

The background of the poster is a dark, moody illustration. On the left, a large, close-up profile of a werewolf's face is visible, with its eyes closed and a somber expression. A stone tablet, similar to the one in the movie 'The Ten Commandments', is positioned diagonally across the center-right. The tablet has a weathered, ancient appearance. The title 'WEREWOLF' is written in large, bold, red letters with a black outline, and 'THE APOCALYPSE' is in smaller, brown letters below it. The entire title is framed by a jagged, branch-like border. The words 'STORYTELLERS SCREEN' are written in white, serif capital letters below the title. The poster is decorated with numerous white, triangular spikes along the top, bottom, and right edges, resembling a barbed wire fence. In the bottom right corner, there is a small, rectangular label with the text 'DIT ERL 177' inside it.

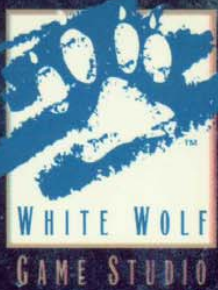
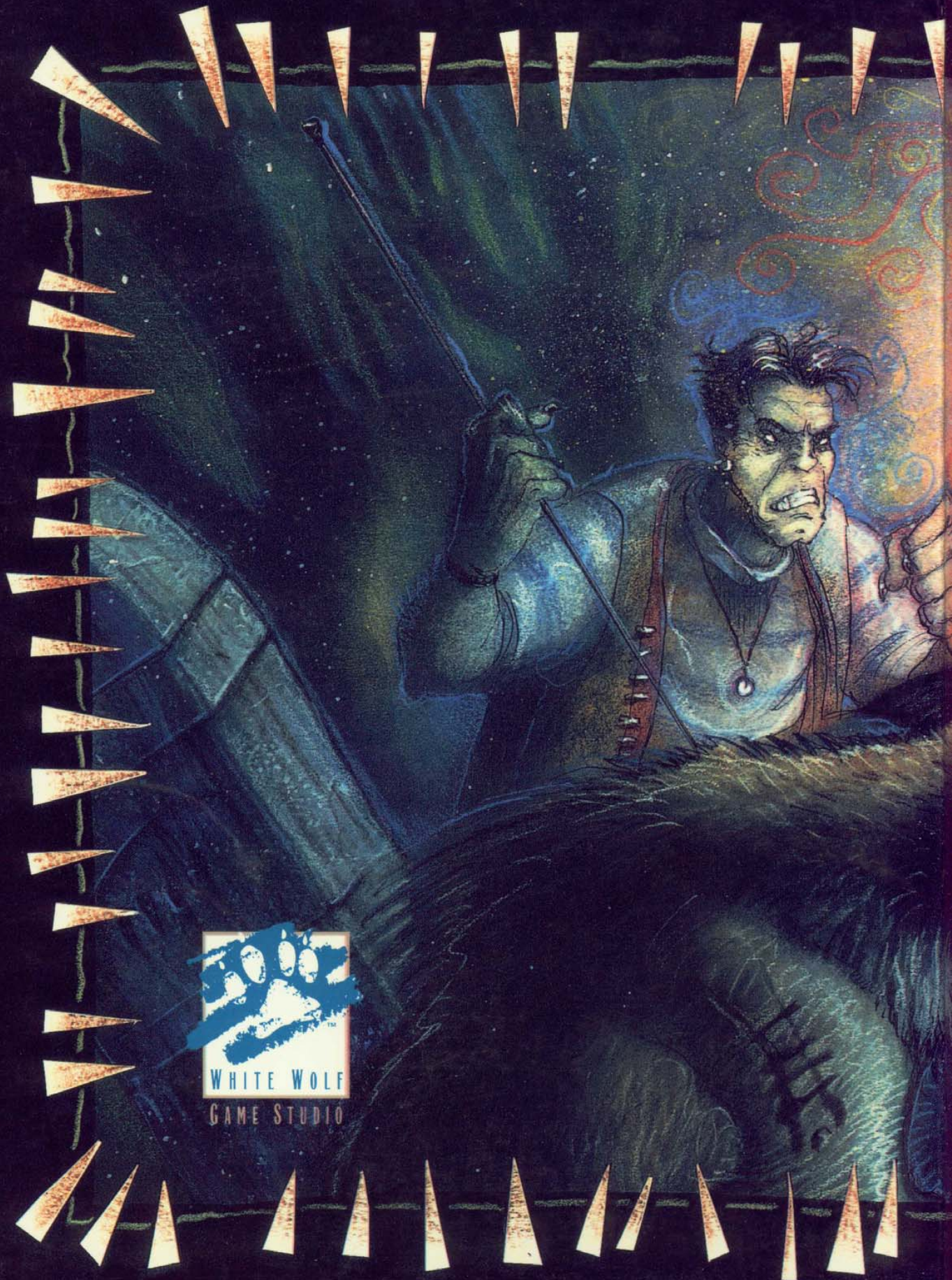
WEREWOLF

THE APOCALYPSE

STORYTELLERS SCREEN







Rating

x	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Difficulties

Difficulties

3	Easy
4	Routine
5	Straightforward
6	Standard
7	Challenging
8	Difficult
9	Extremely Difficult

Degrees of Success

One Success	Marginal
Two Successes	Moderate
Three Successes	Complete
Four Successes	Exceptional
Five Successes	Phenomenal

Experience Chart

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

Gauntlet

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

Stepping Sideways

Successes	Shift Time
Botch	"Caught"
0	Failure; may not try again for another hour
One	5 minutes
Two	30 seconds
Three +	Instant

Combat Summary Chart

Stage One: Initiative

• Roll Wits + Initiative (difficulty 4). The winner declares her action last (after she has heard everyone else's actions) and performs it first.

• Declare Dice Pool division if performing multiple actions.

• Declare any Rage point expenditures (maximum of character's Dexterity rating).

Stage Two: Attack

• For firearms combat, roll Dexterity + Firearms.

• For melee (with weapons) combat, roll Dexterity + Melee.

• For hand-to-hand (without weapons) combat, roll Dexterity + Brawl.

• Dodge: roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes.

Stage Three: Resolution

• Roll damage, determined by weapon or maneuver (difficulty 6).

• Soak damage: roll Stamina (difficulty 6).

General Complications

• **Changing Actions:** The difficulty increases by one.

• **Immobilization:** The difficulty to hit an immobilized target is decreased by two.

• **Stunning:** When Health Level damage exceeds Stamina rating, the target is stunned and cannot act next turn (a Rage point will counter the effect).

Spirit Combat Table

Stage One: Initiative

• As above. Spirits roll Willpower for initiative.

Stage Two: Attack

• Roll Willpower (difficulty 6) unless a Charm is being used (refer to the Charm description)

• Dodge: Willpower (difficulty 6), or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

• Roll Rage (difficulty 6); one Health Level of aggravated damage is inflicted per success (Garou can soak this with a Gnosis roll, difficulty 6); one Power point per success is lost if the target is a spirit.

• Soak damage: spirits cannot soak damage.

Difficulty for Rage Rolls

Difficulty	Moon Phase
8	New
7	Crescent
6	Half
5	Gibbous
4	Full

If the Garou is in Crinos form, the difficulty is decreased by one.

Brawling Chart

Maneuver	Roll	Difficulty	Damage	Actions
Bite	Dex + Brawl	5	Strength +1†	1
Body Slam	Dex + Brawl	7	Special	1
Claw	Dex + Brawl	6	Strength +2†	1
Grapple	Dex + Brawl	6	Strength	1
Kick	Dex + Brawl	7	Strength +1	1
Punch	Dex + Brawl	6	Strength	1

Special Maneuvers*

Evasive Act.	Wits + Dodge	6	none	1
Fur Gnarl	Dex + Brawl	8	Str +1 + Special†	2
Hamstring	Dex + Brawl	8	Str + Special†	1
Jaw Lock	Dex + Brawl	6	Special	1
Leaping Rake	Dex + Brawl	8	Strength +2†	2
Taunt	Man. + Exp.	Opp. Wits +4	none	1

† These maneuvers do aggravated damage.

* These maneuvers cannot be used by a character in frenzy.

Health Levels

Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	



Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	P
Club	4	Strength +1	T
Knife	4	Strength +1	J
Foil	5	Strength +3	T
Saber	6	Strength +4	T
Axe	7	Strength +5	N
Klaive	6	Strength +2*	J
Grand Klaive	7	Strength +4*	T

* This is a silver weapon; Garou cannot soak this damage

Firefight Complications

Complication	Difficulty	Dice
Changing action	+1	—
Immobilization	-2	—
Long range	+1	—
Point-blank	4	—
Lying flat	+1	—
Behind pole	+2	—
Behind wall	+3	—
Only head exposed	+4	—
Movement	+1	—
Aiming	—	+ Perception (1/turn)
Scope	—	+2
Specific area of target	+2	—
Multiple shots	+1/extra shot	
Full-auto	+3	+10
Three-round burst	+1	+3
Spray	5 +1/yard	+10

Armor

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	0
Class Three (vest)	3	1
Class Four (flak jacket)	4	1
Class Five (full suit)	6	2

Movement Rates Chart

Movement Distance (yards per turn)

	Homid	Glabro	Crinos*	Hispo	Lupus
Walk	7	7	7 (9)	10	14
Jog	12 + Dex	12 + Dex	12 (14) + Dex	x 1.5	x 2
Run	20 + Dex x 3	20 + Dex x 3	20 (22) + Dex x 3	x 1.5	x 2

* Number in parentheses applies when quadrupedal

x = Multipliers are applied to Homid movement rates

Firearms Chart

Type Example	Difficulty	Damage	Range	Rate	Clip	Concealment
Revolver, Lt. SW M640 (.38 Special)	6	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 magnum)	7	6	35	2	6	J
Pistol, Lt. Glock-17 (9mm)	7	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	8	5	30	3	7+1	J
Rifle Remington M-700 (.30-06)	8	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	7	4	25	3	30+1	J
SMG, Large* UZI (9mm)	6	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-gauge)	6	8	20	1	5+1	T
Shotgun, Semi-auto Fianchi Law-12 (12 gauge)	7	8	20	3	8+1	T
Crossbow**	7	5	20	1	1	T

Range: This is the practical range of the gun in yards. A character may fire on a target at up to double the listed range; however, this is considered a long-range shot.

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. The rate does not apply to full-auto or spray fire.

Clip: The number of bullets that can be held in one clip or in the barrel. The +1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person at all.

* indicates the gun is capable of three-round bursts, full-auto fire and sprays.

** The crossbow is listed to accommodate those characters who wish to use one to stake vampires. However, unlike a firearm, it does not add attack successes to the damage Dice Pool. Additionally, a crossbow takes five turns to reload.

Dodging

Difficulty	Terrain
2	By moving back half a step, the character is back under full cover.
4	Full cover within diving distance (one yard)
6	Full cover within running distance (three yards)
7	Partial cover within running distance (three yards)
8	Flat and featureless, no cover (the character dives to the ground)

Cover Difficulties

Cover	Difficulty
Lying flat	+1
Behind pole	+2
Behind wall	+3
Only head exposed	+4



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Delirium Chart

Willpower	% of Population	Reaction
1	10%	Catatonic Fear: This individual is the hapless recipient of a large dose of ancestral memory; sight of the Garou causes the unfortunate soul to collapse into a fetal ball and whimper.
2	20%	Panic: Just get away! The person moves as far away from the Garou as his feet can carry him — gibbering, screaming, and ignoring obstacles such as plate-glass windows and 30-story drops.
3	18%	Disbelief: The person refuses to accept the reality of the Garou, attributing the wolf-man to stress, neurosis, hallucinogens or the like. "This just isn't happening, man! I must be going insane! (giggles hysterically) No way, man — you ain't real — stay back — stay back —"
4	15%	Berserk: In blind, frenzied fear, the human takes some sort of action — any sort of action. She might run down the street breaking windows, or might actually leap upon the Garou, tearing with her fingernails at "the monster."
5	13%	Terror: Very afraid — not quite so bad as total panic, but the human will run screaming from the Garou. He will still act rationally — the human will stop to get in a car if he has one, lock doors behind him, etc.
6	10%	Conciliatory: The person, though doing her best to remain calm and placate the beast, is on the verge of collapse: "Okay, okay, I — I'll do whatever you say, just don't hurt me, please!" She will try to do anything she possibly can to avoid getting hurt.
7	7%	Controlled Fear: Maybe this person was in 'Nam or was a cop in the projects. She will keep a calm demeanor (although she is still terrified) and react in a rational manner, fighting or fleeing as appropriate.
8	5%	Curiosity: This individual might be the stereotypical absent-minded researcher, or just a loon who thinks the Garou is Bigfoot's love child via Elvis's clone, but in any event he will be fascinated rather than frightened, even going so far as to study the Garou (at a safe distance). This sort is often the most likely to rationalize things later on.
9	1.5%	Bloodlust: Perhaps this gentleman's great-great-many-times-removed-grandfather was a tribal chieftain who actually killed a Crinos in the distant past. Regardless, his reaction is anger rather than fear: "Ain't never met no critter as couldn't be brung down by me an' Miss Kitty here (strokes Remington affectionately). I aim to get me one'a them there skins in front a my fireplace — real men ain't scared'a no damn pit bull."
10	0.5%	No Reaction/Blasé: This person either has nerves of steel or a brain of Jell-O. For whatever bizarre reason, this individual displays no reaction to the Garou's appearance whatsoever. If spoken to, she responds, politely and casually. Why?

Feats of Strength

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2" x 4"	400 lbs.
5	Break open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip over a small car	900 lbs.
8	Break a three-inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

Jumping

Roll: Strength + Athletics

Difficulty: 3 (varies)

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

Falling Damage

Distance (in feet)	Injury
5	One Health Level
10	Two Health Levels
20	Three Health Levels
30	Four Health Levels
40	Five Health Levels
50	Six Health Levels
60	Seven Health Levels
...and so on, to a maximum of 10 Health Levels.	

Fire Damage

Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen Burner (third-degree burns)
9	Heat of a chemical fire
10	Molten metal
Wounds	Size of Fire
One	Torch; part of body burned
Two	Bonfire; half of body burned
Three	Raging Inferno; all of body burned