

# WEREWOLF: The Apocalypse

## Character Creation – Introduction

Your character is a werewolf. Werewolves have many powerful innate abilities.

Werewolves can transform between human, wolf, and intermediate forms in a few minutes whenever they want. They can change faster if needed. The transformation is powered by a connection to the spirit world. All werewolves can teleport themselves into the spirit world. Spirits can teach werewolves magical spells known as “gifts”.

The spirit world is ruled by Gaia, who created all things. Below her is the great triad of The Wyld, the spirit of creation, possibility, and chaos; The Weaver, the spirit of form, progress, and order; and The Wyrn, the spirit of balance and destruction. Unfortunately, The Weaver and The Wyrn are at war.

When not in human form, werewolves rapidly heal from almost any injury, except those caused by silver, fire, radiation, or magic. Only these things can kill you. Severe injuries from normal weapons might heal badly, for example, having your brains shot out will not kill you, but will leave you with brain damage and amnesia.

### Werewolf Laws

Werewolf society has twelve laws. Getting caught breaking them has consequences.

1. Do not have sex with other werewolves.
2. Human society must not learn of the werewolves.
3. Combat The Wyrn wherever it dwells and wherever it breeds.
4. You must not allow a Caern, a werewolf holy place, to be violated.
5. Respect the territory of another. You should let senior werewolves know if you are doing things in their territory.
6. Accept an honourable surrender.
7. Submit to those of higher station.
8. The first share of the kill to those greatest in station. “Share of the kill” includes loot.
9. Respect those of lesser station
10. Do not suffer thy people to tend thy sickness. If you become a burden to the tribe or pack, you may be encouraged to embrace an honourable death.
11. The leader may be challenged at any time during peace.
12. The leader may not be challenged during wartime. Note: The Weaver and The Wyrn are at war. Some say it is therefore wartime all the time.

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## Character Creation – page 1

Breed: What kind of werewolf are you?

<b>HOMID</b> The child of a human and a werewolf, raised amongst humans. Not disadvantaged by silver when in human form. Speaks human natively. Weak spiritual power.	<b>METIS</b> The deformed, sterile, forbidden love child of two werewolves, raised by werewolves. Speaks wolf and human natively. May have useful werewolf contacts.	<b>LUPUS</b> The child of a wolf and a werewolf, raised amongst wolves. Strong spiritual power. Speaks wolf natively. Limited access to some human specific skills and knowledges.
<b>Gnosis: 1</b>	<b>Gnosis: 3</b>	<b>Gnosis: 5</b>
Gifts: (choose 1) <ul style="list-style-type: none"> <li>• <b>Persuasion</b> Bonus to all social rolls</li> <li>• <b>Scent of Man</b> All nearby normal animals are weaker and likely to flee.</li> </ul>	Gifts: (choose 1) <ul style="list-style-type: none"> <li>• <b>Create Element</b> Create a small amount of earth, air, fire or water (G)</li> <li>• <b>Sense Wyrms</b> Detect manifestations of the Great Defiler.</li> </ul>	Gifts: (choose 1) <ul style="list-style-type: none"> <li>• <b>Heightened Senses</b> Better perception and instincts (G)</li> <li>• <b>Leaping</b> Double normal jumping distance</li> </ul>

Gifts marked (G) require expenditure of “Gnosis” (spiritual energy).

Tribe:

There are at least thirteen werewolf tribes. You can pick either:

<b>Bone Gnawers</b>	<b>Glass Walkers</b>
Vagrants, tramps, and murder-hobos. Often well informed but universally despised.	The literal Wolves of Wall Street. Often members of criminal gangs.
<b>Willpower: 4</b>	<b>Willpower: 3</b>
Gifts: (choose a second gift) <ul style="list-style-type: none"> <li>• <b>Cooking</b> Convert literally anything into nutritious but often foul-tasting food.</li> <li>• <b>Scent of sweet honey</b> Make target smell ridiculously attractive to vermin and insects. (G)</li> </ul>	Gifts: (choose a second gift) <ul style="list-style-type: none"> <li>• <b>Persuasion</b> As above</li> <li>• <b>Control Simple Machine</b> Mentally control any simple mechanical device (no electronics, but individual buttons, levers and switches are possible) (W)</li> </ul>

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Auspice: What phase of the moon were you born under?

<b>New Moon</b>	The Ragabash: scouts, tricksters and thieves. Rage: 1 Gifts (choose a third gift): <ul style="list-style-type: none"><li>• <b>Blur of the Milky Eye</b> – Chameleon power makes hiding easier</li><li>• <b>Open Seal</b> – open almost any closed or locked device</li><li>• <b>Scent of Running Water</b> – become impossible to track (always on)</li></ul>
<b>Crescent Moon</b>	The Theurge: seers and spirit mediums. Rage: 2 Gifts (choose a third gift): <ul style="list-style-type: none"><li>• <b>Mother's Touch</b> – heal any injury, except old scars (G)</li><li>• <b>Sense Wyrn</b> - Detect manifestations of the Great Defiler</li><li>• <b>Spirit Speech</b> – Communicate with spirits</li></ul>
<b>Half Moon</b>	The Philodox: judges, rulers and leaders. Rage: 3 Gifts (choose a third gift): <ul style="list-style-type: none"><li>• <b>Resist Pain</b> – ignore all wound penalties through willpower (W)</li><li>• <b>Scent of the True Form</b> – perception roll to reveal what a subject really is. E.g. human, werewolf, vampire, wraith, mage, faerie, ...</li><li>• <b>Truth of Gaia</b> – perception roll to discern spoken truth from falsehood</li></ul>
<b>Gibbous Moon</b>	The Galliard: bards and sages. Rage: 4 Gifts (choose a third gift): <ul style="list-style-type: none"><li>• <b>Beast Speech</b> – communicate with any animal, bird or fish.</li><li>• <b>Call Of The Wyld</b> –howl to summon other werewolves.</li><li>• <b>Mindspeak</b> – telepathic communication in line of sight</li></ul>
<b>Full Moon</b>	The Ahroun: warriors. Rage 5 Gifts (choose a third gift): <ul style="list-style-type: none"><li>• <b>Inspiration</b> – all comrades get one automatic success on willpower rolls (G).</li><li>• <b>Razor Claws</b> – You can sharpen your claws to do extra damage (R)</li><li>• <b>Falling Touch</b> – Send a foe sprawling to the ground with a touch.</li></ul>

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## Character Creation – page 3

### Attributes: physically, socially, or mentally focussed?

Decide which categories your character is best and worst at.

Best: 7 dots	Middle: 5 dots	Worst: 3 dots
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### Abilities: Talents, Skills, and Knowledges

Again, decide which categories your character is best and worst at. nAt this stage, Lupus characters cannot put dots into the following human abilities:

Skills: Drive, Etiquette, Firearms

Knowledge: Computer, Law, Linguistics, Medicine, Politics, Science

Lupus characters can put dots into these abilities in the next step.

Best: 13 dots	Middle: 9 dots	Worst: 5 dots
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### Rage, Gnosis and Willpower

The initial capacities are determined by your auspice, breed, and tribe.

Rage is used to gain extra actions in combat, instantly change form, or instantly heal wounds. Too much rage is a bad thing. If you have 4 or more, you are vulnerable to entering uncontrollable frenzy. If you have more rage than your willpower, everyone around you feels uneasy.

Gnosis is spiritual power, used for fuelling gifts and for entering and leaving the spirit world.

Willpower can be used to get a free success on rolls, overcome urges and halt frenzies.

### Extra dots!

You get fifteen (15) points with which to buy more dots. These can go anywhere you want, but the cost per dot varies by where it is.

- An additional Gift costs 7 points
- A dot in an Attribute costs 5 points
- A dot in an Ability costs 2 points (Lupus should consider putting 1 point in Linguistics to be able to speak in a human language)
- A dot of Gnosis costs 2 points (Homids should consider an extra point to reduce the risk of getting stuck half-way into the spirit world)
- A dot of Rage costs 1 point
- A dot of Willpower costs 1 point