

Werewolf: The Apocalypse

V 1.2
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You find yourself in a fictional version of our own Earth. This is a secret world where werewolves, vampires, and other legendary creatures secretly live beside humans. However, it's a dark reflection of our world filled with corruption, apathy, violence, and hopelessness. In this World Of Darkness werewolves are locked in a two-front war against both the spiritual desolation of urban civilization and supernatural forces of corruption that seek to bring about the Apocalypse. Whether you decide to help or hinder the Gaians in their war against the desolation of the Wyrms and the stagnation of the Weaver, here is 1000cp for you to make the best of a bad situation.

Origins

Werewolf [Free]

Werewolves are shapeshifters who can change from human to wolf form—adopting many intermediary forms if they so choose. They are physically more powerful than most living creatures, and are immune to many of the ailments and diseases that plague their human and wolf cousins, but they're still living beings and they can still die. Barring any flaws that would change things, you're currently ranked as Fostern in good standing with your sept and pack. That means that you've completed your rite of passage and accumulated enough renown to be considered an adult in Garou society. Chose an Auspice, Breed and Tribe.

Locations

Garou are found all over the world, roll 1d8 or pay 50cp to choose your starting location.

- 1) North America
- 2) South America
- 3) East Europe
- 4) West Europe
- 5) Africa
- 6) Asia
- 7) Australia, Mate
- 8) Free Choice

Age&Gender

You may roll or pay 50cp to choose your age.

Homid: 15 + 1d8

Lupus: 2 + 1d8

Metis: 13 + 1d8

Gender: Same as previous jump or 50cp to change.

Generic Perks

Fuzzy Death [Mandatory] You have the ability to change into a wolf, a half wolf/half human monster that is up to three feet taller than your human form, as well as a large dire wolf and a bulkier and taller slightly feral looking version of your human form that is slightly stronger than your human form. See the Notes section at the bottom of the document for the official names and a visual of these forms. These blessings come with certain drawbacks, namely a supernatural allergy to silver while in your new alternate forms, as well as the ability to cause most non supernatural people from this world that see your Crinos or direwolf form to experience the Delirium.

Gnosis and Rage [Mandatory] You have a small pool of spiritual energy that you can use to power most of your spirit gifts, as well as a pool of liquid rage. The amount of Gnosis you start depends on your Breed. Being born human has some downsides. They are generally less intuitive and perceptive than lupus or metis. They're likely to rely on what they see and hear, rather than what they feel. More importantly, their innate connections to Gaia are weaker, as represented by their low starting Gnosis. They have simply grown apart from the spirit world. Your starting rage is controlled by your auspice. You may use your supernatural rage to heal some of your wounds, attack faster, or shift forms instantly. This pool of rage can be felt by others and makes most normal humans and animals uncomfortable in your presence. Gnosis is used primarily to fuel supernatural abilities called Gifts and activate Fetishes.

Immune to the Delirium (Mandatory/100cp) You're immune to the effect seeing a werewolf in a nonhuman form normally causes someone either because you're kinfolk, a werewolf, or because you have no racial memories of the Impergium when various shape changers culled humanity. For 100 points, you're immune to any mind warping or sanity damaging effect caused by seeing a monster or other memetic effect.

Ambidextrous [100] You are equally dextrous, or nearly so, with both hands, and use your off hand at no penalty to precision.

Fair Glabro [100] While your Glabro form is still a good six inches taller than your Homid form your Glabro form looks completely human instead of appearing like a Neanderthal linebacker with long canines and claws. In fact, any alt-forms that are human enough can now pass as human with little effort.

Basic Training [100/200] You've had 'basic' training in a field available in this world, medicine, melee combat, acrobatics, driving, computers or any other skill or ability you could pick up in Werewolf The Apocalypse. You are trained up to the level of a professional in the field. For 200cp, you're the Bruce Lee, Leonardo Da Vinci or Stephen Hawking of your field of choice. This may be taken more than once but it applies to a new skill each time. Mechanically in the oWoD system, it is the difference between 3 and 5 dots.

Iron Will [200] Once you've made up your mind, your will is like iron. You're extremely resistant to any outside forces that attempt to influence you. You're also much less likely to unwillingly frenzy.

Metamorph [200] It normally takes a werewolf a few seconds to change between their various alternate forms, you don't have that problem. You can change between your various alternate forms instantly. Additionally if you're ever knocked unconscious, you can choose which of your alternate forms to revert to. It also becomes possible to partially shift only sections parts of yourself with some effort. This works for all alt-forms you possess.

Moonsilver Smith [400] Not only have you been trained by some of your tribe's best silversmiths you have a talent for crafting silver that goes beyond mere mortal. Not only is it easier to talk a spirit into inhabiting your creations, any silver weapon you create never dulls or breaks in battle. They also deal twice the damage to any creature vulnerable to silver. Outside of this jump, supernatural creatures that take damage from your silver weapons are wounded as if they are vulnerable to silver.

Chosen Warrior [400] Perhaps you're blessed by Luna, or maybe you just won the genetic lottery; either way, you're no more vulnerable to silver than any other metal. You're also immune to Wyrms taint and other types of corruption.

Sidestep [400] Normally, stepping into the umbra or spirit realms requires a werewolf to use their gnosis or spiritual energy to slip through the gauntlet; your talent, on the other hand, allows you to slip through the gauntlet with nothing more than a thought and a little concentration. Unlike others with the ability to sidestep, you don't risk getting trapped in the gauntlet. Normally, the ability to step sideways into the Umbra or spirit realm would be of limited help after you leave the jump unless there is a compatible spirit realm, but this makes sure there is some type of spiritual realm to step into even if the world shouldn't have one.

Skinwalker [600](Discount Kinfolk Drawback) You've uncovered a strange and ancient ritual that allows you to stitch together five skins from a type of creature and give someone a similar alternate form. Unlike the corrupted ritual taught to various kinfolk, this multi hour long ritual doesn't cause any taint unless the skins are themselves corrupted and haven't been ritually cleansed.

Numina [600](Discount Kinfolk Drawback) You've picked up a supernatural hedge Magic Path at a master's level of understanding. To put it in game terms, you have five dots. This can be taken more than once.

Origin Perks

100 point abilities are free for their origins, the rest are discounted 50%. Origins are divided into Breed, Auspice and Tribe, and you may pick one of each.

Breeds

Garou are split into three groups depending on their mother. If your mother was a human or a homid werewolf, you are of the Homid Breed. If your mother was a wolf or a lupus, you are of the Lupus Breed. If both your Mother and Father were Werewolves of any breed, you are of the Metis Breed. Your breed influences your gnosis and outlook on life as a garou as well as determines in what form you can safely handle silver.

Homid

You might have been born to a werewolf or kinfolk but you were raised human, as far as you knew other than some anger issues in puberty, you were human. At least until the dreams started, craving meat, running through a forest and chasing various prey animals were fairly common dreams for a while. Thankfully some relatives noticed the problem and got you away from people before your first change. Since then you've been learning the rules for garou society and gaining renown as best you can. You take extra damage from silver in Glabro, Crinos, Hispo and Lupus. As a human born garou, you have far less Gnosis or spiritual energy than a Lupus or Metis.

Human Born [100] You grew up human, and being human is an important part of who you are. People are less likely to believe you're anything other than human as long as they haven't seen any of your alternate forms.

Persistence Hunting [200] If there is one thing mankind can do, it's run. When it comes to stamina, you just simply do not seem to ever run out. Even at a dead sprint, your body always seems to have more gas in the tank.

Formal Rites [400] Any group collects rules, traditions and rituals if they exist long enough and the garou nation has existed longer than most. Galliards and Philodox would claim that all traditions and laws are important but let's be honest, some of them are just kept around because they're tradition. Unlike most of your fellow Garou you didn't drink the kool-aid, you're well aware that the garou aren't perfect. As such you have a talent for looking at things with fresh eyes and seeing to the heart of laws, traditions and rituals. You're able with a little bit of work and a decent working knowledge of a tradition or law to figure out how relevant it still is. That said, your real talent has to do with figuring out which parts of rituals are extraneous. You're generally able to cut more than half the time off a ritual to be performed if you have gone through the whole ritual at least once before

Metis [+100]

Werewolves aren't supposed to have children with the same species, that's what kinfolk are for. Because of your parents' crime and sin, you've been cursed with either a physical deformity or a mental quirk. Your natural form is your half wolf/half human crinos form. Barring certain gifts or perks, just touching silver burns like fire in all of your forms. Generally speaking, werewolves will treat you as a second class citizen because of your parents' crime. You're also sterile and everyone knows it and occasionally rubs it in your face. On the plus side, you were raised by your tribe and have a much better understanding of Garou culture and you can shift to crinos instantly without spending rage. You start with much more gnosis than a human, but less than a Lupus. Your infertility returns to you post-jump and should be considered a Drawback.

Tribe Born [100] You grew up in your tribe and learned a great deal of your tribe's lore, you know The Litany, backwards and forwards, especially the part about garou not mating with other garou and you have memorized significant parts of your tribe's history. Moving forward, you find it surprisingly easy to pick up and memorize the history of any group you personally identify with.

Thick Skinned [200] The life of a Metis is one of abuse both verbal and physical, and you are all the tougher for it. You find it far easier to shrug off lesser blows as if they were hardly there. Even more severe damage is mitigated somewhat.

Hopeful Cripple [400] You have a knack for turning negatives into positives, lost a hand at cards, that's fine, that will just make sure the casino doesn't nail you for cheating. Missing a foot? No worries, that just means you can hide a gun in your peg leg, Fits of madness? It wasn't like your boss actually needed to see those solicitors anyways. You're virtually immune to depression, and any kind of supernatural emotional manipulation.

Lupus

You were born as a wolf. You have a connection to nature few others will ever understand. You grew up playing in the wild, learning to hunt and then hunting for your food as you effortlessly worked your way up the hierarchy in your pack. Of course, now you run with a pack of Garou rather than wolves but it's still much the same, figure out where you fit and do your best to help the pack because packs survive and lone wolves don't. You start with a significant pool of gnosis because of your deep connection to nature.

Beast at Heart [100] You have a connection to nature that even most garou don't understand. Tracking something through the wilderness by scent, hunting for your own food, understanding the social dynamics of wolves, and how to fit into a pack all come naturally to you.

Canine [200] Lookit this big fluffy good boi! Most people treat your lupus form as a large dog rather than a wolf, at least until you growl or do anything overtly hostile that reminds them that you are, in fact, a rather large wolf.

Alpha [400] Natural born wolves know their place in your presence, and it is on their backs, exposing throat and belly. Any kind of non-supernatural, non-sapient canine will treat you as if you are their alpha. They will follow your lead, protect you, and follow any commands that they can reasonably understand.

Tribes

The ancient garou used to be one massive group but as they split up to cover the world they divided into tribes or perhaps it's better to say that the garou became separate tribes after they mixed with the natives in their travels. While Tribes are like clans, there is a spiritual component to the tribes which makes things more complicated than just blood ties. Each tribe has a guardian spirit that watches out for them as a whole and that the tribe generally respects and honors. You may either ignore the advantage and disadvantage or you may take both. You're limited to one tribe.

Black Furies

The Black Furies only accept women as members (save a few male Metis); male children are traded off to other clans. They're known for their honor, wisdom, pride, and fierce skills in battle as well as worship of Artemis. Their tribal totem is Pegasus. Their wolf forms tend to be broad shouldered, graceful and predominantly black with white, silver, or grey highlights and streaks.

I Am Woman, Hear Me How! [100] You've achieved equality of the sexes when it comes to your own person. Your gender will never be a deciding factor when it comes to your inclusion in a societal group or supernatural effect, including perks. This does mean you can be a male Black Fury and nobody will think it's super weird.

Oral Traditions [200] Information you pass on in a verbal chain remains untainted by bad memory or time. This unfortunately makes games of Chinese Whispers/Telephone rather boring.

Soul of Honor [400] Provided you haven't betrayed your honor, attempts to frame you for dishonorable conduct inevitably fail. Additionally, even hated rivals admit that you're honorable provided you haven't broken your code of honor recently or against them. Additionally, smaller indistrections are often overlooked or outright ignored.

Black Spiral Dancers

Black Spiral Dancers are a tribe of corrupted werewolves that work to corrupt the world and kill their uncorrupted brethren. They're all more than a little unhinged and more often than not mutated in some disgusting way. Their alternate forms tend to look mangy, unkempt and often times downright mutated.

Fangs Of Corruption [100] Wounds inflicted by your natural weapon will become almost immediately infected, both physically and spiritually.

Fomori [200] Through dark rituals, corruptive agents and other such unholy methods you know how to corrupt people and animals into twisted monstrous shadows of their former self. It takes breaking them and summoning in a bane but that's half the fun. You can grant someone supernatural abilities for the low cost of their sanity, their physical well being, and more often than not their very soul.

Dance The Spiral [400] You've danced the spiral of madness and found strength within it's ever spiraling depths. This ritual must be done with at least three other corrupted entities joining in. In an hours long spiraling dance around a towering fire, the corruption within yourself spirals outwards from the newly christened Balefire. For every hour danced, the radius of the spiral increases by a kilometer. The area within this spiral becomes heavily corrupted by the dark forces and madness of the Wyrms. The Balefire also acts as a shallowing between the spiritual world and the physical, letting Banes pass out of the umbra. Banes can travel freely within the real world without breaking up, as long as they stay within the spiral.

Bone Gnawers

The Bone Gnawers are the scavengers and survivors of the werewolves. While they're seen as little more than mongrels who sift through the waste of humanity by most of the tribes, they have a keen understanding of humanity. Their 'wolf' forms are much more dog like than other tribes. Their tribal totem is Rat.

Unworthy Of Notice [100] Don't look at the homeless person. Just ignore them. The homeless are those who are desperate for help, and yet we avoid looking their way. As long as you are dressed the part and don't call attention to yourself, you will be ignored in any public area even by those who know your face.

Scavenger [200] Whenever you go dumpster diving, you more often than not tend to find what you are looking for as long as it's reasonable. You won't find a cellphone in a burger joint trash can, but you sure as hell could find an untouched burger that was supposed to not have pickles. If you want a cell phone, it'd have to be in the trash of an electronics store.

Word On The Street [400] Knowledge in power, and you know a guy who knows a guy. If you put in the time and effort into getting to know a local homeless population, rumours and information will start to flow to you, with almost all of it being actually correct. You also have the power to suppress or even spread certain rumours with little effort.

Children of Gaia

They're a tribe dedicated to peace between the tribes, with the exception of the Black Spiral Dancers. While they have an important job, they're often called hippies and

peaceniks by the other tribes. Their wolf forms tend to lean toward brown or grey fur with splotches or stripes of white. Their tribal totem is Unicorn.

Not Here To Fight [100] All garou are built for war, and even the Children of Gaia know that they must taste and spill blood when it comes down to it. However, when combat is raging and the enemies are the gates you are often passed over by enemies in lieu of something or someone more important. This effect lasts as long as you aren't the only enemy left, or you refuse to act violently against your enemy.

Diplomacy [200] You know those people that can get two violently opposed factions to sit down at a table and at least discuss their issues like moderately civilized beings? You are one of them. When you are a part of a diplomatic discussion, things more often than not go amicably for all parties involved, and will never fall to violence without you personally starting a fight.

Hug It Out [400] With enough effort, love, and tolerance anyone can be redeemed. The more alien minded, corrupted or downright evil someone is, the longer it can take, but even a long sit-down with a murderer can make them see the errors of their ways. There is nobody you can't eventually fill with regret and contrition.

Fianna

The Fianna tribe trace their ancestry to various celtic and european lands and are known for their fierce enjoyment of life, their skills and ferocity in battle, and being keepers of the music, stories, and lore of the Garou. They're also known for having close connections with their kin. Their wolves forms are generally blood red or black direwolves or Irish wolfhounds with green or greenish grey eyes. Their tribal totem is Stag.

Fianna's Gift [100] There is something about your voice that others cannot ignore. When you command, they are cowed. When you seduce, they swoon. Whether thunderous, gentle, persuading or simply talking, your voice commands attention.

Fae Sight [200] Ultra rare among the Fiana is the ability to see into the Dreaming. You can see the dreaming overlaid atop the real world, being able to see chimerical creatures as well as the Seemings of the Fae. This does also mean that they can see you, and grants you a seeming that matches either your Crinos or Lupus form.

Glamour [400] You truly are fae-touched, and thus have a small pool of Glamour. You gain the ability to cast Cantrips of the fae using Common Arts. You start off with one mastered Common Art and Realm and will require training from a Changeling to learn more.

Get of Fenris

European werewolves not known for their mercy, compassion or humbleness. While they see often see themselves as great heroes, even other werewolves find them violent. Their wolf forms resemble are huge northern grey wolves with huge jaws. Their tribal totem is Fenris.

Bred For War [100] You not only know how to fight, you revel in it. There are few garou who could match your combat skills while in your war form. For you, three well trained garou versus you would be a fair fight by raw skill alone.

Trespassing [200] The world is filled with areas that are claimed by various supernatural groups that expect you to stay out of their territory, even if they aren't clearly marked in a language most people can understand. Normally, this would be a problem, but you have a sixth sense that lets you know whenever you're about to enter a group's territory and perhaps more importantly, which group the area belongs to.

Rule By Might[400] The Get of Fenris rule by Right Of Conquest, and others will grudgingly accept your conquest, but they don't necessarily have to be happy about it. When you take territory or property via strength of arms, others will see you as the rightful owner by conquest. This does not make you immune to retribution, but nobody will claim that it's not yours.

Glass Walkers

The Glass Walkers see technology as the answer to just about every problems, which makes most of the other tribes rather nervous. They also live almost exclusively in the city. Their wolf forms are small to medium sized with mottled patterns. Their totem is Cockroach.

Weaver's Children [100] You have an unnatural affinity for technology. Just by looking at a piece of technology, as long as you understand the basic principles of it's design and function, you can make use of and even repair it with little to no problems.

Child of Weaver [200] You're a child of the Weaver. The spirits of tools and technology are a little more active and eager to be of use to you. Your tools and technology generally don't break from proper use unless they're designed to, such as explosives.

Science! [400] You know several ways to create machines that produce several kinds of spiritual taint. Unlike Pentex, you're not limited to Wyrms tainted machines. In other words, you could create a machine that taints a place with Wyld energy which might allow flora and fauna to grow stronger, larger and more potent. Or, you can taint an area with Weaver energy - this would increase the functioning of systems, and greatly promote structure, stability, form and function. Tainting something of the Wyrms will greatly promote entropy and destruction - systems break down, life dies, things generally start falling apart. Of course, too much of anything isn't a good thing and will cause some odd effects.

Red Talons

They're the only tribe among the werewolves that is exclusively lupine in nature, save for a couple of metis. They pretty much shun humanity completely as a blight on the Earth. Their wolf forms are generally large brown wolves. Every single red Talon has at least one spot of flaming red hair. Their tribal totem is Griffin.

Tooth and Claw [100] The use of natural weapons just comes... Well, naturally to you. If there was such a thing as wolf-fu, you know it. Any hand-to-hand skill you have seems to translate suspiciously well when it comes to the use of any natural weapons you have, no matter what strange forms you get.

Acute Senses [200] Your senses are exceptionally sharp and don't seem limited by what form you take. Your current form can benefit from any enhanced senses your alternate forms have.

Ghost Wolves [400] By howling in a special way you can call forth the Wild Hunt or at least a version of it. You can summon a large horse sized spirit wolf to help you track down and kill your prey. The wolf lasts until the enemy is slain or until the next dawn, whichever is first. The hunt can only be called on a particular target once. The spirit wolf is supernaturally strong and durable, able to tear through steel with frightening ease and is immune to non-magical weapons. You start with the ability to keep one ghostly wolf active at a time but with enough time and practice might be able to lead an entire pack.

Shadow Lords

They're a tribe filled with schemers, movers, and shakers or at least, that's how they like to think of themselves. Other tribes have a less favorable opinion of them because of a history of dirty deeds and backroom deals. Their wolf forms resemble short and stocky wolfish pitbulls. Most have dark fur. Their tribal totem is Grandfather Thunder.

You Did What? [100] The Shadow Lords are criminals, the lot of them! Your allies will be far quicker to forgive any lesser crimes that don't directly affect them, and given time will be able to forgive even some of your seedier deeds.

Slimy [200] Even if everyone knows that you're a slimy bastard, somehow they still listen to you even though they should know better. Unless you've personally screwed someone over, your reputation is only of minor concern after the second degree of separation unless it is truly horrific.

He Did It. [400] You are very skilled at plotting your schemes in a way that involve a fall-guy. This leaves you at the end of the day, more often than not, seeing others taking the blame for your actions.

Silent Striders

They're a tribe of nomadic, introspective, and highly spiritual people that have explored the depths of the Umbra, perhaps more deeply than any other tribe of Garou. Their tribe hails from Egypt, which they were driven out of in ancient times by an army of vampires and a powerful curse by an ancient vampire sorcerer, which might help explain why they hate vampires almost as much as Black Spiral Dancers. Their wolf forms are grey and resemble the jackals of Egyptian art. Their tribal totem is owl.

Smell The Leech [100] There is something about the undead that just stands out to you. All vampires and other corporeal undead have an unmistakable if subtle scent that you seem to pick up on. As long as you have a sense of smell, you are aware of the presence of the undead.

See The Dead [200] You possess the rare ability to see a little bit into the Shadowlands. You can see and speak to wraiths without trouble.

Omen of Doom [400] You have a sixth sense that helps keep you out of trouble. This can be as simple has a feeling that you're supposed to take a left rather than a right down the street or getting a really bad feeling about your idea to shortcut through a dark alley at night.

Silver Fangs

The so called kings and leaders of the werewolf nation. While most tribes try to breed with kinfolk rather than normal humans or wolves to keep the potency of their blood up, the Silver Fangs have taken it to such a degree that every single member of their tribe is afflicted with at least one physical or mental flaw because of centuries of inbreeding. Their wolf forms are generally silver of one shade or another, though a few are white. They tend to have green or blue eyes and long jaws. Their tribal totem is Falcon.

First Tribe [100] Drawing on your tribe's 15,000 years of history has given you the skill to come up with convincing counterpoints to any debate/argument that you are a part of. Your words, if reasonable, are far more likely to change the minds of your opponents.

Royal Inheritance [200] You are fabulous and people know it. Not only are you easily an 8/10 in the looks department, and you are what can be considered a perfect physical specimen. Strength, stamina, coordination, all start in great condition for your age/species and grow quickly with training.

Blood of Kings [400] You can trace your lineage to kings and or legends. Normally, that is nothing special in certain tribes but you seem to have the grace and sheer presence of the legends of old. Not only does this boost your charisma but your children and their children's children will inherit your shifter abilities without fail. The charisma boost is even more impressive against other werewolves though they'll expect you to live up to the legends.

Uktena

They trace their lineage through various Native American tribes, with native kinfolk being rather important to them. They're also masters of dark and forbidden knowledge. Their wolf forms are generally reddish black and their eyes in that form are dark brown. Their tribal totem is Uktena.

Awareness [100] You have a magical sense for supernatural creatures, able to 'see' them for what they are. Werewolves might have ethereal wolf ears, vampires might have an unnatural aura of coldness around them, mages might glow with an aura, and monsters in human form might have an overlay of their normal form. Possessing spirits might show up as darkness or a twisted feeling around the person they're controlling.

Umbral Sight [200] You can choose to look into the Umbra/Spirit Realm from the real world with only a thought. It is just as easy to peek through the other direction as well, though this is only sight.

Dark Knowledge [400] Knowledge is power, and you can hunt down the darker, more sinister bits of lore like a bloodhound. In researching dark or forbidden magic, lore, or knowledge you find what you are looking for much easier. It's almost as if the darkness was searching for you, and not the other way around.

Wendigo

They consider themselves the purest of the werewolves and seek to destroy the influence of the Wyrms while preserving their old 'native' traditions. They're also rather violent and a bit hostile to anyone that isn't a native american. Their wolf forms range from grey to brown and they look like large timber wolves. The tribal totem is Wendigo.

Dedicated [100] When you set out to do something, it gets done period. You don't let distractions, boredom, pain, difficulty, or discouragement dissuade you from pursuing your goals.

Cold Resistance [200] Blessed by Wendigo himself, are highly resistant to the cold, capable of withstanding temperatures far below what most consider habitable. By about -20c you might want to put on more than a shirt and shorts.

Drive Them Back [400] Through guerilla tactics, you are able to drive a population out of an area. With only a dozen combatants as backup and a few weeks of constant brazen assault, you could even push the entire population of a small city out of their homes, leaving it practically abandoned.

Ronin (Drop-in)

One of the most terrible judgements a Garou can face is being alone. Wolves are pack animals, and not built for that kind of solitary lifestyle. To be without the family that is your Tribe and your Nation leaves a mark in your soul. As a Drop-in, the Nation will never truly accept you as one of their own. For most Ronin garou, even friends and family do not fill a wolf-sized void in their hearts, and they find themselves drifting towards depression more often than they normally would.

Curseless [100] The Curse of your Rage no longer spooks normal humans, allowing you to live amongst them. You are able to toggle this effect at will.

Loner [200] Social interaction is for nerds and popular kids! To be content we need intimate bonds; we need to be able to confide, we need to feel like we belong, we need to be able to get and give support. This is all the more important when it comes to being a part of a Garou pack. Not for you! You are able to remove your own social needs. You don't need other people to be happy and fulfilled.

Freedom [400] Rank has many privileges, it also has a number of annoying responsibilities. While most people might hold your lack of rank against you, you have the ability to completely ignore any responsibilities that you might have from holding some position of power. Others will step up to do your job without complaint, and nobody will see it as strange that you never really seem to do any work around here. They might not do the work as well as you would, but it will always be at least competent work.

Auspice

Auspice is the term for the phase of the moon under which a werewolf was born. It defines the character's role in Garou society, starting Rage and which Auspice gifts he/she gets discounts on. Feel free to choose which auspice to be born under. The 100cp perk is free for your auspice, the rest of the perk tree is half off.

Ragabash

Born beneath a new moon, these werewolves are the most lightly touched by Luna's anger. Known as the Hidden Moon, they are tricksters, spies, and assassins. Their calling is to get other to question the status quo, or take a second look at themselves, often through pranks.

Just a Prank, Bro [100] You're well skilled at pranking, both of the lighthearted and more vicious sort. Such skills lend well to the creation and setting of traps and ambushes. Others are far more likely to forgive you of your pranks if they are good natured or hold some kind of significant point to them.

Rattle Their Cages [200] When you speak, they listen. Your words cut to the heart of important issues, and you are well versed in the art of both changing or reaffirming the

positions of those listening. With a little work, you could get people to blame the parents of a metis rather than the metis or get that Nazi to marry a jew. The biases of others hold less sway on their minds when you try to change people's point of views to see things a certain way.

Dark Side Of The Moon [400] You are a master of stealth, and have a sixth sense when it comes to hiding and moving silently that borders on precognition. The rite-name Solid Snake would not go wasted on you.

Theurge

Born beneath a sliver of Luna's light, the Theurge is more well versed in Her Rage than the Ragabash. Theurges are the Shamans of the Garou, and it is their job to converse and deal with the spirits. It is the Theurge that create magical trinkets that house spirits called Fetishes for other Auspices to make use of. They are creatures of Honor and Wisdom.

Spirit Speech [100] Speak the language of all spirit, in any world. Spirits are generally amicable in their dealings with you.

Ritualist [200] Not only have you been trained in using various garou rituals and rites, you're exceptionally good at them. Not only can you make just about any ritual look good, you only have to pay half the costs of any sacrificial ritual. This includes mana, gnosis, blood, etc.

Fetishist [400] When using Gifts or other kinds of magic to Bind a spirit or creature either in place or into a receptacle, it is far harder for the target to resist. Once bound, it is impossible for them to escape without outside help.

Philodox

It is the duty of the Half-Moon to keep the balance between garou and be keepers of the law. They are those that uphold the Litany, the rules of laws that all Garou hold to. They are often leaders during times of peace and are creatures of Honor and Wisdom.

Werewolf Lawyer [100] When a part of a group or society, you can quickly become knowledgeable of the laws that govern it, and gain a keen insight into it's use. You could take the stand against a veteran team of lawyers and hold your own.

Do Not Lie To Me [200] During an interrogation if the target speaks anything less than the truth as they know it, a silver chime that only you can hear rings out.

Judge, Jury and Executioner [400] When dealing out the punishments to those who have knowingly broken the laws you uphold or set forth, your punishments stick. Exiles will not return, lashings will be suffered through until completion, fines will be paid in

full, and executions will go off without a hitch. You must hold some kind of 'legitimate' authority for this ability to work, and the punishment must be fitting of the crime.

Galliard

Wolves born beneath the Gibbous Moon, sometimes called Moon Dancers, are just shy of the Ahroun when it comes to the strength of their Rage, so much that they may risk falling into a Frenzy when their blood is up. The Galliards are the bards of the Garou nation, their task being to preserve the legends, prophecies and history of the Garou. These lorekeeper's, historians and prophets are a part of a society that stresses oral history and performances. They are creatures of Glory and Wisdom, with a focus on the later.

Howl [100] Not only do you gain a lovely singing voice and the skill to make use of it, you learn to project. A shout from you would easily cut through the roar or a loud bar. A howl from you could be clearly heard from miles away.

The Silver Records [200] The Library of Alexandria is said to have held all human knowledge of its time within it's walls. The only greater repository of history and knowledge might be your own mind. When it comes to knowledge, lore, and stories, you have utter and complete recollection. While you may not be able to recall how much you tipped your waiter last Wednesday, you could easily recite the entire Silver Record after having read it only once.

Prophet [400] During meditation you can catch glimpses of the future. These prophecies will be somewhat hazy and first and often full of symbolism. Post-jump, these glimpses into the future will be far less subtle. While prophecies can be called upon, it is fate that shows you things of note. You cannot ask what will happen next Thursday at 400pm EST, but instead what you are shown will always be some event of importance. You will get a rough sense of Where and When.

Ahroun

Warriors born under the Full Moon, they are the living weapons of Gaia. They are the warriors that stand tall and proud amongst a race of warriors. Ahroun inherently hold the most Rage out of all other Garou. Their task is a clear one, they are soldiers, grunts, and war leaders. These blood soaked Garou are masters of war, tactics and strategy. They are creatures of both Glory and Wisdom, with their true calling being the former.

Warrior Of Gaia [100] Gain mastery in a ranged or melee weapon. Untransformed, your body is pushed to its mortal limitations. You are the pinnacle of physical human specimen, just shy of being supernatural.

Aggravated Damage [200] Wounds dealt by a werewolf's natural weapons such as fangs or claws deal damage that is deeper than just flesh. Where a knife would dig into a man's stomach, your claws affect the very concept of the reality of that man's stomach. Wounds dealt by you take thrice as long to heal naturally and are inherently difficult to heal through supernatural means, whether natural regeneration or magic.

Rage Against The Dying Of The Light [400] When garou are struck down, many can get back up and keep fighting. If any attack or effect would kill you, the rage that fills your heart refuses to let you die. Once per jump, you can enter an Undying Frenzy. You instantly heal all your wounds, become much stronger, faster and tougher than before. Rage flows through you like a river, and until combat ends it's pool seems endless, and your regenerative capabilities gain a significant boost. Whatever caused your death will leave a lasting scar in all forms until this perk is used again.

Items

You have the option to choose your own discounts. In this section, you may select two items priced 100CP and obtain them free of charge. You may apply a fifty percent discount to any three other items. If your discount pushes an item below 100cp, get it for free. None of the fetishes bought using CP require Gnosis to activate.

Rule Books [50] An entire collection of White Wolf books for the Classic World of Darkness. You get both a digital version and hard cover. If you already own these books, you find them to be signed by the devs. Neat.

Silver [50] A small stack of silver ingots that replenish weekly.

Blanket of Peaceful Dreams [100] This blanket protects the user from bad dreams, nightmares, and possession while sleeping, allowing a perfect night's sleep.

Moon Watch [100] This watch keeps perfect time and can show the phase of the moon, it can also tell you the auspice of any werewolf it's pointed at. You may import a watch to gain these properties.

Elk Tooth Necklace [100] This necklace doubles your speed while running and allows you to jump twice as far.

Endless Magazine [100] You have a magazine for a gun that that never runs out of ammo. For an additional 50CP it will change shape to fit any weapon that uses magazines, clips, or revolving cylinders to hold ammunition. For an additional 50CP it can fire any kind of special ammunition you load it with. For every 50CP you spend

beyond this, you gain an additional magazine with the all other features you purchased. Purchase also comes with a simple handgun of your choice for every magazine purchased.

Geomid Fragment [100] This strange fetish is a piece of solid information that randomly changes into various geometric shapes. While the fetish is activated, the user is considered to be of the Weaver by all Weaver spirits. This allows the user to sneak into Weaver realms and gives them a charisma boost while dealing with technology spirits.

Horn of Distress [100] An old fashioned horn or a dog whistle, this fetish allows you to alert a group in a ten mile radius when blown. During the jump it alerts werewolves to your location and that you need help, after the jump you can choose who it alerts.

Loon's Refund [100] This debit card has a balance of 500 dollars and is topped off daily.

Monkey Puzzle [100] This puzzle talisman allows you to look perfectly normal to non magical beings regardless of your current form or clothing. May import a small object to acquire this ability.

Spirit Tracer [100] This fetish consists of an iron ingot suspended by a hair or string. By concentrating on a person or spirit, it moves in the correct direction.

Wise Bag [100] A bag of tokens, bones and other small items. When activated the user can reach inside and pull out a fact about someone in the surrounding area - breed, tribe, species, supernatural race, or even prominent personality traits.

Sanctuary Chime [100] A set of chimes that when activated prevents spirits/ghosts and such things from manifesting within 100 feet unless specifically invited to do so by the activator.

Baneskin [200] You have a piece of a spirit carefully wrapped in leather. This fetish makes it so malevolent spirits see you as someone to be trusted and just as tainted or corrupted as they are, thus generally leaving you alone unless they have a pressing reason not to.

Fang Dagger [200] This rather nasty fetish doubles the damage of any successful hit if some gnosis is spent. You may import a melee weapon into this item to gain this ability.

Klaive Hammer [200] A klaive hammer grants a large boost to the user's smithing skill and allows the user to create objects that are much more desirable to spirits to inhabit.

Grandma's Gnosis bag [200] This leather pouch can hold a large amount of spiritual energy, though it doesn't come with any. You may take spiritual energy out of it at any time and eat it to refill your pool, or put spiritual power into it for later use.

Lightning Claws [200] You've become a victim of a theurge that likes trying new things. He's bound a lightning spirit into your claws which has caused them to turn metallic. When activated they deal a rather nasty electrical shock to anyone you hit with them. For an additional 200 points, he's managed to turn them silver, which causes excruciating pain when activated, but fuels your Rage.

Omen Brush [200] This fetish paintbrush allows you to paint cryptic scenes of the past and future.

The Armoire of Abiele [200] This exceptionally crafted antique mahogany French Armoire was crafted at some point during the 19th century by Abiele Dumont, a famed fashion designer so that she'd always be fabulously dressed. Whispering your clothing desire into the keyhole then turning the key allows you to pull out a fabulous outfit made of the finest spider silk. The outfits fit perfectly and are quite comfortable.

The Ruby Eye of Tomas [200] This smooth cut half an inch in diameter ruby has seen a fair number of owners over the years, perhaps you'll manage to keep track of it better than the last owner. Regardless it allows you to look through it into any location within a mile. Because you're looking through a ruby, your vision is tinted red.

The Wolf's Paw Pub [200] You own a rather nice if old fashioned pub that follows you through your journeys. A skip to the right, a stroll down the block then take a left or something like that. How you reach the pub and what they're serving depends on where and when you are but finding the place is easy enough in most cities and towns given that you have a sixth sense for where pub has moved to. While the bouncers and staff might change from place to place and jump to jump, the fiery haired barkeep with piercing green eyes and a song in her heart is always the same. Not only do you get

free drinks, the pub has a tendency to attract friendly local supernatural creatures who are almost always good for a story or two if nothing else.

Wylldstone [200] This small dark stone fetish was found floating around the aetherial Realm. It allows the user to alter the Umbra or spirit realm in creative and interesting ways. For example, you could create a door in a wall or change a bicycle into a motorcycle or a horse.

The Watch of Second Sight [400] This ornate old pocket watch not only keeps perfect time it also allows the user to view recent events within the last twenty-four hours in the immediate vicinity once activated. You may import a watch to gain these abilities.

Mystery Machine [400] This van is an oddity, it was originally 'borrowed' from a group of meddling kids that needed to lay low for a bit after an altercation with a museum owner, something about his nose not actually being fake. While you can import a vehicle to gain the fetish's magical abilities by default the van starts off rather run down and gets horrible gas milage. The vehicle is treasured by Bone Gnawers because it comes with a portable 'crash space' or pocket area of the Umbra that is much larger than the inside of the van should be. You can also run the vehicle off gnosis if you'd like, one per day of travel. A rather strange button on the dash, labeled 'Stealth Field' allows the van to run silently and causes an invisibility field around the van for an hour a day. By flashing the high beams and pushing another button the entire vehicle and travel to or from the Umbra. This feature continues to work in other jumps and the van retains any upgrades you make to it.

Grand Klaive [400] This fearsome silver sword was passed down from an ancestor. It has the ability to burst into flames and can teleport to and from a pocket dimension when you will it. You may import a melee weapon to gain to gain these abilities.

Heart of Midnight [400] These black gemstones stop gifts involving gnosis from affecting their bearer. They also prevent the bearer from spending any gnosis. These are normally found only in the abyss. This particular gemstone is different as it allows you to attune it to any type of magic or supernatural power you possess. You won't be able to use that particularly power or type of magic while it's attuned but you'll be immune to it until you change the type of magic it's attuned to. You must have access to whatever you make yourself immune to; no making yourself immune to True Magick without being an Awakened Mage.

Caern [600] A caern is a natural upwelling of spiritual energy. Werewolves and fera treasure and protect them as holy sites and places to renew their spiritual ties and

gather for various rituals. Unlike normal caerns that can be exhausted or fade without ritual support, yours will never fade and has a regenerating supply of spiritual energy and magic. You may freely allow or bar people from using the energy the caern provides to refill their gnosis pool. Normally the garou nation would make a rather large stink about a couple of low rank werewolves owning a caern, but the property it sits on is legally yours via inheritance, hook or crook, or outright buying it from some human that didn't know any better. Drop Ins that purchase this find a deed in their warehouse. It comes with ten acres of forest, but you may import another property to get the benefits. For an extra 100 points the forest increases to 100 acres, becomes tax free, and becomes immune to attempts to buy it or steal it via shenanigans legal shenanigans.

Companions

Companions may take flaws as long as they make sense for a companion to take and effect them, not the world at large. Can take no more than 8 total companions.

Kinfolk [Free/100] You may freely import up to eight companions kinfolk with zero cp to spend on perks. For 50 points each you may create or import a new kinfolk with 300cp to spend on perks however they like.

Werewolf Buddy [50/200] You may import or build a werewolf companion for 50 points or 8 for 200. This may be taken more than once. Each werewolf gets 600 points to spend.

Totem [100] You gain the loyalty of a slightly odd totem spirit, rather than the typical service or tribute other spirits crave this spirit is looking for adventure. This spirit can be one of War, Wisdom or Cunning, and takes the spiritual form of some kind of animal or supernatural beast. It can give your pack access to a Gift as well as a small boost related to its type. It also allows your pack to communicate telepathically. Post jump, this extends to any companions and any gnosis cost for the gift can be paid with mana if you wish. Your spirit totem can take physical form if it wants but that makes it vulnerable to physical damage. Unfortunately, totem spirits are very jealous creatures. You can only have one, it does not count as a companion, and will reform in time if destroyed.

Flaws

It's a rough world out there, are you sure you want to make it harder on yourself? Take up to 1000 points of flaws, and good luck.

A Different Time, A Different Place [+0] You may select an alternative starting time and location from the following American Midwest, 1850, Western Europe, 1200, Peru, 1532, Australia, 20,000 BC, France, 1914. In other words if there is a core rulebook about a time period, you can start there.

Been Around The Block [+0] If this isn't your first rodeo in the Old World of Darkness setting, feel free to have this set within the same continuity as your last run through at the moment of your departure then. Incompatible with the It's You! drawback. A general warning that Garou might not look fondly on a half werewolf, half vampire, half demon!

Amnesia [+0/+100/+200] Something went drastically wrong with your first change or maybe you're just repressing things, either way you don't remember your in jump life beyond a couple of scattered flashes of memory. For 0 cp, no one is looking for you and you have no outstanding warrants or problems. Taking this as a Drop In gives you an ID and papers but also puts you in various databases. For 100 cp, someone is looking for you that will cause problems or not have your best interests at heart like your overprotective and religious parents that want to 'cure' you or the police for questioning in a string of crimes. For 200 cp it gets worse, your parents are pentex employees, or skin dancer wannabe,s or the police have rather solid evidence that you committed several felonies of a rather serious nature, or even that you pissed off a hive of Black Spiral Dancers who would like nothing better than to rip you apart or ruin your good name so you'll join. You won't know who is after you until after the problems start without some research and luck.

Mark of the predator [+100] Rather than be uneasy around you, all non human animals other than kinfolk wolves are terrified of you and try to flee or consider you a threat and attack based on their nature.

Speech Impediment [+100] You have a particularly annoying speech impediment that tends to rub people the wrong way. Even the nicest person around won't want you giving any speeches.

Vengeance [+100/+200/+300] Someone, somewhere, pissed in your cornflakes and you've sworn vengeance on them. Until such a time as they're dealt with or dead, you're more than a little obsessed with killing, tormenting or otherwise causing them suffering. If you're a Ragabash this doesn't have to mean you want to kill them, this could mean you want to humiliate them, crush them and reduce them to tears and strip them of rank if they're a garou. A Philodox might very well want to bring them to justice. A Galliard might eviscerate their characters in song for all time while an Ahroun would likely want to crush them in combat. For 100 points, you're content to crush their hopes and dreams once and let the matter drop, for 200 points, nothing less than their death

or banishment will do. For 300 points, your vengeance extends to their entire pack or group.

Forced Shapechange [+100] Huh, something is wrong with your ability to shape change or maybe you just watched too many monster movies growing up. You change into your crinos form or your most monstrous form if you're not a werewolf, every full moon and while drunk. You must have some kind of monstrous alt-form to take this flaw.

Monstrous [+100] You look monstrous and inhuman in your human form and creepy as hell even to other werewolves in your other forms. Perhaps you have scales or you look like a mutated beast or some Wyrms tainted monster. Don't expect anyone to listen to you, nor will spirits teach you any gift related to social interaction.

Mute [+100] For some reason you're mute. For a group that loves howling, this is a bit of a social problem.

Phobia [+100] You're terrified of something badly enough that you'll frenzy or run in terror at the very sight of it. The object of your fear should be something uncommon but not exceptionally rare.

Pierced Veil [+100] For some strange reason you can't magically cover up your special abilities. If you're a werewolf, you don't cause the delirium. If you try to mind control someone to forget about anything supernatural they'll remember in a couple of days at most that you tried to make them forget something. Supernatural abilities, perks or items to conceal any active abilities or forms tend to fail with remarkable frequency. This extends to a lesser extent to anyone trying to cover up your mistakes.

Battle Damage [+200] You've lost an arm or a leg somewhere along the line. Magic and gifts won't be able to heal this damage, nor will any regenerative abilities you possess.

It's You! [+200] It seems you exist in this part of the multiverse, because you find yourself right as you were the day you went on to engage in interdimensional shenanigans. Things are a little different, but you will come across familiar faces. The media you watch might be different, the President might not be who it was, but when it comes to your life, all the important aspects are there. If you are a werewolf then you find yourself coming out of a murderous berserk frenzy. The downside is that when garou come to cover up the mess you made, you start at the lowest rank and you have trouble controlling your shape changing, at least not yet. Expect other garou to treat

you like a child without a lot of the forgiveness that comes with being a child. Due to a combination of factors, you won't get full control of your shape shifting or rage until after your rite of passage. Treat this as [+0] if taken with the Kinfolk flaw and ignore the bits about being a werewolf. It's just you.)

Driving Goal [+200] You're single minded to a fault, you have a near impossible goal and if you're not working toward it, you're moody and grumpy. By near impossible, I mean on the order of reforming the Black Spiral Dancers, bringing back lost tribes or other such 'impossible' tasks.

Hatred [+200] You have an unreasoning hatred of something. This hate is total, completely unreasonable and largely uncontrollable to the point that frenzy is likely without a decent amount of willpower. Even if you don't frenzy it's only because you want to be 'clear' headed when you destroy the object of your hatred. You may hate a species of animal, a supernatural race, a class of person, a situation, a color or the like. For the duration of your stay, you'll be spending a lot of time trying to gain power over the object of your hatred or obsessively plotting how to actively destroy it.

Soft Hearted [+200] You can't stand suffering, not because of any sense of compassion but because it makes you nauseated. If you're the cause of their suffering, you'll be in for several days of stomach turning nausea and nights of sleepless grief.

Wolf Years [+300] Strangely, you're aging much faster than you should. In fact, you'll likely be nearly infirm during your 10th year here. Immortality perks don't change this, even alt forms that don't normally age will age or break down if you take this.

Garou Pride [+300] You don't need any stinking powers from other jumps! You'll show Jumpchain the strength of the Garou! Aside from anything purchased here, you are knocked down to your body mod.

Foe From the Past [+300] Something about your arrival in the world has allowed an ancient evil to slip through the cracks between worlds or be reborn. This could be a previous enemy from another world, an ancient and evil werewolf elder or an evil creature from a past life such as an ancient vampire elder abomination. They're granted a werewolf form in addition to whatever tainted abilities are needed to 'match' what you bought here and make it an unfair fight.

End Times [+300] Rather than getting sent to a world destined to continue running for the conceivable future, you've been sent to one of the worlds where the end of the world will happen within 10 years unless you put a stop it. This end might involve world eating banes, reality being unwritten or ancient nigh unstoppable vampire lords waking

up and going on a rampage. This may be taken more than once in case you want to face more than one end of the world event.

Kinfolk [+400] You're family to a clan of werewolves. While you don't gain the ability to shift into a fuzzy engine of destruction like certain members of your clan, you're in the know about werewolves and have at least heard of the more common types of supernatural creature in the world of darkness. You are often used as breeding stock, and tend to get the more menial jobs to do around the caern. You do not gain the Fuzzy Death or Gnosis And Rage perks. You must pick Homid as your Breed. You are not a werewolf and so you do not gain discounts on any Auspice perks.

Taint of Corruption [+400] You stink of Wyrms corruption and sense Wyrms gifts, items or abilities will show that you're completely corrupted. You also suffer nightmares whenever you sleep as various evil forces try to tempt you into joining, their voices and visages sometimes following you into the waking world. Falling to the Wyrms if you are not a Dancer is a failure condition and will result in getting cleansed and sent home.

Ending Options

Stay You've found a home that needs your help.

Continue Jumping It's time to move on to the next world. I hope for your sake, it's one less dark than this.

Go Home What? Are you sure? In that case best of luck.

Notes

- 1) Started by Mistofshadows and then taken over and rewritten by Magite.
- 2) List of Gifts <http://www.wyrmsfoe.com/werewolf-gifts/>
- 3) Rage and Gnosis can be increased through spiritual quests and other grand moments of self reflection, spiritualism, or overwhelming rage.
- 4) The Umbra is a spiritual realm, the further away from Earth you get the less connected to reality you get. Where things are twisted and corrupted, evil spirits gather, where things are pristine and untainted, other spirits gather. Werewolves and several other types of supernatural creatures have the ability to step sideways through the barrier between the Umbra and the real world.

- 5) The Delirium is basically what happens when a human from this jump sees a werewolf or other shifter. It ranges from catatonic fear, panic, disbelief, berserk reactions, terror, conciliatory, controlled fear, curiosity, bloodlust to blaise depending on the human's willpower. The higher their willpower, the more they remember of the encounter. This reaction is caused by racial memories so it won't affect anyone outside the world.
- 6) How much or how little the other factions of the World of Darkness come into play is up to you.
- 7) You do not lose your vulnerability to Silver post-jump as long as you are in one of the alternate forms granted specifically from this jump.
- 8) Werewolf forms: Human form is called Homid. Near Human form is called Glabro. Crinos is your classic werewolf form. Hispo is your Direwolf form. Lupis is the form of a Wolf.



Version Changes

V 1.0 - Jumpable

V 1.1 - Fixed some spelling mistakes, clarified some text in Gnosis and Metis and added a Continuity option. Clarified import max. Clarified some text in Basic Training.

V 1.2 - Updated version number