

SEASON FOUR

PLAY RENEGADE

WEREWOLF

THE APOCALYPSE

A STORY FOR WEREWOLF: THE APOCALYPSE

Rotten Home





WEREWOLF

THE APOCALYPSE

Rotten Home

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Rotten Home



Beware of false prophets, which come to you in sheep's clothing, but inwardly they are ravening wolves.

-Matthew 7:15

Rotten Home is a **Werewolf: The Apocalypse** story written for three to six Garou. It's suitable for convention play as a one-shot, but the story can be easily adapted to fit into an ongoing chronicle.

An elder from the Sept of the Second Heart sends a pack of young Garou on a diplomatic mission. Their destination, the Sept of the North Rim, is home to a powerful caern. The pack is tasked with impressing the Northern Rim's leadership in the hopes of fostering long-term cooperation between the two septs. Though the pack initially enjoys a warm greeting, their hosts soon begin a Rite designed to call all the Garou hold dear into question. Can the pack withstand this blasphemous Rite and emerge unscathed? Even if they can survive, they must tread carefully if they wish to escape with their lives and warn other Garou of the corruption brewing in the sept.

INTRODUCTION

Rotten Home deals with a group of once-honorable Garou who've become seduced by the Wyrm. Leaders of the Sept of the North Rim believe the true enemy of the Garou is the Weaver. They hope to seduce the young pack to their way of thinking through

a Legendary Rite centered around the tale of the Weaver catching the Wyrm in its webs. This is the grand tragedy of the Triat writ large, and the heretics at the Sept of the North Rim believe it's damning evidence that the Garou must face their true foe: the Weaver and all its servants.

Content Warning

Werewolf: The Apocalypse is a game of primal horror. This story makes use of dark themes including body horror, betrayal, claustrophobia and being trapped or bound, corruption, death, deception, possession, hunting live animals, and the mistreatment of animalistic spirits. Storytellers should be sure to discuss these elements with the players at the beginning of the session to ensure maximum comfort and enjoyability for everyone.

THE CAERN OF THE SECOND HEART

The pre-generated characters provided are members of a small sept. The Caern of the Second Heart is tended and protected by less than a dozen Garou, including the pack. *Rotten Home* takes place in another caern, but the pack acts as emissaries of their home sept throughout the story. The other Garou of the sept relevant to this story are:

Roth Boone (Hart Warden Philodox): Roth is the Sept Leader of the Second Heart. He's unaware of the

corruption awaiting the pack at the North Rim. He's equally unaware of the corruption within his own sept. Were he to discover it, he'd call for Dani's head.

Roth has taken Graham under his wing in the hopes of helping him become the leader Roth hopes he can be. Part of his motivation for sending the young pack to visit the distant sept is to test Graham's ability to stand on his own — and stand his ground — when interacting with other influential Garou. Graham will be called on to do so when he eventually becomes the Sept Leader, a position Roth is training him for.

Dani Bello (Shadow Lord Ragabash): The sept's Intercessor. She intervenes when humans come too close to discovering the sept's actions or the existence of the Garou. In her youth, Dani was close with Hector. Through that relationship, Hector recently introduced her to the Legendary Rite of Balance Bound. She embraced the Rite as truth and is now an ardent supporter of Hector's crusade. Dani hoped to convince the entire sept to travel to the North Rim, but Roth instead assigned the pack to go as advance emissaries. If he likes what they report back, he'll expand relations between the septs.

Ian Frank (Galestalker Theurge): Ian is the Rite Master and has taken it upon himself to try to teach Michael the ways of the Garou. The pair share an auspice, and Ian sees great potential in Michael, but fears the influence of Michael's packmates, particularly Maya, is an obstacle to Michael fully accepting his place among the sept. Ian is confident Michael will represent the sept well, so long as Maya doesn't do anything embarrassing or provocative to sabotage the visit.

While these Garou don't appear directly in the events of this story, their presence is felt throughout. If you insert *Rotten Home* into a longer chronicle, the members of the Sept of the Second Heart may make appearances in other stories.

THE SEPT OF THE NORTH RIM

The Sept of the North Rim operates in the territory surrounding a powerful caern not far from the North Rim in Grand Canyon National Park. The caern itself is tucked away in the bottom of the canyon, off the hiking trails park visitors enjoy. Although the park discourages hikers from straying off the path for safety reasons, Garou have little difficulty reaching the caern.

The sept is led by a Children of Gaia galliard named Alejandro Ramos, who has thrice participated in the Rite of Balance Bound and is close to complete corruption. Other notable members include the Rite Master Hector Tamayo, who introduced the corrupting Rite to the sept; the Keeper of the Land Farah Howlett, who was quite ready to take the fight to the Weaver's creations even before participating in the Rite; and Janet Preston, the Truthcatcher, who may yet be the sept's sole voice of reason. For more details on these characters as well as the rest of the sept's members, see Allies & Antagonists (pg. @@).

ACTS AND TURNING POINTS

This story is presented in three acts, presented here in brief.

Act One: A Warm Greeting

Turning Point One opens the story with the pack arriving at the Sept of the North Rim. They meet the sept leaders and are greeted warmly.

Turning Point Two arrives when the Rite Master explains that there's a legendary Rite to be performed, with the pack assigned to play a key role in the tale.

Act Two: The Tale of Balance Bound

Turning Point Three begins with the Rite of Balance Bound. As the Garou perform their assigned roles, they're confronted with indications that all isn't as it seems in the Sept of the North Rim. They must contend with the unexpected trials and bizarre lessons the rite seeks to teach.

Act Three: The Pitch and the Play

Turning Point Four presents the pack with their greatest challenge yet. They must contend with their hosts. ■



A Warm Greeting

ACT ONE



TURNING POINT ONE ARRIVAL

The pack arrives at the arranged meeting point, a few hundred yards past the lowest point of the park's hiking path. They've just driven several hours from their home in Mulligan and have left Maya's Jeep parked in the lot next to the hiking path's entrance.

TURNING POINT ONE GOALS:

- * Select a Garou from the pack to perform the Howl of Introduction.
- * Prove themselves to the Keeper of the Land on a hunt.
- * Meet the sept elders.

Gauntlet Rating: 3.

As the pack reaches the rendezvous point, one member must howl a greeting to announce their presence and proclaim their deeds. The players can discuss who will perform the howl among themselves, though if they can't come to a quick decision, default to Michael as the pack leader. The Garou howling makes a Charisma + Performance test at Difficulty 2. If the howling Garou has the Caern Pariah flaw, they make this test at Difficulty 3 as their censure at home stains their reputation. Any member of the pack who doesn't have the Caern Pariah flaw

may assist the howling Garou through teamwork. Each character assisting the howler who has at least one dot in Performance may add one die to the howling Garou's roll. While those with Caern Pariah may also take part in the howl, their flaw cancels out the extra die their participation would provide through teamwork.

Each margin of success on this test adds one die to the pack's social dice pools throughout the remainder of Act One. Should they fail the test, they start off on the wrong foot, having embarrassed themselves or insulted their hosts. Such a misstep causes the pack's social dice pools to suffer a one-die penalty throughout the rest of Act One.

Regardless of the test's outcome, the pack spots a large gray wolf with white paws and snout approaching from deeper within the park within seconds of their howl. Once the wolf is within a few yards of the pack, she shifts into homid form, revealing a tawny-skinned woman in her late 20s with an unkempt mop of black hair hanging around her shoulders. She introduces herself as Farah, the Keeper of the Land and welcomes the pack to the Sept of the North Rim. If the pack's howl is successful, she's gentle and inviting in her tone, but if they fail, she is curt, short, and visibly annoyed.

Farah then tells the pack of a mountain lion who has become a danger to the sept. She invites the group to assist her in hunting the beast. If the pack asks her any questions about the reason for the hunt, they may make a Charisma + Persuasion or Manipulation + Empathy test at Difficulty 4. If their test fails, Farah simply says "Because the lion



is a problem," refusing further explanation. If the test is successful, she explains that the lion's behavior has drawn humans too close to the caern. She will not elaborate further as she's in a hurry to get the hunt underway.

If the pack declines to join her hunt, she snorts her displeasure and turns back the way she came, beckoning them to follow. She shifts back into lupus form and begins running to the council camp. She waits for the party long enough to ensure they don't become lost but refuses to engage them other than to indicate they should hurry or follow. Upon reaching the council camp, she immediately turns back toward the wilderness to handle the hunt herself.

If the pack agrees to assist in the hunt, she encourages them to join her as wolves before assuming her lupus form. She's excited to the point of giddiness as she leads the pack into the wilderness in pursuit of their feline quarry. While hunting the mountain lion, each member of the pack should make a Resolve + Survival test at Difficulty 3. Those who fail the test fall to the back of the pack, relying on their companions to locate their prey. Those who succeed catch the mountain lion's scent and can pursue it to its den beneath a fallen ash tree. Upon reaching the mountain lion, those who achieved a margin on their test to track the beast may add the margin to their conflict pool during this fight.

The mountain lion (Big Cat, see *Werewolf the Apocalypse*, p. 292) aggressively defends their den and fights to the death. The beast does not pose a serious threat to the pack. Unless they intervene, Farah gruesomely kills the animal in a single round. If a Garou takes the time to study their opponent before attacking, with a successful Wits + Awareness test at Difficulty 3 they will notice that the animal is wearing a radio collar, a common scientific tool for tracking wildlife movements. They may, correctly, surmise that this is the actual threat to the caern's security. Farah, of course, does not wait for the Garou to come up with nonlethal solutions and attempts to talk her down are at Difficulty 5, as her blood is up. Should they so wish, the Garou have multiple ways of getting the collar off without killing the mountain lion, such as opposed Strength + Brawl rolls, Composure + Animal Ken at Difficulty 5, or Gifts like Gremlins or Beast's Fealty.

If they do fight the lion, after it is defeated, Farah rips the radio collar off its neck, shattering it to pieces with a powerful bite before resuming her homid form. If one of the pack members dealt the deathblow to the lion, she offers them to carry the kill to the elders, otherwise she lifts the body over her shoulders in a fireman's carry and leads the pack to the council camp. If the mountain lion

lived but the collar was destroyed, she will be standoffish and cold towards the pack, but begrudgingly admits that the problem was solved.

If the party presses Farah again, a successful social test at Difficulty 4 prompts her to admit that the mountain lion had grown too comfortable with the Garou of the sept and began wandering too close to the caern. The lion's radio collar posed a threat to caern security so had to be dealt with. Any character who suggests Farah might have just destroyed the collar and let the animal live is greeted with a puzzled, silent stare before Farah continues moving on toward the camp.

Once the pack arrives at the council camp, Janet, Hector, and Alejandro introduce themselves and their role in the sept. If the pack refused the hunt, Hector and Alejandro seem cold and standoffish, answering questions monosyllabically and offering food to the pack only after they've eaten their fill. If the pack participated in the hunt, both elders are friendlier and invite the pack to dine with them before they discuss the evening's rite. In either case, Janet watches the pack but engages minimally. It's difficult for the pack to tell if she's shy or merely reserved.

TURNING POINT TWO: THE RITE TO COME

TURNING POINT TWO GOALS:

- * Learn the basic story of the Rite of Balance Bound.
- * Address any questions the pack may have of the sept elders.

Gauntlet Rating: 3.

Once the initial interactions are out of the way, Hector explains that the pack has arrived at a fortuitous time. The sept plans to perform a Legendary Rite the following day and would like their guests to participate. He goes on to explain that the Rite allows the Garou to step into stories of the past to learn lessons for the present. Each participant must assume a role within the tale and play out that role to its conclusion. If the pack engaged in the hunt, Hector promises their prowess as hunters will serve them well in their roles. If they refused to hunt, Hector says their roles will provide them with an opportunity to prove their skill, since they abstained from doing so earlier.

The Rite Master then explains an overview of the Rite of Balance Bound.

The Rite of Balance Bound

This is a tale of how the Triat came to their current state.

Long ago, when Gaia was young, the Weaver, the Wyld, and the Wyrm worked in harmony. The Wyld provided raw creation, which the Weaver spun into ordered nature. This web of creation was pruned and shaped by the Wyrm, keeping the Wyld from creating too much and preventing the Weaver from making reality too static.

One day, the Weaver became sick and lost control. Perceiving the Wyrm as a threat, the Weaver bound the Wyrm in its webs. The Wyrm, unable to withstand captivity, was driven to darkness. Its duty to maintain balance was supplanted by a corrupt hunger for all that is.

After telling the story, Hector concludes by explaining that the rite offers great insight into the struggles of the Triat and the Garou's place within it. The pack may rightfully point out that this basic story is known to all Garou and may question what is to be gained by such a ritual, to which Hector merely responds, "perspective." Hector is willing to answer questions about the rite and sees little reason to be duplicitous. However, he's a true believer in the idea that the Weaver is an enemy of the Garou, and likewise firm in his conviction that

the only way the Garou will accept that truth is by seeing it displayed through the rite. He won't declare the Weaver as an enemy prior to the rite's conclusion, instead deflecting and insisting the pack must experience the ritual to understand its value. A successful Wits + Insight test at Difficulty 4 reveals the entire council of elders are withholding something from the pack. The pack may choose to let it go or try to press the elders for information, entering social conflict. However, if any of the council suffers Willpower damage in social conflict during this scene, Alejandro steps in. The Sept Leader observes that it has already been a long night for both the sept and their guests and suggests everyone retire and rest well, as the rite will be quite taxing.

Aside from asking about the rite, the pack can ask any other questions they'd like of the elders in this scene, including asking Farah any questions they failed to ask during the previous scene. The Storyteller may freely improvise answers to any questions, drawing from the sept council's entries and peppering in as much or as little detail as they'd like. Alejandro will step in to shut the conversation down if things are growing hostile or if the pack presses too hard about the ritual.

Once the conversation has run its course, the pack is escorted to a cave not far from the council camp where they can rest for the night. If the party thinks of leaving before the ritual the Storyteller may remind them that they're visiting in an official capacity for their own sept and leaving early or refusing the rite would be a grave insult. ■



ACT TWO:

The Rite of Balance Bound



TURNING POINT THREE: THE LEGENDARY RITE

TURNING POINT THREE GOALS:

- * Engage the rest of the sept.
- * Perform the Legendary Rite of Balance Bound.

BREAKING THE FAST

Gauntlet Rating: 3.

The following morning the pack wakes to the sounds of loud conversation coming from the direction of the council camp. The sept's full membership has arrived, adding a dozen Garou to the small group they'd met the night before. When the pack emerges from their cave, Alejandro invites them for breakfast before the Rite is to begin.

During breakfast, the pack can interact with the younger members of the sept. The young Garou are excited about the Rite. Though they're also tight-lipped about the Rite's lessons, successful tests by the pack can reveal a few pieces of information.

- * Any character making a Composure + Insight test or a Wits + Etiquette test at Difficulty 3 notices a

cult vibe among the younger membership of the sept. Success on this test clues the character into signs of euphoric devotion and cheerfulness with unsettling undertones in the young Garou.

- * A successful Wits + Performance test at Difficulty 3 clues the observer in to a rehearsed quality in the interactions between the sept elders and the youth.
- * A Wits + Politics test at Difficulty 3 reveals the younger sept members showing a greater deference to Hector than to Alejandro. Any margin on this test indicates that such deference is generally only observed during a Rite when the Rite Master is ostensibly in charge of the sept's action.
- * Characters making a Difficulty 4 Wits + Occult test recognize a ritual quality to the younger Garou's conduct at breakfast, as though their interactions with the sept elders and the meal itself are part of a rite, though not one common to the Garou. A critical win on this test confirms that the meal is, in fact, a ritual dedicated to devouring the bounty of the Wyld. Given the roles of the Triat as described the night before, this reminds them of the description of the Wyrm's role prior to the Weaver capturing it.

Bringing up any of these observations to the younger sept members prompts an uncomfortable smile and a



dismissive remark from the questioned before they politely excuse themselves from the conversation and return to talking with their septmates. Bringing these concerns to a member of the sept elders leads to the following results:

- ✿ Alejandro acknowledges their concerns and offers assurance that the local customs of the sept are part of what binds them together. A character discussing this with Alejandro may make a Wits + Insight or Politics test at Difficulty 3. If successful, the observer gleans that Alejandro is hiding something, but pressing him on it at this point may be seen as an insult to his station.
- ✿ Farah refuses to discuss the matter with the pack, though a successful Wits + Insight test at Difficulty 2 reveals her irritation at the visiting Garou questioning their ways.
- ✿ Hector congratulates the pack on their observational skills and happily confirms that the breakfast is a ritual of his own design, meant to inspire stronger bonds between his septmates. If pressed for more detail, he reassures the visitors that all will become clear after the Rite before excusing himself. He immediately goes to speak with Alejandro afterward. Characters who succeed

on a Resolve + Awareness test at Difficulty 3 may eavesdrop on their conversation. If they do, they overhear Hector suggest Alejandro bring breakfast to a close as soon as possible so the rite can begin.

- ✿ If the pack approaches Janet, she offers similar assurances to those offered by Alejandro. A successful Wits + Insight or Politics test at Difficulty 3 reveals Janet is also unsettled by the sept's behavior but hasn't yet decided to act on her feelings. If the pack presses the issue, she states that she's the sept Truthcaller and as such is always watching their behavior. She assures the pack that if she sees something that must be addressed, she will act on it, but refuses to question the methods of her fellow elders until she determines it prudent to do so.

Once the pack has interacted with everyone they wish to, or Alejandro is prompted to bring an end to the breakfast, the sept begins moving to the heart of the caern. If the pack makes a scene or begins openly questioning the morning's events, Alejandro chastises them. He reminds them of their place as guests and of the dangers of dishonorable conduct to not only their personal reputations, but to relations between the Sept of

the North Rim and the Sept of the Second Heart.

At this point, the pack can choose to go along with the sept and participate in the Rite, declare their intent to leave, or offer a challenge to one of the pack elders. If the pack decides to leave, Hector appeals to them to please reserve judgment until after the ritual. If they remain adamant about leaving, the sept doesn't stand in their way. In this case, proceed to the denouement.

If the pack chooses to issue a challenge, Janet explains that their only recourse to challenge sept leadership is a trial by combat. If the pack wishes to continue this course of action, allow them to choose one champion to fight the elder they wish to challenge. Janet acts as the Master of the Challenge, coordinating the ritual and judging the conflict. If Janet is the elder challenged, Hector instead serves this role. Either way, the challenge is combat to submission or death. Any elder of the sept will submit if reduced to 2 Health or below. Should the player's character win the conflict, Janet insists the challenge be honored and the victor be given the role of the elder they defeated. She then instructs Hector to explain the lessons of the Rite to the pack. If Hector was killed in the challenge, she instead assigns this responsibility to Farah. In either case, proceed to Act Three.

THE HEART OF THE CAERN

Gauntlet Rating: 2.

Upon arriving at the heart of the caern, Hector commands the Garou to enter the Umbra. Sandy can perform the Rite of Shadow Passage to facilitate the pack's entry. If she's not present, Hector can perform the rite for them. Once in the Umbra, Hector begins the Legendary Rite. The Umbra at the bottom of the Grand Canyon, much like in the physical world, is a scene of natural majesty, the steep walls rising to thousands of feet. Minor animal-spirits are abundant, though they give a wide berth to the Garou once the ritual begins. The sky is covered by dark thunderclouds, limned in silver.

The Rite of Balance Bound

Entering the Umbra, the Garou must reenact the binding of the Wyrm to better understand the nature of the Triat. Hector assigns roles to the Garou present and allows the pack to choose their roles from the Triat or their servants.

Dramatis Personae

- ✿ The Wyld, the primordial force of creation.
- ✿ The Weaver, the embodiment of stasis.

- ✿ The Wyrm, the devouring scales.
- ✿ Wyldlings, servants of the Wyld.
- ✿ Pattern Spiders, servants of the Weaver.
- ✿ Banes, servants of the Wyrm.

Roleplaying

This Legendary Rite calls upon the performers to reenact the moment in which the Wyrm became corrupted. The power of the Legendary Rite protects the participants from becoming possessed or influenced by spirits aligned with the roles they've chosen; a fact Hector hastens to point out. Its purpose is to bear witness to the inciting incident of the Apocalypse, and to confront traditional wisdom about the event.

Before the Rite

The pack must decide their roles in the Rite. They may choose to embody any member of the Triat or their servants, though Hector encourages them to choose the Wyrm, "for perspective". Whatever the players pick, the sept's elders take the roles of other members of the Triat and the younger members of the sept are assigned as their servants, as listed below. An elder whose corresponding part of the Triat is picked by a player takes on the role of a servant spirit in that player's retinue.

- ✿ Farah assumes the role of the Wyld, with four young Garou from the sept in her service.
- ✿ Janet assumes the role of the Weaver with four young Garou from the sept in her service. Ideally these will be Garou with the Ensnare Spirit Gift.
- ✿ Alejandro assumes the role of the Wyrm with four young Garou from the sept in her service.

Steps

- ✿ **Creation's Dance:** The Wyld opens the Legendary Rite by dancing raw creation into existence. The Garou in this role makes a Dexterity + Performance or Dexterity + Athletics test at Difficulty 2. Each servant of the Wyld may assist, contributing one die to the Wyld's pool. Failure has no direct impact on the rite, though any margin generated by this test should be recorded.
- ✿ **The Loom of Fate:** The Weaver joins the action, catching the creation in their webs and locking it into static reality. This requires a Wits + Technology test at Difficulty 2, though if the Wyld failed their test in the previous step, this Difficulty



increases to 3. Each servant of the Weaver may assist, contributing one die to the Weaver's pool. The Weaver also enjoys bonus dice equal to the Wyld's margin if the Wyld was successful in the previous step. Failure has no direct impact on the rite, though any margin of success generated by this test should be recorded.

- ✿ **The Maw of Balance:** The Wyrm begins devouring the excess energies created by the Wyld and the Weaver. This requires a Stamina + Survival test at Difficulty 2 plus the margin of the Weaver's test. If the Weaver failed their test, the Wyrm gains two bonus dice on the test.
- ✿ **The Binding of the Wyrm:** The Weaver, detecting an attack on its creation attempts to bind the Wyrm in its web. This is a conflict pitting the Weaver's Resolve + Technology against the Wyrm's Dexterity + Brawl. Servants of both aspects of the Triat may assist with each servant contributing one die to their leader's pool, but doing so prevents them from participating in the Clash of the Servants. The Weaver may also add the margin they earned in step two, if any, as bonus dice to this test.
- ✿ **The Clash of the Servants:** As the Weaver and the Wyrm struggle, their servants square off against one another. This is run as a single round of combat,

with all participants pairing off and rolling their Strength + Brawl. Any servant of the Weaver or the Wyrm who lacks a partner must contend with a servant of the Wyld. The winner of each pairing is counted, and tallies are generated for each side. The highest number of wins is considered the victor.

- ✿ **The Wyrm Remains Bound:** If the Wyrm's servants lose the contest, visions dance around the participants showing the world entwined in the Weaver's web, with every piece of creation bubbling up between the strands covered in pustulant boils and lacerations. This is a vision of the Apocalypse. The participants in the Rite must make a Harano test due to the horrific sight. In the case of the player characters this is a single die. If failed, they gain one point of Harano.
- ✿ **The Wyrm is Freed:** If the Wyrm's servants win, the Wyrm is freed and all three members of the Triat begin glowing with increasing brightness until the entire sept is blinded by white light. When the light ends, and their vision returns, the Umbra is a pristine landscape covered in beautiful, unspoiled nature. Each member of the pack may roll Resolve + Composure at Difficulty 2. They heal 1 Superficial Willpower on a successful test, and an additional Superficial Willpower for each degree of margin they attain. ■



ACT THREE

The Pitch and the Play



TURNING POINT FOUR: SHOWDOWN

TURNING POINT FOUR GOALS:

- * Address the aftermath of the Legendary Rite of Balance Bound.
- * Escape the sept through manipulation, stealth, or violence.
- * Decide what to do with knowledge gained during the visit.

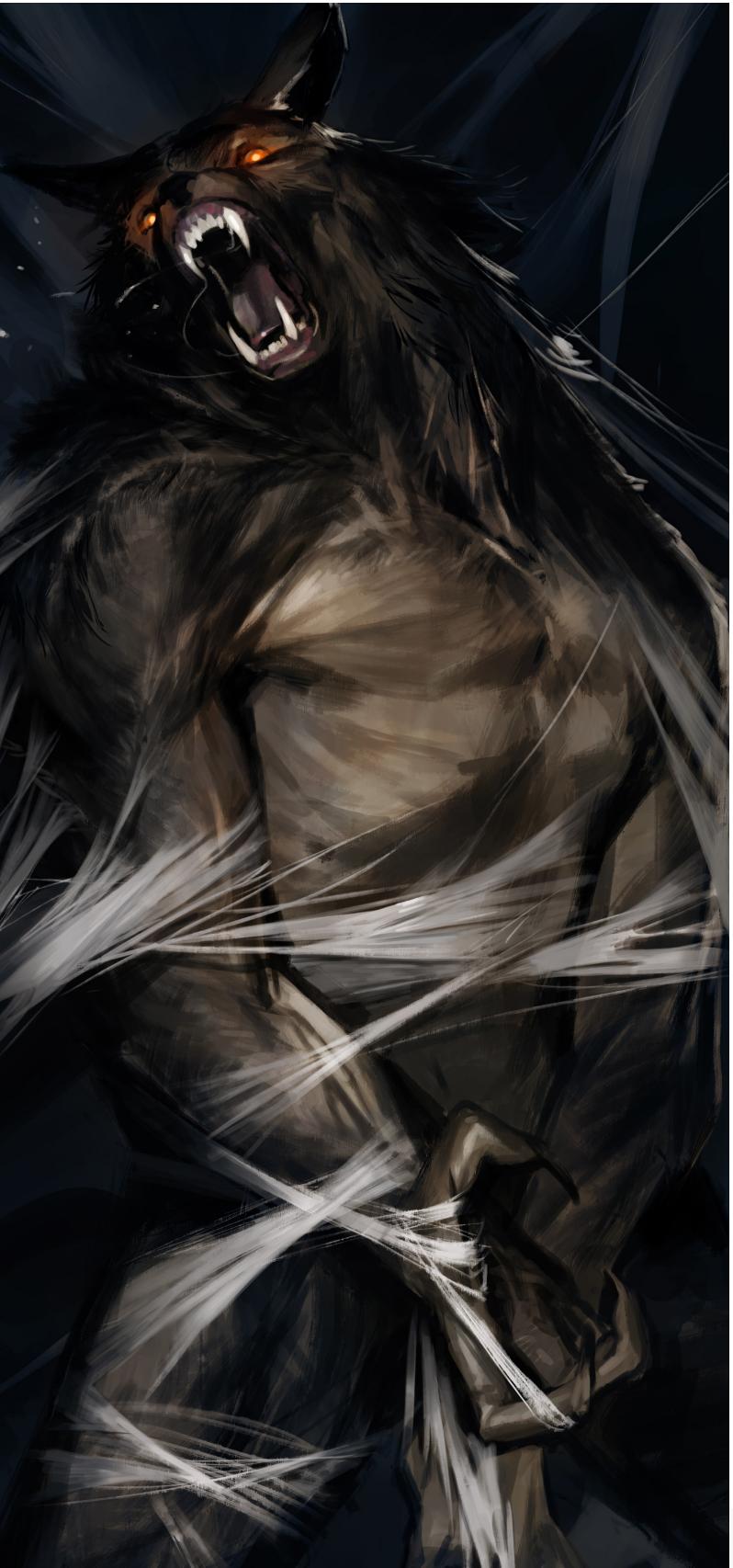
The sept emerges from the Umbra having completed the Rite. If the Wyrm remained bound, Hector pleads his case that the state of the world, the Apocalypse itself, is due not to the Wyrm's actions alone, but due to the Weaver's influence. He argues the pain all the Garou are feeling after the ritual is the Weaver's doing and only by beating back the Weaver can the Garou hope to heal their nation and eventually Gaia. If the Wyrm was freed, Hector suggests that the Rite was no mere allegory, but an instruction manual for how to heal Gaia. Only by beating back the Weaver and offering succor and healing to the Wyrm, can the Garou hope to move forward and pull the world out of the Apocalypse.

Either argument is accepted and even praised by the younger members of the sept. Some howl their

agreement while others merely mutter, shocked a bit by the revelation. As the noise dies down, Alejandro turns to the pack and asks, "What say you to all this?"

The Storyteller should allow the pack a moment to collect their thoughts and discuss their opinions. Remind them that while the events of the Rite are in line with commonly known Garou lore, the conclusions Hector draws are anything but. Do they play along until the sept relaxes and flee at the first opportunity? Do they confront the heresy outright, challenging Hector's conclusion or do they stand firm in their convictions and challenge Hector or Alejandro for their positions in the sept, in the hopes of steering these wayward Garou back to the proper path? Or do they take the matter back to their home sept to consult their elders for guidance?

If the pack declares their disagreement with Hector's views, Hector ridicules their shortsightedness and bids them to leave his caern and not return. The pack may appeal to Alejandro or Janet to overrule this banishment if they choose. Such an appeal requires a Charisma + Persuasion or Charisma + Leadership test made at Difficulty 4 if they appeal to Alejandro or Difficulty 2 if they appeal to Janet. Creative players may make the case for alternate tests, such as Manipulation + Occult to make a metaphysical argument against the Legendary Rite, or Intelligence + Politics to cite Garou custom in their favor. Creative solutions here should be rewarded. However, if the pack accepts Hector's banishment,



they're free to go, though they've earned the enmity of the Sept of the North Rim.

If the pack successfully argues against their banishment, Hector becomes enraged and storms off. The pack may try to talk others into seeing the merits of their perspective or may choose to leave of their own volition. Either way, they've earned the respect of the Sept of the North Rim apart from Hector who now considers them an enemy.

If the pack issues a direct challenge to Hector's position on the grounds of his heretical beliefs, this follows the same course of action as the opportunity to challenge pack leadership presented in Act Two (p. @@) If the challenger defeats Hector, they become the Rite Master of the sept, and may try to use their newfound influence to guide the Garou there from the influence of the Wyrm. The rest of the pack is free to return to the Sept of the Second Heart to tell the tale of their journey, though any member of the pack who wishes to stay with the Sept of the North Rim to support the new Rite Master is welcomed.

If the pack agrees to uphold Hector's belief, a revel is declared. Hector howls in delight and the sept begins celebrating. The pack can easily slip away during the revel and make their way back to Maya's Jeep before anyone in the sept is aware they've gone. The sept sees this as deception and considers the pack as enemies in the future. Of course, if the pack is sincere in their acceptance of the Weaver as the enemy, they're considered allies of the sept. After the revel, the pack is instructed to take what they've learned to the Sept of the Second Heart and convince their septmates there to travel to North Rim for enlightenment by participating in the Legendary Rite.

DENOUEMENT

Once matters are settled with the Sept of the North Rim, the pack (or at least those planning to return home) return to Maya's Jeep which waits in the parking lot above the hiking trail. Their drive back to Mulligan is uneventful and gives them time to reflect on their experiences. Once they return to their home caern, they meet with the sept elders.

If the pack participated in the Rite of Balance Bound and refused to accept Hector's crusade against the Weaver, Roth and the other elders praise their Wisdom. If they escaped by subterfuge, the elders commend their cunning. In either case, those among the pack with the Caern Pariah





flaw are granted re-entry to the caern for their deeds.

If the pack fled before the Rite, Roth chastises them for their failure and tells them to go home and reflect on their deeds. None of the pack gain or lose status with the caern, but they have clearly disappointed their elders and must tread carefully going forward or risk greater censure.

If the pack bought Hector's pitch, they join the crusade against the Weaver, becoming heretics among the Garou outside their new sept.

IN CHRONICLES

Before this Story: *Rotten Home* is assumed to take place after the events presented in *Crude Earth*. The plot hooks presented in that story work equally well with this one, and *Crude Earth* makes an excellent prequel to *Rotten Home*.

Afterward: If the players want to continue their time with this pack:

＊ Whatever the outcome of their visit to the Sept of the North Rim, the pack must contend with the consequences of those actions. An entire chronicle could be built around relations between these two septs. This could degrade into open warfare or become a story of political maneuvering and philosophical conflict, depending on the troupe's preference.

＊ The town of Mulligan as presented in *Crude Earth* offers a series of hooks that could be picked up on. The pack's time in the Sept of the North Rim changes nothing about their trials at home.

＊ While the characters may have run Sterling Enterprises out of Mulligan in the past, they didn't destroy the company entirely. Sterling Enterprises could begin working to privatize portions of North Rim or gain access to mining, drilling, or fracking rights on the land within their protectorate. Despite tensions between the Sept of the North Rim and the Sept of the Second Heart, the Garou of both septs could decide that the enemy of their enemy is an ally and work in tandem to bring Sterling Enterprises down. Alternatively, both septs could treat the dismantling of Sterling Enterprises as a contest, challenging one another to see who can deal with the company first.

＊ If Hector is shamed or cast out from the Sept of the North Rim, he remains a threat. He may spread his heretical ideas to other young Garou. He may also call on an old friend in the Sept of the Second Heart, exerting his influence in the pack's own territory. Hector makes for a great repeat antagonist, especially if the pack embarrassed or shamed him in this story. ■



Allies & Antagonists



SEPT OF THE NORTH RIM

Figures from this powerful sept are presented below. Their traits represent them in their homid form:

Alejandro Ramos (Children of Gaia Galliard)

Alejandro is the Sept Leader. Having participated in the Rite of Balance Bound three times, he's grown devout in his beliefs that the Weaver is the true enemy. Though he doesn't realize it, he's teetering on the precipice of complete corruption.

General Difficulty: 5 / 3

Standard Dice Pools: Physical 6, Social 5, Mental 6

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Brawl 8, Survival (Tracking) 7, Gifts 7

Notes / Other Traits:

Alejandro can use the following Gifts: All Children of Gaia, Galliard, and Native Gifts of Total Renown 6 or less.

Rites: Alejandro can perform any Rite the Storyteller deems necessary.

Farah Howlett (Red Talon Philodox)

Farah is the Keeper of the Land. Of all the members of the sept, she's taken the least convincing to see the Weaver as an enemy. She resents the presence of humans in North Rim and would love nothing more than to rip down every inch of manufactured monstrosity in her protectorate. Despite these feelings, she maintains a calm, stoic demeanor while gathering information about any situation where her judgment is required. However, once her mind is set on violence, there are few in the sept who can match her fury.

General Difficulty: 5 / 3

Standard Dice Pools: Physical 6, Social 5, Mental 6

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Brawl 8, Survival (Tracking) 7, Gifts 7

Notes / Other Traits:

Farah can use the following Gifts: All Red Talon, Philodox, and Native Gifts of Total Renown 6 or less.

Rites: Farah can perform any Rite the Storyteller deems necessary.

Hector Tamayo (Hart Warden Theurge)

Hector is the Rite Master. He learned the Rite of Balance Bound while seeking useful lore to combat the Black Spiral Dancers. In his youth, Hector believed no Garou was beyond redemption. He hoped to find a way to return the Black Spiral Dancers to their roots and revive the lost White Howlers. As he pursued this quest, the Wyrm's influence slowly ate away at his mind, culminating in his participation in the Legendary Rite. Now fully turned to the Wyrm, Hector has been playing a long and dangerous game, slowly manipulating his sept to accept and embrace the lessons of the Rite of Balance Bound.

General Difficulty: 5 / 3

Standard Dice Pools: Physical 4, Social 6, Mental 7

Secondary Attributes: Health 5, Willpower 8

Exceptional Dice Pools: Performance (Oration) 8, Occult (Garou Lore) 9, Gifts 7, Rites 7

Notes / Other Traits:

Hector can use the following Gifts: All Hart Warden, Theurge, and Native Gifts of Total Renown 6 or less.

Rites: Hector can perform any Rite the Storyteller deems necessary.

Janet Preston (Black Fury Philodox)

Janet is the Truthcatcher. While her septmates believe her to be well-reasoned, just, and tenacious to the point of being incorruptible, the Rite of Balance Bound has shifted her perspective on the Weaver, if not the Wyrm. She's a tempering force among the sept elders. If not for her urging caution and pushing back against the more extreme suggestions of the other elders, the sept would be irrevocably in the Wyrm's grasp. Though she has come to hate the Weaver almost as much as the Wyrm, she's the sept's best chance at turning from their fraught path before it is too late.

General Difficulty: 5 / 3

Standard Dice Pools: Physical 5, Social 7, Mental 5

Secondary Attributes: Health 6, Willpower 8

Exceptional Dice Pools: Insight (Motivations) 8, Performance (Oration) 8, Persuasion 8, Gifts 7

Notes / Other Traits:

Janet can use the following Gifts: All Black Fury, Philodox, and Native Gifts of Total Renown 8 or less.

Rites: Janet can perform any Rite the Storyteller deems necessary.

The Young Garou

The young Garou of the sept all use the same traits, with their Gifts and exceptional dice pools determined by auspice and tribe. These traits represent their homid form. All page references are to the *Werewolf: The Apocalypse* core rulebook.

General Difficulty: 3 / 2

Standard Dice Pools: Physical 4, Social 3, Mental 3

Secondary Attributes: Health 6, Willpower 5

Abigail Taylor (Black Fury Theurge)

Exceptional Dice Pools: Awareness 5, Occult 5

Gifts: Curse of Aeolus (p. 164), Ensnare Spirit (p. 152), Penumbral Senses (p. 147)

Rite: Rite of Abjuration (p. 180)

Charlotte Williams (Bone Gnawer Philodox)

Exceptional Dice Pools: Insight 5, Leadership 5

Gifts: Gaia's Candor (p. 156), Hare's Leap (p. 147), Odious Aroma (p. 166)

Rite: Rite of Contrition (p. 182)

Drew Osborn (Red Talons Ragabash)

Exceptional Dice Pools: Stealth 5, Subterfuge 5

Gifts: Blissful Ignorance (p. 149), Eyes of the Owl (p. 146), Razor Claws (p. 162)

Rite: Rite of Contrition (p. 182)

Edgar Haas (Gale Stalkers Philodox)

Exceptional Dice Pools: Insight 5, Persuasion 5

Gifts: Ancestral Conviction (p. 155), Ensnare Spirit (p. 152), Staredown (p. 147)

Rite: Rite of Shame (p. 184)

Gigi Hernandez (Children of Gaia Theurge)

Exceptional Dice Pools: Awareness 5, Occult 5

Gifts: Ensnare Spirit (p. 152), Penumbral Senses (p. 147), Song of Serenity (p. 159)

Rite: Rite of Spirit Summoning (p. 183)

Isaiah Nunez (Children of Gaia Ahroun)

Exceptional Dice Pools: Brawl 5, Intimidation 5

Gifts: Raging Strike (p. 147), Razor Claws (p. 162), Sense the True Form (p. 156)

Rite: Rite of Dedication (p. 183)

Phoebe Campbell (Galestalkers Philodox)

Exceptional Dice Pools: Awareness 5, Intimidation 5

Gifts: Ensnare Spirit (p. 152), Sense the True Form (p. 156), Staredown (p. 147)

Rite: Rite of Shame (p. 184)

Jessica Johnson (Black Fury Philodox)

Exceptional Dice Pools: Brawl 5, Intimidation 5

Gifts: Halt the Coward's Flight (p. 161), Sense the True Form (p. 156), Penumbral Senses (p. 147)

Rite: Rite of Dedication (p. 183)

Milo Rojas (Glass Walkers Ragabash)

Exceptional Dice Pools: Larceny 5, Technology 5

Gifts: Eyes of the Owl (p. 146), Gremlins (p. 149), Spider's Song (p. 150)

Rite: Rite of Spirit Summoning (p. 183)

Sean Bennett (Ghost Council Ragabash)

Exceptional Dice Pools: Larceny 5, Stealth 5

Gifts: Blackout (p. 170), Blissful Ignorance (p. 149), Penumbral Senses (p. 147)

Rite: Rite of Contrition (p. 182)

Tasha Harris (Black Fury Philodox)

Exceptional Dice Pools: Intimidation 5, Investigation 5

Gifts: Ancestral Conviction (p. 155), Porcupine's Reprisal (p. 156), Staredown (p. 147)

Rite: Rite of Shame (p. 184)

Zach Briggs (Children of Gaia Galliard)

Exceptional Dice Pools: Performance 5, Persuasion 5

Gifts: Catfeet (p. 146), Mother's Touch (p. 153), Song of Serenity (p. 159)

Rite: Rite of the Wolf Reborn (p. 186) ■





The Second Heart Park Pack

If you want to jump right into the action, the following characters provide an easy start. The pack was formed within the last year, and the Garou are at the beginning of their journey in the World of Darkness. However, Rotting Home can be played by almost any pack your group wants to create with a few minor alterations.

Although each character here is presented with gendered pronouns, none of them are particularly tied to the characters. Feel free to alter them to suit your table's needs!

GRAHAM MULLIEN (CHAINED WANDERER)

The nominal pack leader. Born in Mulligan, he's a guitarist, juggler, and often the peacemaker among the others, but that's just because he's the "friendliest." His whole family lives in town and has for several generations. He doesn't come from a long, distinguished line of Garou, and if you ask him, the whole thing is unfair. He'll do his job, but he won't necessarily be happy about it.

If it were up to him, he'd have taken off a long time ago. He still considers it every now and again. He's worried he's going to die in Mulligan, and that sounds like his worst nightmare. That hasn't stopped the Caern's elder from taking him under his wing and trying to teach him the ways of a good leader.

Tribe: Bone Gnawer

Auspice: Galliard

Touchstones: Roger, Graham's kind, understanding, and long-suffering father.

Attributes: Strength 1, Dexterity 4, Stamina 3; Charisma 3, Manipulation 2, Composure 3; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics 2, Brawl 1, Larceny 1, Melee 1, Stealth 2, Survival 1; Etiquette 2, Insight 2, Intimidation 1, Leadership 2, Performance (Guitar) 2, Persuasion 3, Streetwise 2, Subterfuge 2; Awareness 1, Investigation 1, Medicine 1, Occult 1, Politics 1

Renown: Honor 2, Wisdom 1

Gifts: Hare's Leap, Song of Serenity, Sight From Beyond

Rites: Rite of the Forgetful Record

Advantages: Mentor (Roth Boone) 3, Linguistics (Frensh, Spanish) 2, Resources 2

Flaws: Fame: Infamy (Town "Troublemaker") 2

WEREWOLF

THE APOCALYPSE

Name	Graham Mullien	Concept	Chained Wanderer	Patron	Rat
Chronicle	Crude Earth	Auspices	Galliard	Tribe	Bone Gnawer

ATTRIBUTES

PHYSICAL

Strength	●○○○○
Dexterity	●●●●○
Stamina	●●●○○

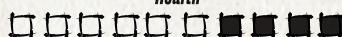
SOCIAL

Charisma	●●●○○
Manipulation	●●○○○
Composure	●●●○○

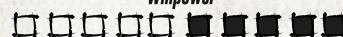
MENTAL

Intelligence	●●○○○
Wits	●●○○○
Resolve	●●○○○

Health



Willpower



Grinos



SKILLS

Athletics	●●○○○	Animal Ken	○○○○○	Academics	●○○○○
Brawl	●○○○○	Etiquette	●●○○○	Awareness	○○○○○
Craft	○○○○○	Insight	●●○○○	Finance	○○○○○
Driving	○○○○○	Intimidation	●○○○○	Investigation	●○○○○
Firearms	○○○○○	Leadership	●●○○○	Medicine	●○○○○
Larceny	●○○○○	Performance	Guitar	Occult	●○○○○
Melee	●○○○○	Persuasion	●●●○○	Politics	●○○○○
Stealth	●●○○○	Streetwise	●●○○○	Science	○○○○○
Survival	●○○○○	Subterfuge	●●○○○	Technology	○○○○○

RENONW

Glory	○○○○○	Honor	●●○○○	Wisdom	●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 Rage C.	p. 147
Song of Serenity	Composure + Honor	1 W	p. 159
Sight from Beyond	Intelligence + Wisdom	1 W/Free	p. 153
Rite of the Forgetful Record	Wisdom + Investigation	-	p. 182

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Roger, Graham's kind, understanding, and long-suffering father

Favor: Add a die to a dice pool used to find something lost or overlooked.

Ban: If you pass up a significant opportunity to give the disadvantaged a leg up, you regain only a single point of Willpower at the beginning of the next session, instead of your Composure or Resolve rating.

ADVANTAGES & FLAWS

Mentor (Roth Boone)	● ● ● ○ ○
Linguistics (French, Spanish)	● ● ○ ○ ○
Resources	● ● ○ ○ ○
	○ ○ ○ ○ ○
Fame: Infamy (Town "Troublemaker")	● ● ● ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano □□□□□ **Hauglusk** □□□□□

Appearance

History

The nominal pack leader. Born in Mulligan, he's a guitarist, juggler, and often the peacemaker among the others, but that's just because he's the "friendliest." His whole family lives in town and has for several generations. He doesn't come from a long, distinguished line of Garou, and if you ask him, the whole thing is unfair. He'll do his job, but he won't necessarily be happy about it.

If it were up to him, he'd have taken off a long time ago. He still considers it every now and again. He's worried he's going to die in Mulligan, and that sounds like his worst nightmare. That hasn't stopped the Caern's elder from taking him under his wing and trying to teach him the ways of a good leader.

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou

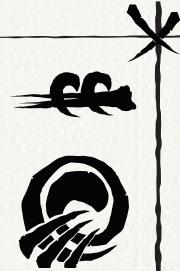


* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience



SANDY DRISCOLL (BONEMENDING BONEBREAKER)

She's new to town as she only moved here a few months back. She's very slow to anger, but when she grows angry, she'll destroy anything in her path. She works as a paramedic and lives across from Deputy Chamberlain's grandmother. She often spends the night watching UFC matches with her neighbors, Thomas and Greg, (although she's better friends with Greg. Don't tell Thomas!).

She's currently banned from the Caern for backing up Deputy Chamberlain when the Caern elder made her choose between the town and the Caern.

Tribe: Bone Gnawer

Auspice: Ahroun

Touchstones: Greg, one of her best friends in the world. On her days off, he's often a sparing partner.

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 2, Manipulation 1, Composure 3; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 8, Willpower 5

Skills: Athletics 3, Brawl 4, Driving 2, Larceny 1, Melee 1, Survival 3; Insight 2, Intimidation 1, Streetwise 2; Medicine 3

Renown: Honor 2, Glory 1

Gifts: Raging Strike, Rapid Shift, Sense Danger

Rites: Rite of Shadow Passage

Advantages: Day Job 2 (Paramedic), Resources 1, Safe House 4

Flaws: Fame: Caern Pariah 1, Folkloric Block: Holy Symbols Brandished 1

WEREWOLF

THE APOCALYPSE

Name	Sandy Driscoll	Concept	Bonemending Bonebreaker	Patron	Rat
Chronicle	Crude Earth	Auspices	Ahroun	Tribe	Bone Gnawer

ATTRIBUTES

PHYSICAL

Strength	●●●○○
Dexterity	●●●○○
Stamina	●●●●○

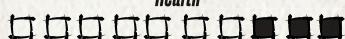
SOCIAL

Charisma	●●○○○
Manipulation	●○○○○
Composure	●●●○○

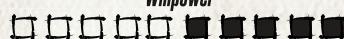
MENTAL

Intelligence	●●○○○
Wits	●●○○○
Resolve	●●○○○

Health



Willpower



Grinos



SKILLS

Athletics	●●●○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl	●●●●○	Etiquette	○○○○○	Awareness	○○○○○
Craft	●●○○○	Insight	●●○○○	Finance	○○○○○
Driving	○○○○○	Intimidation	●○○○○	Investigation	○○○○○
Firearms	○○○○○	Leadership	○○○○○	Medicine	●●●○○
Larceny	●○○○○	Performance	○○○○○	Occult	○○○○○
Melee	●○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	○○○○○	Streetwise	●●○○○	Science	○○○○○
Survival	●●●○○	Subterfuge	○○○○○	Technology	○○○○○

RENONW

Glory	●○○○○	Honor	●●○○○	Wisdom	○○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Raging Strike	-	1 Rage C.	p. 147
Rapid Shift	Dexterity + Glory	Free	pp. 161 - 162
Sense Danger	-	Free	p. 162
Rite of Shadow Passage	Renown (any) + Occult	-	pp. 182 - 183

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Greg, one of her best friends in the world. On her days off, he's often a sparring partner

Favor: Add a die to a dice pool used to find something lost or overlooked.

Ban: If you pass up a significant opportunity to give the disadvantaged a leg up, you regain only a single point of Willpower at the beginning of the next session, instead of your Composure or Resolve rating.

ADVANTAGES & FLAWS

Day Job (Paramedic)	● ● ○ ○ ○
Resources	● ○ ○ ○ ○
Safe House	● ● ● ○ ○
	○ ○ ○ ○ ○
-Fame: Caern Pariah	● ○ ○ ○ ○
-Folkloric Block: Holy Symbols Brandished	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano □□□□□ **Hauglusk** □□□□□

Appearance

History

She's new to town as she only moved here a few months back. She's very slow to anger, but when she grows angry, she'll destroy anything in her path. She works as a paramedic and lives across from Deputy Chamberlain's grandmother. She often spends the night watching UFC matches with her neighbors, Thomas and Greg, (although she's better friends with Greg. Don't tell Thomas!).

She's currently banned from the Caern for backing up Deputy Chamberlain when the Caern elder made her choose between the town and the Caern.

Homid

Cost: Free
Silver immunity



Glabro

Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos

Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo

Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus

Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

SASHA BERNARD (BURNOUT TATTOOIST)

Sasha grew up in a rough part of the city. While dabbling in drugs and delinquency, she underwent her First Change. The experience jarred her, and she vowed to get her life on track. Her struggles with sobriety are a challenge, but moving in with her cousin Thomas in the tiny town of Mulligan has been a boon in dealing with that struggle. She's even gotten herself a job at the local tattoo shop, where she makes just enough to not be broke constantly. It may not be as grand or exciting as the city, but Mulligan is becoming home.



Tribe: Glass Walker

Auspice: Galliard

Touchstones: Thomas, her cousin who brought Sasha to Mulligan.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 4, Manipulation 2, Composure 1; Intelligence 3, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 3

Skills: Brawl 2, Craft (Tattoos) 3, Larceny 1, Stealth 3, Survival 2, Etiquette 1, Insight 2, Intimidation 2, Performance (Speeches) 1, Streetwise 3, Awareness (Sharp-Eyed) 2, Medicine 1, Occult 1, Politics 1, Technology 1

Renown: Glory 1, Wisdom 2

Gifts: Hare's Leap, Skinbind, Song of Rage

Rites: Rite of the Forgetful Record

Advantages: Contacts: Randy (Local Drug Dealer) 3, Day Job (Tattoo Parlor) 1, Resources 1, Talisman (Luna Inks that remain in any form) 2

Flaws: Substance Abuse: Addiction (Adderall) 1, Looks: Ugly 1

WEREWOLF

THE APOCALYPSE

Name	Sasha Bernard	Concept	Burnout Tattooist	Patron	Spider
Chronicle	Crude Earth	Auspices	Galliard	Tribe	Glass Walker

ATTRIBUTES

PHYSICAL

Strength	●●○○○
Dexterity	●●●○○
Stamina	●●○○○

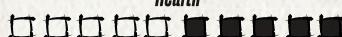
SOCIAL

Charisma	●●●●○
Manipulation	●●○○○
Composure	●○○○○

MENTAL

Intelligence	●●●○○
Wits	●●●○○
Resolve	●●○○○

Health



Willpower



Grinos



SKILLS

Athletics	○○○○○	Animal Ken	○○○○○	Academics	○○○○○		
Brawl	●●○○○	Etiquette	●○○○○	Awareness	Sharp-Eyed ●●○○○		
Craft	Tattoos	●●●○○	Insight	●●○○○	Finance	○○○○○	
Driving		○○○○○	Intimidation	●●○○○	Investigation	○○○○○	
Firearms		○○○○○	Leadership	○○○○○	Medicine	●○○○○	
Larceny		●○○○○	Performance	Speeches	●○○○○	Occult	●○○○○
Melee		○○○○○	Persuasion	○○○○○	Politics	●○○○○	
Stealth		●●●○○	Streetwise	●●●○○	Science	○○○○○	
Survival		●●○○○	Subterfuge	○○○○○	Technology	●○○○○	

RENONW

Glory	●○○○○	Honor	○○○○○	Wisdom	●●○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 Rage C	p. 147
Skinbind	-	1 W	p. 171
Song of Rage	Charisma + Glory	1 Rage C	p. 159
Rite of the Forgotten Record	Wisdom + Investigation	-	p. 182

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Thomas, her cousin who brought Sasha to Mulligan

Favor: You can add one die to Technology or Science dice pools related to building or repairing things.

Ban: If you destroy any complex machines, such as vehicles, computers, or assembly equipment, you may recover only a single Willpower at the start of the next session, instead of your Composure or Resolve rating.

ADVANTAGES & FLAWS

Contacts (Randy, local drug dealer)	● ● ● ○ ○
Dayjob (Tattoo Parlor)	● ○ ○ ○ ○
Resources	● ○ ○ ○ ○
Talisman (Luna Inks that remain in any form)	● ● ○ ○ ○
	○ ○ ○ ○ ○
-Substance Abuse: Addiction (Adderall)	● ○ ○ ○ ○
-Looks: Ugly	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano 口 口 口 口 口 **Hauglusk** 口 口 口 口 口

Appearance

History

Sasha grew up in a rough part of the city. While dabbling in drugs and delinquency, she underwent her First Change. The experience jarred her, and she vowed to get her life on track. Her struggles with sobriety are a challenge, but moving in with her cousin Thomas in the tiny town of Mulligan has been a boon in dealing with that struggle. She's even gotten herself a job at the local tattoo shop, where she makes just enough to not be broke constantly. It may not be as grand or exciting as the city, but Mulligan is becoming home.

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou

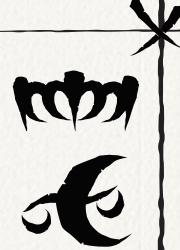


* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience



DEPUTY MAYA CHAMBERLAIN (OUTCAST OFFICER)

Raised by her grandmother in Mulligan, Maya has no other family in town. She also has an Iron-Clad sense of right and wrong that brooks little argument. Fortunately for the people who come through Mulligan, listening is high on her list of right, and jumping to conclusions is high on her list of wrong.

She's currently not welcome on Caern grounds because when the elder put her in a situation of choosing between her job and the Caern, she chose her job as she believes losing her job would make the Caern less safe.

Tribe: Silver Fang

Auspice: Philodox

Touchstones: Rachael, her grandmother. A fierce and formidable woman who is usually unflappable.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 3, Manipulation 1, Composure 3; Intelligence 2, Wits 2, Resolve 4

Secondary Attributes: Health 5, Willpower 7

Skills: Athletics 1, Brawl 2, Driving 2, Larceny 3, Melee 1; Insight 3, Persuasion 3, Streetwise 2, Awareness 1, Investigation 4

Renown: Honor 2, Wisdom 1

Gifts: Eyes of the Owl, Gaia's Candor, Silver Compact

Rites: Rite of Tranquility

Advantages: Allies 2: Sheriff (When she can catch him working!), Contacts: 2 (Dispatcher), Day Job 2 (Deputy), Resources 1,

Flaws: Caern Pariah 1, Stalker 1

WEREWOLF

THE APOCALYPSE

Name	Deputy Maya Chamberlain	Concept	Outcast Officer	Patron	Falcon
Chronicle	Crude Earth	Auspices	Philodox	Tribe	Silver Fangs

ATTRIBUTES

PHYSICAL

Strength	● ● ○ ○ ○
Dexterity	● ● ● ○ ○
Stamina	● ● ○ ○ ○

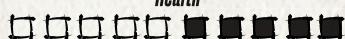
SOCIAL

Charisma	● ● ● ○ ○
Manipulation	● ○ ○ ○ ○
Composure	● ● ● ○ ○

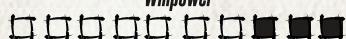
MENTAL

Intelligence	● ● ○ ○ ○
Wits	● ● ○ ○ ○
Resolve	● ● ● ● ○

Health



Willpower



Grinos



SKILLS

Athletics	● ○ ○ ○ ○	Animal Ken	○ ○ ○ ○ ○	Academics	○ ○ ○ ○ ○
Brawl	● ● ○ ○ ○	Etiquette	○ ○ ○ ○ ○	Awareness	● ○ ○ ○ ○
Craft	○ ○ ○ ○ ○	Insight	● ● ● ○ ○	Finance	○ ○ ○ ○ ○
Driving	● ● ○ ○ ○	Intimidation	○ ○ ○ ○ ○	Investigation	● ● ● ● ○
Firearms	○ ○ ○ ○ ○	Leadership	○ ○ ○ ○ ○	Medicine	○ ○ ○ ○ ○
Larceny	● ● ● ○ ○	Performance	○ ○ ○ ○ ○	Occult	○ ○ ○ ○ ○
Melee	● ○ ○ ○ ○	Persuasion	● ● ● ○ ○	Politics	○ ○ ○ ○ ○
Stealth	○ ○ ○ ○ ○	Streetwise	● ● ○ ○ ○	Science	○ ○ ○ ○ ○
Survival	○ ○ ○ ○ ○	Subterfuge	○ ○ ○ ○ ○	Technology	○ ○ ○ ○ ○

RENONW

Glory	○○○○○	Honor	●●○○○	Wisdom	●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Eyes of the Owl	-	1W	pp. 146 - 147
Gaia's Candor	Charisma + Glory	1 Rage C.	p. 156
Silver Compact	-	1 Rage C.	p. 179
Rite of Tranquility	Wisdom + Performance	-	p. 181

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Rachael, her grandmother. A fierce and formidable woman who is usually unflappable

Favor: You can add one die to Persuasion or Leadership dice pools related to making others follow your advice, suggestions, or outright orders.

Ban: If you take an action that causes you to risk chagrin or losing Renown, you may recover only a single Willpower at the start of the next session, instead of their Composure or Resolve rating.

ADVANTAGES & FLAWS

Allies (Sheriff, when she can catch him working)	● ● ○ ○ ○
Contacts (Dispatcher)	● ● ○ ○ ○
Day Job (Deputy)	● ● ○ ○ ○
Resources	○ ○ ○ ○ ○
-Caern Pariah	● ○ ○ ○ ○
-Stalker	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano □□□□□ **Hauglusk** □□□□□

Appearance

History

Raised by her grandmother in Mulligan, Maya has no other family in town. She also has an Iron-Clad sense of right and wrong that brooks little argument. Fortunately for the people who come through Mulligan, listening is high on her list of right, and jumping to conclusions is high on her list of wrong.

She's currently not welcome on Caern grounds because when the elder put her in a situation of choosing between her job and the Caern, she chose her job as she believes losing her job would make the Caern less safe

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience



MICHAEL LAFAYETTE (BLUE JEANS THEURGE)

Michael is calm and easy-going. Some would call him stoic, but that's just because most people are used to seeing people smile neutrally and Michael doesn't do that.

He got into a bit of a country bluegrass phase that never quite ended. He's usually found with his long black hair tied up into a ponytail, in a denim jacket over a plaid shirt, wearing blue jeans and cowboy boots. His parents followed his uncle here back in the day.

He's never quite forgiven them.

The Caern's resident Theurge has taken it upon himself to try to teach him right from wrong when it comes to the ways of the Garou.

Tribe: Galestalker

Auspice: Theurge

Touchstones: Gabriel, Michael's uncle. No matter what's happened, he can always trust his uncle to listen.

Attributes: Strength 1, Dexterity 2, Stamina 3; Charisma 2, Manipulation 3, Composure 3; Intelligence 2, Wits 2, Resolve 4

Secondary Attributes: Health 6, Willpower 7

Skills: Athletics 1, Brawl 2, Driving 1, Firearms 1, Melee 1, Stealth 2, Survival 1; Animal Ken 1, Insight 2, Performance (Guitar) 1, Persuasion 2, Streetwise 1, Subterfuge 2; Academics (History) 1, Awareness 2, Finance 1, Investigation 3, Medicine 2, Occult 2

Renown: Honor 2, Wisdom 1

Gifts: Lacerating Wind, Mother's Touch, Staredown

Rites: Rite of Abjuration

Advantages: Mentor 3 (Mountain Mystic, Caern Theurge), Linguistics (French) 1, Looks 1: Clement Lupus, Resources 2

Flaws: Fame: Infamy (Town: Unfriendly Son of a Gun) 2

WEREWOLF

THE APOCALYPSE

Name	Michael LaFayette	Concept	Blue Jeans Theurge	Patron	North Wind
Chronicle	Crude Earth	Auspices	Theurge	Tribe	Galestalker

ATTRIBUTES

PHYSICAL

Strength	●○○○○
Dexterity	●●○○○
Stamina	●●●○○

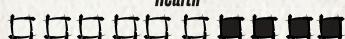
SOCIAL

Charisma	●●○○○
Manipulation	●●●○○
Composure	●●●○○

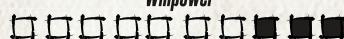
MENTAL

Intelligence	●●○○○
Wits	●●○○○
Resolve	●●●●○

Health



Willpower



Grinos



SKILLS

Athletics	●○○○○	Animal Ken	●○○○○	Academics	●○○○○
Brawl	●●○○○	Etiquette	○○○○○	Awareness	●●○○○
Craft	○○○○○	Insight	●●○○○	Finance	●○○○○
Driving	●○○○○	Intimidation	○○○○○	Investigation	●●●○○
Firearms	●○○○○	Leadership	○○○○○	Medicine	●●○○○
Larceny	○○○○○	Performance	Guitar	Occult	●●○○○
Melee	●○○○○	Persuasion	●●○○○	Politics	○○○○○
Stealth	●●○○○	Streetwise	●○○○○	Science	○○○○○
Survival	●○○○○	Subterfuge	●●○○○	Technology	○○○○○

RENONW

Glory	○○○○○	Honor	●●○○○	Wisdom	●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Lacerating Wind	Resolve + Honor	1 Rage C	p. 169; vs Stamina + Survival or Dexterity + Athletics
Mother's Touch	Intelligence + Glory	1 W	p. 153
Staredown	Charisma + Honor	1 Rage C	p. 147; vs Composure + Resolve
Rite of Abjuration	Honor + Occult	-	p. 180

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Gabriel, Michael's uncle. No matter what's happened, he can always trust his uncle to listen

Favor: You may add a die to dice pools directly related to the pursuit of your prey.
Ban: For any day that you don't partake of fresh kill (regardless of whether you hunted it), you regain only a single point of Willpower at the beginning of the next session, instead of your Composure or Resolve rating.

ADVANTAGES & FLAWS

Mentor (Mountain Mystic, Caern Thurge)	● ● ● ○ ○
Linguistics (French)	● ○ ○ ○ ○
Looks: Clement Lupus	● ○ ○ ○ ○
Resources	○ ○ ○ ○ ○
-Fame: Infamy (Town: Unfriendly Son of a Gun)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano 口 口 口 口 口 **Hauglusk** 口 口 口 口 口

Appearance

History

Michael is calm and easy-going. Some would call him stoic, but that's just because most people are used to seeing people smile neutrally and Michael doesn't do that.

He got into a bit of a country bluegrass phase that never quite ended. He's usually found with his long black hair tied up into a ponytail, in a denim jacket over a plaid shirt, wearing blue jeans and cowboy boots. His parents followed his uncle here back in the day.

He's never quite forgiven them.

The Caern's resident Thurge has taken it upon himself to try to teach him right from wrong when it comes to the ways of the Garou.

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

MENA GAIACLAW (WILD WOLF)

Mena is the newest Garou to join the sept. She was discovered by Roth Boone's pack shortly after her First Change and brought to the Caern to learn the Garou ways. Roth saw great potential in Mena and asked Graham's pack to take her in. Since then, she's become fast friends with her packmates and grown rather fond of Graham's father, Roger. Roger has been remarkably kind to her and doesn't treat her like she's odd or different because she tends to keep quiet around non-Garou.



Tribe: Hart Warden

Auspice: Ahroun

Touchstones: Roger, Graham's father and Mena's only true friend outside the pack.

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 2, Manipulation 2, Composure 2; Intelligence 1, Wits 3, Resolve 2

Secondary Attributes: Health 8, Willpower 5 (includes bonus from Turtleshell Charm Talisman)

Skills: Athletics 3, Brawl (Tooth and Claw) 4, Stealth 2, Survival 2, Animal Ken 3, Insight 1, Intimidation 3, Leadership 1, Awareness 2, Investigation 1

Renown: Glory 2, Honor 1

Gifts: Raging Strike, Rapid Shift, Sacred Boundary

Rites: Rite of the Wolf Reborn

Advantages: Looks (Clement Lupus) 1, Moon-Quickened 1, Moon-Riled 3, Talisman (Turtleshell Charm; +1 Health and +1 WP) 2

Flaws: Linguistics: Illiterate 2

WEREWOLF

THE APOCALYPSE

Name	Mena Giaclaw	Concept	Wild Wolf	Patron	Stag
Chronicle	Crude Earth	Auspices	Ahroun	Tribe	Hart Warden

ATTRIBUTES

PHYSICAL

Strength	●●●○○
Dexterity	●●●○○
Stamina	●●●●○

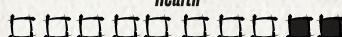
SOCIAL

Charisma	●●○○○
Manipulation	●●○○○
Composure	●●○○○

MENTAL

Intelligence	●○○○○
Wits	●●●○○
Resolve	●●○○○

Health



Willpower



Grinos



SKILLS

Athletics	●●●○○	Animal Ken	●●●○○	Academics	●●○○○
Brawl	●●●●○	Etiquette	○○○○○	Awareness	○○○○○
Craft	○○○○○	Insight	●○○○○	Finance	○○○○○
Driving	○○○○○	Intimidation	●●●○○	Investigation	●○○○○
Firearms	○○○○○	Leadership	●○○○○	Medicine	○○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	○○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	●●○○○	Streetwise	○○○○○	Science	○○○○○
Survival	●●○○○	Subterfuge	○○○○○	Technology	○○○○○

RENONW

Glory	●●○○○	Honor	●○○○○	Wisdom	○○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Raging Strike	-	1 Rage C.	p. 147
Rapid Shift	Dexterity + Glory	Free	pp. 161-162
Sacred Boundary	-	Free	pp. 172-173
Rite of the Wolf Reborn	Renown (Highest of target) + Leadership	-	

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

Roger, Graham's father and Mena's only true friend outside the pack

Favor: You may add a die to any dice pool involving Survival, Animal Ken or nature-related Craft.

Ban: If harm comes to someone while under your hospitality, you may regain only a single Willpower at the start of the next session, instead of your Composure or Resolve rating.

ADVANTAGES & FLAWS

Looks: Clement Lupus



Moon-Quicken



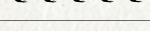
Moon-Riled



Talisman (Turtleshell Charm, +1 Health/Willpower)



-Linguistics: Illiterate



Harano 口口口口口

Hauglusk 口口口口口

Appearance

History

Mena is the newest Garou to join the Sept. She was discovered by Roth Boone's pack shortly after her First Change and brought to the Caern to learn the Garou ways. Roth saw great potential in Mena, and asked Graham's pack to take her in. Since then, she's become fast friends with her packmates, and grown rather fond of Graham's father, Roger. Roger has been remarkably kind to her and doesn't treat her like she's odd or different because she tends to keep quiet around non-Garou.

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Grinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience