who embodies Purity is the example for others to follow: other Uratha will follow her into the mouth of an idigam without question.

- When an action would normally call for a dice pool involving Presence, Strength, or Stamina, Purity could be a suitable Renown.

Glory is the calling for werewolves to become worthy of legends. While Purity is the Renown of those who set examples in how they live their lives, Glory focuses on one act of brilliant madness. To that end, it calls for both physical strength and a precision of action that lends itself to everything from stealing ancient treasures to out-tricking a spirit of treachery. Alongside Purity, Glory is the Renown accorded to those who excel at violence.

- When an action would normally call for a dice pool involving Wits, Strength, or Dexterity, Glory could be a suitable Renown.

GAINING AND LOSING RENOWN

Renown is judged by the Lunes, five choirs of spirits in direct servitude to Mother Luna herself. Each choir has some basic expectations of werewolves who cleave to their creed, starting on p. 194 of **Werewolf: The Forsaken**. The individual sections on Renown also mention some feats that would get the attention of the Choir overseeing that type of Renown.

First, the bad news: If you fuck up enough, the Lunes will not be pleased. Every time your character obviously breaches the basic expectations of any Renown in which he has a rating, put a line through one of the *empty* dots next to that Renown. If you cannot, your character loses her rightmost dot of that Renown. When that happens, erase and all lines through the empty dots. The Lunes' disapproval is both swift and obvious.

FAILING THE LUNES

Storytellers: point out when an action would result in a checking off an empty dot. If the player thinks otherwise, listen to her arguments. She may change your mind. She may not. If you're unsure, ask the other players their opinions, and employ the will of the troupe. This will sometimes lead to Renown losses that seem inconsistent and even fickle in the game (hopefully not to the players around your table, though). Lunes are shards of the Mad Mother, and being fickle and inconsistent is a part of their nature.

It's not all doom. The section on Feats of Renown should spark ideas of the kinds of accomplishment that impress the Lunar Choirs. When a character performs a feat of Renown that she has not before, the Storyteller should award her with some extra Experience Points that must be spent towards increasing that specific Renown trait—4 points is appropriate for most feats, thought this can go higher or lower depending on the action. Remember that every feat that a werewolf accomplishes when holding to one type of Renown must be greater than the previous one, pushing her to strive ever higher. The bonus Experience Points cannot be spent until the character undergoes a successful Rite of the Spirit Brand (**Werewolf: The Forsaken**, p. 151).

CHARACTER CREATION

In place of Steps 2-7 of the normal character creation process, use the following steps:

- **Step 2:** Record Base Dice Pool (3 dice)
- **Step 3:** Choose 2 Skills, from among those listed in the **World of Darkness Rulebook**. When a Skill applies to a roll, add 2 dice to the appropriate pool.
- **Step 4:** Choose an Auspice. Record one Skill from the list of Auspice Skills, and add 1 to the associated Renown.
- **Step 5:** Choose a Tribe. Add 1 to the Tribe's associated Renown. Ghost Wolves do not gain a dot of Renown due to their lack of Tribe.
- **Step 6:** Add 1 to any category of Renown.
- **Step 7:** Select 3 Gifts from those available to your Tribe and Auspice, plus the universally available Father Wolf and Mother Luna Gifts. Ghost Wolves choose only two Gifts, from those available to Auspice and all werewolves only.
- **Step 8:** Record Harmony (7), Defense (1 + lowest of Glory and Cunning), Initiative (1 + Cunning + Wisdom), Speed (9 + Cunning + Purity), Willpower (3 + Wisdom + Honor), Health (5 + Honor + Purity) Maximum Essence (10 + highest Renown). This chronicle does not use Size.

HUMANS

Human characters have similar traits. They have a Base Dice Pool of 3; three Skills; Morality 7; Defense 1 + 1 for each of Brawl and Weaponry; Initiative 1 + 2 for each of Athletics, Brawl, and Weaponry; Speed 9 + 3 for each of Athletics and Survival; Willpower 3 + 2 for each of Occult, Persuasion, and Subterfuge; Health 5 + 1 for each of Medicine and Survival

THE PURE

The Pure Tribes do not cleave to the Oath of the Moon, and have no time for the insane Lunar goddess who would rehabilitate the Forsaken. They do still hold themselves to standards of Renown, standards handed down from the totems of the Firstborn who walked away from the murder of Father Wolf.

Werewolves of the Pure Tribes do not have an Auspice. They don't gain the bonus Renown or Skill from an Auspice, and only have two Gifts, chosen from the Gifts available to the Tribe, and Father Wolf and Mother Luna's Gifts. All Pure werewolves start with a dot in Purity Renown.

As noted on p. 110 of **The Pure**, the Anshega have the following Renown affinity and access to Gifts.

- **Fire-Touched:** Wisdom Renown; Disease, Fervor, Insight, and Inspiration Gifts.
- **Ivory Claws:** Honor Renown; Agony, Dominance, Scourging, and Warding Gifts.
- **Predator Kings:** Glory Renown; Nature, Rage, Savagery, and Strength Gifts.

The Pure Tribes otherwise follow the same rules as the Forsaken. **The Pure** has more details on the Anshega, and their relationship with each type of Renown, starting on p. 111.

DRAMATIC SYSTEMS

With such a drastic change in a character's traits, many of the dramatic systems detailed in the **World of Darkness Rulebook** and **Werewolf: The Forsaken** deserve another look.

THE HUNT

Most werewolves do not pride themselves in being combatants, but in being hunters. To that end, the Uratha have a range of talents that set them above normal hunters. A hunt isn't just the pack finding where a foe is and laying into him. A good hunter wears his target out, and only goes for the kill when he has the advantage. Hunting is thus divided into three actions: *tracking*, *harrying*, and *striking*.

- **Tracking** is covered in **Werewolf: The Forsaken**, p. 179, though under this system it uses a dice



pool of Cunning + Wisdom. A character trying to disguise his tracks uses Cunning + Purity or Stealth.

- **Harrying** is the art of keeping your target running until he is worn out. Roll Cunning + Glory as an extended action, requiring a total number of successes equal to the target's Willpower, plus two for each additional person who is with the target. The target can spend a point of Willpower to contest a roll with his Honor + Purity (human characters can use Intimidation or Survival instead). Note that harrying is a prime example of an action that can benefit from teamwork (**World of Darkness Rulebook**, p. 134). Each character involved in a Harrying attempt must have a higher Speed than the victim. Failure at this stage means that the victim escapes the pack.

- **Striking** is the simple act of going in tooth and claw to kill the victim. If the pack succeeded at the harrying action, they have surprise over the target for the first round of combat. If they got an Exceptional Success, the target does not get to roll to see if he can respond to the attack.

COMBAT

Combat works much the same as it does in the **World of Darkness Rulebook**. Most characters roll their base dice pool, plus the bonus for any applicable Skill, plus the equipment modifier of the weapon at hand. For unarmed combat, werewolves in any form can apply Purity and Glory to the roll instead of the Brawl Skill. Likewise, armed close combat falls under the purview of Glory and Cunning, and ranged attacks rely on Cunning and Wisdom.

Despite these changes to the dice pools, combat proceeds like any other part of the game—use the existing rules with the new dice pools. Options like all-out attacks and knocking opponents prone still have the same effects. When grappling, the Strength + Brawl roll is replaced by a Purity + Glory roll, and further rolls to control the grapple are penalized by the opponent's Purity alone (in place of Strength). This does mean human opponents are at a disadvantage once a werewolf grapples them, as they do not have Purity Renown to contend the grapple.

SHAPESHIFTING

The five forms of Uratha mostly work as described in **Werewolf: The Forsaken**. Rather than altering a character's Attributes, the forms apply bonuses and penalties to a character's Renown. Where the alteration would lead to a character having a negative total in that Renown trait, he

suffers a penalty on any rolls that use that Renown. All derived traits (Speed, Initiative, etc.) change along with the Renown used to derive them, plus any further adjustments listed. Shapeshifting is an instant action that uses the character's Hishu Purity + Honor. Alternately, a character can spend a point of Essence to change forms instantly.

- **Hishu:** No change

- **Dalu:** +1 Honor, +2 Glory, -1 Cunning. Perception +2. Induces Lunacy, witnesses have a +2 bonus to resist.

- **Gauru:** +2 Honor, +4 Glory, +1 Purity, -2 Wisdom. Perception +3, Claw +1(L), Bite +2(L). Induces full Lunacy. Ignore Wound penalties. -2 to resist Death Rage. Most Mental and Social rolls automatically fail.

- **Urshul:** +1 Purity, +2 Glory, +1 Cunning -1 Wisdom. Speed +2, Perception +3, Claw +0(L), Bite +2(L). Induces Lunacy, witnesses have a +2 bonus to resist.

- **Urhan:** +2 Purity, +1 Cunning, -1 Wisdom, -1 Honor. Speed +5, Perception +2, Bite +1(L)

A character can only spend a short period of time in Gauru form—one turn per die in the character's unmodified Honor + Purity pool (Honor + Purity + 3). When in Gauru, she must make a reflexive Honor + Wisdom roll if she wants to do anything other than moving towards the nearest enemy, or attacking said enemy. Werewolves in Gauru form also have one point of natural armor against both bashing and lethal damage.

DAMAGE AND HEALING

Track Health normally, though remember that an Uratha's Honor and Purity Renown change depending on what form she is in. Honor is used for all rolls to regain consciousness. Werewolves, thanks to their regenerative capabilities, do not bleed out after taking aggravated damage.

In combat, a werewolf who does not take a physical action and does not apply his Defense against an incoming attack may choose to heal up to his Purity in bashing damage, or half his Purity of lethal damage. A character who acts normally regains one point of bashing damage, or one point of lethal damage when spending a point of Essence as normal.

THE HISIL

Much of an Uratha's interaction with the spirit world depends on how well she keeps her spiritual nature in balance with her physical existence. Many

Rites, calling upon spiritual assistance, use Harmony as the dice pool; these actions do not change. Getting to the Hisil via Stepping Sideways (**Werewolf: The Forsaken**, p. 250) uses Wisdom + Purity as the dice pool. Simply sending one's senses across the Gauntlet (**Werewolf: The Forsaken**, p. 252) instead uses Wisdom + Cunning.

ESSENCE

As this chronicle doesn't make use of Primal Urge, the maximum Essence and the points spent per turn change. A character can always hold 10 points of Essence, plus one extra point for each dot in his highest Renown. Always use the character's Renown in Hishu form for calculating how much Essence he can hold. A character can spend one point of Essence per turn for every five dots of Renown she has in total.

Once she's hit 15 Essence, the character's Essence pool increases in accordance with her second-highest Renown, then third-highest at 20, and so on to a potential total Essence of 35. If a character's Renown in a category drops below 5, re-calculate her Essence total accordingly.

Example: Red Jenny has made her name as an Iron Master Cahalith. She has Cunning 5, Glory 5, Purity 3, Honor 2, and Wisdom 2, giving her an Essence total of 23 (10 + 5 + 5 + 3) and letting her spend four Essence per turn. On the run from an Ivory Claw huntsman out for her hide, she blunders into what should have been an obvious trap. The Storyteller believes that a werewolf with Cunning 5 who doesn't plan for obvious traps is in trouble, and Red Jenny's player agrees. She loses a point of Cunning, making her new Essence pool 19 (10 + 5 + 4), though she can still spend 4 points of Essence per turn.

GIFTS

Werewolves can use spiritual powers in a similar way to spirits manipulating Essence, however the Gifts granted to the Uratha must be filtered through their predatory nature. Rather than applying a Gift to any roll that might be applicable, werewolves instead have specific effects they can evoke.

Each Gift is rated from one to five dots. Rather than each dot having a unique ability, the Gifts of this system instead enhance the character's natural capabilities. Use the title of the Gift to judge what actions it can apply to: the Stealth Gift applies to any attempt to hide from a foe, the Inspiration Gift applies to the werewolf to inspire emotions and determination on his companions, and so on. The various Moon Gifts (Crescent Moon, Gibbous

Moon, etc). apply when a werewolf is trying to serve the duties of his Auspice—a Rahu when fighting, an Irraka when hunting, and so on.

The term "Gift" is perhaps a misnomer. Werewolves gain these supernatural powers through exerting their natural dominance over the denizens of the Hisil, albeit subconsciously. By bleeding off some of the Essence trapped within her body, she inspires the spirits to do as she commands—or face her wrath. As these effects are clearly supernatural, players are encouraged to describe the efforts that spirits go to in assisting their actions; subject to Storyteller veto for truly outlandish effects (causing a sudden blackout to enhance a Stealth roll is fine, turning the werewolf's foes to dust is not).

Each Gift has a "signature Renown," this is the Renown closest aligned to the Gift. A Gift cannot have more dots than the character has in the signature Renown. When she gains a dot of Renown, she also gains one dot in one Gift of that Renown. Any time she chooses to use a Skill in place of a Renown trait, she cannot use a Gift on the same roll.

The signature Renown for the Gifts detailed in the **Werewolf: The Forsaken** corebook are detailed here:

- **Cunning:** New Moon, Evasion, Shaping, Stealth, Technology
- **Wisdom:** Crescent Moon, Death, Insight, Knowledge
- **Honor:** Half Moon, Nature, Warding, Weather
- **Glory:** Gibbous Moon, Elemental, Inspiration, Strength
- **Purity:** Full Moon, Dominance, Father Wolf, Mother Luna, Rage

Each Gift ranges from one to five dots. Each dot of a Gift unlocks a new ability, outlined below. Each action can only benefit from the effects of one level of one Gift. If a character activates a Gift at rank ••• or higher but does not have enough Renown to spend all the Essence at once, she can activate the Gift but cannot use Essence for the next *two* turns. When using a Gift to enhance an extended action, the werewolf must spend the listed Essence cost for each roll so enhanced. Activating a Gift is always a Reflexive action.

GIFT •

At this level, the dominance that an Uratha exerts over the spirit world is minor, but still noticeable. Spirits of confusion might make her trail hard for her opponents to follow, or the barely-aware spirit in a piece of technology may decide that going against the werewolf's wishes is a fundamentally bad idea.

Cost: 1 Essence

The spirits' assistance gives the character the 8 again quality on her next action. This Gift can enhance the dice roll when defending in a contested action.

GIFT ..

Bleeding off a little of the Essence stored within her calls nearby spirits to the werewolf's aid. Though they do not change the world to enhance the werewolf's chance of success, they do ensure that even an otherwise average victory becomes something noteworthy.

Cost: 1 Essence

A werewolf can only use this Gift to enhance an action that uses the Gift's signature Renown. A roll affected by this Gift only needs two successes to count as an Exceptional Success, not four.

GIFT ...

The spirits surrounding the werewolf realize that the best way to avoid his wrath is to get his attention focused on other things. The spirits of knowledge and books in a library may bring the volumes a werewolf seeks to hand, while the spirits of a forest can shift the terrain, removing obstacles from her path and catching at the feet of the Uratha's prey.

Cost: 2 Essence

The werewolf can only use this Gift to enhance an extended action. The roll is instead resolved as an Instant action. If the number of successes needed isn't known to the player, such as when examining a crime scene (**World of Darkness Rulebook**, p. 59), a Success reveals as much as if the player had normally rolled all but two of the necessary successes. An Exceptional Success reveals information as though the character had rolled all of the required successes.

If the extended action would normally be contested or resisted, the resulting Instant action is contested or resisted in the same way. The only change is the number of dice rolls required, and the time it takes for the action to resolve.

GIFT

An Uratha who unleashes this Gift turns the spirits' attention to his opponent. They know that the best way to win the werewolf's Essence is to fox those who would turn against him. Tree branches snatch at weapons, the windows of skyscrapers reflect the sun to blind his opponent, and armor slides away from vulnerable areas. In more cerebral contests, spirits of luck or strategy can confound an opponent, making it impossible to work out the right move to make, and anything a romantic rival says is twisted before others hear it.

Cost: 2 Essence

A werewolf can only use this Gift to enhance an action that uses the Gift's signature Renown. The Gift only works on contested or resisted actions taken by the character, not when she is acting as a defender. Any resistance roll counts as an automatic failure, and Resistance traits are ignored—she rolls her action as normal, only applying modifiers for circumstances and equipment. In combat, she ignores her opponent's Defense and Armor entirely, while remaining able to apply her own Defense to incoming attacks.



DOUBLE DIPPING

A character with a Gift at can use it to enhance another werewolf's use of the third rank of the same Gift. The two werewolves have to be working together, as a teamwork action. The secondary actor does not roll as normal. Instead, she activates a Gift at to remove all resistance to the roll. Due to the pressure on the Hisil by differing spirit magic used in such a close proximity, her contribution to the teamwork roll is reduced to a chance die. After all the secondary actors have rolled, the primary actor activates her Gift ... and rolls as normal.



GIFT

Marshalling her rage from deep within her soul, the werewolf demands obedience from the spirits and they rush to obey. She strikes true, and a spirit of pain intensifies the damage to her foe. The spirits displaced by her prey's headlong rush into the wild so fear the werewolf that they guide her to her target. All beings, both man and beast, feel a pressure to kneel before her and do as she commands. Buoyed with self-confidence, she cows the spirit of a heavy object until it leaps into her hands.

Cost: 2 Essence, 1 Willpower

A werewolf can only use this Gift to enhance an action that uses the Gift's signature Renown. The character's next action is treated as a Rote Action (**World of Darkness Rulebook**, p. 134), even in combat.

EXAMPLE OF PLAY

Cassie Half-Blind, an Iron Master Elodoth, is investigating the Black River, a spirit that tricked another pack into enacting a very dangerous rite that's brought diseased spirits through into the physical world. While the rest of her pack attempts

to smooth the ground with neighboring packs, she's out for the truth. Crawling through the burned-out wreckage of a motel, she looks for clues. Her Storyteller asks for a Cunning + Wisdom roll. She's got Cunning 3 and Wisdom 2, so rolls 8 dice (3 + 2 + the base 3 dice). She gets three successes, and notices that some of the wreckage is charred in odd patterns. Piecing a few bits together, she traces out a glyph that links the fire to the Black River.

Realizing that she needs to interrogate the local spirits about the Black River, she slips into Urhan to chase back to the other pack's Locus—her Speed is 6 points higher than it would be in Hishu. As soon as she arrives, the Storyteller asks for a straight Cunning roll. She gets one success off six dice, but it's enough to dive out of the way as a diseased spirit—thing bursts through the Gauntlet at straight at her.

The spirit's a pain, but to Cassie's eyes, it's a distraction from finding out what's really happened. She spends a point of Essence to shift to Gauru and bring the pain. She wins Initiative, and lashes out with her claws—not wanting to bite down on a chunk of diseased flesh. Her dice pool to attack is 9: her modified Glory 3, Purity 2, base pool of 3, and one more for the claws. Her player marks off a point of Essence and describes how activates the first-dot of Father Wolf's Gift. Even against its will, the spirit recognizes an agent of the ultimate hunter and leaves some of its vital areas unguarded. The spirit has Defense 2. Cassie's player rolls seven dice, with 8-again. She still manages to roll 6 successes. The spirit, a lesser Gaffling, only has five Corpus, and crumples into a heap. Wary of further danger, Cassie rolls Purity + Honor (her Hishu-form Purity is 1, Honor 2, so she rolls 6 dice) to drop into Dalu as she searches for the Locus.

STORYTELLING ADVICE

This Chronicle pares away parts of the Storytelling System, separating human-centric traits and assumptions from the core mechanics in the same way that a skilled butcher parts meat from bone. In its place, we have a system that rewards Uratha for being and acting like Uratha. The theme and mood of the chronicle both reflect changes to the mechanics.

THEME: A TIGHTER FOCUS

Attributes and Skills are almost gone, and Renown is brought into the limelight. Rather than just providing a bonus to activating Gifts, Renown

fits in to almost everything an Uratha does. That way, a werewolf who is renowned for being stoic and honorable is directly better at being stoic and honorable. Without Attributes and Skills, the dichotomy between Renown—supposedly a measure of what a character has achieved—and the other traits—the measure of what a character is good at—is gone. That gives characters a much tighter sense of what they're good at.

MOOD: THE DEATH OF THE HUMAN

Another thing the shift to a Renown base accomplishes is placing a focus squarely on the characters as werewolves. Rather than trying to shoe-horn human characters into a framework intended solely for Uratha, this Chronicle simplifies the mechanics for human characters.

Adding Renown on top of that simplified layer changes the meat of the game, making it more about werewolves discovering what it means to be an Uratha, rather than a person who sometimes turns into a wolf. Werewolves start out close to human. In many cases, new characters will have an easier time using Skills than Renown. Over time, as characters gain more dots of Renown, Skill use falls by the wayside. That's entirely intentional.

What this boils down to is that humans just don't matter. Sure, they can throw a decent amount of dice around (8 plus equipment, enough to make them a threat to competent werewolves), but an Uratha has more options. She's got as many Skills as a normal human, but through Renown and Gifts, she has more options and is reflected in the rules as a broader character. As much as the mechanics define what matters to the chronicle, any Uratha automatically matters more than any human. It takes time for a starting character to get to that point, and the chronicle should reflect that—a slow realization that the characters are (in a way) more “real” than the human world around them, peppered with doubts as the characters default back to Skills, and an eventual acceptance of their fates.

NARRATIVE CONTROL

As part of the general streamlined mechanics presented for this chronicle, Gifts changed to offer a more unified way of working. Rather than giving characters a list of impossible things, each Gift offers the same abilities at the same level. The real trick becomes working out how a particular Gift can help in any given situation, and that calls for the player to come up with ideas for how his abilities can apply.

Some players will try all manner of explanation to explain why an unrelated Gift should help an action—a Death Gift assisting with picking a lock, or a Strength Gift allowing a faster search of a crime scene. Most players who do this aren't doing it maliciously; they see it as a fun problem to solve. While it can make for a cool story to occasionally say "yes" to an idea out of left-field, it can quickly leave players who aren't comfortable coming up with ideas on the fly feeling like their Gifts aren't as useful.

Such a problem needs a two-pronged solution. First, to curb over-the-top suggestions: Only one use of a Gift

that isn't reasonably obvious from the Gift's description per Story, and it costs an extra point of Willpower. And then, if one player got that use last story, she can't have it again until another player's had one.

Second, something to help players less comfortable with coming up with ideas on-the-fly: any time a player wants to use a Gift, she can ask the Storyteller and the other players for ideas as to how the Gift works in-game. She has the final say over what happens—it's her character spending Essence, after all—but she can pick from ideas put forward by the whole table. This option is open to all players, all the time.

THE FAMILY By Stew Wilson

At its heart, **Werewolf: The Forsaken** has the Shadow, the realm of spirits. The presence of the Shadow props up a lot of the premise, providing a framework to turn *An American Werewolf in London* and *Dog Soldiers* into ongoing stories.

What happens when we remove that foundation? It needs replaced, because a lot of the game rests upon it, but it is possible. This Chronicle does just that, removing the Shadow and everything derived from it, and replacing it with the idea of the Pack.

NEW SYSTEMS

A lot of the rules of **Werewolf: The Forsaken** reflect the influence that the Shadow has on the Uratha, from the way Renown measures a character's esteem in the eyes of the Lunes (or other spirits) to the Gifts and Rites that can do impossible things. Naturally, this chronicle changes those rules.

TEARING DOWN

Without the Shadow, some traits outlined in **Werewolf: The Forsaken** don't make sense. Some change, some are ignored completely.

- **Auspice:** Characters do not have an Auspice.
- **Tribe:** Tribes exist, but not in the same form as in **Werewolf: The Forsaken**. A character gets a free Specialty from her Tribe at character creation, similar to the free Auspice specialty.
- **Gifts and Rites:** Characters do not have either of these traits.
- **Harmony:** Refers solely to the balance between the Wolf and the Man.
- **Merits:** Characters cannot purchase Totem or Fetish. Pack Tactics (**The Rage**, p. 156) are a very good idea for replacements.

- **Renown:** Characters do not have Renown.

Werewolves can still shapeshift, and still have access to Primal Urge. Essence is still used to heal lethal damage, and to instantly shift forms, but the only way to regain it is to eat the flesh of a wolf or a human. Silver weapons still cause aggravated wounds, and appearing in Dalu, Gauru, or Urshul form still causes Lunacy—though as an instinctive primitive throwback to the days when werewolves stalked humanity, rather than a mystical curse.

HARMONY

As Harmony traditionally measures the balance between human, wolf, and spirit, something's missing when the spirit world doesn't exist. The hierarchy of sins changes slightly—betraying the pack is now a Harmony 3 sin, and "betraying a packmate" is added as a sin at Harmony 5. The effects of low Harmony also change.

The penalties to Social and Mental actions from low Harmony now apply when dealing with normal humans. Werewolves and other supernatural beings are the only people she can deal with without taking these penalties. Conversely, the bonus from high Harmony now applies to any human resident in the character's territory.

In place of a spiritual tick or ban, for each point of Harmony below 6 the character picks up a wolf-like mannerism. To start with, it's a small one—always eating with his hands rather than a knife and fork. As Harmony decreases, he picks up a number of other traits. He marks his territory with urine, defecates in prominent public places to show he “owns” the area (without caring if anyone sees him doing so), and eventually will only eat what he can kill with his own hands. While that's not a problem for a character who spends most of his time in Urhan, at some point all werewolves have to deal with humans. At Harmony 0, the character is no longer capable of assuming Hishu or Dalu form, and lives in a state of near-constant kuruth.

TRUST

Once character creation is complete, each player should decide how much his character trusts her packmates. Add up the number of other werewolves in the pack, then double that number. That's the total amount of Trust each werewolf has to spread between his packmates. Each packmate must have at least one point of Trust, and each werewolf must put one point of Trust into the Pack.

Example: Siobhan, Beth, Chuck, and Jules are creating characters for a Werewolf game using this chronicle hack. Doing the math, each character has 6 points of Trust to assign, but they've got to spread that between the three other werewolves and their loyalty to the pack as a whole.

The following table gives an idea of what each level of Trust says about the relationship between the two characters.

Trust	Relationship
•	Wary Acquaintance
••	Slow Acceptance
•••	Trusted Ally
••••	Close Friend
•••••	Life-partner

Two characters don't need to have the same degree of Trust for one another—in fact, they probably shouldn't. Each character's Trust ratings only show how he perceives the relationship between the two. If Bluetone has Trust •••• for Boris the Blade, then it just means he thinks Boris is one of his closer friends, even though Boris isn't too keen on him (Trust •). That means that Bluetone is at his best when he's working with Boris, but Boris is probably just waiting to betray

him. At one dot of Trust, a werewolf sees pretty much what she expects to see from the other's Tribe—it takes time to see something other than a stereotype.

Write a couple of words about why the character has that level of Trust towards his packmates next to the Trust. Continuing the earlier example, Boris has Trust (Bluetone) • “Cocky bastard” while Bluetone has Trust (Boris) •••• “Always comes through in the end.”

The trust a character has in the Pack is slightly different. Note down a Hidden Agenda. This should be a personal goal that your character would happily betray her Pack to achieve. “I want to be with my family again,” “I need to find a cure for this curse,” or “I'm going to be alpha and damn the rest of them” are all excellent choices. Betraying the pack doesn't necessarily mean abandoning them, only that your character will betray them in order to get what she wants. Alone of all these relationships, a Hidden Agenda should be kept secret, known only to the player and the Storyteller. Make a note of it on the back of the character sheet, or somewhere that the other players won't see it.

TRUSTING OTHERS

So what happens when one of the pack wants to bring in an outsider to the web of trust? Perhaps she's got a wolfblooded brother who she shares everything with—and whom she trusts more than she trusts her packmates.

That's fine. In fact, it's more than fine—introducing these relationships is a good way to increase the tension between packmates. A character has to purchase any relationships outside of the pack from her initial pool of Trust after giving her packmates and pack their minimum rating.

External relationships are good, because they give the character a level of Trust she can call upon even when separated from the other characters, but they strain at the bonds that hold a pack together, and that's a dangerous thing.

GAINING AND LOSING TRUST

Whenever a character has Trust spent on his behalf by someone else, he should put a check mark against his Trust in that person. Once he's got at least one check mark there, he can spend Experience Points to raise that Trust trait by one point. Each check mark gives a discount of two Experience Points.

- Trust costs (new rating x6) to increase.

Normally, characters cannot increase Trust in a character if they've not got a check mark against that character's Trust trait. The Storyteller should waive this restriction when spending Experience over long periods of downtime.

USING TRUST

Once the players have worked out how much their characters trust one another, it's up to the Storyteller to put them in situations that test their bonds. Some groups may find it helpful to create interconnected relationship maps to track the feeling between packmates, but the dynamics of a werewolf pack change quickly, as individual members form alliances and betray their enemies. Trust also has a more direct impact on the game, altering a character's dice pools.

In all these situations, pools of Trust can build up and fall apart. Consider using physical tokens like small stones, unused dice, or poker chips to represent each character's Trust pool.

WORKING TOGETHER

In any scene where two (or more) characters are working together, each one has access to a pool of Trust equal to their Trust in the other characters involved in the scene. If the whole pack is working together, add the characters' Trust in their pack. For the purpose of Trust, the members of the pack are any characters who have Trust in the pack. A character with Trust in someone outside the pack adds his Trust in her to his pool as normal, but everyone who doesn't Trust the outsider *loses* a point from their Trust pool.

THE ALPHA PROBLEM

Everyone trusts their alpha, surely? It makes sense...

Well, not really. Maybe everyone hates their alpha. Maybe they understand that he's a good leader, or a good father-figure, but he's not a very likable person. Whether he's a micro-managing boss or an abusive asshole, he keeps his position through fear, not trust.

And what happens when a character who everyone trusts becomes alpha? Sure, it's a good starting point, and a way to build a pack based on mutual respect. But these are werewolves we're talking about, creatures of inhuman savagery prone to *kuruth*. Mutual respect is a great idea, but it breaks down in the face of reality—and if the alpha trusts the others, they've suddenly got an easy way to give themselves more power.

A character can only have one pool of either Trust or Mistrust (see below for more details on Mistrust). Either she's working as part of the pack, or she's out for her own benefit and damn the others.

Example: Angus is tracking down a newly-changed werewolf in Rolling Thunder's territory, along with Halo and Jacks. He's got Trust 2 in Halo and 1 for Jacks, so his pool is 3 points. Because one member of his pack isn't involved, he doesn't get the Trust for the last member, nor does he get his Trust in the Pack.

SPENDING TRUST

A character can spend a point of Trust gained this way as a reflexive action. She can choose from the following effects, all usable on the characters she has Trust in.

- Give another character a point of Willpower, that he must use on his next action.
- Turn a point of Lethal damage taken by another character into Bashing damage.
- Restore 1 point of Essence to another character.

The pool of Trust refreshes at the start of each scene. Spending a character's last point of Trust costs a Willpower point.

WHAT ACTUALLY HAPPENS?

Nothing.

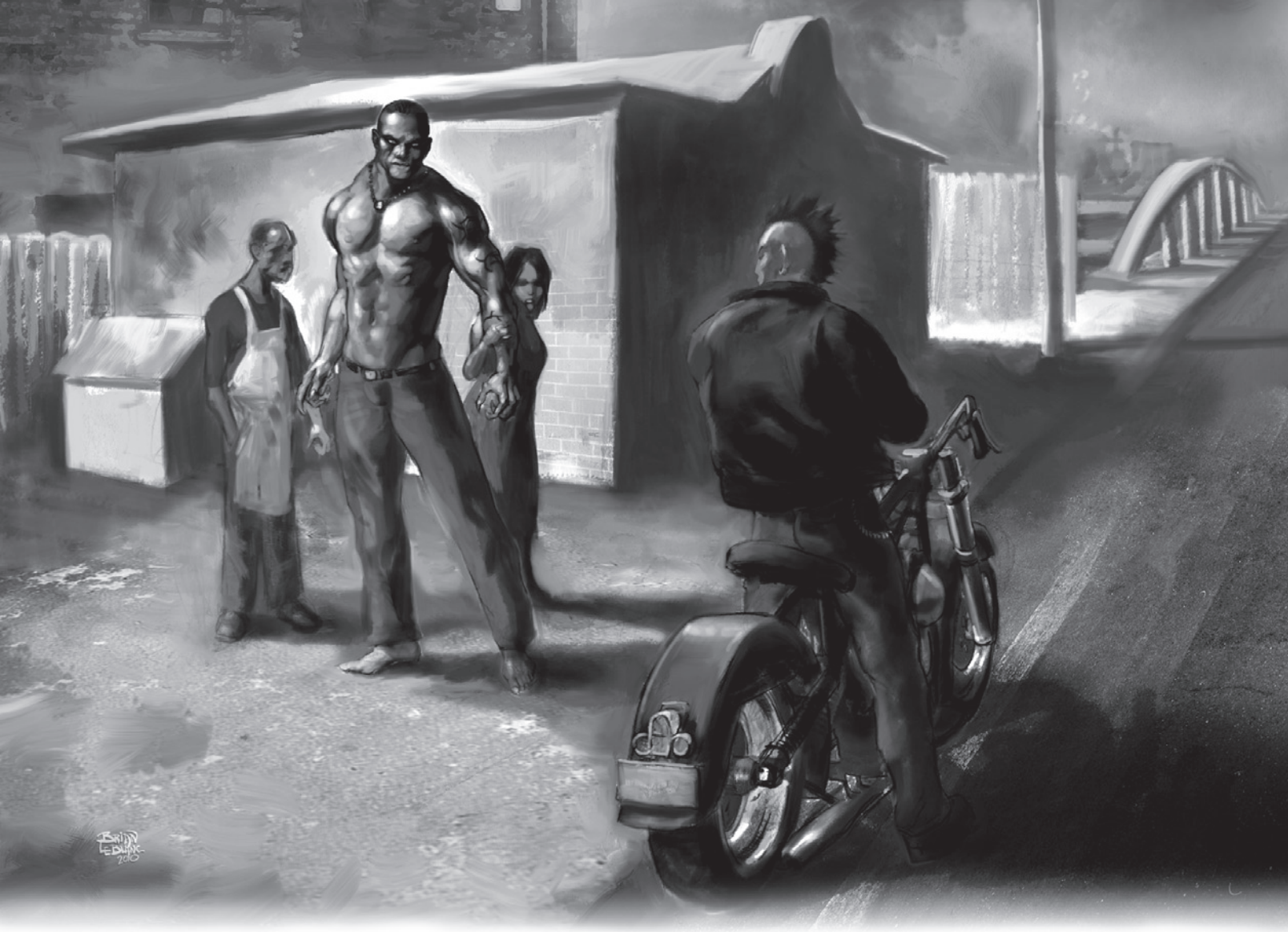
No, really. Trust is a mechanic that doesn't have any direct representation in the story. Sure, you could have one character say a few inspiring words, or maybe he just draws on his inner reserves, seeing that his packmates stand with him. But none of that is actually necessary. As it stands, Trust is an abstract representation, something that allows a pack of werewolves to be more effective when they work together.

SCREWING PEOPLE OVER

This is the converse to the above, a scene where one character decides to exploit another's Trust in him. The player can reveal that her character is betraying his packmates at any point. When she does, a few things happen all at once:

- The traitor no longer counts for other character's Trust pools.
- She loses any Trust pool that she's built up.
- The traitor gains a Mistrust pool.

To work out the Mistrust pool, take one point for each dot of Trust that *other packmates* in the scene place in your character. If she's directly working towards her Hidden Agenda, she adds her Trust in the



Pack to her Mistrust pool, though the first time she does this, she's got to reveal her Hidden Agenda to the other players. From that point on, their characters know a bit more about what motivates the traitor, and whether they can still rely on him.

TO REVEAL OR NOT TO REVEAL

Some players might have realized this already, but when a character betrays her pack, the player doesn't have to reveal her Hidden Agenda. Sure, if she doesn't then she doesn't get a bit more Mistrust, but if she can get by without it then she gets to keep that facet of her character secret—especially if the betrayal is indirectly linked to her Hidden Agenda.

Sometimes, it's worth not cashing in on the Hidden Agenda to beat on the alpha of the other pack that you want to one day run yourself, because it'll help you in the long run.

SPENDING MISTRUST

A character can spend Mistrust freely. Unlike Trust, she can only use Mistrust to benefit herself. Choose from the following effects for each point spent. You can only spend Mistrust on one of these effects per turn, but you can spend up to your entire pool in a turn if that's what you want. Any unspent Mistrust that remains at the end of the scene is lost.

- Turn a point of lethal damage into a point of bashing damage.
- Restore a lost point of Essence.
- Reduce any penalty on a roll by 1.
- Penalize your opponent's dice pool in a contested roll by 1 die.

At the end of the scene, it's time to pay the piper. Every pack member betrayed in the scene loses at least one point of Trust in your character. If the player thinks it justified, the character may lose up to three points. A betrayal can only reduce a character to Trust 0 if she already had Trust • before

the betrayal. Other members of your pack lose any check-marks they have for your character, even if they weren't involved in the scene. Betraying your packmates in this way is a sin with Harmony threshold 5; rolls to check for degeneration should occur at the end of the scene.

If your character tried to further her Hidden Agenda, then in addition to the above she loses one point of Trust in her pack, and her resulting sin is Harmony threshold 3.

When one character's Trust in another falls to 0, he cannot rely on her to back him up. That Trust doesn't apply to the Trust pool (though her presence still applies to whether he gets Trust in the pack). He also cannot spend Trust to aid her actions. She must spend double the normal amount of Trust to aid him in return.

When a character's Trust in his pack falls to 0, it's time for him to leave. While individual members of the pack may not think he's a lost cause, just having him around messes with the pack dynamic. Any character who still Trusts him can treat him as an external relationship, but his old pack do not get the additional bonus for the whole pack working together when he's involved in a scene. He becomes, to all intents and purposes, a pariah.

HIDDEN AGENDAS

Forget all this talk about being a selfless part of a pack that's just like the family your instincts keep insisting you should have. Deep down, your character retains a shred of human individuality—and human selfishness. Maybe the guy down the street drinks too much because he hates remembering how he threw the title fight. Maybe the new cop on the beat beats up innocent gang-members as a proxy for his own lack of authority. Interesting characters have flaws, and werewolves are no exception.

To that end, each character in this Chronicle has a Hidden Agenda—something that she's willing to damn the rest of her pack to achieve. In the course of serving their Hidden Agenda, many characters will do something that's obviously against their pack's best interests: defecting to another pack, or killing a packmate's wolfblooded family. Others will do something from out of left field: suddenly taking control of the pack from an otherwise liked alpha, or destroying a valuable part of the pack's territory. Still others—perhaps a majority—want to go back to that simpler time when this burning Rage and the need to be around other werewolves didn't

interfere; such a character's Hidden Agenda may involve living with her human family and ignoring her pack, or seeking some sort of a cure from what she deems the “curse of lycanthropy.”

TALK TO ONE ANOTHER

While the Hidden Agenda normally starts out secret—it's a good way to build tension and prevent characters acting on what their players know—players should discuss their Agenda with the Storyteller. Ideally, this discussion should be quick and either in-person, or over private email. In addition to clarifying each character's Hidden Agenda, the Storyteller should take the opportunity to check what the player's boundaries are, and to make sure that nobody is going to come up against something in the game that would make them feel uncomfortable. As a player, it's good courtesy. As a Storyteller, it's essential to make sure that everyone has a good time.

Some groups aren't going to be happy with keeping the Hidden Agenda secret. That's perfectly reasonable—some groups find that having secrets that are only revealed in play can get in the way of telling an immersive story. In that case, the Mistrust bonus from the pack comes at the first time a player openly declares how her character's acts benefit her Hidden Agenda.

TRIBE

Though characters still have Tribes, this Chronicle alters them to reflect the lack of a Shadow; redefining their main role as being more an outlook on existence as a werewolf. To that end, a Tribe is more like a nationality or a religion. While some old werewolves may tell tales of “Father Wolf”, or “The Firstborn”, the lack of a Hisil to give those tales real context relegates them to the position of folk-story; to all apart from the most fervent believers, these stories are no more real or relevant than the story of Beowulf to modern people.

ALPHAS

“The alpha endures.” That's the overwhelming creed of those Uratha who see themselves as being born to lead. While many of them will never lead a pack, the tribe's name sticks. An alpha is the head of his field, the one others defer to for his leadership, and his knowledge.

Many alphas have a desire to one day be in charge of a pack. Some seek permanent recognition of their right to lead, while others prefer to remain second to the werewolf in charge of the pack, making the important decisions but with much less responsibility at stake. Whether she honestly believes herself the better leader as a result of experience, or simply craves power, she will not stop until she is in charge.

Other alphas channel their personal desire into a need to be the best in their field. Such a werewolf takes every chance to demonstrate his skill—as a subtle reminder that he is the best, and anyone who doubts him is in for a world of hurt. Sensible packs defer to his expertise when it gives them an advantage, though if they ignore him then he's likely to turn on them.

Even among werewolves, alphas have a reputation for being highly-strung. Those who try to remain in the background are the worst, because they give the false impression of not wanting to be in charge, but the tribe has a bad name for their tendency to take any opportunity to better themselves rather than their packs. The other tribes worry that the alphas want them to be no more than were-dogs, rather than werewolves.

- Alpha characters gain a free specialty in Intimidation, Persuasion, or Subterfuge

Nicknames

“Viziers”, “Blue-bloods”, “Micro-managers”.

SAGES

Some people can accept the mysteries of the world, or paper over the annoying gaps in their knowledge with fables and falsehoods. Others will never rest until they *know*. Sages embody that need—though they are werewolves, their ultimate prey is the truth.

Most Sages come to the Tribe because they want to understand what it means to be Uratha, rather than the slaving beasts of Hollywood movies. For all that the Uratha have lived among humanity for all history, werewolves don't have much by way of a structured set of beliefs. The need to form a pack and the need to hunt live at the core of being a werewolf.

Other Sages look to external sources to explain the world. Whether the hallucinogen-crazed ravings of human occultists or the latest theories in biological science, a Sage of this bent will look for the truth under any stone—and damn those werewolves who get in her way. Some get a bad reputation for leaving their territory to chase rumors of newly-uncovered knowledge.

Sages may spend a lot of time with their heads in the clouds, but that's only because that's where they find something new. For that reason, other werewolves fear that they're easily distracted by new ideas, and care less for the physical reality of their territory for a bunch of theories that don't actually *help*.

- Sage characters gain a free specialty in Investigation, Medicine, or Occult

Nicknames

“Hermits”, “Shamans”, “Crowley's whelps”.

SHEPHERDS

Uratha who choose to walk among humans call themselves Shepherds. To these werewolves, humans are somewhere between young children and favored pets. While normal folk can't feel the same sense of belonging that a werewolf does for her pack, she can at least try to hold communities together.

Sometimes, she does this from within—retaining a position in the community even as she lives and hunts with her pack. She may have been a local politician, a priest, or a county Sheriff before she Changed, and she may keep that post even now. Others reclude themselves from public office, while retaining their influence.

Other Shepherds bring communities together through fear. One may use the fear of her own pack, terrorizing the people who live in her territory so they band together against the monsters in the dark. Another plants the seeds of good old-fashioned xenophobia among the people, turning residents against any outsiders—from Jews to Arabs to the Federal Government.

Other werewolves see Shepherds as cleaving too close to the human. It's not for nothing that a majority of werewolves looking for a “cure” or a chance to go back to their human lives are Shepherds. Other Uratha sometimes think of Shepherds as humans wearing Uratha-skin, an image the tribe must work hard to shed.

- Shepherd characters gain a free specialty in Empathy, Politics, or Subterfuge.

Nicknames

“Monkey-lovers”, “Sheepdogs”, “Zookeepers”.

STALKERS

Stalkers embody the Uratha-as-hunter, the gleaming eyes of the monster in the dark. A Stalker prefers to have nothing to do with humans, and as little to do with werewolves of other tribes as possible. After all, other Uratha don't have the same dedication to the Hunt.

A Stalker always has some prey in mind; without something to hunt he feels restless. Some go so far as to pick fights with people just to have someone to hunt. While he can often convince his pack to hunt along with him, sometimes he must gain their assistance through duplicity—they don't need to know that they're helping him, as long as they do help.

Others focus less on the incessant hunt for one single prey. A Stalker may instead roam her territory, looking for things that will cause her problems in the future. Many believe attack to be the best form of defense—people turn a blind eye when a known meth-lab or crack den burns to the ground, though a mob boss who doesn't treat the Uratha with respect may find his family simply vanish one day. If he's very unlucky, he may even find their remains.

Other werewolves see Stalkers as obsessive loners, who need to be part of a pack but who don't particularly give anything back to the whole. Many join mixed-tribe packs *because* they know just how single-minded other Stalkers can be.

- Stalker characters gain a free specialty in Animal Ken, Stealth, or Survival.

Nicknames

"Lone Wolves", "Survivalists", "Zealots".

WARRIORS

Strength matters. All else is a cover for weakness. A Warrior is her pack's muscle, the one who finally brings down their prey—and the one who breaks heads when people get too close to discovering the truth behind the pack.

That's not to imply that Warriors are in some way dumb muscle. The Gauru and Urshul forms give all werewolves advantages when it comes to killing people; Warriors simply want to be the best of the best. Many learn strategy and tactics, applying the theory behind special-forces combat training to the small unit of a werewolf pack. Others become paragons of physical force, able to stop a fight before it kicks off just by being there.

Life's a struggle, and it's up to the strong to survive. The Warriors don't want to endure, they want to *win*, and if that means bringing a gun to a knife fight most of the tribe are more than happy. After all, only losers complain about cheating. The winner's already won.

For all that many Warriors have forgotten more about combat than other werewolves will ever know, the other Tribes see them as little more than dumb,

violent brutes. A Warrior can find his contributions ignored because "he doesn't know the complexities of the situation"—quickly angering him and propagating the stereotype.

- Warrior characters gain a free specialty in Brawl, Intimidation, and Weaponry

Nicknames

"Rabid," "Tacnukes," and "Thinks-With-Claws."

STORYTELLING ADVICE

Removing the Hisil leaves a void in **Werewolf: The Forsaken**—without spirits, werewolves no longer have a purpose. By playing up the role of each member of the pack, and telling stories on a closer scale about the pack and its relationship with its territory, werewolves now have a simpler purpose: to hold their territory, and live as a pack. The focus stops being "spirit cops" and starts being "inner-city gang."

The Rage has far more information on packs than can fit in this section, starting on p. 146.

THEME: WE AGAINST MY BROTHER...

The pack, a group of usually 3-7 werewolves, is a tight-knit family of werewolves. It's a mistake to think that a pack is an *idealized* family. Human families have alcoholic parents, abusive fathers, drug-addled mothers, sibling rivalry that explodes into violence, neglected children, and that one weird uncle who keeps going into the basement and keeps the door locked all the time. But for all that dysfunction, they're still a family at some level—even if it'd be healthier for everyone involved if they weren't—and they'll side together against threats to the family.

MOOD: ALONE IN A CROWD

A werewolf has to trust her packmates. For all that they may be at each other's throats, each member of the pack has nobody else who she can turn to. A werewolf's instincts scream that she's different from humans, and the only solace she can find is with others of her own kind. And it's a beautiful kinship, something that touches parts of her soul like no form of human contact can. But for all that, she's got to be wary around other Uratha, and give her trust sparingly. The sad truth is that it's every werewolf for himself, and she'd rather bite than get bitten.

IMPORTANT QUESTIONS

It's important for both players and Storytellers to work out what motivates each character, and what motivates the pack. Without that clear picture of a character's agenda—and her Hidden Agenda—the game can feel hollow, and flat. As a player, you need to really get into your character's head.

It's a small world. The characters have each other, and they have their territory. Neighboring packs want your territory, because they think they can run it better. Newly-formed packs want to take part of your territory because they're starting with nothing and don't care for asking. The people living in your territory may love you and may hate you, but damn sure they *know* you and that's where the trouble always starts. One scrap of gossip, one whisper, and next thing you know it's all over. Johnny's blown you all off, killed the River Kings' alpha and set himself up as their new boss. Carly's halfway across the world chasing some damn fool idea about a cure for lycanthropy. Everyone's avoiding Jock after they caught him taking a dump on a fire hydrant. Trace crossed the mob, and learned the hard way that she can't regenerate a forty-mil grenade to the chest. And now you're alone and it's like someone's cut a hole in your soul because you need a pack but you're the only one left.

Questions you should think about when creating characters and creating the pack include:

What Does The Pack Do?

A pack exists independently of its members. It has things it does, and things it doesn't do. For all that the individual werewolves may hate each other, they're still loyal to the pack. So what does the pack actually do? On one level, they've got to protect their territory. To some, that's just a case of finding other werewolves trying to muscle in on their turf and smacking them down. Others go further, chasing away the criminal element (at least, the criminal element that the pack doesn't want around) and trying to make the territory a nicer place to live. Still others treat their territory like a fiefdom, stealing whatever they need and demanding protection money from residents.

Does the pack have a higher purpose? Maybe local werewolves trust the pack to find and edu-

cate newly-changed cubs (in exchange for future favors). Maybe the pack is interested in pushing the boundaries of the werewolf condition, or finding some hidden magic or antidote that could make werewolves human once again. Whatever it is, the pack with a mission becomes more than the sum of its parts.

Why Would I Work With The Pack?

All werewolves need a pack. It's a part of the wolf bleeding in to their psyche in a way that humans cannot understand. But if she thinks her pack are a bunch of dicks, why does she stick around? Is she just biding her time until she can find some newly-changed cubs to take on? Is she using her current pack to wage a war with nearby Uratha? Or are they the family she's missed since her mom drank herself into an early grave and dad's halfway into a twenty-five year sentence in the state pen?

Even the best pack isn't perfect. Members can and do betray each other—some more often than others, sure, but everyone's tempted. Yet they come back to each other. Work out why, and you've got a handle on how the ideal of the pack relates to the people—the werewolves—involved.

Why Would I Betray The Pack?

This fits in to a character's Hidden Agenda, but goes beyond it to flesh out some background. A Hidden Agenda is a mid-term goal, something that she can work towards and maybe even achieve. But she's likely got some underlying reason. Why does she want to find a cure? What is it about being a human that's so attractive? Is she scared of what she's become, or has she left someone behind? Why does he want to be alpha so bad that he's willing to kill another werewolf to do it? Why not try to win this pack? Does he really dislike his packmates that much, or does he think that they'd not trust a murderer to lead them?

A lot of these questions call back to your character's unspoken past. Likely they'll come out in play, when you decide to do something—possibly with your Mistrust pool—that seems out-of-character but later falls right into place as you flesh out the reasons why.