

SEASON THREE

PLAYRENEGADE

A STORY FOR WEREWOLF: THE APOCALYPSE

Crude Earth

WEREWOLF
THE APOCALYPSE



WEREWOLF THE APOCALYPSE

Crude Earth

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crude Earth

Crude Earth is a story written for **Werewolf: The Apocalypse**. It's written for 4–6 Garou who are full members of a pack, but don't have a ton of experience under their belts yet. It's suitable for convention play as a one-shot but the story can be easily adapted to fit into an ongoing chronicle.

When local landowner Mark McGrady strikes oil in the small town of Mulligan, an entrepreneur named William Sterling comes to town and begins buying up land at well over market value. At first this seems like good news for the people of Mulligan, at least those who accept Sterling's offer. When someone close to the pack refuses to sell, things take a dark and violent turn. It's up to this pack of inexperienced Garou to find out who is responsible and bring them to Garou justice.

INTRODUCTION

THE TOWN OF MULLIGAN

Mulligan has always been a sleepy little town. It has its share of problems, but few require Garou intervention to deal with. There are issues here and there, like the odd angry spirit, or occasional incursion from a property developer, but most of these troubles are easy to deal with.

When Mark McGrady discovered oil on his property, change began sweeping through Mulligan.

At first, these changes were small, even expected. Mark moved out almost immediately as Sterling Enterprises bought up his land. A few of his neighbors got bought out too. Expansions on the newest housing developments stopped as drilling equipment arrived.

A few short weeks later it seems like half the town is gone, and the other half is succumbing to greed and despair.

The Garou are intimately familiar with despair. It's one of their oldest companions and most implacable foes. It's insidious because it lurks in everyone, waiting for its chance to strike. The arrival of Sterling Enterprises has cut a wound in this community, allowing despair and greed to fester and get a hold on good folks.

Content Warning

Werewolf: The Apocalypse is a game of primal horror. This story makes use of dark themes including body horror, loved ones and family members in peril, mind control, possession, betrayal, death, and the mistreatment of animals. Storytellers should ensure these elements align with the troupe's expectations, particularly for players new to the World of Darkness or for games in public places.

THE CAERN OF THE SECOND HEART

Caerns are central to a Garou's existence. A Caern is where they commune with Gaia, where the life-energies of the planet can be felt most strongly. It's also where Garou feel more at peace with themselves than anywhere else.

For this story, the nearest Caern offers context, but it isn't visited during these events.

If you're playing *Crude Earth* as a one-shot or at a convention, then it's worth it to note that the Caern doesn't make much of an appearance in this story.

The pre-generated characters provided are members of a small Sept. It's maybe a dozen Garou all told, including the four Garou that make up the Pack of the Second Heart. References to the Caern throughout the story mainly remind players that there's a Caern nearby, even if it isn't a destination for these events. However, if you insert *Crude Earth* into a longer chronicle, the Caern may make appearances in other stories.

The pack's actions in this story are still defending the Caern, even if they don't see it from where they're patrolling. This should be reflected both in the characters' motivations and when awarding Renown.

ACTS AND TURNING POINTS

This story is presented in three acts. Refer to this section if you need to refresh your memory on where the story is heading and the basic conflicts of each act.

Act One: Pressure

Turning Point One opens the story with an attack on Graham Mullien's father, Roger. Roger is also one of Graham's touchstones making this personal. The attack is an intimidation tactic as Roger doesn't want to sell his land.

Turning Point Two arrives when the pack begins investigating Sterling Enterprises, the company buying up the land in Mulligan. As their investigation takes them out into the town, they encounter various signs of the growing despair in Mulligan.

Act Two: Workover

Turning Point Three interrupts the pack's investigation when Maya's grandmother, Rachael, and Michael's uncle, Gabriel, face pressure to sell their properties. The clues gathered in these scenes lead the pack toward those responsible for the attacks on their families.

Act Three: Operating Interest

Turning Point Four follows the wolves into the Lion's Den. Or, rather, the incredibly terrifying spirit's den. Their hunt ends, bringing them face to face with the enemies who attacked their families while revealing a much larger plan. How will the Garou fare when they stare down their most horrific enemy yet: the bureaucratic nightmare that is the Town Council?

Note: Where difficulties aren't listed, use Difficulty 1 throughout.



ACT ONE: PRESSURE

TURNING POINT ONE (INCITING INCIDENT) WE'VE BEEN TRYING TO REACH YOU!

Read or paraphrase the following text:

Mulligan has seen a massive uptick in spiritual activity in recent weeks. Spirits offer warnings to your Thurge that they've seen more Banes in the area than ever before. Your pack hasn't spotted any so far. As you near the end of your latest patrol, you get a call from Graham's father, Roger. The elder Mullien rasps his son's name into the phone before the call suddenly cuts out.

Graham, and any packmates who've established a relationship with Roger, have reason to panic at this call. Those close to Roger know him as a stubborn man, far more likely to offer help than ask for it. Even if that weren't the case, the odd call is enough to give the pack a reason to investigate. When you all step out of Maya's cruiser a few minutes later, you find a distressing scene. The door stands ajar, the smell of blood wafting from within.

Upon entering, you see the living room has been partially upended and it looks like there was a struggle. The trail of destruction leads to the kitchen. There Roger Mullien sits on the floor, his face a bloody and pulpy mess. In one hand, he's still got the phone. In the other, there's an offer letter for a substantial sum of money as well as the ominous words, "Take this offer while you can!"

Gauntlet rating at Roger's home: 4

Roger is alert but having trouble moving. He's initially reticent to tell the group what happened as he "doesn't want to burden them." However, if someone references the letter, or performs any kind of Medicine on him, he opens up. An Intelligence + Medicine test (Difficulty 1) reveals that he's concussed, with severe bruising on his left leg, several broken bones in his hand, and an arm that's out of its socket. It's not life-threatening, but he should still go to the hospital. A Brutal result here causes the player's character to inflict an additional Superficial Health level as they can't resist the urge to viciously pop the arm back into its socket.

Roger doesn't leave the kitchen unless he is physically carried. He's stubborn, and although he likes directness in people, he immediately balks if anyone is rude to him, tries to order him around, or gets a Brutal result on social tests toward him. If this happens, assume any social tests require an additional success.

Just before he called, there had been a knock at his door. As soon as he'd put his hand on the handle it was kicked into his face. He doesn't remember much about the beating that followed, except that the individual was "real big" and that he left, saying something about "other appointments."

Roger claims that he's not sure what it was about, but he's lying. If he is directly asked about the letter (or a Charisma + Persuasion test is made), he'll admit that he's been getting threatening calls for a few weeks now, trying to get him to sell his property. He's



adamantly opposed as he feels like it would be selling Graham's future. Even now, he has no desire to sell his property. Trying to talk him into it, whether for his own safety, or because "it's not worth it," requires some excellent roleplaying and a Manipulation + Persuasion test at Difficulty 3 (consider letting players Take Half on tests where appropriate). However, in doing so, his shame in betraying his principles opens him up to Bane possession and he'll be one of the fomori minions in Part Five.

The offer letter has a phone number that goes directly to voicemail. Close inspection reveals nothing unusual about the letter itself, except that most of the characters have seen similar letters within the past few days.

Investigating the mess in the living room reveals a few clues about the assailant's identity. A Resolve + Investigation test yields a partial boot print that doesn't belong to anyone in the home. It is very large at size 13 and seems to have traces of fresh planting soil.

Attempting to track the assailant by scent requires a Resolve + Survival test. Success reveals that there is a distinct mix of leather and astroturf but will find the trail dead ends at the curb where he got into a vehicle. 3 or more successes on this test reveal the car the assailant got into smells brand new. Regrettably, most neighbors aren't home, and no one near Roger's home has cameras

on their property. Roger doesn't want the pack to put themselves out on his behalf. However, Graham will likely desire revenge for his father.

If the players require further incentive to involve themselves, remind them that many other residents have similar offers, and the assailant as much as said he had other people to "visit" today. Who knows who's going to get that visit next! If they need help, have a player test Intelligence + Investigation to realize the next logical step is to investigate other prospective buyers, or the company who is buying everything up.

Building Pressure

Throughout this story, several opportunities arise to ratchet up the tension. The town of Mulligan is undergoing a divisive moment in its history. That pressure spills out into the streets. Anytime the characters are traveling from place to place (usually at the end of a scene, but there are exceptions!), the Storyteller may choose a result, or choose randomly by rolling a d10, and read off the result on this on Table 1. If time constraints interfere, the Storyteller can elect to skip this between scenes. If the players are moving rapidly through the scenes, these encounters can serve to extend play to fill out the allotted time. Unless otherwise noted, the Gauntlet rating in Mulligan is 4.

TABLE 1: BUILDING PRESSURE

Result	Event
1	The sounds of gunshots ring out nearby, and someone falls to the ground.
2	You hear sound build to a crescendo, and then suddenly stop. For a long moment, it sounds and feels as if the entire town is holding its breath. Although the moment passes, and sound returns to normal, you're left disturbed by the experience.
3	There's a faint, but distinct sound in the distance. Several minutes later, the radio flares to life, detailing how vandals broke into the McGrady farm and sabotaged the drilling equipment.
4	A gentle <i>thup-thup-thup</i> sound can be heard in the distance, gradually getting louder, before a helicopter hovers into view. At first, nothing appears out of the ordinary. But the longer you stare, the more you realize that this chopper is built for war. You breathe a little easier as it continues on its way. Investigation ties the event to National Guard training exercises in the area.
5	You turn a corner and are confronted by the remnants of what appears to be a child's birthday party. Maybe half a dozen children are running around a party that was clearly set up for several dozen. This is yet another sign of the dwindling population.
6	While driving you must swerve suddenly to avoid someone unexpectedly pushed in your path. No one's hurt, but you hear an argument continuing as you drive past.
7	A single street has more traffic on it than you've seen all day. For a long moment you wonder what's different about this street before you realize that this is the road that leads to the bank.
8	You're passing an alleyway, when you hear a metallic clink and footsteps hurrying away. You turn just in time to see a can of spray paint roll against the wall, where the words "We don't need SELLOUTS anyway!" are painted.
9	As you're driving past a church, you notice something odd and eerie about it. On closer inspection you realize that its lights are off, and it looks as if no one has been inside for weeks.
10	A house you know was sold and has been sitting empty for weeks has the lights on. Part of you lights up as you hope it means people are starting to return, only to get a glimpse of the person inside, and recognize that in a city suffering a mass exodus there are no unhoused people.

TURNING POINT TWO: DOING SOME DIGGING

Gauntlet rating throughout Mulligan: 4

This scene is a little more freeform, giving the players a chance to explore the town as they investigate. They might decide to do all their investigating online or try to visit Sterling's field office at Mark McGrady's property. They could also use Maya's access at the Sheriff's Department to investigate town records. The pack might choose to talk to other people in town, presenting opportunities for encounters as detailed in Table 1: Building Pressure.

Using the internet to find general information about Sterling Enterprises requires an Intelligence + Investigation test at Difficulty 2. William Sterling owns the company and is comparatively new to the oil industry. Sterling founded the company ten years ago after working for a different oil company for several years. He gives a decent portion of his earnings to charity and, by all accounts, is a hardworking man who seems just to be interested in turning a profit. He doesn't seem to know anything about the Garou. Many people online say he even overpays for properties.

- ✿ If the players want to investigate other people in town who have received similar offers, they can test Charisma + Streetwise (Difficulty 2) to determine who has an offer. Success reveals the first round of offers came out a month ago, right after Mark found oil, and were largely near the property. A margin of one reveals that a second wave came last week. A margin of two reveals that the second wave of offers are much lower. With a margin of three or more the players can compare an example of the first round of offers, on official Sterling Enterprises stationery, with an example from the second, on ordinary printer paper, with a completely different phone number.
- ✿ If the players try to hack Sterling Enterprise's databases remotely, that requires an Intelligence + Technology test (Difficulty 2) to enter the database undetected. Success reveals company records regarding the letters they sent to prospective sellers. No second wave of offers is mentioned. However, three or more successes reveal an email chain detailing a report of someone claiming to represent their company handing out more letters. The person reporting it was a citizen named Gabriel LaFayette, Michael's uncle.
- ✿ Sterling Enterprises has established a rudimentary field office on Mark's former property. Currently, it's just an off-white trailer with the company's name printed on the side. It's not currently manned, but it is locked, and

there are several cameras on the outside. Avoiding them and picking the lock on the trailer can be done with a Composure + Larceny test at Difficulty 2.

Once inside the trailer, characters find themselves faced with boxes and boxes of paper records, as Sterling doesn't entirely trust computers. Searching through these requires a Stamina + Finance test at Difficulty 3 to locate the relevant data. Success reveals Sterling has acquired all the necessary land to begin drilling. Early surveys suggest there might be more oil nearby, but it's not worth committing more resources to further expansion of drilling at this time.

It also includes a handwritten note in flowing, elaborate script that reads:

"Sterling Enterprises. I appreciate your generous offer. However, as I believe I have made clear before, my own business is far from the McGrady farm and is unlikely to be of much use in your endeavors. As such, I can see no benefit to you in continuing in your efforts to purchase it.

On a related note: while I appreciate the enthusiasm of your employee, I would request that you speak to them regarding the importance of cautious movement. I am loath to suggest disciplinary action in most cases, and the lamp that he broke was neither valuable nor sentimental to me. However, I find myself put off by the apparent delight which he took at the sound of it breaking.

Please, don't feel the need to respond, as I feel I have made my position quite clear, and I will not require the follow-up your employee suggested.

—Gabriel LaFayette, Mortician"

This evidence should entice the players to visit Gabriel LaFayette's place of business at the local funeral home. Gabriel is Michael LaFayette's uncle and seeing evidence that he's been harassed should prove sufficient to send the pack in Gabriel's direction. If Michael isn't among the pack, the insinuation of harassment should provide a clear next step for the pack's investigation.

ACT TWO: WORKOVER

TURNING POINT THREE: PUTTING OUT FIRES

Read or paraphrase the following text:

"As you all pile into Maya's vehicle, your thoughts turn once more towards the town of Mulligan. Your route takes you from the residential area of town higher in the hills towards the business district located in the valley.

As you crest the viaduct that separates the two, you can see the whole of downtown laid out before you. The late afternoon sunlight throws the image of the town into sharp relief, painting it with heavy shadows. The courthouse dominates your view, sitting central to the downtown area and twice as large as anything else. Like many other buildings here, the courthouse is over a hundred years old and has the ornate brickwork architecture common to the time.

Even though some of you have lived here your entire life, it has never felt as small as it does in this moment.

Your thoughts are broken as Maya's CB crackles to life, the dispatcher's voice clear and slightly harried. "Deputy Chamberlain, Deputy Chamberlain." There's only a slight pause before the voice continues, more urgently, "Maya, are you there?! We just received a call about a break-in in progress. It's your grandmother!"

Assuming the pack decides to reroute to deal with this immediately, proceed to Rachael's house. If the pack doesn't follow up on this, proceed directly to LaFayette's Funeral Home and assume that Thomas, Greg, and Rachael have all decided to accept and become Banes.

Gauntlet rating at Rachael's home: 4

Rachael Chamberlain, Maya's grandmother, lives in a well-kept home on the outskirts of town. Her home is a small, single-story affair that wouldn't look out of place on a postcard. Most of the pack is familiar with her as she lives directly across the street from Sandy Driscoll's home. Her lawn is perfectly manicured, and she's often seen outside gardening.

Unfortunately, the flower bed has been trampled, likely in the assailant's haste to flee. A fresh set of tire tracks is burned into the street outside of the home. On Rachael's lawn, a man is waving his arms enthusiastically, trying to flag the deputy's cruiser down.

This is Thomas. He's Sasha's cousin, Rachael's neighbor, and a good friend of Sandy. He didn't see anything, having only come out of his home at the sound of a car peeling away. He's already been inside the home and says that Maya's grandmother is okay, just shaken up. He tells the group they're the first ones to arrive and that he'll wait outside.

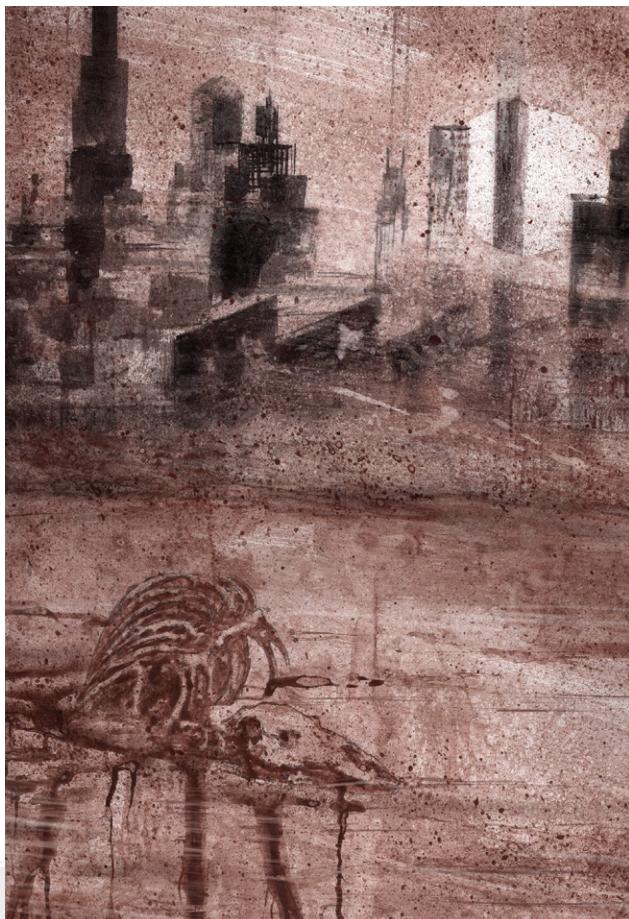
Inside, the pack finds glass on the floor from a picture frame that's been stepped on, and the remnants of Rachael's favorite vase. One of the kitchen windows has apparently been broken as well. Rachael is sitting on the couch on the verge of hyperventilating. If someone examines her with a Medicine test (Difficulty 2), she's alright, aside from an increased heart rate. Next to her, neatly folded, is an offer letter that is almost identical to Roger's.

Rachael Chamberlain is a sweet woman. Despite being flustered, she offers the group some tea as soon as they arrive, even though her hands are shaking badly enough that she'll likely break the cups. Although she's nearly eighty years old and barely five feet tall, she's always been unflappable. It's unusual and concerning for the pack, especially Maya, to see her so out of sorts.

Rachael insists she's okay and tries to talk about anything other than what just happened. The third time the incident is brought up, she sighs deeply and tells the group, "It was nothing, really. He didn't hurt me. He just gave me the letter, broke the vase, and told me to call him when I felt like taking the offer." She then immediately tries to change the subject.

If pressed, Rachael asserts she didn't get a good look at her assailant's face. He was wearing a mask and sunglasses. However, she insists he was nearly seven feet tall, and wonders aloud if one of the assailant's hands are disabled, as he never took it from his pocket.

A Composure + Insight test shows that she's not telling the whole truth. If she's called out, she'll admit that she's already decided to take the offer. She's trying not to show



it, but the visit really shook her up. The man broke the vase and the window, but he also made a point to look at the picture of Rachael and Maya before dropping it and grinding his heel into it.

Her mind is all but made up now, as she's worried more for Maya's safety than her own. She's willing to give up almost anything to keep Maya from harm. Unless she's talked out of taking the offer with good roleplay and a Charisma + Persuasion test at Difficulty 3, she becomes a fomor in Act Three due to her despair at losing her property.

Investigating the scene requires a Composure + Investigation test. Success reveals the boot prints in the flower bed match those from Roger's home. It also reveals a full boot print confirming this man is nearly seven feet tall and three hundred pounds. With three or more successes the characters get the tire pattern from the street. Like the boot print, it's common, but combined, these data help confirm they have the right person later.

If one of the characters attempts a Composure + Survival test, they find the same smell of astroturf they encountered at Roger's place. This helps confirm the car is the same. With two successes, the character also detects a hint of freshly cut lumber, while three or more successes reveal the new car smell as perceived in Act One.

As the pack wraps up their investigation and makes their way back to Maya's vehicle, they see Thomas engaged in a fistfight with Greg, another neighbor, and a friend of Sandy's. The two are shouting and must be pulled apart or Greg slips on a pair of brass knuckles. If the pack fails to intervene at this point Thomas is knocked out and spends the rest of the story in the hospital.

Greg calls Thomas "greedy" and "a sell-out" for agreeing to sell his home. Thomas is trying to tell Greg that he desperately needs the money but has ultimately decided not to sell. Greg is enraged and refuses to listen. Greg is jealous of Thomas because Greg has yet to get an offer for his home and is taking it out on Thomas. Greg doesn't need the money; he's insecure and wants to show his neighbors that he's every bit as good as they are.

Unfortunately for Greg, his attitude has opened him up to Bane possession. Let Sandy's player know that Greg has been angrier than normal lately and has been lashing out with alarming frequency. If one of the players mentions Banes, offer them a Wits + Occult test. A result of two Successes reveals that Greg could have been possessed by a Bane. With four successes it becomes clear Greg has been possessed and is on the verge of becoming a fomor. A Brutal result here could cause one of the Garou to attack Greg on the spot!

If the pair aren't calmed down before the players leave, they go right back to fighting, resulting in Thomas once again being knocked unconscious. If Thomas ends the scene unconscious, he doesn't return as a fomor in Act Three, but he could cause the pack problems in the future. If Thomas is convinced to sell his home, either because the Garou convince him to, or the characters skip the scene, then he becomes a fomor and is present at the fight in Act Three.

LaFayette's Funeral Home

Gauntlet Rating: 2

After the dust has cleared, Rachael is calmed, and the friends are pulled apart, it's finally time to see Gabriel. Read or paraphrase the following text:

"As you approach downtown once more, your eyes turn from the courthouse to your destination: LaFayette's Funeral Home. From the outside, it appears much like other buildings in the area, using the same large gray bricks as the courthouse. It's a long, single-story building shaped like a gigantic L, one wing of which has been converted into a home for the resident mortician.

That seems almost redundant with the current mortician, however. Gabriel has done his absolute best to make the interior seem as homey as possible to all who enter it. There is a gentle, welcoming aura within that makes the entire place feel as if it is a sanctuary. Although there are several rooms dedicated to showing off coffins of various designs, there are just as many that are decorated in the style of sitting rooms. Comfortable couches and chairs outnumber ensure that the living always has more places to rest themselves than the dead, and there are fresh flowers in almost every room, each one turning towards the sun that streams through the building's giant windows.

As your group enters the heavy wooden doors, you see Gabriel himself emerge from a back room, a warm and welcoming smile on his face as he throws his arms wide to greet you."

Gabriel is a tall Indigenous man with long, snow-white hair tied in a ponytail. He is the picture of "neat as a pin," dressed in black slacks, expertly shined shoes, and pure white button-up shirts daily. He spends most of his time in the funeral home and barely returns to his home, feeling that his customers and their families need him. He's a well-known figure in town, as most people visit him for end-of-life services. No one has a bad word to say about him.

When the pack arrives, he greets them warmly, offering them all a big bear hug, starting with his nephew, Michael.

At first, nothing in the office looks to be out of place. Characters who found the letter from Gabriel in Act One know better. A Wits + Subterfuge test reveals that a prominently displayed vase has been replaced within the last few days.

Unlike their other family members, Gabriel outright states his intention to sell the property. This probably comes as a shock to the characters, as his letter indicated he was a very proud hold-out. If he's asked about what changed his mind, he says they gave him an excellently crafted offer.

While this isn't technically a lie, a Composure + Subterfuge or Intelligence + Intimidation test at Difficulty 3 reveals that he's being creative with his interpretation of the truth. He did receive another offer in his mailbox earlier in the day. It was "excellently crafted" in that it hit him where it hurt. If either test succeeds, Gabriel admits that he received a letter that morning with a new pitifully low offer and a picture of Michael enclosed. If the players request to see the letter, Gabriel provides it immediately. Unlike the others, this letter is printed on a sheet of hand-cut heavy-duty paper meant to withstand the elements.

Gabriel admits that he's heard about Roger and considers himself to blame for Roger being in the hospital. He'd received several veiled threats on his life over the past few weeks but elected not to report them as, given his profession, he is very comfortable with his mortality and would fully prefer to die than to give in to bullies or terrorists. However, he isn't willing to sacrifice Michael for his pride.

He's given up on trying to find a way out of his situation and has resolved to slink away with his tail between his legs. If he's not talked out of taking the money, he gives in to despair, becomes a fomor and is present for the battle in Act Three. Talking Gabriel out of the sale requires excellent roleplay, the revelation that the characters have nearly tracked down the assailant, or an Intelligence + Insight or Manipulation + Persuasion test at Difficulty 3.

Investigating the property reveals cameras pointed at the mailbox. Gabriel allows the pack to look through the footage from that morning. For once, the group has caught a break in that the cameras captured not only the face and build of the e but also the make, model, and license plate of their vehicle. It's a giant black SUV with tinted windows.

The vehicle is registered as a rental car that has just entered service and is currently rented to the Sterling Enterprises corporate account. Accessing the rental car

company's records proves fruitless, as the only evidence of the person who picked up the rental is an illegible signature.

The camera also provides the direction of the assailant's departure. At this point, the players have gathered several clues:

- * The scent of newly cut lumber
- * Astroturf
- * Fresh planting soil
- * All-weather paper
- * The direction the car left in.

If the pack has gathered all five clues, tell them that the assailant is probably holed up in the abandoned housing development.

However, if they haven't either figured it out on their own or gathered all the necessary clues, have one player test Intelligence + Investigation at Difficulty 5. Decrease the Difficulty by 1 for every clue they have gathered.

In the event they still don't have enough successes, it's possible they can access the city's traffic cameras to track the vehicle. It's also possible that the characters can use the unique scent of the all-weather paper combined with the assailant's scent to track them down.

ACT THREE OPERATING INTEREST

TURNING POINT FOUR: DIRTY JOBS

After gathering clues about the identity of the assailant, the pack tracks them down to an abandoned construction site.

Read or paraphrase the following text:

"The abandoned housing development shows how quickly things can change. A few months ago, Mulligan was expanding, starting a whole new neighborhood on the far side of town. As soon as Sterling bought McGrady's farm, the city left those plans to rot.

Now, several houses stand half-built, some no more than wooden skeletons waiting for walls that might never come. A few got so far as to have the beginnings of a roof, standing half-exposed to the elements. Only one home was mostly enclosed, the wind blowing through empty window frames, wafting plastic sheeting like the ghost of curtains that never had a chance to be installed. The SUV sits outside this building, the last fading lights of the Sun reflecting from the black vehicle.

From this distance, it's difficult to tell if you've already been spotted. However, you can hear the subtle sounds of life coming from within. A few soft words from murmured conversations. The gentle footsteps of people trying to move quietly, and the sudden light of a single bulb blazing to life."

Gauntlet rating at the abandoned housing development: 5

The pack has a few different options here. They can go in fangs snapping, of course. They could also try some reconnaissance. The fomori inside are expecting them at some point but don't know they're there just now. There are hidden cameras set up to a monitor inside, requiring

a Wits + Larceny test at Difficulty 3 to spot and avoid. There is also at least one lookout keeping an ear out for them, requiring the pack to succeed on a Dexterity + Stealth test at Difficulty 3 to avoid, and a tripwire near either entrance, requiring a Composure + Awareness test at Difficulty 2 to spot. If triggered the tripwire makes a noise alerting the people in the house.

The assailant and at least two developing fomori are inside. Precisely how many fomori are here depends on the pack's earlier actions. This battle could involve as few as three, or as many as eight enemies, depending on how many of their Relationship Map Characters have been lost to despair.



If the Garou manage to approach stealthily, they take the enemy by surprise in the middle of conversation. If they don't manage a stealthy approach, the fomori are ready for them. At first, the assailant stands in the middle of a half-built sitting room either giving orders to his new minions or facing whatever entryway the Garou are approaching. His followers begin the scene wearing hoodies and scarves, or otherwise covering their faces.

After the first round of combat, they will remove their facial coverings, and reveal that they are the Relationship Map (see p.@@) characters that have been lost to greed or despair. Wade Hamilton, a member of the Town Council is also present. All the characters who became fomori are in this building, except for Gabriel. If he wasn't talked out of accepting the offer, he arrives one round into the combat and joins in the attack.

During combat, the assailant, Greg, and Wade focus on the most physically threatening Garou first, or the one that attacked the assailant last. The rest of the Relationship Map characters attack any Garou aside from the ones for whom they're a Touchstone. Of these fomori, only the assailant, Greg, Wade, and (potentially) Gabriel are considered "full" fomori. The others are so recently possessed that they are still considered temporarily possessed.

The assailant is a particularly insidious form of a Twisted Slasher, while Greg is a Twisted Slasher whose hand has all but locked around a set of brass knuckles. These two won't stop attacking until they're killed. They each taunt one character every round over the fate of their family members, causing that character to gain a point of Rage, and increasing the potential for a Brutal success that could accidentally kill one of those Relationship Map characters. It's worth noting that the fomori will only taunt characters with Relationship Map characters present in the scene.

After the battle, the Garou have several things to do, including the clean-up. Depending on how things progressed up to this point, the pack must find a way to banish several Bane spirits or potentially deal with dead bodies.

If any of the Garou's Touchstones die in the fight, those Garou suffer all the normal penalties. If any possessed characters are alive, but merely unconscious, they remain Bane possessed, and must undergo a Rite of Abjuration to end their possession. Until the Rites can be performed, they'll need to be contained to prevent harm or escape. The pack has a few ways to accomplish this:

- * Sandy can call an ambulance to take them to the hospital and have them quarantined for the next day or so.
- * Maya can contact the Sheriff and have them put into holding for twenty-four hours.
- * Both Graham and Michael can call on the other members of the Caern come and assist in the interim.

All of these options lead to the characters being questioned. Most of them are also only short-term solutions to much bigger problems.

The pack must also figure out what brought the assailant to town in the first place.

A Resolve + Investigation test in the half-finished house reveals a briefcase with a contract and a cell phone inside of it. The contract reveals that the assailant's real name was Kenneth Dahl. Further research reveals he's a suspected fixer for figures on both sides of the law. Successful investigation can also reveal that Kenneth is currently under contract to Sterling Enterprises as a temporary agent.

The phone is a cheap burner phone that has voicemails from various citizens agreeing to sell their homes. The last voicemail, however, is from a voice that has been obviously modulated, and insists that Kenneth must close the deals before the emergency session that night. Or else.

A character who examines the contract and succeeds on either an Intelligence + Finance test, or Intelligence + Academics test finds several mistakes that wouldn't be there on an actual contract. In other words: the contract is a forgery.

A second Resolve + Investigation test at Difficulty 3 reveals a handwritten contract between Wade, Kenneth, and a second council member. This one specifies that Kenneth is to act on retainer for the Town Council as an Interim Land Management Agent.

He was contracted by the Town Council to intimidate the holdouts into selling off their land. Wade has been a fomori for nearly a year at this point. He was one of the masterminds of this scheme, hoping to use his position and agents like Kenneth to take absolute control of the town.

Or at least, that's what he thinks the plan was.

There is a second member of the council possessed by a Bane, and as the players just discovered, the Town Council is about to hold an emergency session.

The Town Meat

Read or paraphrase the following text:

"As you race back through the streets of Mulligan, the empty buildings stare at you with accusatory looks. You can't tell if it's your imagination, or something else that whispers in the back of your mind, "You are the Chosen of the Earth. Protectors of Nature. You are Gaia's last line of defense. ... And you can't protect even a single town."

The Courthouse is just ahead. Normally, it would be pitch black inside, but tonight it burns brightly as the council prepares for its emergency session. Is that light a beacon of salvation, holding back the darkness of an uncaring night? Or is it a fire, ready to slip its bonds, and burn what remains of the town to the ground? Only time can tell.

The pack arrives just in time for the council to open its emergency session. The item on the docket is technically "Discussing a threat to public safety." In truth, it's a meeting to force remaining hold outs to sell their properties to Kenneth. The incident with Roger has caused them to reevaluate the safety of certain neighborhoods."

Gauntlet rating at the courthouse: 4

The emergency session was officially declared less than an hour ago, so there are few citizens in attendance. However, all the council members managed to be free and available at the correct time for this emergency session.

Any Relationship Map characters that avoided possession or hospitalization also manage to attend this session.

The first few minutes of the meeting are dedicated to a surprising amount of legal jargon regarding codes, zoning, and the like. After about ten minutes, the council starts talking more openly about what's happened. They suggest the creation of a new department in the city government, specifically dealing with oversight over the transference of property with potentially valuable community commodities.

In the short term, this would give the council official stewardship over any land acquired in potentially disreputable business dealings. Specifically, this would cover everything Sterling Enterprises has acquired, as well as everything the assailant managed to gather.

The players can speak up at any point during this, although waiting a few minutes could prove useful.

Depending on how thorough they were with their search for evidence in the last scene, they either have enough evidence to make this entire process seem ill-advised or little enough to prove the council's point.

If they present the contract between the assailant and Sterling, the council accepts it and immediately seizes all land Sterling bought to hold in trust for the time being. Contrarily, if the players produce the handwritten contract between Wade and Kenneth, the council will have no choice but to allow Sterling's purchase of the land, and revert any property taken by Kenneth to revert to its former owners, if they want it back.

If they give the council the forged contract, the characters can attempt to make a fuss in the town council session, hoping to make it seem unpopular enough to at least hold the land grab off for a time. In this case, have whichever character is speaking make a Manipulation + Subterfuge test, at Difficulty 6 – 1 for each Relationship Map character present in the council chambers.

A word of caution for this last option: If the players decide to make a fuss at this point, and gain a Brutal success, the characters inadvertently admit or imply something about their own Garou natures, bringing scrutiny on them and the Caern at large.

DENOUEMENT

After that night, the town slowly started to regain a semblance of ordinary life.

If the forged contract was presented Mulligan's a lot emptier these days. It seems a lot smaller too. Sterling never did get to drill for oil, but it's something your pack barely has a chance to notice. Ever since that night, the people in town started changing. It's hard to say if it's the depressing nature of the town or something else, but these days you can't go more than a few days without someone catching a Bane and turning fomori. You're not sure how much longer you can keep this up. At this rate, someone outside of Mulligan is bound to notice something sooner or later. You're just thankful that, so far, the Town Council has kept this all under wraps. You saved the town, but the people remain imperiled.

If the handwritten contract was presented, Mulligan's still smaller than it used to be, but enough people came back that it started to feel how it used to. Sterling Enterprises has their drill going at the old McGrady farm, but with so little to do in Mulligan, your pack does its best to keep them honest and keep the practice as ethical as that sort of thing can be.

In Chronicles

Before this Story: Mulligan is a small town, but it has ample room for stories both before and after this game!

- * One of the pack members is caught on camera during their First Change. To cover it up, the pack must track down the footage and retrieve or destroy it, potentially drawing the interest of the town council in the process.
- * An early mission for the pack could inadvertently lead to the discovery of oil that kickstarts this mess.
- * The longer a chronicle waits to use this story, the more impactful it will be when the city all but disappears, and several of the Relationship Map characters become possessed by Banes.

Afterwards: If the players want to continue their time in Mulligan:

- * Although the pack has thwarted the Town Council's initial attempts, one among their number is still a fomori, seeking to make this area more hospitable to their kind.
- * The Assailant knew quite a lot about them. It's interesting that the people he targeted for the most "personal" touch were all related to this pack.
- * If he survived, Gabriel's funeral parlor has an incredibly low Gauntlet rating. This is one of several oddities about him and the other townsfolk.
- * The pain and suffering brought about by the disruption of the land sale and the deaths of several community members could draw larger and stronger spirits to feast.
- * The fomori deaths could lead the pack's loved ones to investigate, forcing the pack into some very difficult choices.
- * The players could have gained powerful enemies in the Town Council, Sterling Enterprises, or both.

ALLIES AND ANTAGONISTS!

KENNETH DAHL (THE ASSAILANT)

Not much is known about Kenneth Dahl before his time in Mulligan. His immense size meant that he's been seen before, but although there are many stories and legends whispered about him, there are precious few that can be believed, and even fewer that can be confirmed.

General Difficulty: 5/2

Standard Dice Pools: Physical 8, Social 2, Mental 6

Secondary Attributes: Health (Enhanced) 8, Willpower 5

Exceptional Dice Pools: Athletics 8, Awareness 6, Brawl 9, Stealth 8

Notes / Other Traits:

Unnatural Weapons: The assailant deals +1 Aggravated damage with his left-handed natural weapon Brawl attacks.

Feel No Pain: Kenneth reduces all damage taken by 3 before halving and he is immune to Impairment penalties.

GREG AND WADE

Both use the Standard Twisted Slasher template from *Werewolf: The Apocalypse*, p. 263.

INFESTED TOUCHSTONES

These poor, damned souls have succumbed to greed or despair. They still wear the face of your loved ones because, in large part, they still are your loved ones. Yet their faces are twisted into bizarre paroxysms of their own. Part of you knows they can be saved. Part of you is afraid to try for fear you'll fail.

General Difficulty: 3/2

Standard Dice Pools: Physical 5, Social 3, Mental 2

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Brawl 5, Melee 5, Larceny 4, Streetwise 3 ■

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, *Crude Earth* can be played by almost any pack your group wants to create with a few minor alterations. The only crucial character is Deputy Maya because she has a car and a police radio. Any character with a reliable car and cell phone can serve the same function.

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 own tastes!

- ✿ **Graham Mullien:** Bone Gnawer Galliard. Pack leader and friendliest pack member.
- ✿ **Sandy Driscoll:** Bone Gnawer Ahroun. Paramedic with a long fuse who explodes violently when reaching the end of it.
- ✿ **Sasha Bernard:** Glass Walker Galliard. Tattoo artist struggling with sobriety.
- ✿ **Deputy Maya Chamberlain:** Silver Fang Philodox. Deputy Sheriff with a strong moral compass and a dedication to finding facts.
- ✿ **Michael Lafayette:** Galestalker Theurge: calm and easygoing, not fond of small town life.
- ✿ **Mena Gaiaclaw:** Hart Warden Ahroun. Newest addition to the pack, shy around non-Garou. ■



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	●●●○○

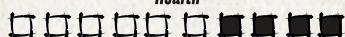
SOCIAL

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	●●○○○	Occult	●○○○○
Melee	●○○○○	Guitar	●●○○○	Politics	●○○○○
Stealth	●●○○○	Persuasion	●●●○○	Science	○○○○○
Survival	●○○○○	Streetwise	●●○○○	Technology	○○○○○

RENONW

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

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 Rage	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 口 口 口 口 口 **Hauglusk** 口 口 口 口 口

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	Ahrroun	Tribe	Bone Gnawer

ATTRIBUTES

PHYSICAL

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

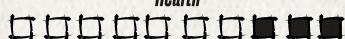
SOCIAL

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	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 口 口 口 口 口 **Hauglusk** 口 口 口 口 口

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.

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



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	●○○○○	Occult	●○○○○	
Melee	○○○○○	Speeches	●○○○○	Politics	●○○○○	
Stealth	●●●○○	Persuasion	○○○○○	Science	○○○○○	
Survival	●●○○○	Streetwise	●●●○○	Technology	●○○○○	

RENONW

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

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 Rage	p. 147
Skinbind	—	1 W	p. 171
Song of Rage	Charisma + Glory	1 Rage	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	● ● ● ○ ○

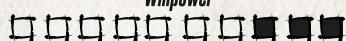
MENTAL

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	—	IW	pp. 146 - 147
Gaia's Candor	Charisma + Glory	IRageC.	p. 156
Silver Compact	—	IRageC.	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 口 口 口 口 口 **Hauglusk** 口 口 口 口 口

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	●●●○○

Health
□□□□□□■■■■■

Grinos
□□□□□

SOCIAL

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

Willpower
□□□□□□■■■■■

MENTAL

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

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	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 Theurge)	● ● ● ○ ○
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 Theurge 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	Ahrroun	Tribe	Hart Warden

ATTRIBUTES

PHYSICAL

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

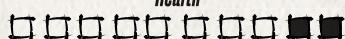
SOCIAL

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	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-Quickened	● ○ ○ ○ ○
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