



## WHAT ARE WEREWOLVES?

The Garou, or werewolves as they are called in folklore, are the defenders of Gaia, the spirit of the world. They fight against the forces of destruction and corruption, known to them as The Wyrms. And they have failed. The Apocalypse has happened or is happening, and now it's up to each pack of Garou to strike back in a way that its members find meaningful.

Immediately, Garou fight to take back what has been lost. Whether that is reclaiming a forest from a logging company, annihilating a military force occupying land, to preventing disease from outbreaking, the Garou fight to stop the further destruction of the world from those that profit from its continued exploitation.

Garou are spiritual entities, not entirely flesh, not entirely spirit. They commune with spirits of all kinds, and can even travel to the spirit world known to them as The Umbra. Though spirits are usually untrusting of Garou in the time of the Apocalypse, there are some that are willing to deal with them, for a price.

Like any group of people, Garou have their own culture and society, though how unified this society is varies between each werewolf. Infighting between packs, septs, and even individual Garou keep them from uniting under a single force, much to the delight of the Wyrms and its minions.

## IMPAIRMENT

If the Health tracker has all of its boxes filled, the character is Impaired. They lose 2 dice from all Physical dice pools until they are removed. If the Health tracker has all of its boxes filled with Aggravated Damage, the character is out of the conflict. Most humans die at this point, but Garou can only be killed by silver damage, fire damage, or severe dismemberment.

A character can become Impaired by having all boxes filled in the Willpower tracker. In this case, all Mental and Social dice pools lose 2 dice. Having all Aggravated damage in all the Willpower boxes has no mechanical effect. However, if this occurs via a social conflict, they character breaks down and loses face.

## SPENDING WILLPOWER AND WILLPOWER ROLLS

After making any Test, a character can take a point of Superficial Willpower damage to reroll up to 3 Normal dice. You cannot reroll Rage dice in this manner. You must have an unmarked box of Willpower in order to reroll dice in this manner.

Some circumstances require you to make a Willpower roll. In this case, roll a dice pool equal to your unmarked boxes of Willpower. Additionally, you may be asked how many boxes of unmarked Willpower you have by the Storyteller

**CRINOS FORM**

Spend 1 Willpower/turn or Frenzy  
+4 Dice to All Physical Tests  
All Social & Stealth Tests Fail  
+4 Health Levels  
Heal 2 Damage for 1 Rage Check Each  
+3 Claw Attack  
+1 Bite Attack (Aggravated Damage)  
Causes Delirium in Humans  
Cost: 2 Rage Checks



**HISPO FORM**

+2 Dice to All Physical Tests  
-2 Dice to Stealth Tests  
Social Tests for Wolves and Garou Only  
Heal 1 Damage for 1 Rage Check  
+1 Bite Attack (Aggravated Damage)  
Cost: 1 Rage Check



**LUPUS FORM**

Silver Immunity  
Potential Bonus Dice (ST's discretion)  
Social Tests for Wolves and Garou Only  
Cost: Free



GLYPH	TRIBE	VERBS	PATRON	RENOWN
	BLACK FURIES	Avenge Overcome Dismantle Demolish	GORGON	GLORY
	BONE	Infiltrate Pilfer Eavesdrop Witness	RAT	HONOR
	CHILDREN OF GAIA	Discover Discern Heal Puzzle Out	UNICORN	WISDOM
	HART	Reclaim Cultivate Nurture Protect	STAG	GLORY
	GALESTALKERS	Track Ambush Pursue Harry	NORTH WIND	HONOR

The tribes are communities of Garou who share a similar mindset or philosophy when it comes to approaching the Apocalypse, each with its own Patron Spirit.

## TRIBES

## HEALTH, WILLPOWER, AND DAMAGE

Health is a measure of your physical wellbeing, while Willpower is your psychological wellbeing. The higher your Health and Willpower are, the more injury or how much you can exert your will, respectively.

Health and Willpower are both tracked with boxes. You have a number of Health boxes equal to your Stamina +3, while you have a number of Willpower boxes equal to your Composre + Stamina.

## SUPERFICIAL DAMAGE

Whether you are hit by blunt weapons or offended by another character, you take Superficial Damage to either Health or Willpower as the case may be. For each point of Superficial Damage you take, place a single “/” in the appropriate box.

## AGGRAVATED DAMAGE

Reserved for fire, chemical attacks, aggreivous damage, and in the case of werewolves, silver, cause Aggravated Damage . For each point of Superficial Damage you take, place a single “X” in the appropriate box.

HONOR	NORTH WIND	Track Ambush Pursue Harry	GALESTALKERS	
GLORY	STAG	Reclaim Cultivate Nurture Protect	HART	
WISDOM	UNICORN	Discover Discern Heal Puzzle Out	CHILDREN OF GAIA	
HONOR	RAT	Infiltrate Pifer Eavesdrop Witness	BONE GNAMERS	
GLORY	GORGON	Avenge Dismantle Demolish	BLACK FURIES	

**GLYPH** **TRIBE** **VERBS** **PATRON** **REMNOWN**

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## TRIBES

## LEXICON

- Auspice:** The moon-sign under which one experiences one's First Change into a werewolf; an indicator of one's role in werewolf society
- Caern:** A place where the spirit world and the physical world are in close accord or proximity; to many werewolves, a "holy place"
- Delirium:** Confusion, terror, and/or fugue state that afflicts humans who see werewolves for what they are
- Harano:** A state of werewolf misery or despair in which they believe that nothing matters, so why try?
- Hauglosk:** A state of werewolf fervor or fanaticism in which they believe that they must take urgent action immediately
- Moot:** A cultural, political, or practical meeting of werewolves, often at a caern and hosted by a sept
- Rage:** The werewolf's fury made manifest; the raw, destructive force of being Garou, at once a blessing and a curse
- Sept:** A number of packs sworn to the protection of a caern; a sept can consist of a lone pack or many
- Tribe:** A faction of werewolves pledged in service to a particular Patron Spirit; a tribe's outlook represents a way of facing the Apocalypse
- Umbra:** The spirit world; the shadow or reflection of the physical world, seemingly caused by emotional resonance
- The Wurm:** Ascendant in the age of Apocalypse, the cosmological force of destruction, decay, and entropy

## SHAPESHIFTING AND THE FIVE FORMS

The quintessential ability of werewolves, every Garou can shapeshift into these 5 different forms. Each form has its advantages and disadvantages, and Garou change forms as they see fit, though shapeshifting too much can be detrimental to a werewolf. Changing forms is considered a Minor Action and imposes a -2 penalty to a Full Action if performed in the same round. Most require a Rage Check.

### HOMID FORM

Immunity to Silver  
Cost: Free



### GLABRO FORM

+2 Dice to ALL Physical Tests  
-2 Dice to ALL Social Tests  
Heal 1 Damage for 1 Rage Check  
Cost: 1 Rage Check



## DICE AND DICE POOLS

A character has a series of Attributes and Skills. Each Attribute is ranked 1 to 5, each Skill is ranked 0 to 5. The Storyteller will ask you to roll a Test consisting of an Attribute and a Skill. Add the rating of each of those two together and roll that amount of 10-sided dice. In some cases, you may need to roll Attribute + Renown to Activate Gifts, Skill + Renown for Rites, or 2 Attributes.

Each die has a series of symbols on them. The diagrams on the next page displays what each symbol means.

If there are two Critical Successes among the dice rolled in a Test, that is a Critical Win. The roll gains 4 successes from those two dice.

The Storyteller will give you a Difficulty score for your Test to beat. If you roll equal to or higher than the Difficulty, the Test is successful.

## RAGE DICE

For each point of Rage your character has, a regular die in a Dice Pool is replaced with a Rage Die. These function like regular dice except there are additional symbols on them.

If two of the Rage dice are Brutal Results, one of two things occur. If the Test was for a violent action such as striking an opponent, the Test gains 4 Successes. If the action was non-violent, the Test automatically fails, usually with a destructive outcome. The Storyteller the final arbiter for this type of outcome.

### Using The Werewolf Dice

#### Regular Dice

 = 6-9 = Success  
 = 10 = Success, potential Critical Win  
 = 1-2 = Potential Brutal Result  
 = 3-5 = Failure  
 = 6-9 = Success, potential Critical Win

#### Rage Dice

 = 3-5 = Failure  
 = 6-9 = Success  
 = 6-9 = Success, potential Critical Win

## THE LITANY

The Garou have a code of customs that are handed down through oral traditions. Most Garou know this code, though in modern nights it is often perceived as a means for elder werewolves to bully younger werewolves. Many young Garou see many parts of this creed and the following of these traditions as the cause for the failures of the Garou elders who use the Litany to further their own power.

### Tenets of The Litany

- Combat The Wyrms Wherever It Dwells and Whenever It Thrives
- Respect the Territory of Another
- Accept and Honorable Surrender
- Submit to Those of Higher Station
- Respect Those of Lower Station, for All Are of Gaia
- The First Share of the Kill for Greatest in Station
- Eat Not the Flesh of Humans
- The Veil Shall Not Be Lifted
- The Leader May Be Challenged at Any Time During Peace
- The Leader May Not Be Challenged During Wartime
- Take No Action That Causes a Caern to Be Violated

## RENOWN AND CREEDS

Garou live and build their own legends through their deeds, and Renown quantifies that status both among spirits and other Garou. Renown is used by Garou to activate Gifts and Rites

### The Ways of Glory

*I shall be valorous*

*I shall be dependable*

*I shall be generous*

*I shall protect the weak*

*I shall slay the Wyrms*

*I shall be respectful*

*I shall be loyal*

*I shall be just*

*I shall live by my word*

*I shall accept all fair challenges*

*I shall learn*

*I shall consider*

*I shall be prudent*

*I shall be merciful*

*I shall think before I act and listen*

*before I think*

### The Ways of Wisdom

### The Ways of Honor