

Calm Before the Storm



A PACK OF READY-MADE PLAYER CHARACTERS
FOR WEREWOLF: THE FORSAKEN

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Calm Before the Storm

Calm Before the Storm is a blessed pack, but they weren't always. Four cousins – Bridgette Byrne, James Dougherty, Marcus Dougherty and Lucas Baptiste – founded their pack a handful of years ago. Each grew up in a different city, only knowing one another from the occasional holiday or family reunion. Each was on the cusp of adulthood, and each had recently realized their true natures. Bridgette's father was readily aware of her condition; he'd been hoping for it since her birth. He was wolf-blooded, and his father before him was a renowned Storm Lord, so he saw Bridgette as a natural born leader. With a little coaching, Bridgette quickly convinced her cousins to forge a pack, to uproot and join her in her hometown.

United, the group staked claim over a small territory in the city suburbs. The center of their turf is a dilapidated four-bedroom home, a definite fixer-upper. In the unfinished basement is a small locus, a spot adorned with a rusty metal folding chair and writing desk. Bridgette advised each member of the pack to uphold a mundane job to help maintain the home legally, keeping them grounded in their human natures.

The task of finding a potential totem was easy for them, as an ideal little spirit made its home at the locus, away from the prying eyes of more powerful entities that would wish it harmed. Hig-Thi, The Evening's Escape, was skeptical of the pack. It embodies inner peace through calm reflection, a difficult concept for many young Ura-tha to master. Their initial approach was direct, forceful and threatening. Hig-Thi wouldn't have

them, stating simply that they could easily destroy him, but he couldn't rest peacefully as a totem to a brash, young group. This ignited Bridgette's competitive nature; she could not tolerate refusal. She demanded the spirit offer them reconsideration, and insisted that whatever terms it had, they could meet and exceed. The clever Hig-Thi accepted, and stated his terms; the next chance the pack had to fight, they would have to instead observe, abstaining from battle to learn whatever lessons the encounter could teach them. The haughty alpha hastily agreed.

During a routine patrol of the territory, Marcus stumbled upon a nest of Beshilu in a park. Quickly, he alerted his packmates, insisting they make their way there to deal with the problem. By the time the pack arrived, they found Marcus deep in battle with three of the rat hosts, the young Ithaeur losing ground. James charged forward, bursting into Gauru form, as Bridgette barked out the command for him to stand down. She demanded they watch, refusing to fail in their challenge. The pack only obeyed for a few seconds, angrily leaping into the fray too late to save Marcus from dying. They succeeded in their task, but at a great personal sacrifice. Hig-Thi communicated to them later, commending their steadfastness and explaining that sometimes, personal judgment supersedes directive. It expressed lament for their loss, but accepted their petition for its patronage. Despite their victory, the pack's loss overwhelmed them. They murmured about their failure and their inevitable dissolution.

The first of these whispers to reach Bridgette's ear inspired her to search for new members. The pack would have to let in non-family members, but anything was better than failure. Her search resulted in her stumbling on two young eastern European Uratha (curiously enough, a pair of cousins) sent to the pack's city to get a college education. Aaron Hanselman and Talia Cohen were both Iron Masters, also a departure from the pack's tradition. James and Lucas were skeptical of the additions, but ultimately deferred to Bridgette's judgment. Bridgette approached the two and struck up a strong rapport. The two were immensely loyal, and upon meeting Hig-Thi, their membership was sealed; in fact, Hig-Thi saw them as a contemplative wing for the pack to complement the relatively brash natures of the original cousins. The two also covered the two missing moons in the pack, the new and crescent needed to form the blessed pack that stands strong today.

The two newcomers are essential, as demonstrated on the pack's first hunt together. A family of Ridden showed its ugly head near the pack's territory, eating a number of poor refugees and leaving the bones in disgusting little piles all over. Clearly, the pack could not allow the problem to fester. Talia and Aaron worked together quickly to gather information, spying and making many beneficial deals with spirits. This resulted in the knowledge that the Ridden were weakened in the

face of pure, clean water. Once the two scouts had tipped Bridgette off to this, she, James and Lucas moved in for the kill. Instead of facing the Ridden family head-on, each of the pack members carried a five-gallon bottle of purified water to the battlefield. The pack shattered the bottles immediately upon seeing the Ridden, spraying the liquid everywhere. The Ridden cried out in pain, paralyzed by the purity of the water and unable to defend themselves against the rampaging Uratha.

Bridgette could not deny the value of the new members, realizing the pack's new potential. The group adopted the name *The Calm Before the Storm*, reflecting the new strategic strength they possessed. The two have been part of the pack for nearly a year, and from the outside, everything looks good. The group lives together and works together, supporting one another and eliminating threats as they arise. Internally, the pack has its conflicts, as any family might. Lucas and James feel that Aaron and Talia are attempting to usurp their family's legacy; Talia and Aaron feel that their efforts go largely unrewarded because they are not Bridgette's birth family. Bridgette sees these perceptions, and often either ignores them or denies them as ridiculous. She's unwilling to recognize that her pack is imperfect, as that would call her leadership into question. Every member has his or her problems, Bridgette recognizes, but the group must be recognized as infallible.

BRIDGETTE

“STANDS AGAINST ALL ODDS”

BYRNE

Quotes: “No compromise, guys. I’m fucking serious. A fight worth going into is a fight worth winning.”

“Aaron, Talia, do your thing. Get us in and get us a breach. Luke, Jim, you two get ready to hit hard when we see that breach. Got that?”

“You don’t know what it’s like. When you scraped your knee, you were coddled. Father told me to get my ass up and stop wasting his time.”

Virtue: Justice. Nothing is without purpose; the world around Bridgette must conform to her idea of what she considers orderly. Things outside of that plan must be fixed.

Vice: Pride. She has never made a mistake. Her pack is the epitome of what Forsaken strive to be. Ask her... she’ll tell you.

Background: Bridgette was raised to be soldier and a Storm Lord. Her father was a marine, and her grandfather was a powerful Iminir. The two raised her with the intention of her making her Change; she would immediately step into a leadership role. Nothing during her upbringing was without purpose. She was not allowed to do anything that would not teach her the skills necessary to excel. Everything had to be competitive, and clear victory was her only option.

After the pack’s formation, Bridgette attempted to maintain this air of perfection and supremacy. The first time she failed in that was after Marcus’s death, and it was the first time she knew her pack questioned her ability. Since that point, she’s been more firm and curt with her packmates, not tolerating questions of her authority.

Description: Bridgette is a little short, but makes up for it in attitude. When she walks, she walks as if the walls in front of her might part for her if she were to walk into them. She dresses with function, whatever that function might be. When in the field, military surplus fatigues serve well, but she’s equally as adept at blending into a popular night club where the pack keeps watch for conflicts.

Roleplaying Hints: Bridgette’s father and grandfather gave her little room for mistakes. As any child raised with such high standards does, she has a number of internal confidence issues. She speaks sharply when working with the pack as a group, and doesn’t ever let them see the breaches in her armor. If someone questions her actions, she makes up a reason. She always tries to look as if she’s calculating her next power play.



She refers to Lucas as Luke, James as Jim. They're relatives, and she was always taught to be informal with relatives. Luke is known to have a gambling problem, but Bridgette goes a little easy on him since he understands Bridgette's issues with Marcus's death. Jim has been getting less patient, more direct, and Bridgette doesn't do much to curb that behavior since she feels guilty for his anguish.

Talia represents everything Bridgette wishes she could be. She's competent, smart, deadly and does what she does for the pack first. Sometimes, Bridgette lashes out at her unduly thanks to this envy, but she always tries to give Talia the most respect possible. Aaron has a similar but less respectful place in Bridgette's heart. Bridgette calls his love of technology a crutch, and silently waits for the moment she can tell him "I told you so." Until that day arrives, she won't complain about his successes.



WEREWOLF

THE FORSAKEN

NAME: BRIDGETTE BYRNE

PLAYER:

CHRONICLE:

CRACKING PILLAR
CONCEPT: OF STABILITY

VIRTUE: JUSTICE

VICE: PRIDE

AUSPICE: ELODOTH

TRIBE: STORM LORD

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts 00000

Investigation ●●●●●

Medicine 00000

Occult ●●●●●

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics RUNNING ●●●●●

Brawl WITH PACK ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy DISCERNING TRUTH ●●●●●

Expression 00000

Intimidation DIRECT THREATS ●●●●●

Persuasion ●●●●●

Socialize 00000

Streetwise 00000

Subterfuge ●●●●●

MERITS

IRON STAMINA ●●●●●

KUNG FU ●●●●●

RESOURCES ●●●●●

TOTEM ●●●●●

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

EQUIPMENT

TROPHY COLLECTION

STYLISH CELLPHONE

EXPERIENCE

OTHER TRAITS

HEALTH

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

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WILLPOWER

●●●●●●●●●●

ESSENCE

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PRIMAL URGE

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HARMONY

10 0

9 0

8 0

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY 00000

GLORY 00000

HONOR ●●●●●

WISDOM 00000

CUNNING 00000

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 4
SPEED: 9
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): 4
STAMINA(+1): 3
MANIPULATION(-1): 2
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 4
SPEED(+1): 10
ARMOR: _____
PERCEPTION(+2): _____

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

STRENGTH(+3): 6
DEXTERITY(+1): 3
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 5
SPEED(+4): 13
ARMOR: 1/1
PERCEPTION(+3): _____

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

STRENGTH(+2): 5
DEXTERITY(+2): 4
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 6
SPEED(+7): 16
ARMOR: _____
PERCEPTION(+3): _____

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

DEXTERITY(+2): 4
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 6
SPEED(+5): 14
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

WARNING GROWL (1)

LUNA'S DICTUM (2)

VOICE OF COMMAND (3)

Rituals: 00000

Rite

Roll

Page

WEREWOLF

THE FORSAKEN

NAME: BRIDGETTE BYRNE

PLAYER:

CHRONICLE:

CRACKING PILLAR
CONCEPT: OF STABILITY

VIRTUE: JUSTICE

VICE: PRIDE

AUSPICE: ELODOTH

TRIBE: STORM LORD

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts 00000

Investigation ●●●●●

Medicine 00000

Occult ●●●●●

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics RUNNING ●●●●●

Brawl WITH PACK ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy DISCERNING TRUTH ●●●●●

Expression 00000

Intimidation DIRECT THREATS ●●●●●

Persuasion ●●●●●

Socialize 00000

Streetwise 00000

Subterfuge ●●●●●

MERITS

IRON STAMINA ●●●●●

KUNG FU ●●●●●

RESOURCES ●●●●●

TOTEM ●●●●●

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

EQUIPMENT

TROPHY COLLECTION

STYLISH CELLPHONE

EXPERIENCE

35

OTHER TRAITS

HEALTH

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

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WILLPOWER

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ESSENCE

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□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

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

RENOUN

PURITY ●●●●●

GLORY 00000

HONOR ●●●●●

WISDOM ●●●●●

CUNNING 00000

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

SEASONED CHARACTER

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: <u>5</u>	STRENGTH(+1): <u>4</u>	STRENGTH(+3): <u>6</u>	STRENGTH(+2): <u>5</u>	DEXTERITY(+2): <u>4</u>
DEFENSE: <u>2</u>	STAMINA(+1): <u>3</u>	DEXTERITY(+1): <u>3</u>	DEXTERITY(+2): <u>4</u>	STAMINA(+1): <u>3</u>
INITIATIVE: <u>4</u>	MANIPULATION(-1): <u>2</u>	STAMINA(+2): <u>4</u>	STAMINA(+2): <u>4</u>	
SPEED: <u>9</u>			MANIPULATION(-3): <u>0</u>	
ARMOR: _____	SIZE(+1): <u>6</u>	SIZE(+2): <u>7</u>	SIZE(+1): <u>6</u>	SIZE(-1): <u>4</u>
PERCEPTION: _____	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>
	INITIATIVE: <u>4</u>	INITIATIVE(+1): <u>5</u>	INITIATIVE(+2): <u>6</u>	INITIATIVE(+2): <u>6</u>
	SPEED(+1): <u>10</u>	SPEED(+4): <u>13</u>	SPEED(+7): <u>16</u>	SPEED(+5): <u>14</u>
	ARMOR: _____	ARMOR: <u>1/1</u>	ARMOR: _____	ARMOR: _____
	PERCEPTION(+2): _____	PERCEPTION(+3): _____	PERCEPTION(+3): _____	PERCEPTION(+4): _____
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage. Inflict lethal damage. Fail most Mental and Social rolls.	Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	Inflict lethal damage with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists:

Max Rank: 00000

Gift

Roll

Page

WARNING GROWL (1)

LUNA'S DICTUM (2)

VOICE OF COMMAND (3)

SCENT BENEATH THE SURFACE (1)

CALL THE BREEZE (1)

Rituals: 00000

Rite

Roll

Page

Quotes: “Whatever you say, B of this operation. Let’s just see to Marcus situation, okay?”

“Look, Aaron, back the hell off will never get it.”

“Ggggggggrrrrrrhhhhhhaa”

Virtue: Fortitude. No matter what happens in life, James stands by his principles. He kills him inside, nothing can change his mind.

Vice: Wrath. Sometimes he does things he shouldn’t do because he hurts, even if it means he should to.

that will remember his name until the day he dies. He never intended to hurt anyone – he just wanted to help. In a way about him. His Change was very different from the others during a date with his high school sweetheart. One night, a member of a rival football team teased the girls. James lost control and flew off the handle. The girlfriend and her friend were both casualties, and every time he goes to battle, he remembers the looks on their faces. It started to shift.

When his brother Marcus died, James became more critical of Bridgette’s leadership. He often gives commentary and mumble smears upon them during pack meetings. He hasn’t fully embraced the new members. He feels that their ways are too different, a little too cowardly.

"Gggggggggrrrrrrrrhhhhhhhaaaaaaaahhhhhhh!"

Vice: Wrath. Sometimes he says and does things he shouldn't. When he hurts, everyone around him should too.

James is a reformed bully. He's left a long trail of people through the years

When his brother Marcus died, James became far more critical of Bridgette's leadership. He would give sarcastic commentary and mumble smears under his breath during pack meetings. He hasn't fully embraced the two new pack members. He feels that their ways are a little too human, a little too cowardly.

Description: Jim is big, imposing and intense. He could frighten a person by quietly reading in a corner. Few want to be in the same room as him for more than a few minutes. He's still rather handsome, and has a sort of primal appeal when wrapped in tight jeans and a punished leather jacket. Lately, he's been seen with a different "bad girl" every week hanging on him, coming in from loud nights of booze and revelry.

Roleplaying Hints: James is always impatient, and always stubborn. He's loyal in action but rebellious in word. He's a firm believer in the chain of command and he'll impose his will on anyone and anything he considers beneath his station. Only recently has he begun questioning Bridgette's authority, and even then sparingly. Any time others are debating, he feels they could be acting. He also has an irrational hatred of insects (they make him terribly uncomfortable).

In the pack, James is the heavy artillery. He fights relentlessly; he won't slow or stop until all opponents are on the ground. He believes that if he does, another of his family might die due to Bridgette's inadequacy. James doesn't think being an alpha is on-the-job training or an internship. Her faults mean that people can die; family can die. He wants her to be more decisive, to stop listening to every voice that touches her ear. Lucas isn't helping; he feeds in to Bridgette's problems and enables her.

When it comes to the newer additions, he acts with minimal acceptable respect. He knows Talia is capable, but he sees her as the eternal outsider because she only really seems to participate in "official" pack functions. She doesn't watch football on Sundays with the pack, and she doesn't know when to stop giving advice. His patience for her is very short. He feels sorry for Aaron, and sees him as an abused little brother since the new kid can't fight without a gun.



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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 4
SPEED: 10
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): 4
STAMINA(+1): 4
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 4
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): _____

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

STRENGTH(+3): 6
DEXTERITY(+1): 3
STAMINA(+2): 5
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 5
SPEED(+4): 14
ARMOR: 1/1
PERCEPTION(+3): _____

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

STRENGTH(+2): 5
DEXTERITY(+2): 4
STAMINA(+2): 5
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 6
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): _____

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

DEXTERITY(+2): 4
STAMINA(+1): 4
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 6
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

CLARITY (1)

CRUSHING BLOW (1)

WARNING GROWL (1)

Roll

Page

Rituals: 00000

Rite

Roll

Page

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

SEASONED CHARACTER

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

STRENGTH(+1): <u>4</u>	STRENGTH(+3): <u>6</u>	STRENGTH(+2): <u>5</u>	DEXTERITY(+2): <u>4</u>
STAMINA(+1): <u>4</u>	DEXTERITY(+1): <u>3</u>	DEXTERITY(+2): <u>4</u>	STAMINA(+1): <u>4</u>
MANIPULATION(-1): <u>1</u>	STAMINA(+2): <u>5</u>	STAMINA(+2): <u>5</u>	MANIPULATION(-3): <u>0</u>
SIZE: <u>5</u>	SIZE(+1): <u>6</u>	SIZE(+2): <u>7</u>	SIZE(+1): <u>6</u>
DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>
INITIATIVE: <u>4</u>	INITIATIVE: <u>4</u>	INITIATIVE(+1): <u>5</u>	INITIATIVE(+2): <u>6</u>
SPEED: <u>10</u>	SPEED(+1): <u>11</u>	SPEED(+4): <u>14</u>	SPEED(+7): <u>17</u>
ARMOR: _____	ARMOR: _____	ARMOR: <u>1/1</u>	ARMOR: _____
PERCEPTION: _____	PERCEPTION(+2): _____	PERCEPTION(+3): _____	PERCEPTION(+3): _____
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage. Inflict lethal damage. Fail most Mental and Social rolls.	Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.
			Inflict lethal damage with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift Roll Page

CLARITY (1)

CRUSHING BLOW (1)

WARNING GROWL (1)

Rituals: 00000

Rite Roll Page

LUCAS “FATHER LUKE” BARTISTE

Quotes: “Look guys, we’re not going to get anywhere by fighting. Well, you know, amongst each other. So let’s get a pizza and we’ll figure things out. Cool?”

“Five bucks says Jim backhands the dude.”

“Look, Aaron, you’re a great guy, and we love having you. Jim’s just being a dick. I’ll see if Bridge’ll talk to him.”

Virtue: Hope. When it all comes down to it, Luke tries to be the heart of the pack. Sometimes that means telling a joke, and sometimes that means offering an ear.

Vice: Envy. Luke has the soul of a gambler. He lives for the rush of success, and any amount he has is never enough.

Background: Luke’s dad was the black sheep of the family; he gambled away his savings and all of Lucas’s college funds. Luke admired his dad greatly though, and never faulted him. In fact, the reason Luke got into gambling was to prove to his family that gambling could give a person a lucrative income. So from early on, he practiced and practiced, hoping to hit the poker world tours when he was older.

Before he was of age, though, he ran into some shifty figures who gave him the opportunity to succeed in a handful of illicit games. Luke was good, very good – before too long, he had the attention of some influential people who didn’t like the way he was taking their money. Luke’s Change happened when a couple of leg-breakers confronted him, and he had to bail town to avoid further problems. Needless to say, he was open to the idea of moving in to Bridgette’s new pack. None would argue that he makes a solid beta.

Description: Luke tries to dress above his station. He wants the world around him to think that he’s remarkably successful, rich, virile, smart and so on. He smells like whatever new fragrance he could buy with that week’s winnings, and his loafers are always shining.



Roleplaying Hints: Luke hates being disliked. Sometimes he runs into conflicts because of his inability to pick sides. He understands those with faults around him; he certainly has enough faults of his own. However, there's a huge difference between having faults and showing weakness. Showing weakness is not acceptable: one should own and admit their faults and work past them. Accountability is everything.

Bridgette's not only his alpha; she's also his best friend. She understands his struggles. Jim is family; Luke hopes he can help his cousin before his self-destruction reaches irreversible levels. Talia is smart, strong, and could be a great packmate if she'd just loosen up a bit. Luke dedicates some amount of time to helping her in that. Aaron is nerdy and not very fun to be around, but is part of the pack. Luke doesn't dislike Aaron; he just can't relate to the kid.

Weapon	Damage	Ranges	Clip	Strength	Size
Light pistol	2	20/40/80	17+1	2	1



WEREWOLF

THE FORSAKEN

NAME: *LUCAS BAPTISTE*

CONCEPT: *EVERYONE'S FRIEND*

AUSPICE: *CAVALITY*

PLAYER:

VIRTUE: *HOPE*

TRIBE: *STORM LORD*

CHRONICLE:

VICE: *ENVY*

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

STRENGTH: ●●●●●

PRESENCE: ●●●●●

Finesse WITS: ●●●●●

DEXTERITY: ●●●●●

MANIPULATION: ●●●●●

Resistance RESOLVE: ●●●●●

STAMINA: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts 00000

Investigation *SMALL DETAILS* ●●●●●

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms 00000

Larceny *SLEIGHT OF HAND* ●●●●●

Stealth ●●●●●

Survival 00000

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy *BODY LANGUAGE* ●●●●●

Expression 00000

Intimidation 00000

Persuasion ●●●●●

Socialize 00000

Streetwise 00000

Subterfuge *POKER FACE* ●●●●●

MERITS

ALLIES (BOOKIE) ●●●●●

CONTACTS (STREET, POLICE) ●●●●●

RESOURCES ●●●●●

TOTEM ●●●●●

OTHER TRAITS

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

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WILLPOWER

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□□□□□□□□□□

ESSENCE

□□□□□□□□□□
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PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

PURITY _____ 00000

GLORY _____ ●0000

HONOR _____ ●0000

WISDOM _____ 00000

CUNNING _____ ●0000

FLAWS

ATTACK

Bite _____ (Gauru+2)

Claw _____ (Gauru+1)

DICE MOD

EQUIPMENT

DECK OF CARDS, LIGHT PISTOL

EXPERIENCE

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: 5
DEFENSE: 3
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 3
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): _____

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

STRENGTH(+3): 5
DEXTERITY(+1): 4
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 4
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: 1/1
PERCEPTION(+3): _____

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

STRENGTH(+2): 4
DEXTERITY(+2): 5
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 4
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): _____

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

DEXTERITY(+2): 5
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 4
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

LOOSE TONGUE (1)

PACK AWARENESS (1)

THE RIGHT WORDS (1)

Roll

Page

Rituals: 00000

Rite

Roll

Page

WEREWOLF

THE FORSAKEN

NAME: *LUCAS BAPTISTE*

PLAYER:

CHRONICLE:

CONCEPT: *EVERYONE'S FRIEND*

VIRTUE: *HOPE*

VICE: *ENVY*

AUSPICE: *CAVALITY*

TRIBE: *STORM LORD*

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts 00000

Investigation *SMALL DETAILS* ●●●●●

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms 00000

Larceny *SLEIGHT OF HAND* ●●●●●

Stealth ●●●●●

Survival 00000

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy *BODY LANGUAGE* ●●●●●

Expression ●●●●●

Intimidation 00000

Persuasion ●●●●●

Socialize 00000

Streetwise 00000

Subterfuge *POKER FACE* ●●●●●

MERITS

ALLIES (BOOKIE) ●●●●●

CONTACTS (STREET, POLICE) ●●●●●

RESOURCES ●●●●●

TOTEM ●●●●●

FAST REFLEXES ●●●●●

OTHER TRAITS

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

●●●●●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

PURITY _____ 00000

GLORY _____ ●0000

HONOR _____ ●0000

WISDOM _____ 00000

CUNNING _____ ●0000

FLAWS

ATTACK

Bite _____ (Gauru+2)

Claw _____ (Gauru+1)

DICE MOD

EQUIPMENT

DECK OF CARDS, LIGHT PISTOL

EXPERIENCE

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

SEASONED CHARACTER

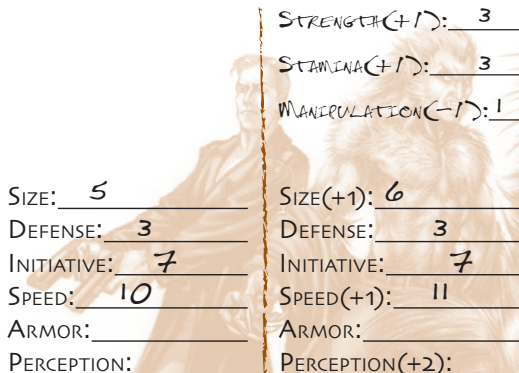
HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)



SIZE: 5
 DEFENSE: 3
 INITIATIVE: 7
 SPEED: 10
 ARMOR: _____
 PERCEPTION: _____

STRENGTH(+1): 3
 STAMINA(+1): 3
 MANIPULATION(-1): 1

SIZE(+1): 6
 DEFENSE: 3
 INITIATIVE: 7
 SPEED(+1): 11
 ARMOR: _____
 PERCEPTION(+2): _____

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

STRENGTH(+3): 5
DEXTERITY(+1): 4
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 4
INITIATIVE(+1): 8
SPEED(+4): 14
ARMOR: 1/
PERCEPTION(+3): 5

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

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 4

MANIPULATION(-3): 6

SIZE(+1): 6

DEFENSE: 4

INITIATIVE(+2): 9

SPEED(+7): 17

ARMOR:

PERCEPTION(+3):

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

DEXTERITY(+2): 5
STAMINA(+1): 3

SIZE(-1): 4
DEFENSE: 4
INITIATIVE(+2): 9
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage with bite attack.

TOTEM

GIFTS AND RITES *Paul Spencer '09*

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLROWER:

ESSENCE:

Initiative: _____
 Defense: _____
 Speed: _____
 Size: _____

Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses:

Ban:

Gift Lists:

Max Rank: 00000

Gift

LOOSE TONGUE (1)
PACK AWARENESS (1)
THE RIGHT WORDS (1)

Rituals: 00000

Rite

Roll

Page

Roll

Page

AARON “FIXES THE WORLD” HANSELMAN

Quotes: “We need to leave, and quick. Judging by the integrity of that floor, we have maybe ninety seconds before we’re spider food.”

“Lucas, damn it, I’m telling you. If James goes in there, he’s not coming out. The spirits in there are hungry, and if my information is correct, there’s at least two dozen.”

“You beat it up, just like a caveman. Congratulations. While you were doing that, I stopped five of them with science, and I don’t have a scar.”

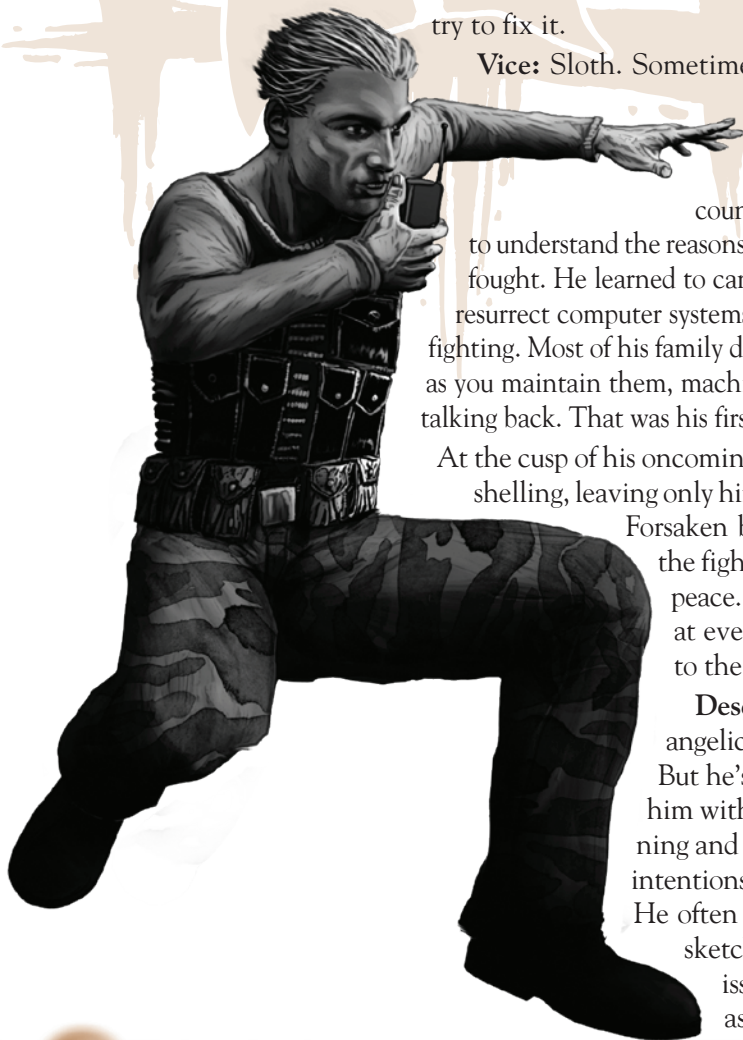
Virtue: Prudence. Aaron has survived by being smart, so if it isn’t broken, don’t try to fix it.

Vice: Sloth. Sometimes his prudence bleeds into laziness, and he’ll use logic and book-smarts to come up with reasons to not do things.

Background: Aaron grew up in a tiny war-torn country somewhere in eastern Europe. He was too young to understand the reasons behind the fighting, but as a child of circumstance, he fought. He learned to carry a gun, assemble a radio out of next to nothing and resurrect computer systems devastated by bomb blasts. All his friends fell in the fighting. Most of his family did as well, so Aaron grew up loving machines. So long as you maintain them, machines never truly die. Eventually, the machines started talking back. That was his first experience with his new life.

At the cusp of his oncoming adulthood, his family took severe casualties from a shelling, leaving only him and his cousin Talia alive because of their resilient Forsaken bodies. A meager inheritance got them away from the fighting and to where they could get their educations in peace. Now he’s joined a pack, and is trying to impress them at every turn. It’s hard, since he’s almost a polar opposite to their brash, forceful methods.

Description: Aaron is tiny. He’s short and slight, and his angelic baby face makes him barely recognizable as an adult. But he’s smart, and it shows in his eyes. It’s hard to be near him without wondering what he’s thinking, what he’s planning and just how much he knows about your own plans and intentions. He dresses conservatively, with an eye for function. He often carries electronics tools, gadgets and notebooks to sketch schematics on. He also carries a very large military issue pistol, wearing it so it shows against his frail chest as a sign that he’s not to be messed with.



Roleplaying Hints: In social situations, he's shy and reserved. The only time Aaron interjects is when he has a plan or thought that he knows to be correct. He doesn't speculate; he's very practical and efficient. However shy, he's amazingly loyal, and will kill or die for his pack without hesitation. He's hardened to the truths of war, and sometime his lack of empathy borders on cruelty.

In almost any situation with Aaron, a solution can be found in science. If science can't solve the problem, the spirits of technology can. He gets frustrated with Uratha who focus too much on their Gifts, as he feels they're just crutches to be used sparingly. During his initial tutelage, he assisted his late mentor in forging a fetish out of a wristwatch his father gave him. He will protect that fetish with his life, and is uncomfortable with anyone asking about it or touching it.

Bridgette is undoubtedly Aaron's alpha. He supports her without doubt, unless she violates the Oath of the Moon. He's often her staunchest supporter. James often bullies him, but Aaron takes the punishment in stride. After all, nothing James can do compares with what Aaron saw back home. Through it all, he maintains the composure of a soldier. When dealing with Lucas, Aaron is often impatient. Lucas says a lot... sometimes too much. Most of what he says has already been said. But out of respect, Aaron doesn't comment.

Talia is the closest thing in the world to Aaron. She's his cousin, big sister, best friend, mother figure; he would do anything for her. Deep down, he wishes she were alpha. He never says that, though.

Weapon	Damage	Ranges	Capacity	Strength	Size
IMI Galil Assault Rifle	4	150/300/600	30+1	2	3
Kimber .45 ACP	3	30/60/120	30+1	2	2

AARON'S FETISH - THE TIMESAVER (....)

Aaron's wristwatch is gold, expertly crafted and etched with the day of his birth. When he is making an extended action, he can reflexively activate the fetish to cut the time needed to make those rolls in half. This only works with mundane rolls, not rites or other supernatural efforts. Aaron can also activate the fetish to increase his initiative or decrease that of someone he can see by three for the remainder of the current scene. An ancestor spirit is used to create this fetish.

WEREWOLF

THE FORSAKEN

NAME: AARON HANSELMAN

CONCEPT: TECHNO-SHAMAN

AUSPICE: ITHAEUR

PLAYER:

VIRTUE: PRUDENCE

TRIBE: IRON MASTER

CHRONICLE:

VICE: SLOTH

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

STRENGTH: ●●●●●

PRESENCE: ●●●●●

Finesse WITS: ●●●●●

DEXTERITY: ●●●●●

MANIPULATION: ●●●●●

Resistance RESOLVE: ●●●●●

STAMINA: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer PROGRAMMING ●●●●●

Crafts REPAIR ●●●●●

Investigation 00000

Medicine 00000

Occult TECHNOLOGY SPIRITS ●●●●●

Politics 00000

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics 00000

Brawl 00000

Drive ●●●●●

Firearms ●●●●●

Larceny 00000

Stealth URBAN ●●●●●

Survival ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy 00000

Expression ●●●●●

Intimidation ●●●●●

Persuasion 00000

Socialize 00000

Streetwise ●●●●●

Subterfuge ●●●●●

MERITS

FETISH ●●●●●

LANGUAGE (RUSSIAN, GERMAN) ●●●●●

TOTEM ●●●●●

OTHER TRAITS

HEALTH

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

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WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

FLAWS

ATTACK

Bite _____ (Gauru+2)

Claw _____ (Gauru+1)

DICE MOD

EQUIPMENT

ADVANCED SMARTPHONE (+3),

ELECTRONICS TOOLS (+2),

PAPER NOTEBOOK, PENCIL

EXPERIENCE

RENOUN

PURITY _____ 00000

GLORY _____ 00000

HONOR _____ 00000

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

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

HISAU (HUMAN)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 9
ARMOR: _____
PERCEPTION: _____

DALU (NEAR-HUMAN)

STRENGTH(+1): 2
STAMINA(+1): 3
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 10
ARMOR: _____
PERCEPTION(+2): _____

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

GAURU (WOLF-MAN)

STRENGTH(+3): 4
DEXTERITY(+1): 4
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 13
ARMOR: 1/1
PERCEPTION(+3): _____

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

URSAUL (NEAR-WOLF)

STRENGTH(+2): 3
DEXTERITY(+2): 5
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 16
ARMOR: _____
PERCEPTION(+3): _____

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

URHAN (WOLF)

DEXTERITY(+2): 5
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 4
INITIATIVE(+2): 7
SPEED(+5): 14
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE:

Initiative: _____
Defense: _____
Speed: _____
Size: _____

Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

TWO-WORLD EYES (1)
LEFT-HANDED SPANNER (1)

Roll

Page

Rituals: 00000

Rite

RITE OF DEDICATION (1)

Roll

Page

WEREWOLF

THE FORSAKEN

NAME: AARON HANSELMAN

CONCEPT: TECHNO-SHAMAN

AUSPICE: ITHAEUR

PLAYER:

VIRTUE: PRUDENCE

TRIBE: IRON MASTER

CHRONICLE:

VICE: SLOTH

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

STRENGTH: ●●●●●

PRESENCE: ●●●●●

Finesse WITS: ●●●●●

DEXTERITY: ●●●●●

MANIPULATION: ●●●●●

Resistance RESOLVE: ●●●●●

STAMINA: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer PROGRAMMING ●●●●●

Crafts REPAIR ●●●●●

Investigation 00000

Medicine 00000

Occult TECHNOLOGY SPIRITS ●●●●●

Politics 00000

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics 00000

Brawl 00000

Drive ●●●●●

Firearms ●●●●●

Larceny 00000

Stealth URBAN ●●●●●

Survival ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy 00000

Expression ●●●●●

Intimidation ●●●●●

Persuasion 00000

Socialize 00000

Streetwise ●●●●●

Subterfuge ●●●●●

MERITS

FETISH ●●●●●

LANGUAGE (RUSSIAN, GERMAN) ●●●●●

TOTEM ●●●●●

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

EQUIPMENT

ADVANCED SMARTPHONE (+3),

ELECTRONICS TOOLS (+2),

PAPER NOTEBOOK, PENCIL

EXPERIENCE

35

OTHER TRAITS

HEALTH

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

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WILLPOWER

●●●●●●●●●●

ESSENCE

□□□□□□□□□□

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0

9 0

8 0

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY 00000

GLORY 00000

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

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

SEASONED CHARACTER

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: <u>5</u>	STRENGTH(+1): <u>2</u>	STRENGTH(+3): <u>4</u>	STRENGTH(+2): <u>3</u>	DEXTERITY(+2): <u>5</u>
DEFENSE: <u>2</u>	STAMINA(+1): <u>3</u>	DEXTERITY(+1): <u>4</u>	DEXTERITY(+2): <u>5</u>	STAMINA(+1): <u>3</u>
INITIATIVE: <u>5</u>	MANIPULATION(-1): <u>1</u>	STAMINA(+2): <u>4</u>	STAMINA(+2): <u>4</u>	
SPEED: <u>9</u>			MANIPULATION(-3): <u>0</u>	
ARMOR: _____	SIZE(+1): <u>6</u>	SIZE(+2): <u>7</u>	SIZE(+1): <u>6</u>	SIZE(-1): <u>4</u>
PERCEPTION: _____	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>2</u>	DEFENSE: <u>4</u>
	INITIATIVE: <u>5</u>	INITIATIVE(+1): <u>6</u>	INITIATIVE(+2): <u>7</u>	INITIATIVE(+2): <u>7</u>
	SPEED(+1): <u>10</u>	SPEED(+4): <u>13</u>	SPEED(+7): <u>16</u>	SPEED(+5): <u>14</u>
	ARMOR: _____	ARMOR: <u>1/1</u>	ARMOR: _____	ARMOR: _____
	PERCEPTION(+2): _____	PERCEPTION(+3): _____	PERCEPTION(+3): _____	PERCEPTION(+4): _____
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.		Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	
	Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.		Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	
	Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.		Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift Roll Page

TWO-WORLD EYES (1)

LEFT-HANDED SPANNER (1)

STRAIGHTEN (1)

Rituals: 00000

Rite Roll Page

RITE OF DEDICATION (1)

RITE OF THE SPIRIT BRAND (1)

CALL GAFFLING (2)

BIND SPIRIT (3)

CALL JAGGLING (3)

RITE OF HEALING (3)

TALIA “SHADOW” COHEN

Quotes: “Of course, you could do it her way. Or you could succeed. I leave that choice in your hands.”

“James, please be quiet. You’re not adding anything to this conversation.”

“I will be in and out in five minutes, at which time I want you to rush the doors. They’ll be unlocked, I guarantee.”

Virtue: Justice. She will not stray from what she thinks is righteous. In fact, she holds others to her own lofty standards, even if it breeds conflict.

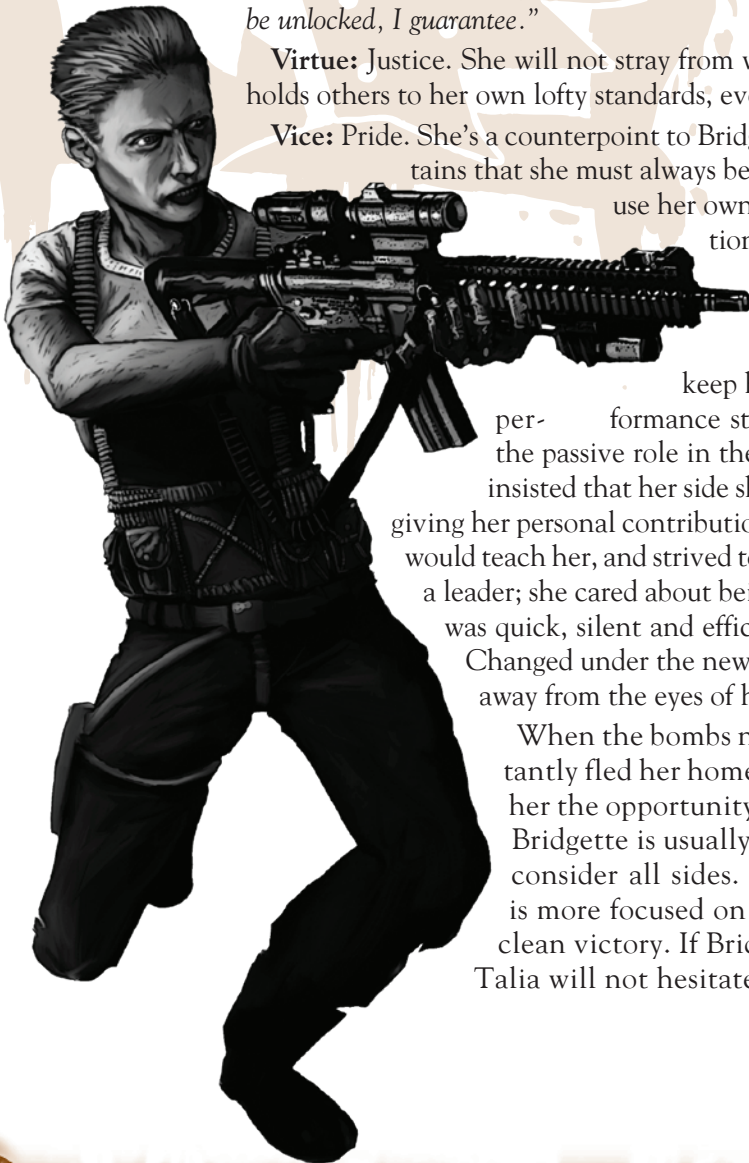
Vice: Pride. She’s a counterpoint to Bridgette. She’s not the alpha, but she maintains that she must always be flawless and unacceptable. Often, she’ll use her own success as a leverage point in conversation.

Background: Talia had a very rough upbringing, similar to her cousin’s. She had to learn all the “boy skills” to

keep her family safe, while being held to rigid

performance standards in education. She did not take the passive role in the fighting that Aaron did, however. She insisted that her side should emerge victorious, and that meant giving her personal contribution. She mastered everything the military would teach her, and strived to learn more. She didn’t care about being a leader; she cared about being a contributor. She did very well. She was quick, silent and efficient. This was only increased when she Changed under the new moon, giving her new skills to keep her away from the eyes of her enemies.

When the bombs nearly eradicated her family, she reluctantly fled her homeland with Aaron. Bridgette has given her the opportunity to return to the battlefield she loves. Bridgette is usually a good leader, but sometimes doesn’t consider all sides. She doesn’t think as efficiently, and is more focused on the possible glory of an event than a clean victory. If Bridgette puts the pack in too much risk, Talia will not hesitate to challenge her.



Description: Talia dresses with movement in mind. Her clothes must be form-fitting enough to never catch on her surroundings, but not so tight as to limit her in any way. When preparing for a mission, she'll wear limited armor and carry whatever weapons she might feel would be necessary. She's well kempt, and very much a soldier in demeanor and stance. She's not unattractive, but is easy to overlook. She blends in well... sometimes too well.

Roleplaying Hints: Talia always maintains her composure. To do otherwise would be to lose control and give up the fight. The ends justify the means; oaths and laws be damned, sometimes she needs to make sacrifices to guarantee minimal loss. She never brags, only stating things how they are. She always maintains an air of superiority. Even in a time of loss, she knows that she's done the most she could to the best of her ability. She is not a slacker; others might be, but she never has been and never will be. The only thing that will rile her is the abuse of women. It is never acceptable under her watch, and results in violent, climactic response.

Bridgette could be a better leader, but she's the leader Talia has, and that means she's to be followed. Talia defends her alpha's every word, often resulting in Talia saying things James and Lucas dislike. She sees James as a hothead; the kind that gets packs killed. She corrects him whenever he's wrong. She will never buckle under his rough behavior. She sees potential in Lucas. She thinks he underestimates himself. In fact, she feels that he probably should have been alpha when the pack was formed. She always treats him with dignity, and tries to let him know that if he needs her, she's there for him.

Aaron is like a little brother. He's a competent fighter, he's brilliant, but he just doesn't have Talia's killer instinct and she knows that. She protects him at all times, and keeps him working towards improvement. He has a world of potential, and she sees it as her duty to help him get there.

Weapon	Damage	Ranges	Capacity	Strength	Size
IMI Galil Assault Rifle	4	150/300/600	30+1	2	3
Glock 17 handgun	2	20/40/80	17+1	2	1



WEREWOLF

THE FORSAKEN

NAME: TALIA COHEN

PLAYER:

CHRONICLE:

CONCEPT: VETERAN BEFORE HER TIME AUSPICE: IRRAKA

VIRTUE: JUSTICE

VICE: PRIDE

TRIBE: IRON MASTER

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics MILITARY CONFLICTS ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ASSAULT RIFLE ●●●●●

Larceny ●●●●●

Stealth URBAN ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise FINDING SHELTER ●●●●●

Subterfuge ●●●●●

MERITS

CONTACTS

(IMMIGRATION/CUSTOMS) ●●●●●

FAST REFLEXES ●●●●●

FRESH START ●●●●●

LANGUAGE (RUSSIAN) ●●●●●

QUICK DRAW (FIREARMS) ●●●●●

TOTEM ●●●●●

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FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

EQUIPMENT

IMI GALIL ASSAULT RIFLE (DMG 4),

GLOCK 17 HANDGUN (DMG 2)

EXPERIENCE

OTHER TRAITS

HEALTH

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

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0

9 _____ 0

8 _____ 0

7 _____ 0

6 _____ 0

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: 5
DEFENSE: 3
INITIATIVE: 9
SPEED: 10
ARMOR: _____
PERCEPTION: _____

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 3
INITIATIVE: 9
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): _____

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

STRENGTH(+3): 5
DEXTERITY(+1): 4
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 4
INITIATIVE(+1): 10
SPEED(+4): 14
ARMOR: 1/1
PERCEPTION(+3): _____

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

STRENGTH(+2): 4
DEXTERITY(+2): 5
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 4
INITIATIVE(+2): 11
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): _____

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

DEXTERITY(+2): 5
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 4
INITIATIVE(+2): 11
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): _____

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

FEET OF MIST (1)

BLENDING (2)

RUNNING SHADOW (3)

Roll

Page

Rituals: 00000

Rite

Roll

Page

WEREWOLF

THE FORSAKEN

NAME: TALIA COHEN

PLAYER:

CHRONICLE:

CONCEPT: VETERAN BEFORE HER TIME AUSPICE: IRRAKA

VIRTUE: JUSTICE

VICE: PRIDE

TRIBE: IRON MASTER

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics MILITARY CONFLICTS ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ASSAULT RIFLE ●●●●●

Larceny ●●●●●

Stealth URBAN ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression LEADERSHIP ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise FINDING SHELTER ●●●●●

Subterfuge ●●●●●

MERITS

CONTACTS

(IMMIGRATION/CUSTOMS) ●●●●●

FAST REFLEXES ●●●●●

FRESH START ●●●●●

LANGUAGE (RUSSIAN) ●●●●●

QUICK DRAW (FIREARMS) ●●●●●

TOTEM ●●●●●

ALLIES (CRIMINAL) ●●●●●

●●●●●

FLAWS

ATTACK

Bite (Gauru+2)

Claw (Gauru+1)

EQUIPMENT

IMI GALIL ASSAULT RIFLE (DMG 4),

GLOCK 17 HANDGUN (DMG 2)

EXPERIENCE

35

OTHER TRAITS

HEALTH

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

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

10 _____ 0

9 _____ 0

8 _____ 0

7 _____ 0

6 _____ 0

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

RENOUN

PURITY _____ 00000

GLORY _____ 00000

HONOR _____ 00000

WISDOM _____ 00000

CUNNING _____ 00000

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

SEASONED CHARACTER

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URHAN
(WOLF)

SIZE: <u>5</u>	STRENGTH(+1): <u>3</u>	STRENGTH(+3): <u>5</u>	STRENGTH(+2): <u>4</u>	DEXTERITY(+2): <u>5</u>
DEFENSE: <u>3</u>	STAMINA(+1): <u>3</u>	DEXTERITY(+1): <u>4</u>	DEXTERITY(+2): <u>5</u>	STAMINA(+1): <u>3</u>
INITIATIVE: <u>9</u>	MANIPULATION(-1): <u>1</u>	STAMINA(+2): <u>4</u>	STAMINA(+2): <u>4</u>	MANIPULATION(-3): <u>0</u>
SPEED: <u>10</u>	SIZE(+1): <u>6</u>	SIZE(+2): <u>7</u>	SIZE(+1): <u>6</u>	SIZE(-1): <u>4</u>
ARMOR: _____	DEFENSE: <u>3</u>	DEFENSE: <u>4</u>	DEFENSE: <u>4</u>	DEFENSE: <u>4</u>
PERCEPTION: _____	INITIATIVE: <u>9</u>	INITIATIVE(+1): <u>10</u>	INITIATIVE(+2): <u>11</u>	INITIATIVE(+2): <u>11</u>
	SPEED(+1): <u>11</u>	SPEED(+4): <u>14</u>	SPEED(+7): <u>17</u>	SPEED(+5): <u>15</u>
	ARMOR: _____	ARMOR: <u>1/1</u>	ARMOR: _____	ARMOR: _____
	PERCEPTION(+2): _____	PERCEPTION(+3): _____	PERCEPTION(+3): _____	PERCEPTION(+4): _____
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.	Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	Inflict lethal damage with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: 00000

Gift

Roll

Page

FEET OF MIST (1)

BLENDING (2)

RUNNING SHADOW (3)

SHADOW FLESH (4)

Rituals: 00000

Rite

Roll

Page

STORYTELLING FOR THE PACK

Calm Before the Storm has two extremes at its disposal. It can be direct or calculating, prepared or forceful. This versatility should afford it a solution for many of the problems it comes across. The characters have loads of built-in conflict, which is ripe for story ideas. The easiest way to handle their particular diversity is to hand them a thread for a plot and let them run with it.

Every character will have a unique response to stimuli. However, they don't need a lot of long-term planning to be effective, so expect some quick and hard solutions to problems. The three Storm Lords are very forceful in their social interactions; the two Iron Masters are more reserved and subtle. James is a physical powerhouse, but all the members should be able to hold their own under most circumstances, though Aaron is a possible exception to that rule. Encourage and allow Aaron to compensate by being creative with equipment if it seems like he may be falling behind the more combat-oriented players.

The pack as it stands does not have any overwhelming ability to deal with spirits. However, if you are using the seasoned pack sheets, Aaron has quite a versatile list of rituals for dealing with the spirit world. His personality lends itself to more tech-related spirits. One important note: you will need to offer up access to loci if you intend for much interaction with the Hisil.

Their totem, Hig-Thi, tries to take a hands-off approach, giving advice and ideas instead of acting directly on the pack's behalf. It's largely a nonviolent spirit, and is more likely to run away than attack if confronted. It usually appears as a frustrated, faceless man in a flannel shirt, writing furiously at a desk. The pack hears the words he scrawls. He always acts with just a bit of disdain, like whatever it is doing is below its station. Outside of the ban listed below, it demands the Uratha writes in his or her journal before agreeing to any time requests made of it.

STORY IDEAS

REMOVING CHARACTERS

The pack as it stands is versatile. Removing members will shift that balance. However, the two biggest changes happen when James and Aaron are removed. James is arguably the least necessary, since most of the characters can handle themselves in a fight. Aaron is the only strong member for rituals and other spirit world affairs. If nobody is playing him, it might be worth giving another character his rites. The other characters have far more diverse abilities, and none will cripple the group if they're removed.

ADDING CHARACTERS

Additional characters can be added easily by integrating them with either of the two families. Outside characters are easiest to integrate with strong plot-related ties. One good option would be to tie the new character with Megan Blaine (see **Parlor Games**, p. 2) or another plot-driving Storyteller character. It gives the outside character immediate motivation to work with the pack without bogging the players down with prep work. To integrate new members, here are hooks for each member, things they would want in a new member to help build association.

- **Bridgette:** Bridgette needs loyalty. She could be served well by a member who will follow her unquestioningly, standing up against the quiet dissent expressed by the various members.
- **James:** James needs allegiance. He needs someone to stand by, and to understand his qualms with Bridgette. A sympathetic friend or family member would earn his undying loyalty quickly.
- **Lucas:** Lucas needs people to justify and enable his behavior. He needs a support committee. He needs a friend that isn't quite as serious about everything as the rest of the pack.
- **Aaron:** Aaron doesn't need much, but someone who can challenge him mentally is rare. He'd find kinship with anyone who understood the marvels of technology, or at least could relate to them.
- **Talia:** Talia is in a risky position. With encouragement and support, she's likely to claim alpha. She's frustrated, and someone to bolster that behavior could make a strong would-be beta.

PARLOR GAMES

The first and most immediate tie in to the **Parlor Games** SAS is Lucas's gambling addiction. With his reputation for playing poker, he could easily receive an invite to the Ladybird Club. The second tie is that James despises insects. As soon as he catches word of Azlu, he'll almost immediately demand action. On a similar note, Talia has an issue with the abuse of women. Play up that angle to pull her interest.

If you feel you need another tie to draw the characters in, Megan Blaine could easily be cast as one of the Storm Lords' cousins, a wolf-blooded human somehow connected to the club who just happened to disappear.

SPECIFIC CHARACTER STORY IDEAS

Each character is detailed below, with a brief explanation of the types of players who might play them. As well, there are a handful of story hooks and goals for each, livening up a game and offering opportunities for play beyond a single-session game.

BRIDGETTE

Bridgette has a lot of potential for a number of player types. She's a solid fighter, a dynamic social character and has weaknesses that a dramatic player can milk. With the minor elements in her background, she should be accessible. She doesn't require a lot of Storyteller attention; from a character standpoint, she is internalized.

Experienced: Due to her feelings of inadequacy, Bridgette begins focusing more on her adherence to the Oath of the Moon, and her wartime accomplishments become more recognized. Her leadership becomes much fiercer as her patience grows thin with behavior like James'. Her Gifts are learned during a soul-searching quest, where she faces the spirits of winter as penance for the loss of Marcus.

Story Hooks:

- Bridgette's father comes to town, and manages to meet with the pack when she's not around. He pries them for information, trying to find out what her potential failings might be, so he can confront her with them later.

- Bridgette is offered a prestigious job as a consultant for a law firm her family has been long associated with. Taking the position means a better life for the pack, but almost no time to act as leader.

- An Ivory Talon has pegged Bridgette for destruction. He leaves a few subtle messages that he arranged Marcus's death, and that he's prepared to pick off her pack members one by one. He doesn't identify himself, but leaves a few clues as to who and where he might be.

JAMES

James thrives on confrontation. Without confrontation, he can quickly become a boring character. He works best for players who don't mind playing a bit of a jerk. Also, he's regularly on edge. Be mindful of the Death Rage rules when Storytelling for James.

Experienced: James becomes more an animal and less a man. His focus is on territory, mating and destroying those who would oppose him. His inner fury begins to slowly consume him.

Story Hooks:

- James's First Change comes back to bite him in the ass. A malicious member of the Fire Touched who witnessed the event began spreading rumors to the victims' families about who murdered their loved ones. After over a year of searching, the rival Uratha found James and gave his location over to the families.
- James's penchant for Kuruth has drawn some negative attention. A small chorus of anger spirits, feeding off his rage and poisoning the minds of those around him, is now following him.
- One of James's one-night-stands turns out to be a newly changed Uratha. The breach of the Oath aside, how will he reconcile the creation of a *unihar*?

LUCAS

Lucas is the perfect character for a player who likes to be the subject of plots. He requires a bit of attention, and he's bound to get into more than a little trouble, but he should be the source of some solid drama.

Experienced: Lucas doesn't stop his gambling; in fact, he gets better at it. He manages to learn to control his rage a bit, as part of his "poker face." Hardened after a few major battles, his reactions and instincts adapt to better protect him.

Story Hooks:

- Lucas gets an invitation to a prestigious poker club in Reno, the chance of a lifetime. The stakes could mean retirement for the entire pack, but he's already on thin ice with Bridgette about skipping out on patrol duties.
- Lucas's sister Sara is about to make her First Change. Does he invite her in and mentor her, knowing well that he's bringing her in to an unstable situation?
- A young Cahalith rapper friend asks Luke to manage his business. After a few weeks, Luke finds out that the Cahalith's pack wants him to join. It would be a low-stress job, and he wouldn't be in the middle of conflict anymore, but it'd mean forsaking his family.

AARON

Aaron is very much a tinkerer. Be mindful of the equipment rules when Storytelling for Aaron. To disallow him success with technology or spirits is to denigrate the character's value. He's well-suited to a player who always wants to think smart, who sees every challenge as a riddle to be solved.

Experienced: Aaron's focus is on rites, making deals with any Uratha willing to teach. He knows he's the weakest member of the pack physically, and he feels that rites will make him indispensable. His dedication and loyalty is recognized in his Honor Renown.

Story Hooks:

- Aaron catches wind of another Iron Master who, through use of clever binding rites, has almost made a functional artificial intelligence. He'd have to devote almost all his time to researching to get a jump on the discovery, but it could be the biggest innovation he'd ever dreamt of.
- A small chaos spirit decides to mess with Aaron. It throws its voice, giving Aaron the impression that he walked past Luke and James discussing kicking the newcomer out for being weak.

- A young, newly-changed Ithaeur has approached Aaron for tutelage in rites. It's a girl Bridgette knew in high school, a tech nerd, and one Bridgette absolutely detested. She insists that he shouldn't teach the girl, but Aaron's sense of responsibility overwhelms him. The girl could be a great ally, and most certainly a friend when his pack doesn't understand his love of technology.

TALIA

Talia is a very no-nonsense character. At creation, she's in a perfect position to start vying for power in the pack. She has to be smart and manipulative to succeed though, so she's a good fit for a more Machiavellian type of player.

Experienced: Talia only gets more Cunning, more effective. The Irralunim start noticing her focus and adherence to their tenets, and teach her some advanced Gifts. Her clever behavior gains the notice of some criminal elements who find her very useful, a potential leader as she increases her influence. This experience is a strong step towards pack leadership.

Story Hooks:

- During her patrols, Talia finds a small nest of Azlu, similar to the one Marcus met his fate in. She knows the story well, and knows it's a sore point for members that survived the encounter. Does she tell them? Does she let the wound fester? Does she try to remove it alone?
- The criminal elements catch wind of her martial skills, and make a lucrative contract offer. This would be the first time she's killed outside of the context of her Forsaken existence. It would be a fine line to walk, but the money is amazing, the work is easy, and it only helps to hone her skills for later confrontation.
- Ruthless, effective and unerring in her work, Talia is an ideal candidate for a Maeljin's attention. Lamashtu, a Maejlin of Pride, whispers promises of power and supremacy. It tells her that it understands her struggle, that it's willing to help her find her place where she belongs. This puts Talia at risk of becoming a Bale Hound.

HIGH-TAIL, THE EVENING'S ESCAPE

Attributes: Power 2, Finesse 3, Resistance 4

Willpower: 8

Max Essence: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 5

Corpus: 9

Influences: Creativity 1, Memory 1

Numina: Fetter, Material Vision

Bonuses: Gift: Know Name (Pack)

Ban: Monthly, pack members must spend two hours in quiet contemplation, followed up with two hours writing their month's exploits in a communal journal.

Cost: 5

Seasoned Pack Totem

Bonuses: Gift: Know Name (Pack), Expression specialty in writing (given), one member per scene can temporarily read and write in any human language.

Ban: As above, but weekly.

Cost: 10