

The background of the cover is a dark, textured brown with a large, glowing yellow-orange full moon in the upper left. On the right side, there is a large, detailed illustration of a werewolf's head in profile, facing left. The title 'WEREWOLF' is written in a large, stylized, metallic font with a 3D effect, and 'THE FORSAKEN' is written in a smaller, similar font below it.

WEREWOLF

THE FORSAKEN™

MANITOU SPRINGS

FREE INTRODUCTORY SCENARIO

Written by Rick Jones. Cover by Aileen Miles.

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1554 LITTON DR.
STONE MOUNTAIN, GA
30083
USA

THE HUNT BEGINS...

In the time before time, this sundered world was whole. The Shadow Realm and the material world were one, sharing an indistinct boundary known as the Border Marches. The world was a hunter's paradise that—while not idyllic or always peaceful—existed in perfect harmony. As long as spirits and living creatures refrained from interfering with each other, they could walk among one another as equals. Those who misbehaved or tarried too long where they did not belong, however, faced the wrath of Father Wolf, the foremost hunter spirit. He was lord of the Border Marches, and he sired numerous children. The strongest of those children were the Uratha, the werewolves, whose mother was fickle Luna, the ever-changing moon. Creatures made equally of flesh and spirit, the Uratha were the princes of the Border Marches, whose dominion bridged the regions on either side. To them Father Wolf taught many secrets and imparted a portion of his vast power, yet as his children's star rose, his began its sharp, inevitable decline.

In time, Father Wolf began to falter and the worlds astride the Border Marches suffered. Spirits toyed with creatures of flesh and made them slaves. Creatures of flesh encroached on the spirits' land and despoiled it by their very presence. The world trembled and sickened while Father Wolf struggled to keep up. And as in all wolf society, when the alpha weakens, the entire pack suffers. The Uratha saw this, and though Father Wolf must have seen it himself, he could do nothing to correct it. Therefore, with heavy hearts, the Uratha came together to perform a grim duty. Hunting their faltering and exhausted Father Wolf as they had once hunted by his side, they raised fang and claw against him to bring him down.

Unable to resist his children, Father Wolf fell at last, leaving only the Uratha to fulfill his duties. Yet his death was not without consequences. His final piercing howl shattered the Border Marches, forever separating the world of flesh from the Shadow Realm and slamming down a nigh-impenetrable Gauntlet between them. Crazed with grief, Luna levied a curse on his children for bereaving her of her proud, powerful lover. (Although Luna has since forgiven her children and helped them grow into their father's mantle, that curse still lingers.) But worst of all, the lords of the spirit world turned their backs on the Uratha for what they did. Whether they did so out of sheer outrage or quailing terror is unknown, but the effect remains the same. Only those few spirits who were closest

to the Uratha before the Fall of Father Wolf will have anything to do with the werewolves now, and the rest have forsaken them.

You've had the sense at some point in your life that all is not right with the world, that not everything is as it seemed. You can tell that sinister truths hide behind a façade of normality, veiled by the rational, orderly "natural laws" we call science. When night falls, as the shadows grow long and the wind whistles through the trees, you shudder and remember the truths of your ancestors, who were right to fear the dark. In those times, you realize just how alone you are. You feel this way because you've just entered the World of Darkness, where the shadows hide very real monsters.

In **Werewolf: The Forsaken**, the second Storytelling game set in the World of Darkness, you and your friends tell the story of some of these monsters, namely those abandoned men and women who inherit the legacy of the werewolf. Neither wholly spirit nor flesh, the Uratha (as werewolves call themselves in their ancient language) are creatures of two worlds. Since the beginning of time, they have tended the Shadow Realm while staking out territory in the physical world and ruling it as the ultimate apex predators. Yet for the sacrifice of their ailing forebear, the Uratha have been forsaken by their former spirit allies and consigned to a physical world that knows only fear. Now they can rely only on each other, their mother Luna, and what few spirit allies they've managed to wrestle back into submission. They must stand on the threshold between two worlds swarming with enemies.

Despite their outcast state, the werewolves are not helpless prey. They can assume any of five natural forms, each with its own special advantages. They can heal even the most grievous injuries in seconds. The allies they have regained in the Shadow Realm have given them special Gifts and taught them special rites, each with profound magical effects. Their fickle mother Luna has graced them with her love and divided their slain father's legacy between them, each portion corresponding to one of the moon's five phases. And when their spirit prey tries to escape into the Shadow Realm, they can even pursue it across the Gauntlet that stands between the sundered worlds. As long as the Uratha can keep the disparate urges of their divided souls in harmony (balancing spirit and flesh while also balancing beast and man), they stand to inherit the mantle to which they were born.

THE GAME

Werewolf: The Forsaken is a Storytelling (or role-playing) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single werewolf, except for the Storyteller. This player essentially takes on every other role, describing the world to the other players, acting out the parts of other characters and determining what challenges the players' characters face. Players roll dice to determine if their characters can overcome the challenges before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. ("You follow your prey's scent trail through the trampled underbrush to the side of a deserted rural highway. You look left just in time to see your prey climb into an idling SUV, which then pulls away. What do you do?") The players then describe their characters' actions, usually in the first person. ("I howl for my packmates and begin to shadow the SUV along the roadside.") The Storyteller then describes the results of the action, going back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping on top of a moving car without getting hurt would require a dice roll; climbing out of a stationary one wouldn't.

This introductory package contains everything you and a small group of friends will need to play your first game of **Werewolf: The Forsaken**, except for some pencils and paper (for notes) and several 10-sided dice. (These specialty dice are available in most hobby shops and are sometimes called "d10s.") Those of you who are going to be players should read over the character backgrounds at the end of this package and choose the one you want to play. The Storyteller should read the rest of the booklet in preparation before playing.

THE RULES

Werewolf: The Forsaken uses a set of rules called the Storytelling System. Many of the rules are introduced in the scenario proper or on the character sheets (special powers and so on), but there are a few basics to go over first.

- **Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead, any single die that comes up 8 or better is considered a success. You usually need only one success to accomplish a task, but more is always better (causing more damage in combat, for example). Any die that comes up a "0" (considered a 10) counts as a success *and* can be rolled again (and potentially get another success). If you manage to roll five or more successes, you get an *exceptional success*. If you roll no successes at all, your character has failed that action.

- **Dice Pools:** The number of dice you roll to attempt something is called your dice pool. It usually

consists of the total of two traits on your character sheet (one Attribute and one Skill) and modifiers imposed by any special equipment your character uses or adverse conditions.

- **Modifiers:** The Storyteller determines what modifiers apply to any dice pool. Modifiers either add to or subtract from the dice pool (the number of dice rolled). These modifiers usually come from tools used (a bonus is listed with the tool), Merits that the character has (described in the character description), or other general circumstances. The Storyteller should grant or impose a bonus or penalty (usually ranging from +2 to -2) if the circumstances are especially favorable or deleterious. For example, an attempt to climb a wall that is slick with rain and slime would suffer a -2 penalty, whereas climbing a wall with plentiful handholds and ledges would gain a +2.

- **Chance Die:** If modifiers reduce your dice pool to zero dice (you can't have a negative dice pool), you should roll a single die (called a *chance die*). A 10 rolled on a chance die generates a single success, while any other result is a failure. And yes, if you manage to roll that 10, you get to roll again and try for another success. As long as you keep rolling 10s, you keep generating successes. Rolling anything other than a 10, however, is not a success. In fact, rolling a 1 on a chance die indicates a *dramatic failure*, and the Storyteller should describe especially troublesome results (a gun jamming, a blowout during a car chase, etc.).

- **Actions:** Almost anything a character does is considered an *instant action*. You determine the dice pool, roll the dice, and see if you succeed or fail. In combat you can perform one action per turn. Sometimes, you'll be asked to take an *extended action*, which represents doing something over a period of time, such as researching something in a library or searching a room. In this case, every roll of the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you get a certain number (described in the text), at which point either something happens or you run out of time. Some actions can also be *contested*, which means that two people are working against each other, such as in an arm-wrestling match, or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for their character and the person with the most successes wins. Finally, some actions are *reflexive*, which means that they happen automatically and don't take up any time—you can perform them and still perform a simple action in that turn.

- **Turns and Scenes:** A *turn* is a three-second period and is used in combat. A *scene* is a longer period (usually as long as it takes for everyone to do what they want in a particular place). Some werewolf powers function for a single turn, while others last the whole scene.

THE CHARACTER SHEET

The end section of this packet contains character sheets for the six characters that players can use in **Manitou Springs**. These sheets contain all the game numbers that define a character's capabilities, divided into a variety of types of traits. Most traits are rated from one dot (•) to five dots (•••••), much like a star rating system for movie reviews. Different traits represent different things:

- **Attributes** represent inherent capabilities, such as Strength, Intelligence, or Presence.

- **Skills** represent learned abilities, such as Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant Specialty in the Skill in your dice pool, you get a +1 modifier.

- **Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number available to him when he is uninjured. His Health points are recorded in the corresponding boxes, denoting his current state of health. (See "Health and Damage" for how to mark off Health points and the effects of wound penalties.)

- **Willpower** represents your character's reserves. You can spend one point (and one point only) of Willpower on any roll, which gives you three additional dice in that dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and you regain it only for acting in accordance with your character's **Virtue** or **Vice** (see individual character descriptions). Willpower is ranked from 1 to 10, unlike most other traits.

- **Primal Urge** represents the inherent power of the character's werewolf nature.

- **Essence:** This is the amount of distilled spirit power that currently fills the werewolf character's body. You spend Essence to activate different powers.

- **Gifts** are special werewolf powers, and each is explained in the character's description.

- **Merits** are special natural edges a character has, such as Contacts, Resources, or Striking Looks. The effects of each Merit are explained in the character's description.

- **Defense** and **Initiative Modifier** are traits used in combat and are explained in that section.

- **Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice that distance in a turn if

he sacrifices his action. Speed will most likely come into play in a chase.

- **Harmony** is a measure of your character's morality, of how well he is balancing the needs of his divided werewolf nature. Your character can lose Harmony over the course of play. Harmony is ranked from 1 to 10, unlike most other traits.

COMBAT

Being ever on the hunt for willful fugitives from the Shadow Realm, werewolves attract violence. When a fight breaks out, it can be important to keep track of who is doing what, and how badly they are hurting each other. When that happens, follow these steps:

First tell the players that their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character getting one chance to act each turn.

Next, have everyone roll Initiative, which is the result of the roll of a single die + the character's Initiative modifier as listed on the character sheet. (This is a rare case where you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for a success.)

Starting with the character with the highest Initiative result and continuing on to the lowest, each character gets to take a single simple action (usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. Resolve each character's action before asking the next player what his character does.

If one character attacks another, the attacker's player rolls the appropriate dice pool:

- **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)

- **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)

- **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)

- **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based on what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. (Using an improvised weapon such as a garbage can lid or a broken street sign, for instance, levies a -1 penalty on the attack roll.) The player rolls the remaining pool. Each success equates to one Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players *do not* make new Initiative rolls every turn.

COMPLICATIONS

- **Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make close-combat attacks harder, so it serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn. If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him after the first, reduce the character's Defense by one (to a minimum of zero). If your character is dodging, the doubled Defense still decreases by one for each additional attack.

- **Avoiding Damage in Ranged Combat:** Defense doesn't apply to ranged combat unless a ranged attacker is either close enough that he could just as easily attack in close combat (a few feet) or throwing a weapon. To avoid damage in a firefight you can either find cover (hide behind something solid) or fall prone (drop flat to the ground). Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within close-combat striking distance (a few feet) gets a +2 bonus to hit a prone character, though.

- **Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are *completely* concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the cover). Piercing an object reduces the number of success rolled by a number based on the durability of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

- **Range:** Every ranged weapon has three ranges listed in yards in the format short/medium/long. An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4 .

HEALTH AND DAMAGE

- **Damage Types:** There are three types of damage—bashing, lethal, and aggravated—and each is more serious than the last. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* generally results from cuts, gunshots and other more serious attacks (such as a werewolf's bite). *Aggravated damage* generally results from especially vile supernatural attacks.

- **Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health

trait and proceeding left to right. The symbol used depends on the type of damage.

Bashing damage is marked with a slash (/) in the first available empty box. So imagining that Mike (one of the characters in this scenario, who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:



Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Mike next took a point of lethal damage, his track would be:



Aggravated damage is marked with a large asterisk (*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Mike next suffered a point of aggravated damage, his track would be:



- **Wound Penalties:** If a character is reduced to three or fewer Health points (by whatever type of damage), the player suffers penalties to all die rolls. With the third-to-last box is marked with a wound, the penalty is -1; when the second to last is marked it is -2; when the last box is marked it is -3. (These modifiers appear on the character sheet for easy reference). These penalties apply to all rolls except those related to losing Harmony (see below).

- **No More Health:** Marking off a character's last Health box usually means that the character has become incapacitated. If that rightmost wound is bashing (and the character is human) she falls unconscious. If that rightmost wound is lethal or aggravated, a mortal character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost. Werewolves react differently to these conditions depending on what form they are in.

- **Additional Damage:** An unconscious mortal or a severely battered werewolf can still be damaged by further attacks. Without further Health boxes to mark off, you represent this additional damage by upgrading existing wounds. Any new bashing or lethal wound upgrades an existing bashing wound to lethal (make the leftmost / into an X). Additional aggravated damage converts a point of lethal or bashing damage to aggravated (make the leftmost X or / into an asterisk).

- **Healing:** Mortals recover from damage thanks to rest and medical attention. Werewolves can recover from damage more rapidly, and they can spend Essence to heal up even faster.

BEING A WEREWOLF

The scenario in this packet does not deal explicitly with the characters discovering that they are werewolves, so it will help to have all in the same place some of the basic game effects of what werewolves have to deal with.

- **The Two Worlds:** Werewolves are born, raised, and taught to live in the physical world, but they are equally part of a different world. That world (the Shadow Realm) exists parallel to this one on the other side of a mystical barrier known as the Gauntlet. The Shadow Realm is the world of spirits, and it was once blended at the edges with this world. Even today, though, things that happen there affect the physical world, and vice versa, which is why the werewolves must work so hard to keep things in harmony. If a werewolf wants to look across the Gauntlet to see what is happening on the other side, the player rolls Wits + Empathy + Primal Urge. On a success, the character can see a blurry image of the opposite side of the Gauntlet for one turn (sacrificing his perception of his current side of the Gauntlet). Werewolves can see spirits who have escaped into the physical world (but not yet taken a host or fetter) even if they remain invisible to normal humans.

If a werewolf wants to physically cross the Gauntlet and enter the spirit world (or exit it), he must first find a locus. A locus is a wellspring of spiritual energy that erodes the Gauntlet and attracts spirits of all types who feed on the energy that has welled up. Having found one, the character stands in the locus's area of influence (which grows wider the more powerful the locus is), and the player rolls Intelligence + Presence + Primal Urge. When he enters the area of influence of a locus, a werewolf is innately aware of it, though he does not know exactly where the locus is. To find the locus specifically, have the player roll Wits + Investigation + Primal Urge.

- **Essence:** Werewolves have a trait called Essence, which represents the amount of distilled spirit power that currently fills a werewolf character's body. Werewolves channel Essence across the Gauntlet (stocking up on it at a locus) and spend it to activate various special game effects. Young werewolves with a Primal Urge of 1 can spend only one Essence per turn and hold at most 10 Essence at a time. Slightly more experienced werewolves with Primal Urge of 2 can still spend only one Essence per turn, but they can hold 11 Essence at a time. Any effects that require Essence expenditures fail if the character has none to spend.

Characters regain Essence by touching the physical form of a locus (either in the physical world or in the Shadow Realm) and having their players roll Harmony. Each success on the roll (i.e., each die that comes up 8 or better) grants the character one Essence. Loci can generate and hold only so much Essence at a time, though, so it doesn't do any good to get greedy or wasteful.

- **Shapeshifting and Rage:** Being children of the ever-changing moon, werewolves have four natural shapes

and one special war form that they can assume at will. Each form offers special modifications to various traits, all of which have been accounted for on the individual character sheets. The natural forms each have unique advantages especially suited to certain Uratha functions (such as dealing with humans, performing rituals, or hunting). The war form is good for only one thing, but it is *quite* good for it, making werewolves some of the most feared engines of destruction this world has ever known.

For their characters to change forms, the players roll Stamina + Survival + Primal Urge. On a successful roll, the character assumes the form the player selected and his traits change as listed on the character sheets. (For the purposes of shapeshifting, always roll the character's *unmodified* Stamina, regardless of what form he's wearing.) Changing shape takes one full turn, in which the character can do nothing else. Should the player choose, though, he can spend one Essence for his character to change instantaneously without a roll.

The four natural forms include Hishu (the human form, in which all werewolves are born), Dalu (a more bestial and muscular humanoid form, in which werewolves practice rituals), Urshul (the savage form of a terrifying dire wolf), and Urhan (the form of a normal wolf). Should a werewolf in any form suffer enough damage to fall unconscious or die, he automatically reverts to his Hishu form. The werewolves' fifth form (Gauru form) is the form of war, in which they unleash the power of their Rage (a legacy of power inherited from Father Wolf). A werewolf assumes the war form just as he would assume any other, but using it is different and less stable. For instance, the werewolf can take on the war form only once per scene, and he can remain in it for only a number of turns equal to his Stamina + Primal Urge. (Again, use the character's *unmodified* Stamina to make this determination.) After that, he either switches immediately back to his Hishu form, or the player must roll or spend Essence to switch to another form. While he is Raging (i.e., in Gauru form), the werewolf can do nothing but attack or move toward an opponent whom he intends to attack, and he cannot use complex weapons such as guns or bows. Nor can he gather the presence of mind to talk. On the plus side, though, he is immune to wound penalties while he is Raging, and his bite and claw attacks inflict lethal damage.

- **The Death Rage:** A werewolf whose Rage is upon him is a fearsome foe who makes his enemies tremble. A werewolf who loses himself to the Death Rage, however, is a danger to not only his enemies but to his allies and even to himself. He becomes a mindless killing machine, unable to distinguish friend from foe and unable to stop himself from ripping and tearing anything he can get his claws and teeth into. A Death Rage can be prevented, but once it has begun it must run its course. To prevent a Death Rage, the werewolf's player rolls Resolve + Composure and hopes for a success. If he fails, the werewolf assumes his Gauru form (without a roll or Essence expenditure; even

if the character has taken that form once in that scene already) and attacks anything in reach. The Death Rage ends at the end of the scene, only when everyone around the werewolf is dead or the werewolf himself is dead or incapacitated.

A werewolf is in danger of Death Rage when he suffers aggravated damage, when a wound is marked in one of his last three Health boxes, or when he is hurt or terribly humiliated *outside* a combat situation. The latter circumstances outside combat rely on Storyteller discretion, but the humiliation ought to be fairly significant. Slipping on the ice on a sidewalk and having some pedestrian snicker probably wouldn't threaten a Death Rage, but having a lover cheat on you with your best friend (or a packmate) certainly would.

- **Health and Regeneration:** As werewolves change forms, they receive certain modifiers to their Stamina. As their Stamina increases, their Health increases as well. (These fluctuations have been accounted for on the character sheets.) Should a werewolf suffer excess damage in these extra Health spots and then change back into a form with fewer Health dots, the extra wounds he suffered upgrade his previous wounds.

Fortunately, werewolves recover from their injuries far more quickly than humans do. Regardless of what they're doing, werewolves can regenerate one point of bashing damage per turn (from right to left on the Health chart) instantaneously at the beginning of their action on that turn. If the player so chooses, he could spend one Essence instead for his character to regenerate one point of lethal damage. Even if the character has been knocked unconscious and left for dead, this regeneration still occurs as the player wills it. Characters cannot regenerate aggravated damage, though. They must let that heal in its own time.

- **Sharpened Senses and Tracking:** In forms other than Hishu (i.e., the human form), werewolves have much sharper senses. As such, werewolf characters gain bonus modifiers to any perception roll (Wits + Composure) that you might call for when the characters are in those alternative forms. These bonuses have been accounted for in the given characters' individual character sheets. The sense of smell becomes particularly acute, allowing werewolves to track their prey over vast distances long after their prey has passed. Once a werewolf has picked up his prey's scent (or noticed other signs of its passing), the player rolls Wits + Survival to be able to track it. If the prey is aware that he is being followed and tries to cover his trail, he may do so—allowing him to contest the werewolf's player's roll with a Wits + Survival roll of his own. He may move at only half his Speed while he is trying to cover his trail, though. The Storyteller determines how many successes the tracker needs over several rolls to catch up to his prey (usually from three to ten, depending on how much of a lead the prey has).

Should a werewolf have tasted his prey's blood, however—a not uncommon occurrence—things change in his favor. For up to one year after the werewolf has tasted that prey's blood, he always has an additional +4 bonus on any roll to track that prey. The taste of blood is not a magical prey-tracking compass that always points the way, but if the werewolf catches a hint of that prey's trail, the +4 modifier applies.

- **Silver:** Werewolves suffer terrible damage from silver weaponry. While merely touching silver does not hurt werewolves, stabbing them with silver blades or shooting them with silver bullets inflicts aggravated damage. The number of points of damage is determined as normal by the number of successes on the attacker's attack roll.

- **The Oath of the Moon:** Luna has forgiven the Uratha for hunting down Father Wolf, but she has not done so unconditionally. She has made them swear to uphold a code of behavior that (not coincidentally) runs in line with maintaining the harmony integral to their existence. Some of the key tenets of the Oath of the Moon involve not murdering each other (or even bearing silver weapons against one another), not revealing the existence of werewolves to humankind, not eating the flesh of man or wolf, and not mating with other werewolves or with wolves.

- **Losing Harmony:** A werewolf's worst fear is losing completely the balance between man and beast or flesh and spirit. The more heinous sins they commit, the more quickly their Harmony falls. At Harmony 7 (where all characters start), mating with a fellow Uratha or any worse misdeed can cause moral degeneration (a loss of Harmony). When the character commits such an act, the player rolls a number of dice based on the severity of the sin. The worse the sin is, the *fewer* dice are rolled. (Needlessly slaying a human or wolf is three dice, betraying your pack is two dice.) If the roll fails, the character loses a point of Harmony. (Willpower can't be spent on this roll.)

Characters with reduced Harmony justify their sin to themselves instead of repenting, and they become that much more unbalanced. It will now take a worse sin to cause another roll to degenerate. At Harmony 6, needlessly killing a human can spark such a roll, as can revealing werewolves' existence to a human. At Harmony 4, you can reveal anything you want to a human as long as you kill him before he can reveal it to anyone else. At Harmony 2, you can kill all the humans or wolves you want as long as you aren't hunting them for food. At Harmony 1, you can hunt any living creature except other werewolves for food.

Characters who do lose Harmony also risk becoming unhinged mentally. If a player fails a degeneration roll, he should immediately roll his character's reduced Harmony as a dice pool. If he fails that roll, the character gains a derangement. This can be any form of minor but pervasive mental disorder, such as depression or a phobia. The player should roleplay this new character quirk, but it has no mechanical effect.

- **Dealing with Humans:** Though most of them are raised by at least one human parent, werewolves are not truly human. As their Primal Urge grows, they lose their understanding of social cues among the human herds. When dealing socially with humans (i.e., making Social rolls for interactive actions), werewolves suffer a dice pool penalty based on their Primal Urge. The penalty for characters at Primal Urge 1 or 2 is -1. This penalty does *not* apply to rolls involving Intimidation, however. Werewolves don't have to truly understand humans to be able to scare the fool out of them.

- **Lunacy:** A werewolf in Dalu (near-man), Urshul (near-wolf), or Gauru (wolf-man) form is scary, and not just a little bit. Seeing a werewolf in one of these forms invokes an indescribable, supernatural terror known as Lunacy. The degree to which Lunacy overtakes a victim depends on his Willpower trait. A human with a Willpower of 1 to 4 (the most common sort) flees in blind simian panic, trampling anyone in his way. If he can't run, he'll simply collapse and either gibber pleas for mercy or escape into sweet catatonia. When this mindless terror finally subsides, the person either blocks the incident out entirely or remembers a much less terrifying version of events. (For instance, he might think he was *only* attacked by a rabid grizzly bear.) An above-average witness with a Willpower of 5 to 9 is still overcome with fear and will probably still try to flee. He will, however, do his best to actually lose or impede his pursuers (such as locking doors behind him or trying to hide in a rendering plant) rather than just sprinting away in a random direction until he collapses. If he can't run, he might retain the wherewithal to fight or try to reason with his tormentor. Once the fear subsides, he retains a hazy, nightmarish memory of the events but doesn't truly trust his memory. A human with a Willpower of 10 is unaffected by Lunacy. Sure he might be afraid and he might still feel the perfectly rational desire to beat feet, but he's bereft of none of his normal faculties.

Different circumstances add effective modifiers to a target's Willpower for the purposes of determining Lunacy. If the werewolf is only in Dalu (near-man) form, treat the victim's Willpower as if it were +4 higher. If the werewolf is only in Urshul (near-wolf) form, treat the victim's Willpower as if it were +2 higher. Treat it just as written when the werewolf is in the war form. Humans who are wolf-blooded (i.e., one of their parents is a werewolf—characters such as Sheriff Butch Powe) receive an additional +2 modifier to their Willpower for determining the effects of the Lunacy.

When more than one werewolf is present in different Lunacy-causing forms, apply the effects of the most frightening form present (from Gauru to Urshul to Dalu). If more than one human is present when the Lunacy is evoked (especially if the characters are surrounded by human "extras" in a scene), use the highest Willpower as representative for the entire crowd.

SPIRITS & LOCI

Werewolves deal with spirits a great deal. Those who escape from the Shadow Realm into the physical world are their most common prey and powerful spirit lords are among their most dogged foes. Spirits have slightly different traits than material beings and obey a few different rules.

- **Attributes:** Rather than having nine Attributes like characters, spirits and ghosts only have 3. Power is used for Intelligence, Strength, and Presence. Finesse is used for Wits, Dexterity, and Manipulation; Resistance is used for Resolve, Stamina, and Composure. If the spirit wishes to attack, roll Power + Finesse (the target's Defense is applied normally), with each success inflicting one point of lethal damage.

- **Corpus** is the spiritual equivalent of Health. If a spirit loses all of its Corpus, it discorporates and vanishes. It will re-form in the Shadow Realm in two days with one dot of Corpus, and then heal one dot of Corpus every two days. Physical attacks can only erode a spirit's Corpus if it has somehow become material or the attacker benefits from a spirit power of some sort. If a spirit loses all of its Essence and Corpus, it is destroyed permanently.

- **Influence** represents a spirit's ability to control or manipulate the very concept that created it. The greater the dots in an Influence the more power the spirit has over that concept.

- **Numina** are the various supernatural powers of spirits. Many are only usable in the physical world once the spirit has manifested (see below).

- **Rank** represents the spirit's position in the strange dog-eat-dog world of the spirits. Rank can grant a spirit respect among its peers, and reflects its rough power level.

- **Essence** is a spirit's lifeblood, the spiritual power without which it cannot exist. Spirits use Essence for many activities, but every spirit spends one point every moonrise simply to survive. Spirits who slip into the physical world must spend their Rank in Essence point every hour until they can possess a host or bind themselves to an inanimate object using their Numina.

- **Crossing the Gauntlet:** Unless they have a special Numen, spirits can only cross from the Shadow Realm to the physical world at a locus, a point where the Gauntlet is frail and thin. (These areas are sources of spiritual power to werewolves and others as well.) Once across, the spirit remains ephemeral, invisible and intangible, until it chooses to manifest. Doing so requires a successful roll of Power + Finesse, in which case the spirit may become visible at will and may be able to speak or send messages depending on its nature. Even in this state, it remains immaterial and largely immune to physical attacks. Werewolves may see spirits in the material world even if they are invisible to normal humans.

WELCOME TO MANITOU SPRINGS

This is the first chapter of a five-part chronicle called **Manitou Springs**, to be released online at www.worldofdarkness.com. The chronicle takes five young werewolves to the shadowy town of Manitou Springs, Colorado deep in the Rocky Mountains. Manitou Springs is a town ruled by dark secrets and terrifying threats, which the characters must confront, along with their own werewolf natures. Being a werewolf means being a hunter, a predator.

Up to this point, this information has been for the players and the Storyteller to read, so that everyone can understand the rules of the game and the basics of what it is to be a werewolf. Now, though, the text is meant for the Storyteller's eyes only. Yet, while the chronicle does have a planned arc to help new Storytellers get the hang of running **Werewolf**, it is not a rigid set of predetermined encounters that the players have no chance of affecting. Various subplots are introduced as options for the players to pursue, and the final act is not an ending, but a new beginning, allowing players and Storytellers to set their own ongoing games in Manitou Springs.

REALITY INTRUDES

Manitou Springs is a real town. We'd love to take credit for the name, but it's a real place on the map. We encourage both players and Storytellers to look around on these listed web pages. Some of the pictures and locations might even be useful as props.

Manitou Springs Chamber of Commerce & Visitor's Bureau: <http://www.manitousprings.org/>
City of Manitou Springs: <http://manitousprings-co.gov/>
El Paso County, Colorado: <http://www.elpasoco.com/>
Colorado Travel and Tourism, Manitou Springs: <http://www.colorado.com/activities/city.asp?c=113>

PREPARING FOR MANITOU SPRINGS

Storytellers should carefully read the introductory section of this document. While all of the players are expected to be familiar with the rules, especially as it pertains to their characters' abilities, the Storyteller is the one who makes the final decisions when it comes to interpretations of the rules. You should also be familiar with the characters, so that you can both help the play-

ers and plan how Storyteller characters might interact with them individually. A guy on the make is more likely to hit on Kate than on Nadine. Ryan will be carded if he tries to go into a bar, but Randall never will. In some cases, we have intentionally left open areas of the characters' histories and personalities. If the players ask questions about their characters, encourage them to make up as much as they like. For instance, Mike is a political activist blogger, but his politics are left vague. Players can decide if he is an anarchist or a fascist. Either choice is fine, and letting the players customize their characters' looks, interests and beliefs helps make the characters *their* characters.

In addition, read "Welcome to Manitou Springs" a couple of times, to make sure you understand the plot points. It's designed to be as easy as possible for a new Storyteller, but you should always have the next scene in the back of your mind, so that you can set up or foreshadow future events. If you intend to run just this chapter of **Manitou Springs** as a one-shot, that's wonderful, but if you want to get more of the full flavor of **Werewolf: The Forsaken**, we recommend that you play through all of the chapters.

The chronicle is set up as a connected series of acts and scenes, like in a play. While some events must happen before others, we also have tried to set up some events that can be slipped into the story whenever you feel like it. Also, while we list certain possible outcomes of the various scenes, players are infamous for coming up with options that no one could have foreseen. ("Oh, you think the solution is to burn the house down?") While it can be somewhat unnerving to a new Storyteller, this sort of seat-of-the-pants gaming often turns out to be the most exciting, because then *nobody* knows what's going to happen next. If you find yourself getting painted into a proverbial corner by the players, however, take a quick break and give yourself time to think. It's a wonderful time to announce a bathroom break or a trip to the kitchen for a snack.

THE SETTING

"Welcome to Manitou Springs" takes place in the Colorado Rocky Mountains, starting outside Denver and ending up in Manitou Springs, a small town in the Rockies. In the real world, it's a nice little tourist town, originally known for its natural mineral springs. In the World of Darkness, it is a town with a secret history that threatens to spill out and destroy it.

In the late 20th century, a powerful spirit entity known as Gurdilag drove the werewolves of Denver out of their territories and plunged the local Shadow Realm into turmoil. Reeling but not defeated, a werewolf firebrand named Max Roman united a previously unheard-of alliance of packs to slay the spirit and reclaim the lost land. During the campaign, Max saw the potential and power of packs working together for common goals. (While werewolves of the five Tribes of the Moon are generally allied, they have nothing like a single governing body. Werewolf packs act of their own accord instead, tending their own territories.) Max also noticed that the packs that were most receptive to his ideas were the ones that consisted of werewolves of several tribes. After the fighting ended, he began a program of “sponsoring” such multi-tribal packs, and now he finds young Uratha who have not yet joined a pack or who are not yet too attached to the pack that initiated them. He helps them find territories of their own, using his vast wealth and connections in both human and Uratha circles to get these packs started. While he is a valuable resource, especially to young werewolves who need a hand, this assistance does not come without strings attached. Max holds these young packs to a higher standard of behavior, expecting them to live up to his lofty ideals lest they lose the benefit of his generosity. Additionally, Max’s movement has made him some bitter enemies, and joining him means inheriting his enemies as well.

Your characters’ pack is one such multi-tribal group of neophyte Uratha. Max is especially hopeful about this pack, too, since it not only contains one member of each auspice, but also one member of each of the Tribes of the Moon. (Note: If the group contains less than five players, this obviously doesn’t apply, and the dialogue that refers to the pack in this way should be altered.)

TERRITORY CONCERNS

Like their wolf brethren, werewolves claim certain territories as their private hunting grounds. The most important possession any pack has is its territory, and every pack takes an oath of responsibility for everything that goes on within it, in both the physical and spiritual worlds. Each runs its territory differently, ranging from setting up personal fiefdoms to keeping the physical and spirit realms completely separate. Most often, though, a pack settles somewhere in the middle. It tends to the worst violations of the Gauntlet and the most damaging human crimes, and it sets its territory up to make the area more pleasant and easier to defend.

Gaining territory is no easy task, though there are many ways for a young pack of Uratha to do so. Older, more experienced packs might cede small parts of their vast, unmanageable territories to younger packs just to relieve themselves of a nagging burden. Young up-and-comer werewolves

might take it upon themselves to make such a decision for older packs, annexing areas that they feel are falling into decline. Sometimes influential elder werewolves redistribute territory that needs defenders but is lacking them due to war, natural disaster, or other upheavals. Some werewolves even snatch up territory as fast as they can get it, only to magnanimously hand it over to werewolves of the next generation just to make an impression in local Uratha circles. This latter is the case with Max Roman and the Manitou Springs territory, but all these possibilities and more are viable in the tumultuous Colorado Rockies.

Despite the success of Max Roman’s multi-tribal campaign to reclaim Denver, however, the campaign took a bloody toll on the werewolves of the Rockies. Many packs died in the conflict, one of which was a pack of Bone Shadows who had previously claimed the town of Manitou Springs as their territory. Max knew those Bone Shadows and knew that they considered the whole of the town of Manitou Springs, as well as some of the surrounding land, their territory. He suspects that the pack’s locus was located on the land owned by Samuel Meers, the pack’s alpha. Max doesn’t know this for sure, as a pack’s locus is the source of its power and thus is not readily shared with outsiders. A few months ago, he checked up on Manitou Springs and discovered that no pack had officially claimed the territory since the Bone Shadows fell. He purchased the Meers house from Samuel’s heirs back East, and now he is giving the deed to the land to your characters’ pack. He has also paid the property taxes for the next year. Other than that, the characters are on their own. They must stake their claim, not in any land office, but among a society of hungry predators.

HALF MOON

During this chapter of the scenario, the moon is a half moon. For the Uratha, the half moon symbolizes the boundary between the worlds. Not just the boundary between the spirit world and the physical realm, but between the human world and the world of the Uratha. They believe that werewolves of the Elodoth auspice (such as Nadine) have a keener ability to see both sides of an issue. Elodoth werewolves are often well suited to the roles of judge or diplomat — roles in which understanding all sides of an issue are important.

ACT ONE: THE FIRST STEP

In this act, the characters meet for the first time at a highway rest area outside Denver. They also meet with Max Roman, one of the most influential werewolves in the Rocky Mountains. He greets the characters and gives them the deed to their new house, and he explains his future relationship to the pack. During the drive out in Nadine's pickup truck, the players each get a chance to share the information they have about Manitou Springs and the dangers ahead. They also get an opportunity to better understand their characters and get into the act of roleplaying. At a gas station just outside of Manitou Springs, the characters have their first hunt as a pack when they encounter a group of Ridden — humans possessed by spirits. This encounter confirms what the characters might suspect — that the locus left unattended by the Bone Shadow pack has allowed rogue spirits to venture into the physical world.

SCENE ONE: AN IMPORTANT MEETING

The characters arrive at a run-down highway rest stop some time after sunset. The rest stop itself is on a stretch of I-25 south of Denver. It is a small area with some dirty picnic tables, a few parking spaces, and a bathroom that might have been cleaned once, but not recently. A breeze from the forested area behind the rest-stop carries with it fresh mountain air, however, clearing the stink from the characters' highly acute senses. The half moon hangs high in a clear night sky.

The Storyteller should hand out the page marked "Handouts 1," cut up so that each player receives only the section intended for him. Otherwise, the Storyteller can simply read the information to the players.

NADINE

Nadine Keller is the first to arrive. Read the following text aloud, then give her player the appropriate handout.

You glance one more time at the hastily scrawled directions on the back of an envelope. You've been counting the mile markers, and the rest stop is just where Pa said it would be. Your beat-up truck coughs and sputters after you park. Nobody else is there yet. You double check the directions, squinting to read in the faint light from the picnic area. There's a brief moment of anger when you think that you've gone to the wrong spot. Then you look up at the moon, and her half-hidden face calms you. You're in the right place. You're just the first to get there.

Give Nadine's player a moment or two to describe what she does. Then hand her player the first handout and continue.

KATE

Kate Stone is the second to arrive. Read the following text aloud and then give her player the appropriate handout.

You've been passing from one ride to another all across this country, heading for this gathering, for far too long. Now the smell of the unwashed biker riding in front of you is making your eyes water. If Pops could see you now, he'd flip. Better for Pops that he can't, because the werewolf you're holding on to so tightly may be only slightly bigger than you are, but he could tear Pops apart without breaking a sweat. The biker guns the engine and you look up to see the rest stop ahead. He pulls into the parking lot, where the only thing there is a beat-up old pickup truck and some dumpy-looking girl watching you. The biker werewolf doesn't stop the engine. He just turns to look at you and says, "See ya." He doesn't help you pull your bulging duffel bag from the hastily attached sidecar. He just glares and guns the engine. You barely have time to snatch your lucky tennis racquet before he races off again.

Give Kate and Nadine's characters a few moments to interact, then give Kate's player her handout and continue.

MIKE

Mike Berringer is the third character to arrive. Read the following text aloud and then give his player the appropriate handout.

You'll be glad when you get there. This guy is pissing you off. If he wasn't another werewolf, you'd probably have just snarled at him, but you learned early on that messing with another werewolf can get your ass kicked. He picked you up at Denver's airport and has been driving for a while. He didn't want to talk, but you figured he'd be a good source of local gossip. You heard he was in one of Roman's multi-tribal packs like you're going to be, so maybe he'd have some pointers or something. He turned to glare at you for a second, then said through clenched teeth that it was a great honor for you. He said it like maybe he wasn't wild about you getting that honor. You took the hint and started playing him like the politicians back home. (Except the politicians wouldn't rip your throat out if you piss them off.) By now, you've done enough sucking up that you've been able to get on his good side, more or less. It rankles to act that way, but you figure it's too early to start making enemies.

He doesn't pull into a parking spot at the rest area. He just pulls in and stops. While you got your stuff out of the trunk, he just watches the two ladies there with the same wary "are they more dangerous than me?" look he gave you at the start of the trip. He drives off as soon as you close the trunk. Jerk.

Give the characters some time to interact, hand Mike's player his handout and continue.

RYAN

Ryan Masterson is the fourth character to arrive. Read the following text aloud.

You think the kid who picked you up at the airport was on something. His eyes were wild and he kept twitching. He drove his Lexus with a careless abandon that made you wonder if he actually owned it. He jabbered about his relatives. They're your distant relatives too, though you got lost after a few great uncles when he tried to explain it to you. Eventually, you did what got you through the flight to Denver: You pulled a book out of your backpack, clipped on your miniature book-light, and got lost in the prose. You had grabbed the book in the airport newsstand, a horrible piece of schlock horror, but compared to your life, it was almost comforting. Focusing on the over-written prose keeps your mind busy, and away from the thoughts that lead to shedding blood. Your "cousin" kept randomly changing CDs and chattering about his birthday coming up. Fortunately, he didn't get lost and you didn't crash. You're not the first to arrive at the rest stop it seems, though it doesn't look like you'll be the last.

Give the characters some time to interact, hand Ryan's player his handout and continue.

RANDALL

Randall Foster, the fifth character, arrives last. Read the following aloud.

You've been watching them for some time. The wind remained favorable, blowing their scents toward you. You remain on four paws, in the shape of a wolf. You've listened to them talk, and you know that they are to be your pack. You've been walking since Louisiana, sometimes on four legs, sometimes on two. It's a new and fantastic sensation for you, better than anything you've ever experienced. Sometimes you changed back to eat at roadside restaurants, just to talk to people, but mostly you hunted. Now you slink back deeper into the forest to change into your birth form. Finding your way through the woods with blunt human senses is awkward and clumsy now, but better to give your prospective packmates some warning. You politely snap a twig or two as you walk forward.

Now that Randall has appeared, give the players a final few moments to introduce their characters to each other. Also, give Randall's player his handout. Once a lull falls in the conversation, read the following text.

Your conversation dies down when a black Cadillac drives up into the rest area. The car idles for a moment, and then shuts off. The drivers' door opens and a man steps out. You recognize him from your descriptions of him: Max Roman. You've seen a predator's eyes before—you see them every time you look in the mirror. This is worse. He looks like a well-built rich guy, wearing clothes that cost more than most people make in a year, but that's a mask. The outfit is just sheep's clothing that barely hides the wolf. He looks at the group of you and smiles a closed-mouth grin that's supposed to put you at ease. Either he's positive that the five of you are trustworthy, or he knows he can take you all. A moment's thought convinces you it's the latter. Max is holding a small leather folder.

"Hello, all of you," he says. "I hope you've had a chance to get to know each other. If not, look at each other closely now. These are your brothers and sisters. You will become closer to each other than you ever were to your birth families. You will hurt when they hurt, bleed when they bleed, love when they love. You may take a wife or a husband someday—you may even have children—but they will never understand the bond between you and your packmates. They can't. They're only human."

(Note: The following paragraph should be skipped if there are fewer than five players.)

"The five of you are particularly blessed. We call packs whose members comprise each auspice 'blessed' packs, because they possess all of the possibilities that Mother Luna blessed us with. You are twice-blessed, because you represent each of the Tribes of the Moon. You are the living possibility of all that we can become. I have faith in you — faith that you will one day shake the pillars of heaven and help lead our people into a new promised land where we can finally take our Father's place."

Pause here to let the words sink in.

"But enough speeches. If I were in your shoes, I'd be anxious to get on with it." He opens the leather folder and hands it to Nadine, along with a pen. "Sign your names where it's marked and then pass it along." He looks at the group and smiles again. "When you do, you will all be co-owners of a house in Manitou Springs. It will be the heart of your new territory.

"Some time ago, a dark spirit called Gurdilag drove the werewolves from Denver. Its power was greater than any single pack could dream of facing." When Max says this, he shudders, and you think about that for a moment. If he intimidates you just standing there wearing a business suit, what was so powerful that it still disturbs him after all these years? He continues. "When I gathered the packs of the Rocky Mountains to face this creature, not all of the volunteers survived. One such pack was a pack of Bone Shadows led by Stephen Meers. His pack claimed Manitou Springs as their territory. They were wise and powerful. They died. Since then, no pack has reclaimed that territory. Even the neighboring packs have been too busy cleaning up the messes Gurdilag left in their own territories.

"But I see an opportunity here—both in you and in this territory. So now you own the house, free and clear, along with whatever's left inside. I purchased it from Stephen's heirs. This year's taxes are paid. Everything else is up to you. I believe that Stephen's locus was in the house itself, or somewhere on the property, but I haven't been out there to look for it. That's up to you.

"So, there you have it. You have a place to start—more of a chance than many packs get. Don't screw up. Because if you do, you lose not only this opportunity, but my favor and generosity as well." Max holds out his hand for his copy of the papers.

The papers are, in fact, deeds and titles for the property. All of the characters are listed as co-owners, even the minors. There is also a printout of a map to the house, as well as a city map of Manitou Springs, and a list of important phone numbers for the town. One of Max's business cards is tucked in as well, as well as the number of the law firm that drew up the papers. A set of keys to the house for each character is in an envelope as well.

Max will remain if the characters have questions. The players might have some as well. While we cannot possibly anticipate all of the questions players might ask, here are a few:

Question: What about electricity, water or other utilities?

Answer: None of them have been turned on, though the contact numbers for everything from garbage collection to high-speed DSL connections are in the folder. According to the property descriptions, the Meers do have a well for water.

Question: How are we supposed to pay for all this? What are we supposed to do? Get a job?

Answer: That's up to the characters. Max is willing to call in a favor to a bank to help them get a loan if they think they need one (their collective credit rating is somewhat questionable), but they'll have to pay it back. More about the day-to-day maintenance of the property will be handled in Chapter Two.

Question: Did the Meers have any sort of defenses or traps on the property that might still be active?

Answer: Max does not know. He understood that Samuel Meers (the alpha of the pack) was very secretive and very protective of his land. He suggests that they be careful.

In answering the packmates' questions or addressing their concerns, Max remains patient but firm. The pack must be self-sufficient, or other packs will eventually start seeing signs of weakness and move in. Even though no pack had claimed the land, a pack that doesn't defend its territory properly will find itself under attack. Of course, one way a pack shows that it's actively defending its territory is by fending off challenges from other packs...

Once the pack is out of questions, Max wishes the characters the best of luck and reiterates his confidence in them before leaving.

MAX ROMAN

Max Roman cuts a tall and powerful figure. His hair is gray but full, and he wears a goatee. He is wearing an expensive business suit, though he looks quite comfortable, and his tie is loose.

Max's traits are not included for this story because they should not be necessary. If the characters decide to attack him for some insane reason, assume that he easily avoids their blows. His prowess is such that he can easily defeat any single character in battle, and using his Gifts, he can force the entire pack to calm down and listen to



him. Of course, in the heat of battle, even a veteran alpha like Max might lose himself in Death Rage. If the characters are feeling so suicidal that they want to take him on, they might deserve to see what happens when you piss off a powerful alpha.

Max's core belief is that werewolves of the Tribes of the Moon should come together to form a grand alliance. Such an alliance would be powerful enough to defeat any foe, and it might even lead to the Uratha fully assuming the spiritual duties of slain Father Wolf.

Max, however, is not a blind idealist. He is a pragmatic politician who knows how to play the cutthroat game of werewolf politics. Unlike human politicians who care only about the next election, Max's plans are long-term. He uses his considerable resources to help foster packs of multi-tribal Uratha who he can then hold up as examples of the power of his ideals (provided they gain the respect of their peers and don't shame him). He knows that he cannot simply give them everything they might need or want, though, as such dependency would be a sign of weakness to other packs. These multi-tribal packs must succeed or fail on the abilities of the packmates themselves. Giving them an initial "stake" in return for their support down the line, however, is well within the established Uratha tradition. For instance, when a pack grows to an unwieldy size it most likely splits up, with the junior members of the pack forming an independent pack of their own. It is common for the more experienced Uratha in these situations to mark out a small portion of its accrued territory to be solely the new pack's responsibility.

Max has simply taken that tradition and reinterpreted it, helping numerous multi-tribal packs get started.

The werewolves who deride Max's dreams of unity do so for many reasons. The primary one is that, since the time of Father Wolf, it's never been done. Even when humans were forming great nations, the Uratha always remained focused on the local pack level. A werewolf instinctively cares about his own territory. Asking a werewolf to care about another pack's territory goes against all of his instincts. A werewolf's first thoughts about another pack are generally "Can we beat them?" or "Are they a threat?" While werewolves can have close allies with other packs, they are rarely invited to each other's territory. Max's enemies say he's fooling himself if he thinks he can get werewolves to go against their nature. Some even say it would be breaking the Oath of the Moon to participate in such a coalition.

Still others accuse Max of creating this burgeoning movement for personal goals. Some claim he wants to be some sort of werewolf king. Still others accuse him of having a messiah complex. A few who know more of his history say that he's trying to atone for having led so many Uratha into the maw of a powerful spirit in order to oust Gurdilag. His actual motives are left to the Storyteller's interpretation.

SCENE TWO: ON THE ROAD

Nadine is the only member of the pack with transportation, and her pickup truck has only one bench seat big enough for three people. The rest of the pack will have to ride in the truck bed with all of her junk and their gear. (It's a crisp, clear night, though, so the ride might actually be more pleasant back there.) Give the players ample opportunity to roleplay getting to know one another, and encourage them to embellish the histories given in the handouts. This period is also a good point at which to discuss their plans.

Once another lull creeps into the conversation, inform Nadine's player that Nadine should start looking for a gas station, as her tank's getting low. At this point, the pack is about 20 minutes outside Manitou Springs, and it is around 11:00 PM. Fortunately, a 24-hour gas station is a few miles ahead.

The gas station is a small, but the harsh lights make it seem bright as day in an island of light. The characters have a chance to stretch their legs, use the bathroom, or maybe even grab a snack. A lone operator named James Parker mans the gas station. He is friendly to customers, though he's wary and careful, having been robbed twice. He asks people how they're doing and where they're going, but he's not nosy.

When the characters arrive, a large black SUV with Nebraska plates is parked at one of the station's two pumps. Every door of the SUV is open, and one of its four passengers is standing at the gas pump. Three other

people (aside from the attendant) are inside the station going through its few aisles. Anyone who watches the man at the gas pump, or who tries to strike up a conversation with him while Nadine is fueling the pickup, notices that he's having a hard time working the Pay-at-the-Pump apparatus. One by one, he's taking cards out of his wallet (driver's license, video rental card, insurance card, business card, etc.), feeding them into the credit-card slot, then dropping them when they prove ineffective. When he finally finds a credit card and gets it to work—perhaps with one of the characters' help—he begins to fuel up the SUV without a word.

If the characters peek into any of the SUV's four open doors, they see it's a total mess. An array of expensive camping equipment has been wadded up and stuffed in the back, and the floorboards are covered with candy wrappers, some of which have spilled out the door. The upholstery on the seats appears to be stained with an awful lot of spilled soft drink. Actually, it looks like someone opened up a two-liter bottle and just poured it everywhere.

Inside the store, the other three campers are gathering an enormous bundle of junk food from the shelves, including several six-packs of soda in glass bottles. Oddly, they aren't saying a word to each other or to Mr. Parker. As your characters enter the store, these three are bringing overflowing armloads of candy and sodas to the counter. After greeting his new arrivals, Mr. Parker asks the campers, "So did you like your visit to the Springs?" One of them mutters, "It was fine," but only after a long, uncomfortable pause. The total price of the junk food is ridiculously high (even for a convenience store), but the campers don't seem to care. They merely empty their wallets and pockets of all the cash they have and wait for Mr. Parker to bag up their purchases. Mister Parker then has to stop the customers from leaving before he can count out and hand over their change. If your players' characters don't say anything or otherwise get involved in any of this strangeness, the campers head back to their SUV without another word.

At any point, your players may make a perception roll (using Wits + Composure) to get a better look at these people who are behaving so strangely. If they try to talk with the campers or otherwise interact with them for a few moments, this roll receives a +1 bonus. If they succeed, they notice that the campers all have spilled soft drink stains on their pants and untucked shirttails. They also notice that the people have unnaturally bright and shiny fingernails, eyes, and teeth—as if those parts were made of glass. Should any player get five successes on this roll (an exceptional success), the character can tell that the SUV passengers' fingernails, eyes, and teeth *are literally* made of glass. Even on a failed roll, however, the characters can tell that the four campers seem confused and out of sorts about how they should be acting.

Once the players realize that something is wrong with the campers—either individually on the spot or moments later when comparing notes—they can make Intelligence

+ Occult rolls to pin down the exact problem. (Ryan's "Monsters" Specialty and Nadine's "Spirits" Specialty both apply to their rolls.) If they succeed, they realize that the campers are being Ridden, likely by glass-spirits. On an exceptional success, they realize that the campers are not just Ridden but wholly Claimed. A Ridden is a creature of both flesh and spirit, created when a spirit crosses the Gauntlet and joins with a human host through forcible possession or voluntary merger. A victim who is Ridden only temporarily is called Urged, while one who has been Claimed has been irrevocably transformed into a hybrid creature whose human mind has been subsumed entirely by the spirit's consciousness. The characters all know that one of their duties as Uratha is to hunt Ridden for trespassing and interfering in the material world. They also know that if the possession has progressed to the point that the campers have glass teeth, eyes, and fingernails, there's no way to exorcise the spirit.

See "Dramatis Personae," pp. 21-25, for background and game traits for James Parker and the Glass-Claimed.

WHAT DO YOU DO?

Your players' characters can certainly just let these Glass-Claimed campers go. They're not in the characters' territory, though Mr. Parker did mention that the campers were in Manitou Springs recently, so it's not unthinkable that they were possessed while they were there. Just letting them go would not be a terribly good precedent to set on their first night as a pack, however, so it probably behooves the characters to do *something* about this situation. The Claimed are abhorrent in a werewolf's sight, after all, representing the pinnacle of disrespect a spirit can show a werewolf's territory.

One option the characters have is to just burst into Gauru form and attack the Claimed right there. Of course, a witness is present and security cameras are rolling, and it is a breach of the Oath of the Moon to act with such cavalier blatancy in front of people. Therefore, the characters' third option is probably the most palatable. And that option is to hunt. The characters can follow their prey off to somewhere quiet along the back roads and deal with them far from prying eyes.

Trailing the SUV without being noticed—should the characters decide to follow in Nadine's pickup—requires an opposed Wits + Drive roll versus the Wits + Composure of the driver (four dice). Trailing the SUV thus on foot (likely in Urhan or Urshul form to keep up) requires Wits + Stealth rolls against the driver's Wits + Composure instead. In either case, the pack has a +1 situational modifier as the Claimed are not expecting to be followed. Assuming the Claimed doesn't notice them, the characters can pull up alongside after about a mile.

If the characters are noticed, the pursuit becomes a chase. Every turn roll for the Claimed (three dice) and the driving character's Dexterity + Drive (or Dexterity + Athletics if the werewolves are on foot). These are extend-

ed rolls, so keep tallying the number of successes each side gets. To catch up, the werewolf's player must get two more total successes than the Claimed. To force the vehicle off the road, the player needs to get five more total successes than the Claimed. If the Claimed get five more successes than the werewolf, however, they get away, though the pack can attempt to track the SUV. (See "Sharpened Senses and Tracking," in the introductory section.)

Jumping onto the SUV (either from Nadine's truck or just from the ground) requires a Dexterity + Athletics roll, with a penalty equal to however many more successes the Claimed have accumulated than the werewolf, plus an additional -2. (So if the Ridden presently have six total successes and the pack have four, someone leaping from Nadine's truck to the SUV would have a net -4 penalty to jump.)

Simply falling from a speeding car inflicts seven points of bashing damage. Getting hit by either Nadine's truck or the SUV at full speed inflicts 10 points of lethal damage.

If combat breaks out, the Claimed are surprised (unless they see the pack bearing down on them with murderous intent). At some point before the end (possibly during the chase), one of the Claimed says to another in the First Tongue (the ancient language of spirits), "This is worse than the city!" The other replies, "No, there are no *Uratha* in the city!" Characters with only the basic rudimentary understanding of the First Tongue (i.e., those without a dot in the Language Merit representing the First Tongue) understand only, "This is bad!" and "The *Uratha* aren't in the city!"

These Claimed fight to the death if cornered, as they assume that any offer of truce or surrender (should the characters make any) are just to get them to drop their guard. They don't answer questions or try to reason with the characters. Nor do they even plead for mercy when the fight proves not to be going their way. They run if they can, and they fight when they can't. This scene ends either when the characters choose to let the Claimed go from the gas station or when the combat that breaks out later has finally been resolved. Act One itself ends when the characters set out to travel those last 20 minutes to Manitou Springs.

ACT TWO: THE THING IN THE BASEMENT

In this act, the characters arrive in Manitou Springs to investigate it and take the lay of the land. The structure of this act is a bit more free-form, as it allows characters to pursue some minor leads in their own time, but each of those leads points eventually to the former Meers property in the center of the pack's new territory. When the pack is ready, the characters arrive at their new home and face guardians posted there by a mysterious and troublesome figure with an agenda that can only bode ill for the characters' future.

SCENE ONE: TOURIST TRAP

By now the characters should have an idea that something wrong is going on in Manitou Springs. By putting together the clues each of them were given before they joined up—not to mention dealing with the Ridden in Act One—the packmates should easily be able to figure out what has happened. Without the Meers pack tending its locus, rogue spirits have used it as a gateway into the physical world. The first order of business, therefore, is to go to the Meers house (the characters' new home), find the locus, and stop the flow of escaping spirits.

The players might decide, though, that they want their characters to explore Manitou Springs before heading to the house, which is certainly a reasonable option. Here are a few locations in town that the players might decide to visit before checking out their new home.



PEEKING

All werewolves can peek across the Gauntlet to get a quick and somewhat blurry impression of the Shadow Realm (see "The Two Worlds," p. 7) and Ryan can get a much better view using his Gift Two-World Eyes (see his character write-up for full rules). If he or another character choose to look across the Gauntlet in Manitou Springs, inform him that the spiritscape of the town seems unusually crowded. In addition to the spirits one would expect to see in the area, numerous roaming spirits are flitting about. They seem to be in some sort of agitated state. The native sprits, in fact, seem to be a little sick. If Ryan's player rolls an exceptional success, tell him that he notices a lot of extra tree-spirits growing where there are no trees in the physical world, which appears to be causing some "bleed-over" effects. A tree-spirit growing in the middle of a sidewalk has caused the sidewalk in the physical realm to crack as if a tree's roots were splitting it. There will be more details about the Shadow Realm and the spiritscape of Manitou Springs in "Chapter Two: Monsters Down the Street," but for now, just say that it's crowded.



PLACES TO GO

We encourage you to go to the web pages listed earlier and pick from those names actual stores to replace the generic names listed here. Or, you could print out the list of names and let the players decide where to go. It doesn't actually matter whether they go to one folksy little restaurant or another, the gist given here should be the

same. (Descriptions of people of note in the town appear in "Dramatis Personae," pp. 21-25.)

• **The Church:** There are eight churches in Manitou Springs. The one the characters visit is run by Pastor Evan Dickerson (or Father Dickerson, depending on what denomination they pick). When they enter the church, Dickerson is sweeping the entrance hall. There are posters on the walls with the pictures of local residents in uniform who are presently serving overseas. A folding table is covered with brochures listing what services are offered and when. In the center is a brightly colored stack of brochures about having weddings there, as the church gets some business with tourist marriage ceremonies.

He smiles to the characters as they come in, and asks how he can help them. He lets them know there are services tonight after sundown if they are interested. He assumes they're tourists, so he's friendly.

If they ask about anything strange happening in the town, he makes a half-hearted joke about crop circles. He has noticed, however, that some people in town are behaving strangely—himself included, though he doesn't come right out and admit it. Use of Mike Berringer's Loose Tongue Gift will get him to open up more and say that he has noticed something odd, and will mention his own recent weight loss as well as Sarah Hagan's uncharacteristic behavior (see "The Folksy Diner"). Dickerson is a decent man who means well, though he would be well out of his depth in dealing with anything supernatural.

If the characters reveal that they are the new owners of the Meers house, he shows surprise, having assumed that no one would buy it. He welcomes them to town and says that it's good that someone will be living there. The children often tell stories about its being haunted, and folks living there ought to take the wind out of those rumors. He is curious as to what exactly the relationship is between the packmates, as they do not appear to be related. He doesn't pry, though.

• **The Folksy Diner:** Depending on when the pack arrives in town, the restaurants might be closed. Some places, like this particular folksy diner, are open most of the day and well into the night, serving unexceptional but tasty fare all day. The clientele is usually a 50-50 split of tourists and townies. The tourists talk loudly and pore over maps, either planning wherever they might be going that day or boasting about what they did the other day. The townies talk quietly to each other and watch outsiders suspiciously. In the past, strangers were greeted with open arms, but in recent years, the mood of the town has soured. Many of them know that something is happening, but not exactly what.

When the characters arrive, Sarah Hagan, the waitress, glances over from the table that she's serving and tells them to go ahead and take a seat. When she gets to them, she greets them and takes their orders with a smile on her face. She's friendly and chatty,

though her attention is split between their table and all the others. (Unless it's an off-peak time such as the middle of the afternoon, in which case they have her all to themselves.)

When the characters talk with Sarah, they might notice (as a result of a Wits + Empathy roll) that she never seems to look directly at the men. She keeps her eyes on her notepad or glances around instead. If she learns that the characters will be living in the Meers house, she offers to give them one of the diner's cherry pies as a housewarming gift—either now or when they get settled. She doesn't believe in the stories that the house is haunted, and she chalks up the strange stories as just gossip. She doesn't believe in anything she can't see or touch, though certain recent experiences might open her up to new possibilities.

- **The Little Shop:** The packmates might decide to do a little shopping before they go to the Meers house, wanting anything from fudge to camping equipment. (Sure, why not?) Manitou Springs is home to numerous quaint little shops, designed with the tourist in mind. The stores are clean and homey, with a “shabby chic” eye to design. The wares are clearly displayed. A man named Homer Stark runs the store that the characters first choose to visit. He chats with customers freely, though he usually has an eye toward finding out what it is they want to buy. He's not a high-pressure salesman, but he does manage to convince most folks to come away with something.

Homer hasn't noticed anything odd in town yet. He is so busy running the store that he hasn't had time to get involved with local politics, but he hears a lot of gossip. He has noticed that business is down, which worries him a little.

If the characters tell him that they will be living in the Meers home, he jokes that they better not have a problem sharing the house with ghosts. He thinks it's just a local urban legend, though, not something anyone would take seriously.

- **The Super Store:** While plenty of shops are available to peruse, there is also an enormous mega-store that sells cheap goods for cheap prices. (Call the place whatever you like.) Local storeowners grumble about being driven out of business by the mammoth chain store, but it doesn't stop them from shopping there when they need something cheap.

The characters might want to go shopping here as well to buy anything from weapons to new clothes (to replace ones being shredded by transformation as well as the harsh toil many Uratha place on their outfits).

Because some players love for their characters to have guns, let it be said that Colorado has lax gun laws. An instant background check is required—one that all of the non-minors would pass. As Storyteller, however, you should point out that werewolves are perfectly able to cause untold havoc with their natural weapons.

SCENE TWO: THE HOUSE ON THE HILL

Armed with the knowledge that their would-be home might be leaking spirits into the physical realm, the characters must now confront those trespassers and master their territory. They will face some of the recently escaped spirits, as well as the ghosts trapped in the house by some as-yet-unrevealed figure. The pack must work together to make the home its own.

Read the following text to the players:

The map and directions Max gave you were quite clear. You drive a short way out of town on one of the minor roads, traveling up and away. Behind you, you can see the town sprawled out below you. Up ahead lies the heart of your territory, if you can claim it.

You almost miss the small turnoff and mailbox. There's a locked gate (to which you have a key), and a road that turns into the forest.

The players will presumably debate what to do. The first order of business will likely be to find the locus and take stock of the situation around it. Some might want to take the trail straight to the house, while others will want to walk through the forest looking for it, and still others will come up with even more complicated options. Let them decide how they want to approach the house. A roll to locate the locus is not required, however, until the characters reach the clearing in which the house sits.

THE PROPERTY

The property is 10 acres of wooded land with a cabin nestled in the middle of it. The land is on a slope facing the town of Manitou Springs, so on a clear night, people in town can see lights in the house and people in the house can see the lights of the town. The forest is thick; full of pines, alders and firs. The clean smell of the forest is a treat for the Uratha in any form. The sounds of birds carry through the trees. There is a small dirt trail from the road to the house. It winds back and forth, with thick trees bordering the road, presumably so that it would be difficult to just zoom in, and the werewolves would have plenty of time to hear any company coming in a vehicle.

In the forest, the characters start to notice Uratha glyphs and smell faded traces of scent markings, only detectable by the preternatural senses of a werewolf in Urhan form. Loosely translated, the glyphs mean “Uratha live here,” or, “Trespassers will be eviscerated.” (Actually, those two phrases mean pretty much the same thing...)

No matter which way the pack decides to approach, have the characters make perception rolls (Wits + Composure), modified appropriately by the form they've chosen. Those who succeed pick up the foul stench of rotting meat. On an exceptional success, they might even be able to tell that it's a deer's corpse they smell. Should they investigate the scent, they will discover a materialized

Nocuoth (a disease-spirit) feeding on the corpse of a deer. The smell also carries the scent of disease. The Nocuoth is the most recent spirit to escape into the physical world through the locus. Overjoyed at the prospect of physical form, it attacked the nearest creature it could find, a deer that had wandered onto the property.

Read the following text to the players:

Up ahead, under the dim light of the half moon, you see the source of the stench. An adult deer lies on the ground on a small game trail. To your trained senses, it looks and smells like it died recently of a long, lingering illness. Its stomach has burst, and maggots and flies are squirming in its guts. Yet what's hovering above the corpse looks even worse. It's a manifest spirit, which appears to be a mass of rotting bones and tissue—about the size of a raccoon. Filthy bandages and entrails flutter underneath the spirit, caressing the deer's carcass.

Have the players make Wits + Occult rolls ("Spirit" Specialties apply). On a success, the characters recognize the spirit as a Nocuoth, a lesser spirit of illness and disease. These spirits don't normally appear in these settings—certainly not in material form—unless some sort of blight attracted them. They normally prefer hospitals or other places where disease is plentiful. Regardless, it doesn't belong here. It's up to the characters to deal with it, but they may soon find doing so difficult. The spirit is visible to the Uratha but immaterial and the pack has little in the way of abilities to tear into a spirit's Corpus in this situation.

Anyone who received an exceptional success on the Wits + Occult roll knows that Nocuoth cannot stand rue, an herb thought to have medicinal properties. Rue is sensitive to frost so unlikely to be found wild in the area, but can be found in a specialty shop in town. Burning the corpse of the deer (hence cleansing the disease resonance of the immediate area) would also help drive the Nocuoth away. The spirit may make a nuisance of itself — using it's Numina in an attempt to drive the Uratha away — but will soon flee and go in search of a host or fetter.

Ultimately it will settle on a rotted tree stump deeper in the Meers territory. Secure in that stump it will use its influence to create an area of blight. The Uratha can drive it back across the Gauntlet by destroying the stump (either immediately if they follow the spirit or later in the story when they note the blight).

THE GROUNDS

Once the characters deal with the Nocuoth (provided they stumble upon it), they proceed on to the house. The house sits in the center of the property in a clearing that extends about 30 feet from the building. The grass is wild and thick with weeds. To the side of the house stands a small garage/utility shed. Behind the house is a vegetable garden, now overgrown. Looking at the house, one can see there are plenty of windows, though all of them are currently shuttered.

Once the characters reach the clearing in which the house sits, they can feel that they are within the area of influence of the former Meers pack's locus. The air feels electric and alive, and the Shadow Realm seems much closer. The characters' spirit halves align and react like iron filings to a magnet. To find the locus itself, the players must roll Wits + Investigation + Primal Urge to get a bead on it. Since Mike Berringer is an Irraka, his player receives two extra dice on this roll. Should no one succeed on this roll, just have the players tell you where their characters look in their search until they think to check the room where the locus actually is (the basement).

- **The Shed:** The shed has a garage-style door, wide enough for two small cars. Inside is space enough for Nadin's truck. A tool bench stands on one side of the shed, with all sorts of carpentry equipment on it. A portable generator sits in one corner, though it seems to be broken.

- **The House:** The Meers house is a large, two-story wooden cabin. The walls are thick, heavy wood, as are the shutters and the front door. A porch extends across the front of the house. Lawn furniture, a heavy wooden porch swing, and a pair of rocking chairs lay knocked over and strewn across the porch.

The doors (one in the front and one in the back) are unlocked. The screen doors in front of them have been knocked off, and the screens themselves are all ripped apart. The room smells musty, with a faint hint of dank decay. Dozens of small scents emanate from the house, a crazy patchwork of smells that makes no single one identifiable.

- **The Ground Floor:** The main floor has four rooms. The front door opens into a large living room. The furniture is covered with sheets, and a thick layer of dust covers everything. One would think that, with the open doors, the house would be home to all sorts of forest critters looking for a new nest or den, but there are no animal scents in the house and no signs of animal waste. The living room has a couple of long couches and a big easy chair. Paintings adorn the walls, all of which are nature scenes apparently done by the same artist. A brick fireplace stands in the center of the room, which when lit would radiate heat to the living and dining room. A staircase leads up to the second floor.

On the far side of the living room is a large wooden table, surrounded by wooden chairs, all covered with sheets. Along the back wall is a china cabinet. A bar (and barstools) separates the dining room from the kitchen.

The kitchen is modern, but classically done, with dark wood cabinets that match the rest of the décor. The cabinets are all open, and various plates, glasses and dishes are set out. Some even have rotten food on them, though no flies or other vermin seem attracted to the food. Next to the kitchen is a full bathroom, complete with a stand-up shower.

The living room, dining room and kitchen form an "L" around the remaining room. The door is closed. Inside

is an office/library. The walls are lined with bookshelves, though some of the shelves are covered with old scrolls, maps, or other knickknacks. To one side is a writing desk and a small worktable leans along one wall. This room has no windows. Under a heavy carpet is a trapdoor that leads to the basement.

- **The Upstairs:** The second floor is largely open, overlooking the living room area. On a normal floor plan, the house would have at least two bedrooms, perhaps three. This house's space has been converted, however, so that the upstairs is one large room with three walk-in closets. In the middle of the room lies a bed made up of four queen-size mattresses placed together. Large pillows and blankets cover the bed—as does a fine coat of grayish dust—and a custom-made coversheet keeps sleepers from falling between the cracks. In addition to only one bedroom, there is only one bathroom up here, though it contains a large Jacuzzi tub, two showers and two commode rooms, as well as four sinks.

(Note that werewolves in tightly knit packs often sleep together, as the Meers pack apparently did, but werewolves hardly ever “sleep together.” Werewolves are forbidden by the Oath of the Moon from breeding with one another. Should such a forbidden union occur, the offspring would be a “Ghost Child”—a hideous spirit that attempts to murder both parents before fleeing to dark corners of the Shadow Realm.)

- **The Basement:** The Meers pack's locus was in the basement—the entrance to which is under the rug in the first-floor library. Deep beneath the ground is a natural spring of pure water, and the site beneath the house where that water bubbles up to the surface is a wellspring of Essence. (Presumably, the house was built over that site so that the previous tenants could more easily defend it once they had tamed the area.) The locus that has formed around that wellspring of Essence thins out the Gauntlet enough to allow easy passage between the physical world and the Shadow Realm. While it was dangerous for the Meers pack to have a portal to the Shadow in their basement (as spirits could potentially use it to come across), the benefits of the Essence made the risk worthwhile. Once the Meers pack perished fighting with Max Roman to reclaim Denver, the spirits that had once been afraid of being hunted by the pack were free to use it for their own purposes.

The basement itself is a wide square room with brick walls holding back the earth. The floor is bare earth, and a little moist. Trophies of the Meers pack's adventures once adorned the walls, though they are now wrecked and smashed. In the center of the room is a small ring of stones that surrounds the well. The well itself is only a couple of paces across, but it is quite deep. In fact, even though the water is clear and still, no one can see the bottom of the well without dropping some sort of light source into the still, chilly water. Should anyone do so, however, they will find that inside the well lie the corpses of five men.

Yet the characters do not have a chance to investigate quite that far at first. As soon as the characters approach the house and start looking around, strange things start to happen to them as the house's guardians begin trying to drive them away. Unlike the Nocuoth upon which the characters stumbled in the forest, however, these guardians do not flee, nor are they even spirits in the conventional werewolf understanding of the term. They are, instead, human ghosts who have been bound to the house by forces they do not understand. These ghosts attack on the sly at first, hoping to scare the characters away painlessly. When they realize that the characters are not so easy to frighten, their harassment escalates into outright violence. Eventually they make themselves manifest outright and throw everything they have at the werewolves until the situation is resolved one way or the other.



The ghosts of Meers House were created by the Alder Man, a powerful renegade spirit that wants Manitou Springs for its own. More information about this spirit and its larger agenda will be revealed in a later chapter, but for now, be aware that it is the motivating force behind what is happening. It knows that the locus is here on the former Meers property, and it knows that the Meers pack of werewolves who once tended it don't seem to be coming back any time soon. It also knows, however, that if the locus remains untended by anyone, spirits from all over the local area will flock to it and inevitably start stirring up trouble that people won't be able to help but notice. Should that happen, it will only be a matter of time before the Uratha come back into the area to fix things—as that's their nature. Unwilling to risk that—as the werewolves' activities would undoubtedly involve putting a stop to its own agenda—the spirit has taken it upon itself to stem the flow of traffic through the locus and impose a sort of draconian order in the local Shadow Realm as best it can.

To that end, it has murdered five out-of-towners and bound their confused restless spirits to the wellspring locus by hiding their bodies there. It has convinced the ghosts that their only hope of escape from Hell (which is where they believe they are) is to make sure that no “demons” are able to get to the well. They believe that the well is their one means of escape to Heaven, but that they can't use it until their work here is done. Little do the ghosts know that the well is actually the one thing tying them to the house. If their bodies were removed from the well and given proper burials, they would be set free.



DEALING WITH THE GHOSTS

The ghosts do not talk to each other at first. They speak only to the characters, shouting things like, “Go away!” or “Run, you spawn of Satan!” As things get direr for them, however, they start trying to egg each other on, saying things like, “We can’t let them get to the well!” or “Remember what he said — it’s us or them!” If one of the ghosts starts to panic after being torn apart several times, one of his comrades might even sneer, “Suck it up. You want to end up in Hell?”

The werewolves might eventually decide that they might have a chance if they talk to the ghosts—especially if they’re getting frustrated with the cycle of violence, destruction, and resurgence. They could stop fighting and try to convince the ghosts that they aren’t demons and that the ghosts aren’t in Hell. Trying to convince them would be Manipulation + Persuasion roll at a –4 difficulty, though good roleplaying and appropriate acts might mitigate that modifier.

Either way, the pack can eventually defeat the ghosts, as the ghosts will run out of Essence—at which point, reducing them to 0 Corpus destroys them. Or the characters can convince the ghosts that taking their bodies out of the well and giving them a proper burial will set them free. If the players ask what will set the ghosts free, make them roll Intelligence + Occult to tell them. If, on the other hand, they ask something to the effect of, “Will taking their bodies out of the well and burying them set them free?” tell them it will.

Talking to the ghosts will give the players a little more information that could prove useful throughout the rest of the **Manitou Springs** chronicle. The first thing they remember clearly about this new existence is that a strange spectral being (i.e., the Alder Man, though they don’t know that name) appeared to them in the basement after they “woke up” down in the water. He appeared to be made of mist, and he told them the story about being in Hell and what they had to do to get out. They don’t know much more than that, but it should be enough to whet the characters’ appetites to find out more in later chapters. And there is so much more to learn...

Traits and background for the ghosts appear on p. 24.

WHERE DO WE GO FROM HERE?

Once the pack frees the ghosts or destroys them, the locus no longer has any guardians—which is both a blessing and a curse. It is still easy for spirits to pass through, though it is no longer tainted with a resonance of death. On the other hand, spirits will recognize that a pack of Uratha is living at the locus and will be extremely wary of trying to use it right under their noses.

As for the characters themselves, the house is theirs, though it will require some work to get it back in shape.

It is the start of their territory, a new beginning for all of them. They have their land, they have each other, and now they have an enemy to hunt. They are no longer just a band of individual Uratha—they are a pack.

DRAMATIS PERSONAE

Following are the descriptions and game traits of most of the characters the pack meet in **Welcome to Manitou Springs**. Only those they are likely to fight have full traits; non-combatant characters simply have backgrounds and a few dice pools for their most notable abilities.

JAMES PARKER

(Owner-operator of the gas station outside Manitou Springs)

Background: James bought the gas station when he was in his 20s, after serving in the Navy for a tour. He hated the service, and when he mustered out, he was sure to pick a place as far away from the ocean as he could manage. He’s getting older now, but he still manages the late shift himself, as he’s a night owl.

Description: James is a fit African-American man in his 60s. His gray hair is cut short and he wears thick eyeglasses. He wears slacks, orthopedic shoes, and a work shirt with the station’s logo on it. He usually has his nose buried in a book from the Manitou Springs public library until someone drives up. Right now, he’s reading about Regency England.

Abilities: Awareness (4 dice), Brawl (3 dice), Willpower 4

EVAN DICKERSON

(Pastor or priest at the church)

Background: Evan Dickerson grew up on Manitou Springs. A wild kid whose parents were too busy trying to make ends meet, he got into trouble as a teenager but straightened out after a drunk-driving incident. He has been on the wagon for over a decade, though strange new urges are testing his resolve. He enjoys being a small-town preacher, though he also likes meeting tourists.

Description: Dickerson is of average height and skinny as a rail. His clothes hang loose on him, and his belt is cinched two notches more tightly than it was previously. Because he is busy cleaning the place when the characters arrive, he’s wearing a Denver Broncos T-shirt and slacks, though a silver cross (or crucifix) is hanging around his neck. He is 37 years old. His hair is gray and cropped in a crew cut.

Storyteller Note: Dickerson is Ridden, though he is only urged by a hunger-spirit that visits him occasionally. The spirit is not with him when the characters first meet him, though it comes to him about once a week, causing him to binge-eat. He is not aware of the spiritual nature of his condition, however.

Abilities: Awareness (5 dice), Empathy (6 dice), Willpower 6

SARAH HAGEN

(Waitress at the diner)

Background: Sarah lived the cliché. She was the cheerleader who married the basketball star, only to discover that he peaked in high school and that working as a tour guide was as far as he was going from Manitou Springs. A couple of years ago, she caught him screwing one of his clients and kicked him out. Her ex moved to Colorado Springs, and he spoils the kids when he comes by to visit, which irritates her to no end. She hates having to be the heavy.

Description: Sarah is in her mid-30s, though she can still fit into her old cheerleading uniform. She has blonde hair that's now cut short in a practical pageboy cut. She used to be a total stunner, and her beauty has remained, maturing to make her a very attractive woman instead of a pretty girl. She does seem to be wearing a lot of makeup to hide bags under her eyes, though.

Storyteller Note: Like Evan Dickerson, Sarah is Urged. The spirit urging her is one of lust. A divorced mother of two—ages 10 and five—she has found herself overcome with arousal at completely inappropriate times. She has been able to keep her urges somewhat under control, picking up tourists in bars and dragging them back to a hotel room, but she realizes that she's going to get careless. She's also left the children home alone when she's been urged, as she's unwilling to let her regular sitter know that she goes out, picks up strange men, and screws their brains out. At first she thought it was a mid-life crisis or a delayed reaction to the divorce. Now, when she hides the hickies and bruises under long clothes, she knows that it's more than that. But the lust-spirit that's urging her also keeps her from seeking help.

Sarah's plight is intended to be tragic, not a chance for the troupe to do a skanky porn scene. If you decide that you want her to come on to one of the characters, the act should have an air of total desperation. While she might say and do things to tempt the proverbial bishop, anyone who cares to look into her eyes can see the raw terror and self-loathing surging beneath it all.

Abilities: Awareness (4 dice), Empathy (5 dice), Striking Looks Merit (as Kate's)

HOMER STARK

(Owner-operator of the little shop)

Background: Homer was once a computer programmer at a Denver IT company before his job was sent overseas. (Note: He would be one person to whom Mike Berringer's Fame might apply if Mike happens to wax philosophical or political.) Fortunately, he was able to swing a good loan from the Manitou Springs bank (as his uncle runs it), and it enabled him to open the store. He runs it by himself and sleeps on a cot in the back most of the time. His actual apartment is less a home and more

of a place to keep his stuff. His aging and lazy calico cat, Abner, sleeps in the windowsill.

Description: Homer is in his late 20s. He's good looking, in a young bohemian way. His hair is long but not wild. He dresses appropriately for whatever sort of business the Storyteller wishes. If the store sells books, he wears slacks and a button-down shirt. If it sells Native American art, he wears jeans and a T-shirt with a wolf's head on it.

Abilities: Awareness (3 dice), Computer (4 dice), Salesmanship (6 dice)

SHERIFF TOMMY "BUTCH" POWE

Background: While it's unlikely that the characters will seek out law enforcement (though not forbidden), it is possible that their actions could draw the attention of the local police. If they do (if the characters start a fight with a townie, for instance), Sheriff Powe will show up quickly. Sheriff Powe, unlike many of the townsfolk, does know that something unnatural is happening. He has also gotten hints and veiled threats from a mysterious source telling him not to look too closely into it. Unwilling to let it go but unable to do anything about it, Powe has tried to keep order in the town. If the occasional tourist goes missing (or crazy), it doesn't do any good stirring up more trouble. He does what he can to protect the town.

Sheriff Powe also knows a little bit about the Meers pack. He has a measure of the wolf's blood, though he is not a werewolf himself. His father was a werewolf who died when Tommy was young. The sheriff was also secretly seeing Amanda Meers, against the wishes of the pack's alpha. He did not know exactly what Amanda and her "family" were, but he knew they all had some sort of power. They were usually in the middle of whatever strange things happened in the area. Sometimes people died, but overall the Meers folks seemed to do more good than bad. Sheriff Powe doesn't know specifically that Amanda has died—just that she and the rest of her family disappeared one day and haven't come back.

Once the sheriff learns that the players' characters are going to be living in the Meers house, he becomes suspicious of them. He suspects they are up to no good, though he's not sure what specific trouble they might be up to. He will check them out as best he can, using his status as sheriff to perform background checks, pull police records, and such.

Sheriff Powe does not think that the pack is behind what's going on in the town, but that doesn't mean that he will assume they are the good guys either. He didn't think the Meers were "good guys," for instance. The Meers worked outside the law, and while he was willing to look the other way once or twice for Amanda's sake, he didn't make a habit of it. Nor does he intend to start now.

Description: Butch Powe is tall and beefy. He has a significant gut, but he has broad shoulders and thick

arms that are all muscle. He is in his late 30s, and he shaves his head. He has a Marine Corps tattoo on his right biceps.

Storyteller Note: Sheriff Powe is intended to be a long-term player in the saga of Manitou Springs. He is perhaps the only un-compromised human there who has any knowledge of the supernatural. He has one advantage that most of the denizens of Manitou Springs lack: He knows that there are monsters out there. He's willing to believe in the fantastic when he sees it, so he doesn't waste time trying to deny what's happening.

Abilities: Powe's full traits will be presented in Chapter Two: "Monsters Down the Road," but for now, he has a pool of six dice for police-related situations and a pool of three dice for supernatural reasons. (Storyteller judgment should rule here, as Sheriff Powe is not intended to be a participating figure in this chapter.) He has a Willpower of 7 and is Wolf-Blooded (making him highly resistant to Lunacy). Amanda also gave him a fetish necklace that helps protect him from the Possession Numen—one of the reasons that he has remained untainted thus far.

THE GLASS-CLAIMED

(Hidden humans encountered at James Parker's gas station)

Background: The four Claimed are Tom and Mary Fordham and their next-door neighbors Jason and Eileen Reynolds. They live in Lincoln, Nebraska where the husbands work for an insurance agency. Once a year, they all come to Manitou Springs for some hiking and camping. (Should the characters stick around the gas station and ask Mr. Parker about his strange customers, he reveals this information.) Unfortunately for the campers, four glass-spirits who had escaped into the material world through the locus in the Meers house picked them as hosts. During their trip, the campers didn't hike or enjoy nature. They were all attacked and subdued so that the spirits could claim their bodies. When those bodies awoke, the human souls were gone, subsumed by the glass-spirits.

Description: The campers are all average suburbanites in their early 30s—though perhaps a little fitter than most, as they have active lifestyles. As the glass-spirits have taken over their bodies, though, more and more pieces of them are being replaced by glass. Right now, their eyes, teeth and fingernails are glass, as are parts of their innards.

Storyteller Note: These Claimed don't actively want trouble—all they want is to fill up their SUV and head north. Something is going on in Manitou Springs that has made the area seem inhospitable to them, so the glass-spirits are getting out while the getting is good. The nature of that problem will be revealed in later chapters of this chronicle, but the characters might get a hint of it here and realize that they might be in for more than they bargained for.

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 3, Dexterity 2, Stamina 4, Presence 2, Manipulation 2, Composure 2

Skills: Academics 2, Athletics 2, Brawl 1, Computer 1, Crafts 1, Drive 1, Firearms 1, Occult 2, (Spirits), Survival 2 (Camping)

Merits: Language (First Tongue)

Willpower: 5

Morality: 3

Essence: 3

Virtue: Prudence

Vice: Gluttony

Health: 9

Initiative: 4

Defense: 2

Speed: 10

Glass Innards: If a Glass Claimed suffers one point of lethal damage or spends one Essence, shards of glass extrude from beneath its skin. The shards add +1 to Brawl attacks and inflict lethal damage. The attack roll is Strength + Brawl + 1 (five dice) when this Numen is active. Because of the fragile nature of the glass, however, wounds that ought to deal bashing damage to the Claimed inflict lethal damage on them instead. Yet if a character strikes the Claimed with an unarmed fist (or foot or bite) and the player rolls an exceptional success, the attacker suffers one point of lethal damage as the shards of glass slice up his fist (or foot or mouth). Striking with a weapon or a ranged attack does not incur this damage. Intentionally extruding shards costs one of Essence. Retracting the shards also requires Essence or the use of the Self-Healing Numen.

Self-Healing: If a Glass-Claimed is injured, it can touch glass, absorb it, and use the material to repair itself. Activating this Numen costs one Essence, and its effects last for the entire scene (meaning the Claimed can spend as many turns absorbing glass and healing damage as necessary during the scene as long as they have paid the up-front cost). Repairing one point of bashing or lethal damage requires the creatures' full attention for one turn. The remade surface appears more "glassy" in appearance, depending on how much the creature needed to remake. Including all the glass bottles the Claimed bought and all the glass in the SUV's various windows, the Claimed have enough glass to repair up to 10 total points of damage. If Nadine's truck is present, there is enough glass for another four points of healing.

(For what it's worth, use of this Numen is what accounts for the soft-drink mess on the creatures' clothes and the SUV's upholstery. When the bodies awoke, the Claimed used the glass bottles of soft drinks they found in the campers' SUV to repair any incidental damage, and the mess they made in doing so did not register as odd to them.)

NOCUOTH

(Disease-spirit encountered in the forest near the Meers House)

Background: This Nocuoeth escaped through the Meers locus and is looking for a place to fetter itself and create a power resonance of disease.

Rank: 3

Attributes: Power 5, Finesse 5, Resistance 6

Willpower: 11

Essence: 17 (20 max)

Initiative: 11

Defense: 5

Speed: 20

Size: 2

Corpus: 8

Ban: A Nocuoeth is repelled by rue and cannot remain in a room where rue is burned or cross a line drawn with paste made from the herb.

Influence (Sickness ●●●): The Nocuoeth may use its Influence over disease to make diseases harder, change the nature of a disease in minor ways (making a cold the flu) or major ones (turning a cold into polio). The deer over which the characters find this Nocuoeth had a minor infection that would have healed perfectly well in time. The Nocuoeth's abilities, however, caused the deer to die in seconds. Any of these activities requires a Power + Finesse roll and the expenditure of 1 Essence. (Note that a werewolf's metabolism makes it highly resistant to disease, so this spirit cannot use its Influence ability on Uratha.)

Blast: For one Essence, the spirit can hurl a volley of bone shards up to 50 feet, and it suffers no penalties for range. Roll Power + Finesse for the spirit to attack thus, and add two dice to the roll for every additional point of Essence it spends to fuel this power. The damage is lethal.

Fetter: The spirit activates this Numen by spending a point of Essence. It must choose an object within five meters of its current position and spend an additional Essence to fetter itself to the object. The spirit can stay fettered in the material world for as long as it likes, unless the fetter is destroyed, in which case the spirit immediately reincorporates and starts to re-form back in the spirit world.

Harrow: The spirit can focus its negative resonance to create a crippling attack of despair. Spend a point of Essence and roll the spirit's Power + Finesse, contested by the victim's Resolve + Composure. If the spirit wins the contest, the target is overwhelmed with despair for a number of turns equal to the number of successes the spirit gained.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend 3 Essence and roll Power + Finesse; the spirit

remains material for one hour per success. This allows the spirit to make physical attacks (bashing damage), manipulate objects and leave the immediate area of its fetter (if any). It can still use its other Numina, but if vulnerable to physical attacks (it is unlikely to materialize when facing werewolves).

Storyteller Note: Should you so desire, you may use more than one Nocuoeth in this scene. Perhaps not one but three—or even five—such spirits have escaped together and made their bid for freedom. The more you add, the more likely the spirits would be to stand their ground and fight when the werewolves come upon them. Once their comrades start dying, though, the survivors know better than to stick around. Should they get away, it's up to the characters to hunt them down if they want to deal with them once and for all.

THE GHOSTS OF MEERS HOUSE

(Human ghosts bound into the well in the basement)

Background: The five men from whom these ghosts derived were all out-of-towners murdered by the Alder Man. He has since convinced them that they must fight to protect the Meers House well in order to earn their escape from Hell. They fight any trespasser, believing them to be demons. (The supernatural abilities of the Uratha will do little to convince them otherwise.) At heart, however, they are decent men who were tricked by a being they couldn't hope to comprehend. The ghosts are: Harlan Wyzowski from Missoula, Montana (died at 62); James Dixon from New York City (died at 59); Michael Crown from Las Vegas (died at 67); Peter Winfrey from Cade, Louisiana (died at 63); and Scott Tate from Lewiston, Maine (died at 70).

Description: When the ghosts are merely watching the characters approach, they appear much as they did in life, though they all seem to be soaking wet. Each of them are white men in their 60s. They appear to have been relatively healthy, with a roughness about them that showed that they did not lead soft lives. They are dressed in what they wore when they died (hiking gear, coat and tie, shorts and a Manitou Springs T-shirt, etc.). Furthermore, they all have gaping stab wounds in the middle of their backs, continually dripping spectral blood. Growing from these wounds are what appear to be the first shoots of small saplings that grow up along their spinal columns.

Attributes: Power 4, Finesse 3, Resistance 5

Willpower: 9

Morality: 5

Virtue: Fortitude

Vice: Wrath

Initiative: 8

Defense: 4

Speed: 17

Size: 5

Corpus: 10

Invisible: The ghosts are invisible until they either wish to appear or use one of their Numina (although they are visible to Ryan's Death Sight Gift). Becoming invisible is a reflexive action. Anytime they spend Essence, they exude the smell of rank water — visible or no.

Materialize: The Alder Man has bound these ghosts more strongly to the locus than is normally the case with the restless dead. These ghosts can thus assume solid form by spending a single Essence and succeeding on a Power + Finesse roll. Once solid, their hand-to-hand attacks do lethal damage (roll Power + Finesse - target's Defense). They are vulnerable to physical attacks in this form, however. If their Corpus is reduced to 0, they disappear in a splash of cold water and reappear with one Corpus inside their dead bodies at the bottom the well. (This, again, is thanks to the Alder Man. Normally, it would take two days for a disincorporated ghost to re-form.)

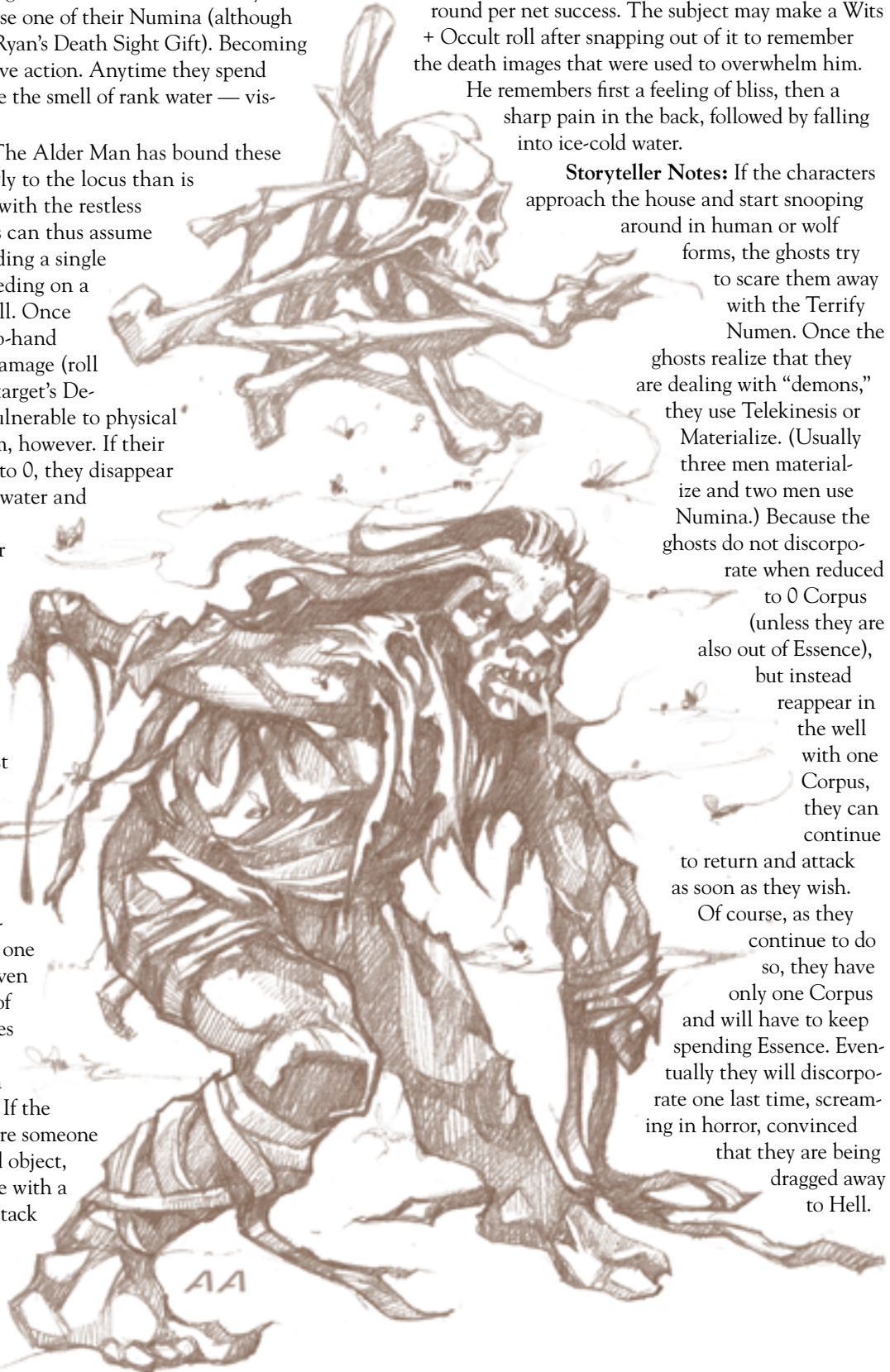
Telekinesis: Even when not materialized, the ghosts can manipulate objects. Spend one Essence and roll seven dice. The number of successes determines the ghost's relative Strength when moving the object. If the ghost wants to injure someone with a manipulated object, roll Power + Finesse with a -3 modifier. The attack inflicts bashing or lethal damage, depending on what sort of object was available.

Terrify:
Spend one Essence

and roll seven dice, opposed by the intended victim's Resolve + Composure + Primal Urge. If successful, the target is overcome with nameless terror and flees for one round per net success. The subject may make a Wits + Occult roll after snapping out of it to remember the death images that were used to overwhelm him.

He remembers first a feeling of bliss, then a sharp pain in the back, followed by falling into ice-cold water.

Storyteller Notes: If the characters approach the house and start snooping around in human or wolf forms, the ghosts try to scare them away with the Terrify Numen. Once the ghosts realize that they are dealing with "demons," they use Telekinesis or Materialize. (Usually three men materialize and two men use Numina.) Because the ghosts do not disincorporate when reduced to 0 Corpus (unless they are also out of Essence), but instead reappear in the well with one Corpus, they can continue to return and attack as soon as they wish. Of course, as they continue to do so, they have only one Corpus and will have to keep spending Essence. Eventually they will disincorporate one last time, screaming in horror, convinced that they are being dragged away to Hell.



HANDOUTS

The following handouts go to the players during Scene 1 and contain information the werewolves may (or may not) wish to share with their packmates. Each also contains a one-shot Contact for the character. The character can call upon that person (or persons)

for advice. You may see at some point that the group is stuck and could use a hint. Feel free to suggest at that time that the player with the appropriate Contact “give their friend a call” and use that as a way to move the group forward.

MIKE BERRINGER

The werewolf driving the car was George Morrow, though he has taken the deed-name Santayana, after the historian who coined the much-quoted phrase, “Those who forget the past are doomed to repeat it.” He is a member of another multi-tribal pack whose territory is a small suburban area outside of Denver. He is a Cahalith Iron Master of a pack led by the Iron Master called “Jagged Sky.” While you wouldn’t turn your back on him, you did manage to pry a few facts out of him.

Santayana learned (via an ally in Max Roman’s pack) that Roman purchased a house in the town of Manitou Springs. The Meers house belonged to a pack of Bone Shadows, werewolf mystics. That pack has been dead for a few years, and Max bought the house recently, presumably to give to your future pack. Santayana did some checking, though. The house has long been said to be haunted, even before the Meers pack bought the land. He assumes that the “haunting” rumors are just confused humans who don’t understand the difference between spirits and ghosts. (Ghosts are the souls of a dead human. Spirits are mystical reflections of entities and ideas that come from the Shadow Realm.) The rumors of hauntings seemed to subside when the Meers pack bought the house, but they have surged since that pack’s passing. Lastly, the town seems to have suffered more than its share of disappearances and other odd occurrences since then. While the official town records and newspaper don’t show anything odd occurring, a lot of missing persons reports mentioned Manitou Springs as the destination of the victims.

(Note: At one point during this chronicle, you can call upon Jagged Sky’s pack for advice. Its members are not much more experienced than your own comrades, but they are wired into the local werewolf political scene and can provide advice or a secondary contact who may know something that can help the group.)

RYAN MASTERSON

The werewolf who dropped you off was Morrison Pickering. The Pickerings are a powerful family with many Uratha counted among their numbers, including the werewolves who helped you after your First Change. According to them, your grandmother on your mother’s side was a Pickering and one of them hinted that your father might have been a Pickering as well. You hope that he was a very distant relative if that’s the case, but you got the impression that a lot of Pickerings married other Pickerings too. Still, they did set you up with a big enough trust fund to cover basic expenses.

When you were back East with the Pickerings, you helped them set a group of angry ghosts to rest. The ghosts consisted of a group of tenants of an apartment building that burned down. Trapped in the memories of their demise, they would manifest in locations important to them. Unfortunately, spontaneous fires accompanied their manifestations, and they had unknowingly caused the deaths of 16 people before the pack intervened. Having trapped one of the ghosts in a spirit jar, the pack discovered that the original fire was deliberately set to collect insurance money. The pack’s Ithaeur told you that, while each haunting is different, these ghosts could not rest until the passion that kept them tethered to the world was resolved. In this case, it was vengeance. Unfortunately for them, they were not self-aware enough to find the landlord. The pack had no such trouble. They kidnapped him, brought him to the ruined building, and burned him alive.

(Note: At one point during this chronicle, you can call upon local members of the Pickering family for advice. They are very knowledgeable mystics, especially with regards to ghosts and spirits.)

NADINE KELLER

You have been wondering just what sort of territory this Max Roman is going to set your pack up with. From what you've heard, a lot of the werewolves of the Colorado Rockies died in some ongoing battle against an idigam—a powerful chthonic spirit. The spirit is supposed to be gone now, and a lot of werewolves are moving into the area to take over the lands once held by the fallen. Fights over territory are frequent, and many werewolves are forced to repeatedly defend their newly claimed lands from other werewolf packs looking for better territories.

Even worse, if your pack is going to get land once claimed by a fallen pack, you might have other problems. If the fallen pack was a powerful one, it probably had a powerful locus. Left unattended, though, a great many spirits could have used that locus since the Bone Shadows fell.

(Note: At one point during this chronicle, you can call upon your father's pack for advice. The pack is experienced and powerful, but it rarely leaves its territory in the Ozarks.)

KATE STONE

The werewolf saddled with dropping you off was called "Smoker," of a pack called the Scar Angels. He looked like a scary biker, but he was actually quite pleasant to talk to, with a disarming manner. He's pieced together from what he's heard traveling around the Rockies that Max Roman's bought a house for your pack in Manitou Springs, a little tourist trap of a town.

Smoker thinks that there's something funny going on in Manitou Springs. He hasn't checked any of this firsthand, but the rumors from various truckers and bikers and such is that people want to stay out of that town. Folks go missing. The truckers are taking longer routes (and thus losing money) to go around it whenever possible, and if they have to go through, they sure as hell don't stop. The local cops have never liked bikers there, as that image clashes with the family-friendly tourist trap the town wants to project. Still, he suggests you be careful.

(Contact: Once during this chronicle, you can call upon Smoker for advice. He and his pack aren't going to drop what they're doing to help you out, but Smoker apparently knows someone at every truck stop and gas station in the Rockies. His web of contacts might prove useful to you.)

RANDALL FOSTER

You've been walking North West from Louisiana, accompanied by a member of the Bayou Teché pack who goes by the deed name, Travels Under the Dark Moon. He was making a pilgrimage to a very holy site in the Rocky Mountains, a place the Hunters in Darkness call *Sakendar Isi* ("Guardian Mountain"). On the way, he introduced you to other Hunters in Darkness. Many of them were impressed by your decision to join one of Roman's packs. Jason Bright, a seer in one of the packs, decided to read the omens and see what destiny had in store for you.

He said, "I see a town. Small but full of life. I see a tree growing in the center of town. It casts a long shadow. Where the shadow falls, everything withers. I see the roots digging deep, strangling that which grows upon it. I see spirits resting in the branches of the tree. They are feeding the tree, making it grow. Soon, the tree will choke the life from everything else, leaving only the shadows.

"We know that all things can die. Father Wolf perished, and thus so may all things pass. To kill the tree, you must first take away its water."

The seer looked at the confused expression on your face. "The omens are not a map. Merely a suggestion as to which path to take. I see death on the road ahead, though I do not know whose death it shall be. Be wary. Do not walk on broken glass."

(Contact: Once during this chronicle, you can call upon Travels Under the Dark Moon for advice. It will take some time to get a message to him, as there are no telephones allowed on *Sakendar Isi*, but you can leave a message for him and he will call you back. Travels is an Irraka Hunter in Darkness, and he has numerous contacts among the Rocky Mountains. Travels has a wide array of knowledge, especially about Uratha lore.)

MIKE BERRINGER

Quote: *Lots of people have secrets. You really don't want to know mine.*

Background: Until nine months ago, Mike was just another opinionated college student with an ISP and enough bandwidth to make some noise. The child of activists, Mike grew up with politics in his blood. His high grades won him a prestigious Ivy League scholarship, but spending more time online debating politics than actually attending class caused his GPA to plummet. One of his devoted readers was a special assistant to the governor. A true believer like Mike, the special assistant leaked some private memos involving illegal deals between the governor and a construction company with ties to organized crime. Mike used the memos as a starting point and was able to assemble enough corroborating evidence that no one could write him off as “some Internet crank.” The case is still crawling through the courts, but the governor’s political career is over.

Some tough guys cornered Mike outside his apartment building and hustled him into a car. It was a dark night — no moon. Mike awoke naked and covered in blood in an alley next to his building. The knock on his door wasn’t the cops or the wise guys’ friends, it was a pack of werewolves. A brief and futile fight later, Mike learned the truth about himself.

The Iron Masters in the pack taught him the basics of being Uratha, but their goals didn’t coincide with his. They didn’t believe in getting involved in “human affairs,” instead concentrating on the spirit world. When Mike learned of Max Roman’s dream of a werewolf alliance, it seemed a good fit for him, and possibly a place where he could do more good. He liked the concept, though he’s been burned in the past trying to get disparate groups to work together.

Roleplaying Hints: Some people say you like the sound of your own voice. Actually, you hate speaking in front of people, but when no one else seems willing to say or do what must be done, you step up and speak passionately about what you believe. The system must change, and you have the power to do it. You are still active on your blog, “Informed Opinions,” though you’ve turned the reins of the system management over to a pal and you only post occasionally.

(The nature of Mike’s politics is left up to you. Whatever they are, he is passionate about them and they should reflect his werewolf nature.)

Description: Mike dresses for comfort, not style. His typical outfit is ratty jeans and a faded T-shirt. Weather permitting, he wears sandals or goes barefoot. His brown hair needs to be cut and falls over his eyes. He has a scruffy goatee that is never evenly shaved.

Equipment: dedicated outfit (Jeans, T-shirt, sandals), wireless laptop (and a server back in Boston

managed by a friend), cell phone, iPod, a few changes of clothes stuffed in a duffel bag. He used to carry a gun for protection, but he doesn’t bother anymore. Now, he is the weapon.

Virtue/Vice: Mike’s Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

Tribal Vow: “Honor Your Territory in All Things” — As an Iron Master, Mike must honor his oath to Sagrim-Ur, the Red Wolf. You must make a degeneration roll (four dice) if Mike allows significant damage or neglect to befall a territory he or his pack claim.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf’s Primal Urge is unsettling to normal humans, however. Mike has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn. He begins play with seven points of Essence.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target’s Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift’s influence suffer a –2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike’s Electronics Specialty). If the roll is successful, the machine stops working. It must have more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.



WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●

Computer ●●●●●

Crafts (Electronics) ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression (Blogging) ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Lying) ●●●●●

OTHER TRAITS

MERITS

Encyclopedic Knowledge ●●●●●

Contacts (Blogosphere, Political Fringe) ●●●●●

Fame (Blogosphere) ●●●●●

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FLAWS

ATTACK

Bite 3 (Gauru+2)

Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

RENOUN

PURITY _____ ●●●●●

GLORY _____ ●●●●●

HONOR _____ ●●●●●

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 9

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 10

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 13

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 16

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 14

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift

Roll

Page

Loose Tongue

(Manipulation + Socialize + Wisdom)

Left-Handed Spanner

(Wits + Crafts + Purity)

Partial Change

(Stamina + Survival + Primal Urge)

Rituals: 00000

Rite

Roll

Page

RYAN MASTERSON

Quote: *Don't believe everything you read.*

Background: Ryan grew up in Bangor, Maine, raised by his mother. She never talked about his father. Baby-sitters were expensive, and his mom's family tossed her out for getting pregnant. They lived a block from the library, and Ryan spent most of his time there. It was warm in the winter and cool in the summer, and the books didn't care that his clothes were from Goodwill. Ryan loved reading, but he truly loved scary stories. When he had read all of the fiction, he moved over to the small collection of books on the paranormal. He was fascinated by the tales of real people who looked for ghosts or other creatures. A cynical voice said they were all kidding themselves, but still, it was possible that something more was out there than a crappy apartment and the horrors of junior high.

He discovered, though, that life made ghost stories seem tame. His mom had been made the night manager of the chain restaurant where she worked, and they could finally afford a better place. Then he learned why the rent was so cheap. The building was haunted. The ghosts, riled by the spiritual upheavals surrounding his First Change, tried to kill him—short-circuiting electrical appliances when he was in the bathtub, breaking mirrors. Finally, they seized control of the elevator when he was in it, taking it up to the top floor and letting it go. He crawled from the wreckage in Gauru form. Bone Shadows who had sensed the disturbance exorcised the ghosts and kept him from hurting anyone.

Ryan's mother believes he is dead. The Bone Shadows felt it was best for him to sever all ties with his old life. He misses his mother, but he fears what might happen to her if she were drawn into his life. His lingering resentment of the pack led him to volunteer to join one of Max Roman's multi-tribal packs.

Roleplaying Hints: You are the youngest of the group, but you aren't the most immature. Becoming a werewolf and dealing with spirits and ghosts forced you to grow up quickly. While you might be something of an "old soul" when it comes to the Uratha world, however, you're still a teenage boy. You are quiet and curious, more likely to pick something up and examine it than to ask questions.

Description: Ryan is tall (5'11") and skinny as a scarecrow, though he is beginning to fill out. He has sandy blond hair and blue eyes that change color depending on what he wears. His werewolf relatives bought him a bunch of new clothes, the first nice clothes he's ever owned. He typically dresses in white shirts and slacks, usually with a paperback tucked into his back pocket. He has a tattoo of werewolf glyphs over his heart.

Equipment: Dedicated outfit (a navy sweater, black slacks, sneakers). A backpack, slung over one arm. The strap is intentionally kept long enough so that it won't

snap if he were to change form, though it would be awkward to carry in Urshul or Urhan form. It's full of notebooks, pens, books and other random paraphernalia. A small suitcase with a few changes of clothes and a picture of Ryan and his mother.

Virtue/Vice: Ryan's Virtue is *Hope*. Once per session, he regains all spent Willpower when he refuses to let others give in to despair, even if that harms his own goals or well-being. His vice is *Envy*. He regains one spent Willpower point at the end of any scene in which he gains something important from a rival or has a hand in harming a rival's well-being.

Tribal Vow: "Pay Each Spirit in Kind" — As a Bone Shadow, Ryan must honor his oath to Kamduis-Ur, the Death Wolf. You must make a degeneration roll (four dice) if Ryan fails to repay spirits for significant gifts or slights they make to him or his pack.

GIFTS AND URATHA POWERS

Primal Urge (2): Ryan can safely spend four turns (Stamina + Primal Urge) in Gauru—or six turns during a crescent moon, adding in his Wisdom Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Ryan has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn. He begins play with seven Essence.

Regeneration: Ryan automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Ryan to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (an automatic) action. For Ryan to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Death Sight (Death •): For the duration of a scene, Ryan's sight is attuned to the dead. He can perceive ghosts, even if they would ordinarily be invisible. Doing so requires him to simply will the capability into effect with an action. While the Gift is active, he may roll six dice (Intelligence + Occult)—taking his Occult Specialty in Ghosts into account—to detect any "stains" of death in an area. Making such a search is an instant action. The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question.

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters

applies to this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

Ritual Master (Ithaeur Auspice Ability): Ryan is especially adept at learning mystic rites, which is already figured in on his character sheet.

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you

receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

Fleet of Foot: Ryan is a fast runner. His running speed in all forms is higher than normal. This has been pre-calculated on his character sheet.

Blessing of Vigor Tattoo Fetish (••): Ryan has a fetish tattoo, a spirit bound into his very flesh. To activate the fetish, either spend one point of Essence or roll Ryan's Harmony – Fetish dots (this is a reflexive action). Once active, the tattoo grants a +2 modifier for all Physical-Attribute-based actions for a single turn. The next turn, however, the energy wears off and Ryan suffers a –2 modifier to all Physical Attribute-based rolls made for that turn. This fetish can be used only once per scene.

Language (First Tongue): Ryan understands the ancient language of spirits known as the First Tongue.



WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VIRTUE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer ●●●●●
Crafts ●●●●●
Investigation ●●●●●
Medicine ●●●●●
Occult (Monsters, Ghosts) ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●
Brawl ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy ●●●●●
Expression ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge (Adults) ●●●●●

MERITS

Language ●●●●●
Fetish (Blessing of, Vigor Tattoo) ●●●●●
Language (First Tongue) ●●●●●
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●●●●●
●●●●●

FLAWS

ATTACK

Bite 4 (Gauru+2)
Claw 4 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, backpack,
writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

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□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

RENOUN

PURITY _____ 00000
GLORY _____ 00000
HONOR _____ 00000
WISDOM _____ ●●●●●
CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: ●●●●●

Gift

Death Sight

Two-World Eyes

Roll

N/A

(Wits + Occult + Wisdom)

Page

Rituals: ●●●●●

Rite

Rite of Dedication

Roll

Harmony

Page

NADINE KELLER

Quote: *Somethin's coming. I can feel it in my bones.*

Background: Nadine grew up in the Ozarks, in a “backwoods” family. Her mother’s folk remedies were the closest thing to doctoring the locals had. Nadine sensed that her family was different from an early age. Her father was always off “on business,” and her mother was busy taking care of sick children and the elderly. But that wasn’t it—it was how the locals treated her. Even the richest family in the area (barely middle class) treated her and her family with a respect bordering on worship. At first, she thought it was because of her momma’s healing. Then, an angry father hit her mother for “daring” to help his wife after he beat her. On the night of the next full moon, the man was dead, torn to shreds. Nadine heard whispers that Old Jake should have known better than to mess with a Keller.

She soon figured out what her father was, and where he went on his “business.” The Kellers weren’t rich and powerful in the traditional sense, but her bloodline was full of werewolves. Her father helped her through her First Change and initiated her into the Storm Lords.

The transformation from young woman to werewolf was more than just physical. She discovered depths of courage and self-confidence that she had never known before. She was no longer afraid. She had never wanted to travel before, but now she wanted to strike out and leave her precious Ozarks. With her father’s blessing, she traveled to Colorado to join one of Max Roman’s multi-tribal packs.

Roleplaying Hints: You are something of a contradiction, which often happens with Elodoth. You are a powerful young werewolf, but still unsure of yourself in regular society, especially with more cosmopolitan settings than you’re familiar with. You let others take the lead when you don’t know what to do, but you step forward in an instant when you know the answer.

Description: Nadine is somewhat plain looking, with brown stringy hair usually pulled back in a ponytail. She dresses in new, though cheap, clothes. She does not have much of a sense of style, though she tries to copy what she sees in fashion magazines when possible.

Equipment: Dedicated outfit (patched jeans, worn-out sneakers, a faded blue T-shirt). A tackle box containing various herbs and tools she uses for healing. Romance novels. Beaten up Ford Ranger pickup truck (about 20 years old and held together with love and bailing wire). The back of the truck is full with a random assortment of tools and other useful items. (The Storyteller does have veto power of what might be there.) There are a few changes of clothes in garbage bags as well.

Virtue/Vice: Nadine’s Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she with-

stands overwhelming temptation to alter her goals. This doesn’t include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival’s well-being.

Tribal Vow: “Allow No One To Witness or To Tend Your Weakness” — As a Storm Lord, Nadine must honor her oath to Skolis-Ur, the Winter Wolf. You must make a degeneration roll (four dice) if Nadine allows others to see her in a state of significant weakness.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf’s Primal Urge is unsettling to normal humans, however. Nadine has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn. She begins play with seven Essence.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person’s words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed by the target’s Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a –1 penalty. This breeze lasts for two turns. No roll is required.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability). Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.



WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts (Jury-Rigging) ●●●●●

Investigation ●●●●●

Medicine (Folk Remedies) ●●●●●

Occult (Spirits) ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Small-Town Folks) ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●

Language (First Tongue) ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

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ESSENCE

□□□□□□□□□□
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PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 4

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 3

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 4

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: 00000

Gift

Scent Beneath the Surface

Call the Breeze

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

N/A

Page

Rituals: 00000

Rite

Roll

Page

KATE STONE

Quote: *Game. Set. Match.*

Background: Kate grew up in suburban New York, raised alone by her dad. She has a picture of her mother and some blurry memories, but she died soon after Kate was born. She suspects her mother was a werewolf, but she hasn't been able to dig up a relative who knows. Either way, her dad, a former left tackle for the New York Jets who blew out his knee in his first season, raised a jock for a daughter. A natural athlete, she excelled in every sport she tried out for. While she wasn't the center of her social circles, it was only because she saw the emptiness of it all. Only on the field (or the court or the track) with her blood pumping and the smell of victory in her grasp, did she feel truly alive and happy.

Her First Change took place during a marathon. Fortunately, she was alone on a stretch of highway. She had twisted her ankle but kept going, determined to finish. Already rocky from the stress, she changed when the moon rose. Semi-delirious, she shifted to the Urshul form and finished the race, terrifying the other runners. A pack of Blood Talons who had heard the news reports of a wild dog tracked her down.

Kate knew the Blood Talons were the right tribe for her, but the pack that had picked her up left something to be desired. The pack doubled as a street gang, its members ruling their urban neighborhood like medieval kings. She instinctively understood (and agreed with) their roles in the pack and knew she didn't fit. She parted amicably with the pack, and she hopes that joining one of Max Roman's multi-tribal packs will work out better. She still keeps in touch with her dad, who thinks she burned out and ran off to find herself. He hopes she will return one day, but Kate is determined to keep him out of her dangerous life.

Roleplaying Hints: You are a natural competitor, determined to be the best at whatever you try. You're smart enough to know that there are things you cannot do and that you don't have time to be an expert in everything. That doesn't stop your first inclination to take charge, however. You despise weakness in any form. While it's okay for someone to come in second place, it should be because someone else's best was a little better.

Description: Kate is very attractive in an athletic way, and she doesn't mind showing off her toned muscles. Her short hair is bottle-auburn, with well-done highlights. She dresses in stylish but practical clothes—outfits that can handle the wear and tear of her lifestyle. She tends to stand in aggressive postures.

Equipment: Dedicated outfit (tight jeans with gussets sewn in so she can move in them, sports bra, and broken-in running shoes). Stylish clothes for various occasions, crammed tightly in a gym bag. Tennis racquet and balls. The first-place trophy from her first tournament.

Virtue/Vice: Kate's Virtue is *Hope*. Once per session, she regains all of her spent Willpower when she refuses to let others give in to despair, even when doing so harms her goals or well-being. Her Vice is *Pride*. She regains one spent Willpower point at the end of any scene in which she exerted her will over others at some potential risk to herself.

Tribal Vow: "Offer No Surrender You Would Not Accept" — As a Blood Talon, Kate must honor her oath to Fenris-Ur, the Destroyer Wolf. You must make a degeneration roll (four dice) if Kate surrenders or concedes a significant victory to a foe.

GIFTS AND URATHA POWERS

Primal Urge (1): Kate can safely spend three turns (Stamina + Primal Urge) in Gauru—or five turns during a gibbous moon, adding in her Glory Renown. A werewolf's Primal Urge is unsettling to normal humans. Kate has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Kate can have up to 10 points of Essence and spend one Essence per turn. She begins with seven Essence.

Regeneration: Kate automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Kate to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Kate to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Crushing Blow (Strength •): Spend one Willpower. This Gift's effects last for a scene. During that time, any bashing damage she normally inflicts, whether with her bare hands or with a blunt instrument, is converted to lethal damage.

Pack Awareness (Gibbous Moon •): Roll Kate's Wits + Empathy + Wisdom as a reflexive action for her to immediately get a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "sleeping," "fleeing," or "having sex." Finally, she can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds.

The Right Words (Inspiration •): Kate's gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. Activating this Gift is reflexive and requires no roll.

Prophetic Dreams (Cahalith Auspice Ability):

Once per story, you may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing Kate. She must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism.

MERITS

Fast Reflexes & Fleet of Foot: Kate is quick-witted and a fast runner. The effects of these Merits are already reflected on her character sheet.

Fighting Style: Boxing (•): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body**

Blow. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

Striking Looks (+1): Kate is very attractive. She gets a +1 modifier to all Presence or Manipulation rolls when she attempts to use her looks in social situations. Her looks can be a drawback, however, as she is more likely to be remembered or to attract unwanted attention.



WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VIRTUE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts ●●●●●

Investigation 00000

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Blogging) ●●●●●

Brawl ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival (Navigation) ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy ●●●●●

Expression (Speeches) ●●●●●

Intimidation ●●●●●

Persuasion (Oratory) ●●●●●

Socialize ●●●●●

Streetwise 00000

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Fast Reflexes ●●●●●

Fighting Style: Boxing ●●●●●

Fleet of Foot ●●●●●

Striking Looks (+1) ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, stylish clothes,

gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0
9 0
8 0
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

RENOUN

PURITY 00000

GLORY ●●●●●

HONOR 00000

WISDOM ●●●●●

CUNNING 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 7

SPEED: 13

ARMOR: _____

PERCEPTION: 4

STRENGTH(+1): 4

STAMINA(+1): 3

MANIPULATION(-1): 2

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 7

SPEED(+1): 14

ARMOR: _____

PERCEPTION(+2): 6

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 4

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 8

SPEED(+4): 17

ARMOR: _____ 1/1

PERCEPTION(+3): 7

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 5

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+7): 20

ARMOR: _____

PERCEPTION(+3): 7

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+5): 18

ARMOR: _____

PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: 00000

Gift

Crushing Blow

Pack Awareness

The Right Words

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

Page

Rituals: 00000

Rite

Roll

Page

RANDALL FOSTER

Quote: *You just might want to rethink that. [low growl...]*

Background: Randall's been around. He's been on his own since he was a kid, having run away after ending (though rarely starting) too many fights. He's wandered from town to town, doing odd jobs here and there, never staying in one place for too long. Either he'd be encouraged to move along by the local powers that be, or his innate wanderlust got the better of him and he'd wander along to the next place.

One night, walking along a dark highway between Lafayette and New Iberia, a black wolf attacked him. He woke up in the hospital. The orderlies chuckled over his story but started him on rabies shots—there were no wolves in Louisiana. Nonetheless, the next few days were a psychedelic trip as the spirit world shuddered with his rebirth as a werewolf. The Hunters in Darkness had guarded the secrets of the Bayou Teché since time immemorial. They fostered their new brother for a time, but his wanderlust got the better of him again and he was off, discovering the difficult life of a lone werewolf on the road. While in the Rockies, he met Max Roman at a gathering and decided that if he had to settle down (something he's not sure of), it should be with an interesting group of folks. Maybe a bunch of different werewolves will be more interesting than just one sort.

Roleplaying Hints: You get involved with people. While other Uratha hold themselves above humanity, you cannot get over your innate joy of getting to know new folks. You listen to their stories, learn their problems, and then do something about it.

Description: Randall has a weathered look to him. He moves slowly and deliberately, keeping watch on everything in the room as he does. His shaggy brown hair is about four months past when it should have been cut, and he frequently has to push it out of his eyes.

Equipment: Dedicated outfit (jeans, cowboy boots, a worn white cotton shirt, a denim jacket with all sorts of pins on the pockets).

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

Tribal Vow: "Let No Sacred Place in Your Territory be Violated" — As a Hunter in Darkness, Randall must honor his oath to Hikaon-Ur, the Black Wolf. You must make a degeneration roll (four dice) if Randall allows a spiritually important place (such as a locus or church) over which he or his pack claim dominion be significantly damaged or violated.

GIFTS AND URATHA POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns

during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn. He begins play with seven Essence.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Randall to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent automatically incur a –1 penalty, and by spending one Essence, you can intensify the penalty to –3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival (Roughing It) ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Sensing Lies) ●●●●●

Expression ●●●●●

Intimidation (The Glare) ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●

Fast Reflexes ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 8

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 8

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 4

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 9

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●○○○

Gift
Clarity

Roll
N/A

Page

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: 000000

Rite

Roll

Page

INTRODUCTION

Welcome to the second installment of the **Manitou Springs** chronicle for **Werewolf: The Forsaken**. In this story, the pack has two goals to achieve. The first is to start making the Meers house and the surrounding territory the pack's own. The second is to begin hunting the rogue spirits in Manitou Springs. The pack must be careful, though, as its hunting ground is full of dangerous predators.

NEW MOON

This chapter of the chronicle takes place under the new moon. The Irraka is the scout and master of walking unseen. He tests the boundaries of other pack's territories as well as the boundaries between human and werewolf society. In this chapter, the characters must learn more about their new hunting grounds. They must also walk carefully and not draw too much attention to themselves. The characters are expected to make this land their territory, and they can't do that if every police officer in the state is looking for five suspects matching their description.

STORYTELLING TECHNIQUES— FREEFORM PLAY AND THE MEN WITH GUNS

The first chapter of this chronicle was written in a very straightforward fashion. The characters met at Location A, had a combat at Location B, had a chance to wander around Location C before finally having a larger battle at Location D. This chapter is designed with a looser set of constraints. While a few events are scheduled to occur, such as an attack on the characters in town, the majority of the chapter is a listing of possible encounters. They can be run sequentially and are vaguely designed with that arc in mind. If the players decide that the first place the characters want to visit when they get to town is the Sheriff's office instead of the grocery store, however, then let them go there first. In "Welcome to Manitou Springs," we presented a few places the pack might want to visit before going to the Meers house (a church, a folksy diner, a small shop, a super-store). If the characters did not visit any of those places, they might want to do so while exploring the town. Refer back to that chapter as needed.

When starting a freeform session, simply ask the players, "What do your characters want to do?" Players more experienced with linear adventures (such as Chapter One)

might find themselves stuck. Often, published chronicles (or ones designed by individual Storytellers) place the characters in a reactive mode. A monster has attacked a village, so someone hires the characters to find the monster's lair and slay the thing. Players are used to having the adventure provided for them. While this chapter does provide an agenda (learning about Manitou Springs and what's been happening there), it's not going to step up and smack anyone in the face. If the players seem to be stuck, we recommend asking leading questions such as, "Is there anything your character wants to get for the house?" or, "How do you want to investigate the bodies you found in the well?" Try not to start swinging the "clue-by-four" around by asking questions like, "Do you want to find out what the five dead men had in common?" unless the players are totally stuck.

Lastly, when players seem to be floundering and the plot seems to have painted itself into a corner, borrow a maxim from the mystery writer Raymond Chandler: Have men with guns come into the room. If things are getting slow, have something exciting complicate the plot. This chapter has the metaphorical "men with guns" embodied by the Manitou Springs high school football team, urged by sinister spirits to attack the characters. That isn't the only way to apply the rule, though. The complication could be throwing a romantic interest at one of the characters. Or perhaps a character gets an offer for work in town. Either way, this new addition to the plot gives the Storyteller another person with whom the pack can interact. (And later, the Storyteller can make the story more personal by endangering this new love interest.)

CHARACTER ADVANCEMENT

Starting with this chapter, we present new character sheets for the five characters as they grow in experience and capabilities. This evolution manifests as improvements in Skills, new Merits and even new werewolf Gifts. Not every character will necessarily get a new sheet each chapter (some traits take more time to develop than others), but fret not — everyone will have a chance to shine. This chapter, Mike, Nadine and Randall get new character sheets.

The **World of Darkness Rulebook** and **Werewolf: The Forsaken** provide a fuller advancement system in which players earn and spend experience points for their characters.

NEW AND IMPROVED TRAITS

Improvements in Attributes or Skills represent lessons the character learns as she goes through her new life as an Uratha. In the first chapter, all the characters have had the chance to engage in searches, to learn occult secrets, to fight for their territory, and much more. These lessons manifest as improved traits. You can assume that these improvements manifest in the downtime between chapters.

New Gifts represent new levels of spiritual power and they evolve significantly less naturally. The specific circumstances for gaining new Gifts will be addressed in a later chapter.

HARMONY

New character sheets do not have any dots filled in for Harmony. As explained in the rules section of Chapter One, this trait can fall depending on whether the character commits acts that go against this moral balance between wolf and man, spirit and flesh. Players should transfer over whatever their characters' Harmony was at the end of the previous chapter.

Harmony principally demands respect of the dueling wolf and human natures in the Uratha. Degeneration rolls are called for whenever a character commits one of the following "sins" (roll the number of dice in brackets):

- Breaking his tribal vow (four dice)
- Slaying a human or wolf without cause (three dice)
- Slaying a werewolf in battle (three dice)
- Revealing the existence of werewolves to a human (three dice)
- Torturing enemies or prey (two dice)
- Hunting humans or wolves for food (two dice)
- Betraying his pack (two dice)

Feel free to call for degeneration rolls if the characters commit acts you judge to be of equal severity to any of the above, but remember that Uratha are predators and their interpretation of cause for killing a human may be significantly looser than human laws or morality allows.

For more on Harmony and degeneration, see Chapter One, p. 8.

OUR STORY CONTINUES...

First of all, a quick recap of the last chapter. Your players' werewolf characters were recruited and set up in a new territory all their own, replacing the territory's deceased erstwhile defenders. They traveled from Denver to a small Rocky Mountains town called Manitou Springs, seeing even before they arrived how out of hand the denizens of the Shadow Realm were becoming. On the scene, they discovered that spirits were escaping from the locus at the heart of their territory,

but not so many as might be expected. They found the home property of the fallen werewolf defenders and moved in, only to find the place haunted by five ghosts who seemed to be under the influence of a mysterious and powerful spirit—one whom the ghosts themselves did not understand. The closer the characters came to the natural wellspring of cold, pure water over which their new home had apparently been built, the more agitated the ghosts became. That wellspring, carefully maintained by the territory's former pack, was the locus at the heart of the characters' new territory. For their part, all the ghosts knew was that they could not rest as long as their bodies remained unburied and that they had to protect the area around the former pack's locus (though they did not think of it in such terms). Their bodies lay in the bottom of the well. Whether the characters eventually destroyed the ghosts or spoke to them and reasoned with them, they mitigated the threat, pulled the ghost's bodies out of the well, and took the first steps toward making the territory their own. They also came together as a pack.

THE LOCUS

With the corpses pulled from the well, the Meers house locus slowly returned to its former natural state. In game terms, it is a two-dot locus, which has the following effects on game-play:

- Its area of influence covers the Meers house.
- Spirits can conceal themselves in the locus, making them undetectable except via supernatural abilities in either the physical or spirit wilds.
- Werewolves and other creatures capable of entering the spirit world can do so in the locus's area of influence. Spirits whose resonance matches the locus's resonance have a +2 modifier to the appropriate roll.
- Spirits may use their Numina across the Gauntlet at the locus without the use of the Reaching Numen.
- Spirits of the same resonance as the locus heal there (or re-form after being discorporated) twice as fast as they otherwise would.
- The locus generates six Essence a day and can hold up to 20 points of stored Essence if the daily output is not consumed by spirits or Uratha. Assume that when the pack takes possession, there is no stored Essence available. A player whose werewolf wants to absorb the Essence must roll Harmony, with each success giving the werewolf one Essence. This process takes one minute per dot of Essence consumed.

THIS OLD HOUSE

The house itself is in fair shape. Some of the furniture is good only for firewood, but some of the pieces on the second floor might fetch a tidy sum at a local antique dealership or online. The kitchen is a disaster area. The upstairs bedroom is in fair shape, as the spirits using the locus never really bothered going up there. The plumbing still works, though the pilot light on the water heater has to be re-lit. The utilities have to be turned on in town, which requires a sizeable deposit. In short, it takes a few days to get the house back in shape. The pack's cell phones work, and they can schedule having the utilities turned on over the telephone. Additionally, the repairs to the house and general cleanup can be done with the tools at hand, both from the shed and the ones in Nadine's truck. The Meers had a stash of canned goods and MREs (i.e., "meals ready to eat"—well-preserved military rations) for food, and there is a separate well for the house's water. Plus, the characters are *werewolves*. Their first instinct is to hunt for their food. Game is plentiful in the area, even more so since the Meers' departure. You can either narrate the pack's first hunt or have the players simply roll Wits + Survival to have their characters bring home some fresh meat.

The assumption the scenario starts out with is that the pack has decided to hole up in the lodge, clearing it out and doing research. No rolls are required for the clean-up, as the nitty-gritty of snaking out the pipes and disposing of the garbage won't turn out to be essential to the plot. Promise.

The characters might decide to somehow fortify the lodge or the land, setting traps in the woods and the like. Encourage this sort of behavior. The land is *theirs*, and werewolves are fiercely protective of their territory. We suggest that the player of one member of the pack—presumably the one most interested in fortifications—draw up a list of what he wants done. Not all of it will be possible in the span of time between freeing the ghosts and the start of this section, but let the characters accomplish a few things. As the chronicle progresses, let the fortifications continue to improve. If the players ask about what the Meers did, inform them that they mostly just hunted but also occasionally used bound spirits for defense.



RESOURCES

The Storytelling rules system assumes that characters have a job or other source of income to provide them with the basics of food, shelter, and transportation. It's just a given that each of the characters has access to a little money.

For instance, Mike's blog sells advertising space to various political campaigns and political action com-

mittees, and he can access some of that money. Ryan can access some of the Pickering family's wealth through a trust fund. Nadine and Kate can get a little money from their families. It would be more in character for Nadine to just have whatever she might need in her truck, rather than having cash to flash. Kate, on the other hand, is not completely estranged from her father and can ask him for some money here and there. Randall lacks any sort of family ties, but he usually finds odd jobs here and there to cover some expenses. Additionally, some of the antiques and objets d'art in the house are worth some money and could provide the pack with a little breathing room. None of the packmates has any additional dots of Resources, so they should be scraping without the big bucks for expensive toys.

Most werewolves don't have regular jobs. Their temperaments make them bad employees and difficult bosses. Many werewolves, however, can find work in jobs that require little interaction with other people. Some technically minded Uratha, especially Iron Masters, work as contract programmers. Other werewolves are freelance journalists or bounty hunters. Werewolves who have managed to stay in touch with their human families often sponge off of their relatives. Additionally, werewolves are well suited to occupations outside the law. Werewolves make excellent criminals, with their supernatural abilities giving them an edge over human gangsters. Their crimes can be as simple as mugging and car-jacking, or as complex as computer crime. Of course, some werewolves avoid human society and live rough off the land, especially Hunters in Darkness.

Here are some suggested jobs for the pack, if the players want to pursue that sort of thing. If the players are not interested in what their characters do for money and are happy to just live hand to mouth in a simple way, then don't push them. Most everyone has to go to work or school in their regular lives and roleplaying games are supposed to be an escape from that sort of thing.

JOBS BY CHARACTER

MIKE BERRINGER

While Manitou Springs looks like a rustic little town, many of the town's stores and vacation spots have web pages. He could easily find work doing web design or technical support for any of the local businesses with a web presence. He probably wouldn't even have to work on site.

RYAN MASTERSON

Since he is underage, he would have to get some sort of low-paying job, the kind most high school students suffer through. Of course, seeking that sort of employment will attract attention as to why he's not in school. He might have to go back to high school. High school can be a dangerous place for a werewolf, as the high-pressure situations make it difficult to keep one's temper in check.

NADINE KELLER

There are a few “New Age” stores that sell folk remedies and such, along with Native American crafts. Nadine is also handy with tools. Her practical skill set means she could easily find any sort of employment she wanted.

KATE STONE

Kate is underage, but she’s old enough not to be forced to go to school. She does not have a lot of salable skills, except perhaps at a gym, where she could work as a trainer or a tennis coach. Her Gift: The Right Words would allow her to schmooze people more easily, so she might find work in sales at one of the many shops and boutiques.

RANDALL FOSTER

Randall has some practical skills and could find work in construction or anything involving working with his hands. He also might try to find work as a nature guide, as his attunement to nature would help him in that sort of career—provided he can put up with ignorant city-slicker tourists.

Having a job means building ties to the community, which the Meers pack avoided. Making friends and allies is a double-edged sword. On one hand, doing so keeps werewolves grounded in everyday reality and gives them access to information that would be more difficult to gather otherwise. On the other hand, they make themselves vulnerable. An enemy (or even a rival pack) could decide to strike at the characters through their friends, and humans are such fragile creatures...



SLEEPING IN SOMEONE ELSE’S BED

Here is a little information about the Meers pack. Your characters will presumably root around in their stuff, hoping to find something of value, either to sell or to use. The Cahalith of the pack, Angelo Meers, kept a series of diaries, using a fetish (a spiritually imbued tool) called a Blood Letter to keep them from prying eyes. While rooting around, Ryan discovers the books—apparently a Time-Life series on the Old West—and is able to activate them. All he has to do is let one drop of his blood touch the page (perhaps as a result of a paper cut), then spend one Essence. The player could also roll Harmony (including a –1 modifier for the fetish’s level) in place of the Essence expenditure. Ryan doesn’t have a lot of time to sit around just reading books, but over time, as the chronicle progresses, he can glean bits of information here and there as he finds them in the diaries. The most obvious information that stands out in the diaries (and that in which the characters might be most interested at first) concerns who the Meers pack was and how it functioned.

Before its last campaign against Gurdilag in Denver, the Meers pack consisted of four werewolves, all of the Bone Shadow tribe. In the past, there were three other members of the pack, though they perished under various circumstances.

- **Samuel Meers (Ithaeur).** Samuel Meers was the pack’s alpha. He personally assembled the pack, choosing new members to best fit his ideal of what the pack should be. Angelo’s diaries indicate that Samuel was a hard-nosed alpha who insisted on strict chains of dominance. He also insisted that all of the members of his pack take his last name and that the pack sleep together. The townsfolk certainly wondered about the odd “family,” as none of them had any family resemblance and none of them had any children. Samuel didn’t care what the neighbors thought, as long as they kept their distance. As harshly as Angelo describes Samuel, it is never implied that Angelo resents the way that Samuel runs the pack. In fact, Angelo appeared to be in awe of his alpha, hardly ever questioning his authority. Angelo did note that he wished that Samuel would participate in Uratha politics more. Samuel had two goals. The first was to continually patrol the pack’s territory. He also despised a pack of Pure Tribe werewolves living to the southwest beyond a buffer zone that both packs contested. (The Pure Tribes are werewolves who reject the concept of keeping the Shadow Realm in check and hate other Uratha for the murder of their ancient spiritual patriarch, Father Wolf. All of the characters have at least heard tales of the fearsome and bloodthirsty Pure Tribes.)

The Pure pack had stolen an ancient Bone Shadow fetish called the *Hiranzu Hithri* (“Thunder Bird Staff”), which had belonged to Samuel’s grandfather. Once he found a new Rahu for the pack, he had intended to make another attempt to reclaim the fetish. Samuel’s dedication to patrolling the territory meant that the pack frequently journeyed in the Shadow Realm, ensuring that no rogue spirits would dare cross over into the physical realm.

- **Amanda Blake Meers (Irraka).** The diaries portray Amanda as a strident voice of opposition to Samuel. While she was not the newest member of the pack, she had been with the pack for only a handful of years before its participation in Max Roman’s crusade. Editorial comments by Angelo suggest that she might have done well as a Half Moon, as she constantly questioned Samuel’s decisions. He records numerous times when she and Samuel literally came to blows, and only his jaws at her throat forced her to submit. Angelo believes that Samuel had something Amanda wanted; otherwise she would have just left. Quitting a pack is an emotionally devastating affair for a werewolf, but the ongoing fighting between the two of them was taking its toll on everyone. The latest conflicts between Amanda and Samuel were over Sheriff Powe. The pack believed him to be wolf-blooded, and Angelo did some research as to his bloodline, suggesting that Powe’s grandmother was Uratha. Amanda wanted to bring

Powe into their confidence, so that they could more easily avoid legal troubles in pursuing their duties. Samuel, on the other hand, forbid them from speaking with Powe, on the grounds that doing so would expose both the pack and Powe to trouble. Angelo believes that the sheriff suspects that the Meers are werewolves.

- **Angelo Garibaldi Meers (Cahalith).** Angelo was the pack's lore-keeper and voice of reason. While he was an ardent follower of Samuel, he was also the one in the pack who was most likely to be able to convince Samuel to change his mind about something. His diaries show that he had a quick wit and used humor to defuse tense situations. He rarely wrote about himself, though his comments about the rest of the pack tell the reader a great deal about him. Angelo was one of the original members of Samuel's pack.

- **Dayna Goldstein Meers (Elodoth).** Dayna was the youngest and newest member of the pack, and she had yet to fully gel with the rest of the group. According to Angelo, the strict hierarchy grated on her, though she did find some of Samuel's rituals oddly comforting. Angelo noted that she took to the idea of the communal sleeping arrangements immediately, which many Uratha find more difficult.

Life as a werewolf is difficult and dangerous, to say the least. The Meers pack lost three members before the entire pack perished in the crusade against Gurdilag.

- **Chester Rodriguez Meers (Rahu).** Chester was the pack's first Rahu. Chester and Angelo shared a love of home-brewing beer. Chester perished in a Pure Tribe ambush that took place the last time Samuel tried to lead the pack in a raid to retrieve his grandfather's fetish staff. When the raid went sour, Chester gave his life holding the line so that the rest of the pack could escape. Angelo regretted Chester's loss and his opinion after that was that the pack should make no future attempts to recover the staff, as the price paid was too high.

- **Vanessa Patrick Meers (Rahu).** Vanessa was Chester's replacement in the pack. The pack recruited her on a rare trip outside its territory. The Meers pack had worked with another pack of Bone Shadows to hunt down a Ridden that had passed through Manitou Springs. The Ridden had proved itself powerful enough that the Meers pack could not defeat it alone, so Samuel called in a favor from an old ally and both packs worked together to take down the Ridden. Vanessa, the junior Rahu of that pack, impressed Samuel with her fighting prowess, and he asked her to join his own pack. Fresh from her First Change and eager to get out of the other Rahu's shadow, she accepted. She died a few years later when the pack fought a powerful tree-spirit called the Alder Man.

- **Miriam Kowalski Meers (Ithaeur).** Miriam died fighting Gurdilag's brood before the pack took up the cause for Denver. Angelo's diary entries suggest that Samuel didn't want to get involved in Max Roman's crusade until after Miriam's death.

The diaries also mention the pack's totem spirit, Kerexusaka. Angelo never wrote down much about it, usually referring to it as "the Cat." Reading between the lines suggests that it was a large predatory cat, presumably one native to the region. Any successes on an Intelligence + Survival roll will show that the most common wild cats native to the Rockies are cougars, lynxes, and bobcats.



BLOOD LETTER (•)

Werewolves have no written language. While some inventive Iron Masters have attempted to create phonetic alphabets for the First Tongue, none have caught on. A few have come to some common use among certain lodges, but they tend to keep their secrets private. To overcome the lack of a written language, while still preserving the need for secrecy, the Bone Shadows invented the Blood Letter fetish. Until it is activated, it appears to be an ordinary book (or scroll or map or whatever the creator used) with whatever was already written on the paper still there. To activate the fetish, the werewolf must let a drop of his blood fall onto the page, then the player rolls Harmony with a -1 modifier (or spends one Essence). The blood soaks into the page, obscuring the old text and revealing whatever the werewolf had written there. To write onto a "blank" page, the character must use a combination of ink and his blood.

Action: Instant to prepare a blank page for new writing or reveal what was written previously.



THE QUIET MOUNTAIN

Before the Meers pack perished, the spirits of the area were kept in line by the pack's almost maniacal devotion. That is not to say that the pack somehow managed to keep all of the spirits bent to its will, though—far from it. The Meers pack took its patrols very seriously. Spirits that got out of line were dealt with harshly and immediately. Spirits that tended to their duties and did not attempt to stray into the material realm were left alone.

When the Meers died, the spirits of the area held their collective breaths. They bided their time at first, waiting to see if the keepers would return. The Meers had left before, on trips to remote areas to find some lost fetish or acquire some heretofore hidden knowledge, but they always returned. Yet as more and more time passed and the pack never returned—and even Kerexusaka was seen limping back to the locus before disappearing into the mountains whence it came—they knew that their Uratha tormentors were no more. For a time, the spirits rejoiced in their new freedom. Once word had come back from Denver that

the Meers had perished, the spirits swarmed the locus and stormed across the Gauntlet. Even the spirits that had never considered slipping across into the physical realm experimented with it. The ordinary humans of Manitou Springs remember the seminal day of this invasion as a Town Founders Day celebration that got out of hand.

Since that Founder's Day, the townsfolk of Manitou Springs have often found themselves subject to odd desires and urges that they cannot control. Many of them write it off at first, figuring that any odd behavior is just an itch that needed to be scratched. As the spirits grow more enchanted with the myriad new experiences available in the material world, however, they don't stop with the odd. They make teetotalers go on weeklong drinking binges. They urge faithful couples to cheat on each other then show videos of their acts to the neighbors. They possess people and make them smash their hands with hammers until the bones are pulverized, just to see how it feels. Then they relinquish control and watch what happens.

The ongoing possessions and urgings of the townsfolk have not gone unnoticed. Only the most willfully oblivious or clueless can fail to perceive that *something* is wrong. At first, everyone assumed that the odd behavior was just some folks' way of blowing off steam or indulging their mid-life crises. It's gone beyond that now. The townsfolk whisper to one another about "the Wanting." If a man starts drinking water until he gets hyponatremia (a salt imbalance that resembles dehydration), they'll lower their eyes and mutter, "He Wanted the water." The capital letter is almost audible. This ongoing stress has led to many of the townsfolk losing precious pieces of their sanity. Many of the townsfolk have a derangement or two. Some of those possible derangements include:

Depression: The former Ridden now believes that his life is completely out of control. He cannot spend Willpower for any action, and he is generally listless.

Fixation: The former Ridden has become obsessed with whatever urge he picked up during his possession. If he was forced to eat a certain food, that's the only food he *can* eat. Anything else is unappetizing or nauseating.

Fugue: One of the mind's greatest gifts is the ability to block out unpleasant memories. To the victims of possession who were forced to perform abhorrent acts, entering a fugue state (where they black out or appear to be sleepwalking—this may be mistaken by werewolves for possession) allows them to cope with the pain they have suffered.

Obsessive-Compulsion: To force order back into her chaotic world, the former Ridden becomes obsessed with minor habits. She might have to wash her hands 10 times with scalding water multiple times a day. She might have to count passing cars or avoid stepping on cracks. Her home becomes a shrine to her obsession, with every object in a certain place, and woe to anyone who moves something.

Paranoia: Many of the townsfolk believe that whatever is happening to their town is the fault of strangers. As such, they have become hostile to the tourists who are the life's blood of the town. They might even suspect that anyone who has been subject to "the Wanting" might be under the control of whatever force is causing this.

Phobia: The hypothetical person who drank so much water that he got sick from it might be struck with hydrophobia. Just taking a bath or drinking water (i.e., forcing himself to face the object of his phobia) calls for a Resolve + Composure roll.

FREEFORM LEADS

The following section contains a list of plot leads, as well as encounters the characters might have with the Urged and Claimed of Manitou Springs as they scout out their new home. The encounters can be played in any order, and can even be spread out through the rest of the **Manitou Springs** chronicle. You should fit the event to the characters, so that the characters come across the Ridden in a semi-natural fashion. Feel free to mix and match pieces from these "adventure stubs" or skip some of them entirely.

THE GHOSTS

Investigating the histories of the ghosts who were trapped in the wellspring under the house is a likely avenue of exploration for the pack. The town gets enough visitors that five older gentlemen don't particularly stand out in the minds of the townsfolk, especially since they are more concerned with their own odd urges of late. If the characters tried to get information out of the ghosts before destroying them or laying them to rest, they might have better luck going to the specific hotels or bed and breakfasts in which the men stayed before being murdered. They all stayed in different hotels in town, so there is no common denominator there. Since all of the men were older gentlemen, one reasonable avenue of exploration would be to see if there were any activities aimed at older tourists. Again, nothing in particular.

Sadly for the characters, these five men seem to have been chosen because they didn't stand out. (There is actually a reason that older men were chosen, but that will be revealed in a later chapter when the characters have more information.)

THE OUTLAW

This should be used at a point when Ryan uses Two-World Eyes in the town. Take Ryan's player aside and read him the following text:

Your eye glazes over as your perceptions shift to the Shadow Realm. You glance around and see a gathering of spirits. You look closer and see a spirit sapling growing up out of the sidewalk. You've seen a few of these around town, though you've never seen one used like this. Hanging from this sapling

is a spirit you recognize from your training. It's a *Sehuga* (a "Dung-Eater"). It's vaguely reminiscent of a chimpanzee, though the fur is the coarse gray of a rat, and its eyeless face has a wide lamprey's mouth, circular and full of teeth. The *Sehuga* is bound to the tree with what looks like barbed wire digging deep into its flesh. Surrounding the spirit is a small crowd of spirits. In turn, they each approach the *Sehuga* and bite into its flesh. They take away larger and larger chunks of its flesh. You feel grateful for a moment that this Gift only conveys sight. With each bite, the lamprey's mouth stretches wide open and quivers in a silent scream. The spirits tear away at the *Sehuga*'s flesh until it is completely disincorporated. One of the spirits, bloated from its feast, sees you looking at it and stares at you quizzically. You quickly look away, disrupting the Gift.

Since the pack cannot enter the Shadow Realm in town, this is basically just a little mood setting.

THE JOGGER MAN

This encounter should pop up when the pack has been in town for more than a few hours. Read the following text to the players:

Driving into town, you passed a jogger. He looked tired and in pain, but that is typical for joggers. That was a few hours ago. Coming out of [whatever store the characters were in], you see him again. His shoes are worn through, and his feet are bleeding severely.

This man is being urged by a fox-spirit that is curious how long a two-legged creature can run without stopping. If the characters try to stop or restrain the jogger, the spirit will let him go and flee. The jogger is Jim Fitzpatrick, a vacationer. He doesn't remember much of the day. He woke up that morning and went out for his morning run. Everything after that is a blur. If the pack calls 911, refer to the "Calling for Help" section on page 10.

THE HUNTER

This encounter should occur when the pack is either en route to town or returning from town. Read the following text to the players.

You are halfway between home and town when you hear a loud gunshot, like a rifle. The shot is followed by three more in rapid succession. The shots come from the forest off the road, deep in the woods.

Tracking the sounds to the source requires a Wits + Survival roll. Any of the pack in a form with heightened senses (presumably at least one), will smell blood and cordite as they get closer to where they believe they heard the shots. They will quickly find a blood trail along a game trail. Using Wits + Investigation or Wits + Survival will let them interpret the blood splatter. It looks like a human being was shot multiple times and dragged away up the trail. Following the blood trail is trivial for a werewolf in practically any form. If the pack then tries to sneak up on whatever shot the gun (presumably a good idea), then roll Wits + Stealth opposed by the hunter's

Wits + Composure. If the characters win the contested roll, read the first set of text. If they lose, read the second and go to Initiative.

Successful use of the Gift: Death Sight shows the stain of the murder—that it was recent and relatively painless. (See Ryan's character sheet for more details on that Gift.)

Sneaking up on the killer is easy for you. You see a small campsite and expensive camping gear. There are two tents, one on each side of a small campfire that is now embers. You are downwind of the hunter and its prey. A long pole hangs between two branches. A naked human corpse is tied to the pole by its arms and legs. The dead man's clothes are sliced to ribbons on the ground underneath the body. Another man, a middle-aged white man dressed in Land's End hunting gear, is field-cleaning the body with a large knife. Two hunting rifles lean up against the tree within arm's reach of the hunter as he works. You can see a look of resigned triumph on the hunter's face. As he works, he murmurs, "Alder will not begrudge just one."

If the hunter achieves more successes than any single member of the pack, he is cagier and ready to deal with whoever's sneaking up on him. Read the following text as the characters approach:

As you approach, you see a small campsite and expensive camping gear. There are two tents, one on each side of a small campfire that is now embers. A long pole hangs between two branches, and a naked human corpse is tied to it by its arms and legs. The dead man's clothes are sliced to ribbons on the ground underneath the body. Another man, a middle-aged white man dressed in Land's End hunting gear, is standing in front of the body with his hands out of sight. As you emerge into the campsite, he rounds on you, raising a hunting rifle to fire.

The hunter, Matt Curry, is being urged by a deer-spirit. It decided to use the opportunity of escape from the Shadow Realm to possess a hunter and let other hunters know how it feels to be prey. This hunter has shot and killed his brother in law. The deer-spirit plans to cook the meat and eat it before releasing Matt. If the pack sneaks up successfully and attacks the Urged, it will defend itself with the hunting knife. If they sneak up unsuccessfully, it defends itself with the rifle. If the characters change form in front of the hunter, however, or if they attack in any of the non-human or non-wolf intermediary forms, the spirit fights for only one turn before relinquishing its hold on Matt and fleeing.

Because of his low Willpower, Matt flees in abject panic if confronted with a werewolf in Gauru form after the spirit leaves him alone. He flees with some control of his actions if he is confronted with a werewolf in Urshul. He is terrified but relatively in control if he faces a werewolf in Dalu form. If the characters are in different forms, he reacts to the most frightening one.

If Matt is still alive after the battle, the characters are left with the question of what to do about Matt. He killed his brother in law, and he believes in his fragile mental

state that he is guilty of it. He will likely turn himself in, if the werewolves allow him to get away. Matt's game statistics are on page 14.

CALLING FOR HELP

A natural reaction to emergencies is to call 911. The emergency call number for the area goes to the Sheriff's Office. A deputy is on call there 24 hours a day to route emergency services to the police department or the volunteer fire department, which doubles as an ambulance service. With the exception of Sheriff Powe, however, many of the civil servants are corrupt or compromised in one way or another. Not all of the police or firemen are Ridden, per se, but they are all under various forms of compulsion (from spiritual possession to simple blackmail) to keep the strangeness in the town quiet. Injured people are taken to the town's family practice doctor. People who ask about what is going on are pressured to keep it quiet, for the good of the town. (If it gets out that the town is a locus of dangerous strangeness, the tourist trade is sure to suffer, after all.) Outsiders who try to investigate the strange behavior are quietly pressured to leave, with increasing pressure and outright threats to follow.

THE MAYOR AND CITY COUNCIL

Manitou Springs has a mayor, as well as a five-member City Council. All of them share in the compulsion to assist in the general cover-up of Manitou Springs' strangeness, however that compulsion manifests in them independently. Some of them are frequently urged, and one of them is wholly Claimed. The information that follows incorporates either what the characters overhear in conversation while they're pursuing other matters, what they witness personally as they are in town, or what they discover as a result of direct investigation of the city's authority figures.

The mayor and city councilmen include:

- **Mayor Megan Baker:** The Baker family traces its roots back to the founding of Manitou Springs, and Megan counts six mayors in her family tree. Megan is claimed by a sapling spirit like those the characters can see in the Shadow Realm, growing where no physical trees grow. She acts completely normal and does not exhibit any unnatural powers. She is immune to Lunacy, but she will fake it if she is confronted by werewolves.

- **Charles Armbruster:** Charles is a retired Vietnam veteran who lives on his pension and savings. He lives in a trailer on a small patch of land. His frequent possessions have led him to have savage flashbacks to his short time in a Vietnamese POW camp. He is becoming less and less functional and the city's hidden antagonist is considering having him Ridden just so his body can be put to good use.

- **Brad Becnell:** Brad is the scion of a wealthy oil family. He lives in the most expensive house in Manitou Springs, which now plays host to decadent and degenerate

parties. Brad is not even Urged, though sometimes spirits merely sit back and watch what his inventive and perverse mind creates now that nobody seems to care what he does.

- **Frank Chambers:** Frank runs a fancy restaurant aimed at the tourist trade. He is also an amateur guitarist. A spirit regularly urges him to play music until his fingers bleed, so he wears gloves all the time to cover the bloody tips of his fingers.

- **Fred Lynch:** Fred, a self-employed accountant, lives in a constant state of panic. He is regularly possessed, and the spirit blanks out his memory. He hasn't done anything unusual or self-destructive, but he cannot understand what is happening to him. He tried to investigate the odd events, but he kept waking up almost doing something suicidal, such as standing on the edge of a cliff face or holding a straight razor to his neck.

- **Jessica Waters:** Jessica is the local middle school's principal. She has gained 102 pounds in the last year thanks to being claimed by a hunger-spirit that just loves to eat. Jessica normally eats regular food in public, but can eat almost anything she can chew and swallow. Her clothes are regularly a size too small. Like the mayor, she is immune to Lunacy but more than willing to fake it if it means living to eat another day.

THE SPIRIT TREES

As noted in Chapter One, use of the Gift: Two-World Eyes shows a strange number of tree-spirits in places where there are no physical trees, though cracks in the sidewalks and such will make it appear like a tree is growing there in the physical realm. Additionally, a number of Claimed trees (all alders, oddly) appear all over town in dozens of locations. If an Uratha comes within two yards of one of these trees, have the players roll Wits + Investigation + Primal Urge (+2 dice for Mike as per his Auspice ability). On a success, the character notes that the tree feels eerily like a locus, but it is not one. If the player rolls exceptionally well, you might suggest that while being near a locus is like standing in a bubbling spring, this feels more like dipping one's toes in running water. If the pack lingers near one of these Claimed alder trees, a guardian spirit appears near it and begins to use its Numina to try to drive the pack away. The pack can find other alders around town that "feel" similar (though most alders are just ordinary trees), and all of the unusual ones are defended similarly. If the pack continues to investigate the trees, more and more guardians appear and attack en masse.

LITTLE THINGS

The odd and eerie events that occur in Manitou Springs are not just the big ones like spirits possessing people and forcing them to commit murder. The spiritual chaos caused by all of the supernatural activity has led to some "bleed over." These are small and spooky events that the Storyteller should weave throughout the

Manitou Springs chronicle. Gifts like Two-World Eyes or Death Sight should not provide any explanation for what is happening.

- The characters hear the sound of wind blowing through trees when they are not close to any trees, such as inside a building. If a character tries to listen closely, tell the player that the character can *almost* hear a voice in the sound, but it's too faint.

- At some point, the characters will want to call someone on the telephone. When the players start saying "I call—", interrupt them in the middle of the sentence and shriek as loud as you can get away with. (Don't wake the neighbors or scare people at the next table, but still go for it.) Tell the player that's what the character heard when he picked up the phone. If they try to make a call later, let the call go on as normal with no hint of strangeness.

- The characters are in a place where the television is on. When the channel changes, (perhaps someone at a bar wants to catch a baseball game instead of the news), they see something horrible for just a second—something like a blood-soaked corpse lying in an intersection, or a person being burned alive in a forest clearing. Nobody other than the characters notices anything odd, though the image does repeat (and appears to progress in real time) if the characters continue to change channels without stopping. Recording the images does not work, though.

- The characters are listening to the radio (perhaps in Nadine's truck) when a deep and ominous voice says, "Go away." Later, when the radio is off, it says, "You're going to die," or, "I will set your eyes on fire."

- The characters see someone smoking, or perhaps they see the smoke from a fire. When they do, they see a face in that smoke. The face is inhuman and appears to be glaring at them. The face then dissolves into ordinary smoke a second later.

- The characters are in a public place when five unconnected people (all tourists) start screaming hysterically for no reason. (Feel free to startle the players again with a bloodcurdling shriek.)

- The characters are in some public place when a person starts vomiting up something awful, like live cockroaches or blood. He vomits sporadically for more than five minutes, and no one rushes over to help him as he lurches toward the nearest bathroom. When he's finished, he seems perfectly all right, even if he was spitting up blood.

- The characters are in a place with wood paneling on the walls. A knothole appears to wink at one of them, with a glowing green eye. The wall appears normal when examined.

- A cute little girl is holding a talking toy, like a cute teddy bear or cartoon dinosaur. Suddenly she starts crying because the toy is "talking wrong." Now, whenever someone squeezes its hand, instead of singing some children's song, it chants in the First Tongue, "Break free. Break free."

- The characters are in a store or a restaurant. On the walls are typical mass-produced paintings of people having fun. At some point, all of the eyes in the paintings start bleeding red paint. It is not actual blood coming out, though. It appears that the painting was simply painted with bleeding eyes.

- At random points when the characters are out and about in town, they notice a troubling image in various reflective surfaces. It appears to be a 10-year-old child with Native American features, wearing modern clothes. Her eyes appear to be bubbling pools of water, with mist rising from them. Water streams down her cheeks and onto her T-shirts (one like those available in the stores aimed at tourists). The characters see her only in reflective surfaces, and she is nowhere to be seen in the world around them. Attempts to find her with Two-World Eyes or even just peeking across the Gauntlet fail entirely. Any time she appears, though, the characters detect a faint whiff of mineral water, like the kind bubbling up in the natural springs all over town.

(**Note:** If you use none of these other minor occurrences, be sure to include this last one at some point. It foreshadows something that happens to the characters in Chapter Three.)

CHARACTER SUBPLOTS

When groups of people gather to play roleplaying games—especially in this chapter's freeform style—some characters seem to spend more time in the spotlight than others. Perhaps in a combat-centric game the character who designed the most efficient "combat monster" ends up having the most "screen time." On the other hand, if the chronicle relies more on social interaction or investigation, then the characters that focused their traits in Social or Mental Skills and Attributes might end up taking over the game. Additionally, some players (or characters) have stronger personalities. Kate Stone is supposed to be very aggressive, so her player might take that to heart and make sure that Kate always has something to say. Ryan Masterson, on the other hand, could be played as a quiet type, speaking only when he has something important to say. With any of these conditions (as well as others), some players might find themselves wishing for a little more time in the spotlight. While the **Manitou Springs** chronicle was designed to give every member of the pack something to do, sometimes it helps to give a character an extra task. Here are six sample subplots, each designed with one of the characters, specifically their Virtues, in mind.

MIKE BERRINGER

The Hook: While in town, Mike hears the sobs of a young girl crying from down an alley. The girl is Sandra Booker, a 19-year-old waitress at the restaurant the alley adjoins. She is wearing her waitress uniform. She was just

serving Councilman Brad Becnell and his family (wife Jane and 15-year-old son, Brad Jr.), when Brad Jr. grabbed her ass while they were eating. She dropped their plates spilling a plate of pasta with marinara sauce (or scrambled eggs, if this is early in the day) on Jane Becnell. Brad demanded that her boss fire her, which happened immediately. Sandra is behind on her bills and can't afford to lose the job. The Becnells left a few minutes ago, so Mike cannot immediately confront them. Her boss feels really bad for Sandra, but he cannot re-hire her lest Councilman Becnell make sure the restaurant is closed for made-up health violations. Or worse.

The Line: As noted previously, Brad Becnell is a jerk and a budding sociopath, but not a part of the supernatural chaos in the town. Mike certainly can do something for Sandra—anything from killing the Becnells to having the pack intimidate him into letting her be re-hired. He could even help her find a new job or lend her a few bucks to help her pay her bills (not that he has that much money to spare). Assuming that Mike does something to help Sandra, even if it's just lending an ear while she vents, she will quickly fall for her "savior." The relationship can be anything from a sweet circle of light in an otherwise dark world to a dark stalking, with an unhinged young woman becoming obsessed with Mike.

The Sinker: Sandra could become Urged, making her an unwilling pawn in the overall battle for Manitou Springs. This Urging could be anything from wearing some sort of suicide bomb to having sex with someone else in an attempt to trigger the Death Rage in Mike. Alternately, an old boyfriend could come back in town after some fight between her and Mike. One thing led to another, and now Mike can smell a rival on her.

RYAN MASTERSON

The Hook: As mentioned as a possibility earlier, Ryan's status as a minor comes up and he is forced to attend school. Manitou Springs High School is even more of a powder keg than most schools in the World of Darkness, as the spirits have no compunctions about Urging the young. Fights regularly break out. True love is discovered during first period, consummated during lunch, and crushed before the final bell.

The Line: The psychological scarring of high school combined with the mystical head-games of the Shadow Realm's fugitives is breaking the students' will, and attracting all sorts of unhealthy spirits to the school grounds.

The Sinker: Ryan finds something of a mentor/mother figure in Mrs. Kincaid, his math teacher. She cares about her students and wishes she could do more, but like most of the inhabitants of Manitou Springs, she doesn't know what to do about it. She might come to suspect that Ryan and his "family" are actively doing something about it. She might even cover for Ryan if he has to leave school or provide an alibi for him if needed.

Her affection for Ryan has limits, however. Should she discover the truth about Ryan and his family (perhaps overhearing a conversation that gives away too much, or retaining a few shards of memory after enduring Lunacy), she will believe that Ryan is a monster and must either be "saved" from the pack or put down.

NADINE KELLER

The Hook: Nadine is at a local New Age store, either working for some extra money or just shopping, when she runs into Mitch Lieberman, a retired salesman who lives far outside town (far enough that he's been largely unaffected by the strangeness of Manitou Springs). Mitch is an amateur gardener, and he strikes up a conversation with Nadine about organic gardening. Mitch is a nice, ordinary old man from Arkansas who reminds her of home and simpler times.

The Line: Mitch's garden is a natural paradise, full of beautiful flowers and plants as well as a feast for the palate. Unbeknownst to him, his years of care and attention to the garden are causing it to form a locus. It has yet to fully "open" but a flowerbed that is about to come into bloom tingles with Essence.

The Sinker: Spirits are attracted to Mitch's garden. At first, it's just the natural spirits that are acting in their normal patterns of behavior. Thanks to Nadine's visits, however, the garden has also attracted the attention of some other spirits—those who don't especially care for the natural order. (Or perhaps those serving a Pure Tribes pack. More information about the Pure Tribes pack that lives nearby is revealed in Chapter Four.) Nadine has a couple of options. The pack can try to defend the garden, though it will force the pack to split its forces. The characters could also attempt to "poison" the blooming locus. By performing some destructive or violent acts, they could discharge the Essence pooled in the area. It would probably break Mitch's heart, however.

KATE STONE

The Hook: Kate has been having some rather intense dreams about a strikingly good-looking man who sings to her in her dreams. One night, in one of the Manitou Springs nightclubs (perhaps she tails a Ridden into the club, or perhaps she just wants to blow off steam), she spies the man from her dreams. Blake Preston, the lead guitarist of the garage band "Night Temple." He notices her as well and is clearly interested. Upon close inspection, Kate finds his scent very compelling. It should be noted that this is not a compulsion of any sort. Kate sees a good-looking guy who happens to have played a starring role in some vivid dreams of hers. That doesn't mean the character falls for him. That sort of decision is the choice of the player and the player alone. Blake is Wolf-Blooded, and also has the Merits Striking Looks and Inspiring. Blake has no idea about the supernatural, though he will

admit that he has strange dreams. He is the band's lyricist, and a few of his songs suggest werewolf themes (songs about the moon, nature being alive, etc.).

The Line: Blake's band does a circuit around local bars and similar low-paying gigs, coming to Manitou Springs every couple of weeks. He falls for Kate, though the Storyteller should leave her reaction strictly in her hands. Even the dreams are of no help, as they don't necessarily mean that the two are destined to be together. He pursues her and writes love songs about his "Lady Moon."

The Sinker: Blake's mother is a Fire-Touched Uratha (one of the Pure Tribes). She's been keeping an eye on her son, and doesn't approve of his taste in women. She has a young Fire-Touched werewolf lined up. Rather than commit her resources and pack to wiping out that "Manitou Springs trash," however, she first uses Gifts to compel him to break up with her (or, if she hasn't returned his affections, to stop calling her). Should that fail to take hold (or work only temporarily), she simply locks him in the basement and brings in the Fire Touched she has in mind for him. Once a pregnancy is confirmed, Blake is of no use to her, and will be killed. But for all Kate can tell, Blake just disappears one day.

RANDALL FOSTER

The Hook: Randall is out in the woods when he comes upon a lost child. The boy, Dan Brighton, is 12 and he got lost while collecting pine cones for a school science project. The boy is in no immediate danger, but sundown is coming soon and he is obviously lost. Dan is the only child of Britton Hughes, a single mother about Randall's age. She's exhausted from her job at a hardware store. Her boss, Ned Fields, is something of a sadist, and is being urged to abuse his employees, though not in a physical sense. Britton was trying to fix their clogged sink and lost track of time. Randall can also easily fix the sink, and will likely get a home-cooked meal in return for his help.

The Line: Britton's house is falling apart. Her late husband Jay (who drowned in an accident while fishing with Ned Fields six months ago) bought the house as a fixer-upper. She doesn't have much money to pay Randall, but she'll happily cook meals for him (or anyone else in the pack) in return for some handyman work. Dan attaches himself to Randall (or any other male figure who accompanies him).

The Sinker: A spirit urges Dan, and gets him to wander alone in the woods during a terrible thunderstorm. Dan will likely die of exposure if he is not found soon. Tracking the child is more difficult because the spirit is intentionally masking Dan's trail. This can be a simple "werewolf versus nature" story, or the spirit could be leading Randall (and the pack into a trap). Exceptionally cruel Storytellers might even decide to have Dan become Claimed.

THE AFOREMENTIONED MEN WITH GUNS

As soon as the pack starts hunting around in Manitou Springs—either on general principle, or specifically looking for clues about who or what planted the ghosts in the Meers house—that mysterious antagonist takes action. After a day or so of the characters' snooping and interfering, the secret mover decides to sacrifice some proverbial knights to take its opponents' measure. Said knights include a handful of players on the Manitou Springs High School varsity baseball team.

In the early days after the disappearance of the Meers pack, a puma-spirit used the Meers locus to enter the physical realm. After no little searching, it found a host in the person of "Big Dave" Dulles, the catcher for the Manitou Springs varsity baseball team, "The Pumas." Dulles's possession didn't go unnoticed. Indeed, the Alder Man (the powerful and thus-far hidden nemesis) discovered the Claimed dismembering a classmate behind a fast food restaurant, and decided it could use some disposable muscle. It encouraged a few more puma-spirits across the Gauntlet with promises of fresh kills and plenty of prey, then it made a deal with all of them. As long as they remained in town and did anything the Alder Man wanted anytime it asked, it would let them do whatever they wanted the rest of the time. Though pumas are solitary hunters, these new Claimed were able to assimilate the baseball players' use of teamwork to a limited extent. Now, when someone investigates the strange goings on too closely and neither a visit from the police nor threats and blackmail can dissuade them, the Alder Man sends in its Claimed thugs. When they are not "hunting," they terrify their erstwhile classmates and teachers by doing what they want when they want, just as they agreed. Trying to discipline or even stand up to them—such as by insisting that they attend baseball practice or show up for games—works out poorly, so everyone from the school administration on down does their best to stay out of the thugs' way. The thugs currently include Dave Dulles (the catcher), Jack Martin (short stop), Brian Miller (first base), Frank Sommers (second base), and Nelson Williams (third base).

Any encounter with these Claimed—the "men with guns" mentioned at the beginning of the chapter—is destined to end in violence. They are tools of the characters' hidden nemesis, used to either destroy the characters outright or test their strength in search for a way to destroy them later. Setting up this encounter and making it happen can be as carefully planned or as seemingly random as you need it to be, based on how smoothly this freeform chapter has been progressing thus far. If the characters are frustrated and the players don't seem to know what to do next, you can have these claimed thugs sneak up to the Meers house one night, kick in the doors, and unleash all havoc. If you want to build it up a little more, start showing them in the background as the

characters are hunting for other information. Show one of them insistently pawing his stricken-looking girlfriend at a booth in the folksy diner, oblivious to who might be watching. Show the lot of them beating up some kid in the parking lot of the school while teachers and students stand by doing nothing. Have a cashier at the local super-store cleaning up broken glass from the cigarette display counter, complaining about one of the baseball players by name. Should the characters ask about what happened, have the cashier say that the ball player smashed the case and took a couple of cartons with him on his way out, then have that cashier laugh nervously and try to blow the whole thing off as if that sort of thing happens all the time. No matter how you do it, lay the occasional hint that these five kids are terrorizing the town in their own special way and that the locals are starting to wish that *someone* would do something about them. If your characters so choose, they can even go hunting for the troublesome teens intending to scare them straight.

Once the pack has dealt with the Claimed, this chapter ends. The pack has enough clues to guess that some malevolent force is fighting them for Manitou Springs, but they will need to search longer and harder to uncover its secrets.

DRAMATIS PERSONAE

Following are the descriptions and game traits of most of the characters the packmates meet in “Monsters Down the Road.” Only those they are likely to fight have full traits; non-combatant characters simply have backgrounds and a few dice pools for their most notable abilities.

MATT CURRY

The Possessed Hunter

Background: Matt Curry details cars in Denver. Every year, he and his best friend, Arthur Braxton come to Manitou Springs for a little camping and hunting. They have all their permits. Unfortunately, he fell prey to a deer spirit who decided to turn the tables on the hunters. It possessed Matt and forced him to kill his best friend.

Storytelling Hints: Matt is an everyday Joe, who likes the simple things in life. He has a wife and two children back in Denver, as well as a girlfriend on the side. While the spirit is possessing the hunter, he has no special abilities, yet while possessed, he is immune to Lunacy. Once released from the spirit’s possession, he will be horrified at what has happened. It is likely that he will kill himself if left to his own devices. As Storyteller, play up the tragedy of an ordinary man caught in a supernatural snare.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 2

Skills: Athletics 2, Brawl 2, Computer 1, Drive 2, Firearms (Rifles) 3, Intimidation 1, Larceny 2, Stealth 2, Weaponry 1

Merits: Fast Reflexes 2

Willpower: 4

Morality: 7

Virtue: Hope

Vice: Sloth

Initiative: 5 (7 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool		
Hunting Knife	1(L)	5		
Type	Damage	Range	Shots	Dice Pool
Rifle	5(L)	200/400/800	5+1	12

MANITOU SPRINGS DEPUTY

Background: The police of Manitou Springs have a difficult, maddening, and thankless job. They have to clean up the mess and keep things quiet. The small police force comes from a variety of backgrounds, and probably no more than 50% are Ridden.

Description: The local police look like ordinary police on first glance. A second glance reveals that something is wrong. Many of them have bleak “1,000-yard stares,” like the kind seen on the faces of military veterans who have seen horrible battles. It’s not what one would expect to see on the faces of deputies in a small, allegedly friendly town.

Storytelling Hints: It should be noted that, no matter what atrocities the Manitou Springs Sheriff’s Office might cover up (or, for that matter, participate in), they are all innocents trapped in a supernatural crossfire. While the werewolves may (and in some cases should) slaughter a police officer, it’s not something to be taken lightly. These are not video game icons or movie extras. These are people with families and ties to the community. Pointless slaughter of the local police department will make the pack a serious enemy in the person of Sheriff Powe, to say the least.

Attributes: Intelligence 3, Wits 3, Resolve 2, Strength 3, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 2

Skills: Academics (Criminology) 3, Athletics 2, Brawl 2, Computer 1, Drive 3, Empathy 2, Firearms 3, Intimidation 2, Investigation (Crime Scenes) 3, Larceny 2, Medicine 1, Stealth 1, Streetwise 3, Subterfuge 2, Weaponry 1 (Baton)

Merits: Allies 2, Fast Reflexes 2, Status 2, Stunt Driver (which allows them to fire their weapons while driving)

Willpower: 4

Morality: 5–6 (lower if Ridden). Many have derangements (see page 8).

Virtue: Justice

Vice: Wrath

Initiative: 5 (7 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool
Baton	1(B)	6

Type	Damage	Range	Shots	Dice Pool
Glock 17	2(L)	20/40/80	17+1	8
Remington 870 (Shotgun)	4(L)	20/40/80	8+1	10

Armor:

Type	Rating (general/ballistic)
Kevlar Vest	1/2

TOMMY "BUTCH" ROWE

The Embattled Sheriff

See Chapter One: "Welcome to Manitou Springs" for Sheriff Powe's Background, Storytelling Hints, and Description.

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 3, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 4

Skills: Academics (Criminology) 3, Athletics 2, Brawl 4, Computer 1, Crafts 2, Drive 3, Empathy 2, Firearms 3, Intimidation 3, Investigation (Crime Scenes) 3, Larceny 2, Medicine 1, Stealth 2, Streetwise 3, Subterfuge 2, Weaponry 2 (Baton)

Merits: Allies 2, Fast Reflexes 2, Quick Draw (can draw and fire a weapon with a single action), Status 4, Stunt Driver (which allows him to fire a weapon while driving), Wolf-Blooded

Willpower: 7

Morality: 6

Virtue: Justice

Vice: Wrath

Initiative: 7 (9 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool
Baton	1(B)	7

Type	Damage	Range	Shots	Dice Pool
Glock 17	2(L)	20/40/80	17+1	8
Remington 870 (Shotgun)	4(L)	20/40/80	8+1	10

Armor:

Type	Rating (general/ballistic)
Kevlar Vest	1/2

(Note: If Sheriff Powe discovers that he is dealing with werewolves, he will melt down some of his family silver to make silver bullets. Just in case...)

AL'ATH

Guardian of the Spirit Trees

Description: These spirits appear to be clusters of branches and leaves, held together by vine wrappings. All of the Al'Ath pulse in a regular beat, akin to a slow heartbeat.

Rank: 2

Attributes: Power 4, Finesse 4, Resistance 3

Willpower: 7

Essence: 10 (15 max)

Initiative: 7

Defense: 4

Speed: 18

Size: 4

Corpus: 7

Ban: Cannot harm anyone holding an alder branch.

Influence (Trees ••): With a roll of eight dice, the spirit can strengthen or manipulate a tree near it in the physical world, making that tree more robust, or subtly encouraging it to grow in certain ways. Strengthening a tree costs one Essence, and subtly manipulating it costs two.

Blast: This Numen works like an ultimate stream of bad luck, with coincidences arranged to smite its foes. A brick might fall on an Uratha's head in the city, or a thick tree branch might fall on him in the woods. The range is equal to 40 yards, and the spirit suffers no penalties for range. Roll eight dice to hit, and add two dice to the roll for every point of Essence spent to fuel this power. The damage is lethal.

Chorus: By spending one Essence (and on a successful roll of eight dice), the spirit can send a message to any other spirit of its type or to any tree-spirit. Gaining more successes yields a more detailed message.

Material Vision: On a successful roll of eight dice, the spirit can see through the Gauntlet for a number of minutes equal to the number of successes on the roll.

Reaching: This Numen allows the spirit to create a power conduit through which it can attack its enemies across the Gauntlet. Roll eight dice, and if successful, the spirit can use its Blast Numen through the Gauntlet.

Wilds Sense: On a successful roll of seven dice, the spirit can track down loci or individual spirits of interest over miles and miles through the Shadow Realm. More successes gives more detailed information.

JOCK THUGS

Claimed Knights on the Manitou Springs Chess Board

Description: On the surface, the members of this group appear to be a stereotypical bunch of annoying,

boastful high school jocks who are overly amused with themselves. Werewolves, however, will quickly notice the predatory grace in these “kids” movements. And if they happen to meet at night, they will notice the flat greenish gleam in the kids’ eyes when light hits them just right.

Storytelling Hints: The Alder Man has sent these thugs to “take care of” the pack. It doesn’t entirely expect the thugs to survive, so a watcher Al’Ath remains nearby, observing everything and reporting back with its Chorus Numen. The thugs have been told that the characters’ pack is weak and easy prey, so they will attempt to intimidate the characters first by ordering them to leave town “or face the Alder’s wrath.” When this does not work, they eagerly attack. They do not fight as a pack, covering each other’s backs or coming to each other’s aid as werewolves would. Instead, they attack as a group of individuals, and the pack should be able to overcome them by working together.

These Claimed are immune to the Lunacy, they can track prey as well as a werewolf in Dalu form can (i.e., they gain +2 to perception rolls), they can reflexively heal bashing or lethal wounds by spending Essence (one Essence per health point). By spending one Essence, they

can also extrude dangerous claws (for one scene) that inflict lethal damage.

Attributes: Intelligence 4, Wits 3, Resolve 4, Strength 5, Dexterity 4, Stamina 4, Presence 4, Manipulation 4, Composure 4

Skills: Athletics (Baseball) 3, Brawl (Claws) 3, Drive 1, Intimidation 3, Larceny 1, Occult 1, Persuasion 1, Socialize 2, Stealth 1, Survival 3, Weaponry 2

Merits: Ambidextrous, Fast Reflexes 2, Fleet of Foot 3

Willpower: 8

Morality: 3

Essence: 9

Virtue: Fortitude

Vice: Wrath

Health: 9

Initiative: 8 (10 with Fast Reflexes)

Defense: 3

Speed: 14 (17 with Fleet of Foot)

Weapons/Attacks:

Type	Damage	Dice Pool
Claws	1(L)	10
Baseball Bats	2(B)	9

MIKE BERRINGER

Mike Berringer's traits improve for "Monsters Down the Road" as he learns a Brawl Specialty for the Dalu form (meaning he gains an extra die to any Brawl attack he performs while in the Dalu form).

Virtue/Vice: Mike's Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

Tribal Vow: "Honor Your Territory in All Things"
— As an Iron Master, Mike must honor his oath to Sagrim-Ur, the Red Wolf. You must make a degeneration roll (four dice) if Mike allows significant damage or neglect to befall a territory he or his pack claim.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Mike has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target's Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift's influence suffer a -2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●
Computer ●●●●●
Crafts (Electronics) ●●●●●
Investigation ●●●●●
Medicine ●●●●●
Occult ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●
Brawl (Dalu) ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy ●●●●●
Expression (Blogging) ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge (Lying) ●●●●●

MERITS

Encyclopedic Knowledge ●●●●●
Contacts (Blogosphere, Political Fringe) ●●●●●
Fame (Blogosphere) ●●●●●
____ ●●●●●
____ ●●●●●
____ ●●●●●
____ ●●●●●
____ ●●●●●
____ ●●●●●

FLAWS

ATTACK

Bite 3 (Gauru+2)
Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

□□□□□□□□□□
■●●●●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ ●●●●●
GLORY _____ ●●●●●
HONOR _____ ●●●●●
WISDOM _____ ●●●●●
CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 9

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 10

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 13

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 16

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 14

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift

Roll

Page

Loose Tongue

(Manipulation + Socialize + Wisdom)

Left-Handed Spanner

(Wits + Crafts + Purity)

Partial Change

(Stamina + Survival + Primal Urge)

Rituals: 00000

Rite

Roll

Page

NADINE KELLER

Nadine's traits improve for "Monsters Down the Road" as she gains a new dot in Athletics. For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Nadine's Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she withstands overwhelming temptation to alter her goals. This doesn't include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival's well-being.

Tribal Vow: "Allow No One To Witness or To Tend Your Weakness" — As a Storm Lord, Nadine must honor her oath to Skolis-Ur, the Winter Wolf. You must make a degeneration roll (four dice) if Nadine allows others to see her in a state of significant weakness.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Nadine has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed by the target's Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a -1 penalty. This breeze lasts for two turns. No roll is required.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability): Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts (Jury-Rigging) ●●●●●●
Investigation ●●●●●●
Medicine (Folk Remedies) ●●●●●●
Occult (Spirits) ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy (Small-Town Folks) ●●●●●●
Expression ●●●●●●
Intimidation ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●●
Language (First Tongue) ●●●●●●

FLAWS

ATTACK DICE MOD
Bite 5 (Gauru+2)
Claw 5 (Gauru+1)

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 4

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 3

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 4

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: 00000

Gift

Scent Beneath the Surface

Call the Breeze

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

N/A

Page

Rituals: 00000

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Monsters Down the Road" as he gains a Tracking specialty in his Survival Skill. For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

Tribal Vow: "Let No Sacred Place in Your Territory be Violated" — As a Hunter in Darkness, Randall must honor his oath to Hikaon-Ur, the Black Wolf. You must make a degeneration roll (four dice) if Randall allows a spiritually important place (such as a locus or church) over which he or his pack claim dominion to be significantly damaged or violated.

GIFTS AND URATHA POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For

Randall to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent automatically incur a -1 penalty, and by spending one Essence, you can intensify the penalty to -3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●●
Finesse WITS: ●●●●●●
Resistance RESOLVE: ●●●●●●

STRENGTH: ●●●●●●
DEXTERITY: ●●●●●●
STAMINA: ●●●●●●

PRESENCE: ●●●●●●
MANIPULATION: ●●●●●●
COMPOSURE: ●●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●●
Computer ●●●●●●
Crafts ●●●●●●
Investigation ●●●●●●
Medicine ●●●●●●
Occult ●●●●●●
Politics ●●●●●●
Science ●●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●●
Brawl ●●●●●●
Drive ●●●●●●
Firearms ●●●●●●
Larceny ●●●●●●
Stealth ●●●●●●
Survival (Roughing It, Tracking) ●●●●●●
Weaponry ●●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●●
Empathy (Sensing Lies) ●●●●●●
Expression ●●●●●●
Intimidation (The Glare) ●●●●●●
Persuasion ●●●●●●
Socialize ●●●●●●
Streetwise ●●●●●●
Subterfuge ●●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●●
Fast Reflexes ●●●●●●
____ ●●●●●●
____ ●●●●●●
____ ●●●●●●
____ ●●●●●●
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____ ●●●●●●

FLAWS

ATTACK

Bite 5 (Gauru+2)
Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●●
GLORY ●●●●●●
HONOR ●●●●●●
WISDOM ●●●●●●
CUNNING ●●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 8

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 8

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 4

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 9

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift
Clarity

Roll
N/A

Page

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: 00000

Rite

Roll

Page

INTRODUCTION

Welcome to the third installment of the **Manitou Springs** chronicle for **Werewolf: The Forsaken**. In this chapter, the pack begins to take the initiative and choose its target, rather than hunting the oddities that haunt the beleaguered town of Manitou Springs. In this chapter the characters track down the Meers' totem spirit Kerexusaka. Although the spirit is willing to part with the information they need for a price, it remains unwilling to once again form the bonds of pack and totem. In the form of the Girl in the Mists, however, the pack gets an opportunity to form a bond with a totem all its own.



CRESCENT MOON

This chapter of the chronicle takes place under the crescent moon. Under the crescent moon, Luna hides most of her face. It is the time of secrets lost and uncovered. The Ithaeur is the master of the Shadow Realm. While all Uratha must be conversant with the covenants between werewolf and spirit, the Ithaeur must master them all.



TOTEMS

This chapter deals in large part with the bond between a werewolf pack and their totem spirit. The Uratha in the players' pack come from diverse backgrounds (both in terms of their human lives and their Uratha tribes), but have been now have a common territory, common experiences and a common enemy to bind them together. But it's a totem that truly makes a pack. It links the werewolves spiritually, making them family. A werewolf might not *like* his packmates, but he would sooner die than betray them.

A pack totem is a spiritual ally that remains near the pack at all times. It lends the pack a measure of its strength in the form of mystical blessings, teaching them Gifts or even fighting alongside it. A pack totem generally remains immaterial but in the physical realm (in a state called Twilight) near the pack, though it can cross over into the Shadow Realm at a locus or by using appropriate Numina, like any other spirit. The pack totem's

blessings remain with the pack for as long as the spirit is healthy and within a mile of the pack, regardless of whether spirit or pack are in the physical or spirit world. That is, unless the pack offends the totem to a degree that it revokes its patronage.

A pack totem can be virtually any kind of spirit. Sometimes a pack's totem is allied with or subservient to a tribal totem, but in the case of multi-tribal packs like the players, the risk of favoritism is too great. Some packs seek out totems that will help them achieve their personal goals, while others venerate spirits out of respect. Convincing a spirit to serve as totem is rarely easy, and consists of some negotiation and some coercion. Most packs must prove their power by besting the spirit in a challenge, generally a hunt. Sometimes, a totem spirit steps forward and chooses its own pack — usually because the pack can serve one of the spirit's larger goals.

Once the totem bond is made, the spirit gifts the pack with certain benefits, but expects them to obey certain rules that reflect its nature. These bans (akin to the tribal vows listed with the characters) are the price the pack pays for the totem's patronage. The spirit can pay a price as well, however. Packs can grow to resent or disparage their totem and mistreatment is not uncommon. So long as the pack respects the letter of their agreement with the spirit, there's little the totem can do except bide its time until the pack steps fully out of line.

In this chapter, the pack gets to see the aftereffects of resentment between a pack and its totem, as well as the chance of gaining their own spirit patron.

OUR STORY CONTINUES...

This chapter of the **Manitou Springs** chronicle is a linear story, with the characters once again moving from scene to scene without much of a chance for experimenting or wandering. This has been done for two reasons. Firstly, the pack is at a point where it has to do something to make a serious dent in the plans of their mysterious spirit antagonist, the Alder Man. Up to this point, it has seemed as if the rogue spirits running amok in Manitou Springs have been doing so for no particular reason. In this chapter, we learn that one spirit has actually been calling the shots to an extent, and we learn a bit of its

agenda (though not all of its secrets just yet). We also give the pack a chance to make a powerful ally, the city-spirit of Manitou Springs herself: the Girl in the Mists. The second reason for this part of the chapter being so linear is that it takes place in the spirit world (also known as the Shadow Realm, the *Hisil* in the First Tongue, or simply the Shadow). The spirit world is a place where werewolves are the underdogs. The entities that make the Shadow Realm their home range from minor spirits like the ones manifesting in Manitou Springs to beings for whom the term “god” seems appropriate. The World of Darkness is a dangerous place, and its shadow is even more deadly. Therefore, the characters are much safer if they “stick to the path” and not go wandering off.

SCENE ONE:

THE BOOKS OF REVELATION

Read the following to Ryan Masters’ player or the players of any characters who have been going through the Meers pack’s diaries:

You have been busy going through the Meers’ diaries in the Blood Letter fetish, attempting to learn more about the previous guardians of the town. While reading about the death of Vanessa Patrick Meers, you come to realize that the Meers pack might have faced the spirit that the Claimed and Urged you have all fought have referred to as “the Alder Man.” According to the diaries, the spirit saplings growing out of the ghosts who were tasked to haunt this house, as well as the spirit trees you have seen around town, also appeared when the Meers pack faced the Alder Man.

For Storyteller reference, Matt Curry the hunter mentioned “Alder” in Chapter Two while he was being urged, as did the Claimed jock thugs of the Manitou Springs High School varsity baseball team. The Alder Man was also the one who bound the ghosts into the Meers house before the characters arrived there, though there has been only minimal evidence to reveal that to the characters. And the players’ characters might remember that any Claimed tree or spirit tree that had an Al’Ath guarding it in Chapter Two was an alder tree. If the players need reminding of these facts, feel free to do so, then continue reading:

Sadly, the details of the Meers pack’s campaign against the Alder Man, as well as anything about the final battle with it are lacking. There are notes about the early stages, including things Samuel said to psych his warriors up, tactical training in which the Bone Shadows engaged, boasts the packmates made, and even a short sermon on the subject of the Uratha’s responsibilities that Angelo intended to give. After stating that Vanessa Meers died in combat with one of the Alder Man’s offspring, though, the notes become spotty, presumably because the loss of a packmate is devastating to most Uratha. Regardless, here is the gist what the notes have to say on the subject.

The Alder Man appears to be a very old spirit, one that has lived in the Rockies for centuries, if not longer. It’s a spirit

like the Celtic Green Men or Erl Kings. He is a master of the hunt, leading troops on hunts. He was the lord of the forest, and all the creatures in it bowed down to him. As cities pushed back the wilderness, the Alder Man’s power waned. The Meers pack believed that the Alder Man’s “saplings” (as Angelo called them) were part of some attempt to have the forest reclaim the town. Angelo even believed that the pack had found the ban to the numerous Al’Ath that protected the saplings, but he didn’t write it down. (A ban is a spirit’s Achilles heel, a rule of limitation it cannot break; all spirits have these bans but rarely reveal them to anyone else.) Once the Meers pack destroyed the saplings, it was able to confront the Alder Man directly. Even with his power cut by the loss of his saplings, the Alder Man was a deadly foe. It was all the pack could do to drive him off.

It takes some reading between the lines over several days (whenever you can find the time to study the diaries), but you finally hit on a way to not only find out the Al’Ath’s ban, but possibly learn more about the Alder Man himself. The Meers pack’s totem, referred to as “Kerexusaka” or just “the Cat” in the diaries, did not die when the pack did—and what the Meers pack knew, the Cat probably knew as well. By piecing together what is mentioned about how the Meers pack originally found and won over the Cat, you can figure out where to find it yourself. Doing so, however, will mean crossing over into the Shadow Realm and heading into the spiritual reflection of the mountains where the Cat makes its home. If all goes well, though, the Cat might also make a good pack totem, as it has a lot of experience in the area, on top of its knowledge of the Alder Man.

Once you’ve gotten through all that setup, have the characters start making whatever preparations they decide are necessary. (Note, though, that they can bring only those objects that are dedicated to them with the Rite of Dedication. Each werewolf can have only as many items dedicated as he has dots of Primal Urge.) Once everyone is ready, the characters must cross the Gauntlet into the Shadow Realm, which they can only do within the area of influence that surrounds the locus formed by the well-spring in the basement. That area of influence covers the entire house, though, so they need not literally be standing in the basement to do so.

To cross the Gauntlet (or “step sideways,” as werewolves call it), the werewolves must be standing in the radius of the locus. It is recommended that they attempt to cross over at night, as it is more difficult during the day (a –2 modifier to their dice pool). The players roll Intelligence + Presence + Primal Urge, and have a +1 modifier to their pool thanks to the strength of their locus. They can also get an additional +1 modifier if the characters stare into the reflective surface of the water in the well or any other reflective surface. Failure means that they must wait an hour before trying again. Success means they cross over in 30 seconds. Alternatively, one member of the pack can roll for the entire pack, though that player has a –1 modifier applied to the roll for each extra person. This modifier

is waived if a pack is bound by a common totem, but as yet this pack lacks one. Lastly, a werewolf can spend one Essence to cross over instantly.

Once the pack has crossed over, read the following:

You have all crossed over to the Shadow Realm in the company of your teachers and mentors, but now you are on your own. The pooled Essence welling up in the locus shines like a campfire, the light flickering and rippling on the walls. The faint scents of the Meers, which you've smelled on the clothes and furniture seems more powerful, masking all others. You can almost feel their presence in the room. Climbing up the ladder and out of the house, you smell the comforting scents of each other. The work you've done seems to have made the house your own, even if the basement still "remembers" its previous owners. Looking around, the clearing and the forest seem much the same. On a second glance, you see the trees slowly waving their branches, though you feel no wind on your faces. The night was clear in the physical world, but in the Shadow Realm, thick clouds mask the night sky. The only exception is Mother Luna, whose crescent face blazes in the sky. You can see the light of the crescent moon cutting through the clouds like the sun on a rainy day.

You have a long walk ahead of you, so you start trotting along. [Ask the players what form their characters are in if they haven't stated already. The Urshul wolf form is the fastest.] For a time, the spirits keep their distance, but you see many of them looking at you with eyes that belie a higher intelligence. You see another thing in their eyes as well: fear.

The pack's research into how the Meers pack found the Cat has prepared the characters for the journey, so they know approximately where they are going. After they have traveled a short distance into the spirit forest, have the players make Wits + Survival rolls. If they succeed, their characters notice that the various sounds of the Shadow Realm have gone silent. Anyone who fails must make a Wits + Composure roll to avoid being surprised when the magath attack (see below). Those who fail both rolls do not get their Initiative in the first round of combat. Those who succeed may react normally.

Read the following to the players:

You hear a roaring sound like a car's engine revving up, followed by breaking tree limbs. Bursting out of the woods are five strange hybrid spirits. One appears to be some strange offspring of a car and a daddy longlegs spider. The others are similar blendings of disparate forms —mixtures of animals, plants and other things. Your mentors have warned you about these dangerous hybrids, called magath.

A fire-orange rattlesnake coiled around the car's antenna shouts in the First Tongue, "For the Alder Man!"

These hybrid spirits are known as magath. Normally, when spirits consume the energies of other spirits, they retain their own core selves. Those spirits who dare to consume Essence outside the natural feeding patterns of the Shadow Realm, however, can take attributes of their prey. A snake-spirit could take on elements of cunning

and poison while remaining true to its own core concept. A snake that consumes spirits of glass and fire could lose its spiritual "core" and start taking on attributes of the spirits it consumed. These patchwork spirits are shunned by other spirits and feared as unpredictable monstrosities. Needing soldiers, however, the Alder Man has promised these magath that they will fall under his spiritual aegis if they wait for the werewolves to enter the *Hisil* and attack them.

They do so now, and they fight hard. They remain steadfast and vicious for as long as their strongest member (the Walking Car) remains standing. When the werewolves manage to take that spirit down, however, the other magath start to think twice. After the next attack that inflicts any damage on them (provided said attack doesn't completely disincorporate them), they flee as fast as they can. Game traits for the magath appear on page 8.

SCENE TWO: THE CAT

After the fight with the magath is resolved, read the following text to the players:

After the fight, you take time to heal up before setting out again on your way. You're more wary now, as the Shadow Realm is not only a dangerous place, but also your nemesis's home territory. The long journey into the mountains where the Meers pack found its totem is tiring, but nothing further attacks you on the way there. In the physical realm, the Cat's home is a medium-sized peak. In the Shadow Realm, the mountain is much higher and requires careful climbing, as well as plenty of shapeshifting, to make the ascent. At long last, you finally reach your destination.

Now... where is that Cat?

Give the players some time to have a few ideas for how to search. The most obvious one is using their werewolf senses to pick up scents. When they take a moment to check for scents, they will recognize that the peak has numerous scents marked all over it, those of multiple wildcats, as well as blood scents of dozens of different animals. The Storyteller should feel free to ask for rolls, but it would require multiple successes on the part of the characters for them to be able to pick up a trail. The multiple scent trails cross each other and the scents are too similar to get a good specific lead. A good Wits + Survival roll, however, will tell them which trail would be more likely to lead to a wildcat's den, rather than just randomly off into the woods.

Once the characters are moving up the rocky trail in the right direction, read the following text to the players:

You come around a bend of the mountain when you hear a low growling. Your hackles rise as the wind shifts and you smell a strong blood scent, as well as the scents of multiple wildcats. Sitting on top of a boulder ahead of you, a wildcat the size of a large tiger looks down. Its paws are covered with rich red blood that doesn't seem to dry. It speaks in the First Tongue. "Leave this place. You are unwelcome."

This is Kerexusaka, the spirit once bound to the Meers pack. It's not happy to see another pack of Uratha after all this time, especially now.

The conversation with this spirit can go many ways, though it is reasonable to assume that either Ryan or Nadine will take the lead, as per the roles of their auspices. Some troupes feel more comfortable roleplaying out this sort of conversation. Others, perhaps those who *play* silver-tongued devils but aren't necessarily so glib themselves, prefer rolling dice. In this case, we recommend a mixture of the two. Let the players make Manipulation + Persuasion rolls, opposed by Kerexusaka's Resistance trait of 7. They might try to use other combinations, such as rolling Intelligence + Occult to know the best way to address a spirit. Use the results of the roll to help "smooth out" any bumps in the conversation that might happen if they do well, or let good roleplaying make up for a poor roll. Remember that Nadine gets a bonus to appropriate rolls thanks to her auspice ability.

You should keep in mind that many players won't have any real idea of how to deal with a spirit. Feel free to coach them a bit (letting them know the very basics) and allow them to make Intelligence + Occult to gain some additional insights. Do not let them get away with being rude, however. No experience is needed to understand that they must respect a spirit like the Cat.

The following sums up what Kerexusaka knows and is willing to do:

- The Alder Man was once a pure spirit of the forest—a creature tied to the land that became Manitou Springs. When the trees were cut down and the town was founded, its power waned.

- In trying to reclaim that territory since its defeat by the Meers pack, the Alder Man tried to consume too many of the spirits associated with the growing city. It lost its core and became magath, and the other local spirits shunned him. The Alder Man hates the part of himself that has been "tainted" by the city and wants to destroy it.

- The spirit saplings are not very powerful by themselves, but the Alder Man has a seemingly endless supply of Al'Ath to protect them. While the Al'Ath are not that individually powerful either, they are very powerful in concert. Fortunately, Kerexusaka knows the ban of the Al'Ath, though giving out such information will cost the characters. Should the characters pay up as Kerexusaka asks, it reveals the ban listed in Chapter Two. The Cat does not, however, know the ban of the Alder Man.

- In order to reveal the Al'Ath's ban, Kerexusaka asks the pack to destroy the Meers pack's diaries. If the characters could find this place by reading them, then so can others. The Cat will carefully state that the pack cannot make any sort of copy of the diaries before destroying them. It wants them destroyed immediately, preferably by fire. This is the Cat's big goal, and it will not back down. A large enough gift of Essence (an exorbitant minimum of five Essence from each character) might smooth things

toward the Cat letting the characters have the diaries a little longer, like until the next full moon or even a full lunar cycle, but that's all. At the appointed time, Kerexusaka will follow the characters back to the Meers house and watch from across the Gauntlet as the diaries are destroyed. Once that is done, the Cat also wants the pack to never return to this part of the mountain or tell anyone else where it lives.

- According to Kerexusaka, the Meers did not treat their totem spirit well. In its puffed-up manner, Kerexusaka explains that while the Uratha fulfilled their part of the covenant, the Cat felt mistreated. The Meers did not give it the respect it feels it deserved. The Cat claims they treated it like a pet instead of an equal. (Of course, while the relationships between totem spirits and werewolf packs vary, totem spirits are *never* treated as werewolves' equals. A totem may be anything from an obedient servant bound to the pack's collective will to a distant and feared object treated with respect.) Even if the characters do an incredible job of impressing and sucking up to Kerexusaka, it's not interested in becoming a pack totem again.

- Something Kerexusaka does not want the characters to know is that it has "kits" (i.e., it has spawned more wildcat-spirits). Right now, those kits are immature and vulnerable and could be easily destroyed by more powerful spirits. The other wildcat scents the characters picked up on their way here are those of Kerexusaka's kits. If pressed about other scents, however, the Cat sneers at the Uratha and says that they obviously are inferior trackers who were lucky to find it at all.

- Giving gifts of Essence (i.e., bribes) is traditional in a spirit negotiation, and the more the better. The Cat intends to feed any such gift to its kits, though, so the characters might notice a difference in the way the gift is received. The Cat appears to be storing any donated Essence in its mouth rather than digesting it.

The Cat's relevant game traits appear on page 10.

SCENE THREE: THE GIRL IN THE MISTS

This scene assumes that the pack has agreed to burn the Meers' diaries. If the characters have somehow managed to bargain with Kerexusaka to get a little extra time, adjust the text. (In the meantime, the characters can pursue lingering subplots or address any leftover leads from Chapter Two.) Once the diaries are burned, read the following:

You sit and watch the books burn in the fireplace. You had hoped that there might have been some more clues regarding the Alder Man, but the spirit cat drove a hard bargain. Some of you might have hoped that the Cat would have agreed to be your pack's totem as well, but it refused. The fire crackles and pops as you ponder the next move. Then, you hear something outside: a soft sound, almost too faint for human ears,

carried on the wind. You go outside to hear it better. It's the sound of a girl weeping.

Shifting to forms with sharper senses allows the werewolves to get a better “fix” on the sound and the scent. A faint scent of water accompanies the sound, though it doesn't smell like the salt of tears, but more like mineral water, like the natural springs that gave Manitou Springs its name. It's not a normal scent or sound. It doesn't get stronger as the characters approach it. Instead, it always seems to be on the edge of their senses. It's leading the pack toward the town.

Following the scent through town, even at night, is a tricky affair, as the forms with heightened senses are the ones likely to attract unwanted attention. Nobody will believe that a wolf is a dog, even if it's wearing a leash and collar. The two main possibilities are the use of the Mike's Partial Change Gift, or trying to follow the scent in a stealthy manner. (For their characters to remain stealthy, have the players roll Dexterity + Stealth periodically in a contested roll against the Wits + Composure of any potential witnesses you intend to inject into the narrative.) Ask the players how they want their characters to track the scent in the city. If the characters are being too obvious (or one of them utterly fails a Dexterity + Stealth roll), perhaps a car driven by one of the deputies of the Manitou Springs Sheriff's Office shows up. (See Chapter Two for traits for the deputies, or even for Sheriff Butch Powe if you would like to give the characters another chance to interact with him.)

Once the characters have been following the scent for a while and they've disentangled themselves from potential witnesses, read the following to the players:

The scent and sounds lead to one of the many mineral water fountains in the city. The springs are free and available to the public to take as much of the mineral water as they like. Somewhere in your collection of pamphlets about the town, there's even a map of a walking tour of the town's springs. This one is a small stone fountain in a wooded area. The trees provide some small privacy from passers by. A small statue of a Native American girl sits in the center of the fountain.

If the players were paying attention during the last chapter (written up in the “Little Things” section), they might recognize the girl that this statue represents. From time to time, the characters have seen her watching them from the opposite side of their reflections around town while they were scouting the place. If the players draw a total blank, you can ask for a reflexive Intelligence + Composure roll, a success on which reminds them. Once you've established what the characters do or don't remember, continue reading.

The water bubbling from the springs splashes on the girl's face, making her appear to be weeping. The plaque under the statue reads: “The Girl in the Mists was a legend of the Ute peoples. She was the daughter of a medicine man. When evil spirits goaded her tribe into making war with another, she feared for her father's life. She came to the springs and

prayed to the spirits to take her instead of her father. Her tears fell into the spring, and soon she cried her entire self into the springs. With that sacrifice, the waters boiled and made a thunderstorm that stopped the battle and cleared the minds of the two tribes from the influence of the spirits.”

As you read this, the statue's head turns to look at you. She says, “I have watched you, Uratha Father-Slayers. You are different from the others who used to live here.”

Again, rather than having a long piece of “boxed text” to read to the players, this conversation should be roleplayed (and possibly enhanced with a few good die rolls, as with the conversation with Kerexusaka). Here is the Girl in the Mists' agenda and what she wants out of the pack. It should be noted that the legend is just that, a legend. Stories have power in the spirit world, however, and the legend of the Girl in the Mists is what shaped this spirit into her present form. She might appear human, but she definitely is not.

- A long time ago, she was a spirit of the waters. The Ute, Arapaho, Cheyenne, and Kiowa tribes all came to the springs and treated it as neutral as well as holy ground. They used the water as a tonic and left gifts to her in return. As the legend of the Girl in the Mists grew, she took on the form of the legend, though it has no basis in history. When the white men came, they drove off the natives and wanted to use the waters for healing as well. Though they did not give chiminage to her the way the natives had, she adapted to their own forms of worship and her power grew. Eventually, she became what the Uratha call a city-spirit.

- According to the Girl in the Mists, the Alder Man has become a cancer on the town since the Meers pack disappeared. Although he was glad that the Uratha were gone, he realized that if the spirits continued their games, they would attract attention. Too much attention would bring on an even stricter Uratha crackdown. The first thing he did, then, after finding a suitable mortal host to carry out its material aims was to make the Meers locus more difficult to cross. (See “Welcome to Manitou Springs” for more details.) Then, it used its considerable knowledge and power to force those spirits who had already crossed over to obey its rules.

The first rule was that of secrecy, as the spirits had to keep a low profile for the time being. The Alder Man learned what it could about the City Council and other local authority figures and used that knowledge to force those figures to suppress any rumors of the supernatural. He also gathered a group of “enforcers” who would suppress with physical violence what mere threats and blackmail could not. Possession of a few select townsfolk allowed him greater control. Those spirits who had already sampled mortal flesh, especially those who swore loyalty, would be allowed to continue possessing townsfolk, though they had to swear that they would not *claim* any townsfolk. Brief periods of possession were permitted. If a spirit wished to fully claim a host, it had to pick a

tourist and leave town. (The four Glass-Claimed in the SUV from “Welcome to Manitou Springs” were examples of spirits who had done just that.) Spirits that did not follow these simple rules were hunted down and consumed, their Essence fed to those who did.

The effect the Alder Man’s minions and followers is having on the people and the town is slowly killing it. The Girl in the Mists will not say so outright, but her power has dwindled to almost nothing because of the Alder Man’s effect on the town.

- The Meers pack did not behave like these characters’ pack has. The Meers purposefully remained aloof from the town and its people, though they claimed it as their territory. For better or worse, though, the players’ pack has gotten involved in the town via the given subplots and its hunting the Ridden and misbehaving spirits. The characters might have caused all sorts of carnage (being werewolves, after all), but they are not staying up in their cabin the way the Meers did.

(It should be noted, of course, that the pack might not have behaved this way. The characters might have behaved just like the Meers, and only come into town to buy groceries and hunt. That’s certainly possible and acceptable, as players don’t always want to pursue subplots. If that is the case, then the Girl in the Mists simply sees the potential of the characters to become more involved and will try to persuade them to do so.)

- The Girl in the Mists wants the characters to make the Alder Man go away. She is willing to lend them what aid and assistance she can, even becoming their pack totem. In return, they must swear not to hunt the ordinary people of Manitou Springs. She will be perfectly clear that, while the spirits and the Claimed are fair prey for the pack, those who are merely urged or possessed by spirits are not, and certainly those who have not been touched by the supernatural are to be spared. This might be a sticking point for some packs, and it should be noted that no werewolf wants to be told who or what he can hunt. That, however, is the ban the characters must swear to if she is to be their totem.

AFTERWARD

Once this conversation has run its course, this chapter comes to an end. The characters might have won the respect and esteem of the city-spirit of Manitou Springs such that she agrees to become their pack totem, or they might have chosen to go their own way without her help. (Character sheets for the future chapters take this totemic bond into account, though you can ignore it if circumstances dictate.) Even if they come away without this spirit’s aid, they have likely gained from her some key important information about the Alder Man and what his designs on their new home might be. It now lies before them to act on this information and seek a way to take the fight to their enemy. Provided their enemy doesn’t take it upon himself to act first...

DRAMATIS PERSONAE

Following are the descriptions and game traits of most of the characters the packmates meet in “Under a Shadowed Sky.” Only those they are likely to fight have full traits.

THE WALKING CAR

Magath Hybrid of Car and Spider Spirits

Description: A rusted out Chevy Impala. Its front grill has warped arachnid features (eight headlight eyes, bumper chelicerae, etc.). Growing out of the wheel wells are long insect legs that allow it to stand about 10 feet in the air. The tips of its long legs can batter an opponent like a sledge hammer. Upon closer inspection, the metal of the car appears to be shiny like chitin.

Storytelling Hints: With a standing broad jump, the Walking Car can pounce on a victim, trying to crush him. To do so, you first make a reflexive jumping roll (equal to the spirit’s Power + 6 because of his Mighty Bound Numen) to make sure the spirit can cross the requisite distance. (The number of successes equals the distance the character travels. One foot straight up per success, or two feet per success on a standing broad jump. On a running jump, the spirit travels a standard 10 feet + four extra feet per success on the roll.) If that distance roll is successful, you then make an attack roll to make sure the spirit has aimed his pounce properly. If the distance roll either fails or does not yield enough successes, the Walking Car simply lands several feet short of its target. This attack is an instant action. When it attacks, the spirit tries to blind several characters at once then pounces on one of them—the one who looks the strongest. If it’s successful, it attacks with its legs or mandibles.

Rank: 2

Attributes: Power 6, Finesse 2, Resistance 5

Willpower: 11

Essence: 5

Initiative: 7

Defense: 6

Speed: 20

Size: 10

Corpus: 15

Ban: The Walking Car cannot walk onto or jump across a road.

Influence (Spiders ••): With a roll of eight dice, the spirit can strengthen or manipulate a spider near it in the physical world, making that spider more robust (perhaps adding an extra dot of Health per success for one minute per success) or subtly encouraging it to grow or act in certain ways (for 10 minutes per success). Strengthening a spider costs one Essence, and subtly manipulating it costs two.

Influence (Cars ••): With a roll of eight dice, the spirit can strengthen or manipulate a car near it in the

physical world, making that car more robust (perhaps making even an old junker run like it's just been finely tuned for one minute per success) or subtly encouraging it to act in certain ways (such as plugging up a slow leak in a tire for 10 minutes per success). Strengthening a car costs one Essence, and subtly manipulating it costs two.

Material Vision: On a successful roll of Power + Finesse the spirit can see through the Gauntlet for a number of minutes equal to the number of successes on the roll.

Wilds Sense: On a successful roll of Power + Finesse, the spirit can track down loci, werewolves, or individual spirits of interest over miles and miles through the Shadow Realm. More successes gives more detailed information.

Dazzle: Spend one Essence and roll eight dice. On a success, the magath flashes its many headlights and temporarily blinds opponents up to 60 feet away for one turn per success rolled. (These successes may be divided up among multiple targets.) A character who is blinded but still wants to attack can do so only with a chance die (one d10, on which only a 10 counts as a success). To improve his character's odds, the player may spend one turn doing nothing but trying to compensate with the werewolf's senses of smell and hearing. Make a perception roll (Wits + Composure), taking any form modifiers into account. On a success, the character may attack the target he chooses on the next turn with a -3 modifier. The character can keep making attacks on that same target in subsequent turns as long as the player keeps succeeding on reflexive perception rolls. If he wishes to switch targets while he is still blinded, he must spend another turn listening and smelling.

Mighty Bound: As mentioned above, the magath gets a +6 bonus to any jumping roll.

Attacks:

Type	Damage	Dice Pool
Sledge Hammer feet	2(B)	10
Bumper mandibles	1(L)	9
Pounce	3(B)	15

THE BURNING SNAKE

Magath Hybrid of Snake and Fire Spirits

Description: The Burning Snake appears to be a large rattlesnake, but it is made out of flames that fail to flicker. A small aura of heat shimmers around it.

Rank: 1

Attributes: Power 2, Finesse 5, Resistance 2

Willpower: 4

Essence: 4

Initiative: 7

Defense: 5

Speed: 17

Size: 1

Corpus: 3

Ban: The Fire Snake cannot affect anything wet. Not just something damp, but completely soaked.

Influence (Fire •): With a roll of Power + Finesse, the spirit can strengthen a fire near it in the physical world, making that fire more intense for one minute per success. Doing so costs one Essence.

Influence (Snakes •): With a roll of Power + Finesse, the spirit can strengthen a snake near it in the physical world, making that snake more robust (perhaps adding an extra dot of Health per success for one minute per success or giving it an extra temporary dot of Strength for that long). Doing so costs one Essence.

The Fire Snake also has the **Material Vision** and **Wilds Sense** Numina described under The Walking Car, above.

Attacks:

Type	Damage	Dice Pool
Bite	2(L)	9

THE HUNGRY SAPLING

Magath Hybrid of Tree and Hunger Spirits

Description: It appears to be humanoid tree, about the size of a teenager. It is covered with thorny vines that spiral over it like blood vessels outside the creature's skin. The place on the spirit's head where the mouth should be is a mass of thorny vines wrapped tightly all around it.

Storytelling Hints: Should any of the characters flee, this spirit can track them through the Shadow Realm. It can track like a werewolf (on a roll of eight dice), and it receives a +4 modifier on any character whose blood it has tasted (i.e., inflicted at least one point of lethal damage upon).

Rank: 2

Attributes: Power 5, Finesse 3, Resistance 5

Willpower: 10

Essence: 6

Initiative: 8

Defense: 5

Speed: 10

Size: 4

Corpus: 9

Ban: The Hungry Sapling cannot resist blood. If blood is spilled, it must run towards the blood as fast as it can and try to consume it, even if that puts it at risk.

Influence (Hunger ••): With a roll of Power + Finesse, the spirit can strengthen or manipulate the hunger of someone or something near it in the physical world. It can make that hunger more intense for one minute per success (perhaps levying a -1 dice pool modifier due to distraction), or it can subtly affect the nature of that hunger for 10 minutes per success (implanting a craving for meat, for instance). Strengthening hunger costs one Essence, and subtly manipulating it costs two.

Influence (Trees ••): With a roll of Power + Finesse, the spirit can strengthen or manipulate a tree near it in

the physical world, making that tree more robust (perhaps adding an extra dot of Health per success for one minute per success) or subtly encouraging it to grow in certain ways (for 10 minutes per success). Strengthening a tree costs one Essence, and subtly manipulating it costs two.

Chorus: By spending one Essence (and on a successful roll of Power + Finesse), the spirit can send a message to the Alder Man or any of the magath involved in the encounter with it. Gaining more successes yields a more detailed message.

The Hungry Sapling also has the **Wilds Sense** Numen described under “The Walking Car,” above.

Attacks:

Type	Damage	Dice Pool
Barbed Hands	1(L)	9

THE MIDNIGHT PARIAH

Magath Hybrid of Mockingbird and Pain Spirits

Description: The Pariah appears to be a large mockingbird, though its eyes gleam with the feral intelligence of a predator. Its beak is stark white, as if enameled like a tooth.

Rank: 1

Attributes: Power 2, Finesse 4, Resistance 2

Willpower: 4

Essence: 6

Initiative: 6

Defense: 4

Speed: 18

Size: 1

Corpus: 3

Ban: The Pariah must accept any food given to it, and it cannot attack anyone who has given it food.

Influence (Pain ●●): With a roll of Power + Finesse, the spirit can strengthen or manipulate the pain of someone or something near it in the physical world. It can make that pain more intense for one minute per success (perhaps levying a –1 penalty), or it can subtly affect the nature of that pain for 10 minutes per success (perhaps moving the epicenter of a muscle pain up into a joint). Strengthening one’s pain costs one Essence, and subtly manipulating it costs two.

Influence (Mockingbirds ●): With a roll of Power + Finesse, the spirit can strengthen a mockingbird near it in the physical world, making that mockingbird more robust (perhaps adding an extra dot of Health per success for one minute per success). Doing so costs one Essence.

Screech: The Pariah’s screech is painful, and listening to it causes disturbing memories of the past to emerge. It must spend one Essence to screech. Any werewolf within 10 yards of the scream must succeed on a Resolve + Composure roll to not suffer a –1 penalty on any roll in the next turn.

The Midnight Pariah also has the **Chorus** and **Wilds Sense** Numina (see above).

Attacks:

Type	Damage	Dice Pool
Bite	2(L)	8

THE BROKEN WING

Magath Hybrid of Hawk and Wind Spirits

Description: The Broken wing appears to be a large hawk. Its wings bend out at impossible angles. The flapping of the wings looks incredibly painful (and it is). When it flaps its wings, unnatural gusts of wind puff up beneath it.

Rank: 1

Attributes: Power 2, Finesse 2, Resistance 4

Willpower: 6

Essence: 5

Initiative: 6

Defense: 4

Speed: 21

Size: 1

Corpus: 5

Ban: The Broken Wing cannot let itself touch the ground. If it does, its dice pool becomes a chance roll for the rest of the scene.

Influence (Wind ●): With a roll of four dice, the spirit can strengthen the intensity of the wind in the physical world for one minute per success. Doing so costs one Essence.

Influence (Birds ●): With a roll of four dice, the spirit can strengthen a hawk near it in the physical world (perhaps adding an extra dot of Health or Strength per success for one minute per success). Doing so costs one Essence.

Blast: The magath buffets the target with a blast of wind. The range is equal to 40 yards, and the spirit suffers no penalties for range. Roll Power + Finesse to hit, and add two dice to the roll for every point of Essence spent to fuel this power. The damage is bashing.

The Broken Wing also has the **Material Vision** and **Wilds Sense** Numina (see above).

Attacks:

Type	Damage	Dice Pool
Bite	1(L)	5
Talons	2(L)	6
Blast	+0(B)	(see above)

KEREXUSAKA A.K.A. “THE CAT”

Former Totem Spirit

Description: A large wildcat, with paws tipped in blood. It is the size of a wolf, but has kept the feline grace and agility of its physical counterpart. Its eyes are solid pools of rich blood red. The blood on its paws appears to be fresh, but it does not drip on the ground.

Roleplaying Hints: Haughty and speaking from a position of strength, but secretly afraid. It will not be bound,

but it is terrified that its cubs will be either destroyed by more powerful spirits or bound.

Rank: 3

Attributes: Power 6, Finesse 7, Resistance 7

Willpower: 13

Essence: 15

Initiative: 14

Defense: 7

Speed: 23

Size: 5

Corpus: 12

Ban: Kerexusaka must obey anyone who forces his paws into a pool of their own blood.

Numina: Chorus, Gauntlet Cloak, Materialize, Material Vision, Reaching, Unspoken Communication, Wilds Sense

Influence (Blood ●): With a roll of Power + Finesse, the spirit can strengthen any blood near it in the physical world, making it smell stronger or keep from coagulating for one minute per success. Doing so costs one Essence.

Influence (Wildcats ●●): With a roll of Power + Finesse, the spirit can strengthen, manipulate, or outright control a wildcat near it in the physical world. It can make that wildcat more robust (perhaps adding an extra dot of Health per success for one minute per success), subtly encourage it to act in certain ways for 10 minutes per success (such as paying attention to one sort of prey over another), or assert more overt control over it for 10 minutes per success (such as making it stalk and attack a human being). Strengthening a wildcat costs one Essence, subtly manipulating it costs two, and controlling it costs three.

Influence (Pain ●●): With a roll of Power + Finesse, the spirit can strengthen or manipulate the pain of someone or something near it in the physical world. It can make that pain more intense (perhaps levying a -1 modifier for one minute per success) or subtly affect the nature of that pain for 10 minutes per success (perhaps moving the epicenter of a muscle pain up into a joint). Strengthening one's pain costs one Essence, and subtly manipulating it costs two.

Chorus: By spending one Essence (and on a successful Power + Finesse roll), the spirit can send a message to any other spirit of its type. Gaining more successes yields a more detailed message.

Gauntlet Cloak: By spending one Essence (and on a successful Power + Finesse roll), the spirit can cloak itself so that those attempting to detect Kerexusaka suffer a -2 penalty as well as an additional -1 penalty to recognize it. The Cat uses this Numen only *after* the scene in which the characters talk to it, on the off chance that the characters come back looking for the spirit again.

Materialize: By spending one Essence (and on a successful Power + Finesse roll), the Cat can assume solid form for several hours. This pushes it across the Gauntlet into

the physical realm (with its traits unaffected). Kerexusaka is vulnerable to physical attacks in this form, however.

Reaching: This Numen allows the spirit to use its other Numina through the Gauntlet with a roll of Power + Finesse.

The Cat also has the **Material Vision** and **Wilds Sense** Numina described above.

Attacks:

Type	Damage	Dice Pool
Claws	2(L)	15
Bite	1(L)	14

THE GIRL IN THE MISTS

Dwindling City-Spirit of Manitou Springs

Description: The Girl in the Mists appears to be a 10-year-old child. She has Native American features but is wearing modern clothes (including a Manitou Springs T-shirt like one of the many available in the stores aimed at tourists). Her eyes appear to be bubbling pools of water. Mist rises from them and water streams down her cheeks and onto her shirt.

Storyteller Hints: The city-spirit of Manitou Springs is a very old spirit that predates the town itself. Already powerful, she (and gender is loosely applied here, though she often appears in human form) adapted to the settlers, consuming the spirits generated as the town grew, eventually taking on the role as the city's spiritual avatar. With the rise of the Alder Man, her power has faded significantly. Having watched the characters and deciding that they might prove of use to her, she now relies on them to do what's best for the town. She is patient with them if they fail, but she grows first disappointed then extremely cross with them if they refuse to try their best.

Attributes: Power 3, Finesse 3, Resistance 3

Willpower: 6

Essence: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Ban: The Girl in the Mists cannot harm any human resident of Manitou Springs. Claimed Ridden are exempt, but Urged are not.

Influence (Manitou Springs ●●●): With a roll of Power + Finesse, the spirit can strengthen, manipulate, or outright control some small aspect of the city of Manitou Springs near it in the physical world. It can make that aspect more robust (perhaps keeping a storefront window from breaking for one minute per success, despite some vandal's intent to smash it), it subtly encouraging it to act in certain ways for 10 minutes per success (perhaps by making all the pennies in the town's various wishing wells seem bright and shiny, regardless of how long they've been

in there), or asserting more overt control over it for 10 minutes per success (such as by making a statue speak to someone). Strengthening any aspect of the city costs one Essence, subtly manipulating it costs two, and controlling it costs three.

Influence (Water •): With a roll of Power + Finesse, the spirit can strengthen water for one minute per success (perhaps making it smell fresher and cleaner than it actually is). Doing so costs one Essence.

The Girl in the Mists also has the Numina **Material Vision, Reaching, and Wilds Sense**, described above.

THE GIRL AS A PACK TOTEM

If the characters accept to become bound to the Girl in the Mists, she is a supportive totem. She is understanding when it comes to accidental violations of her ban. If the characters apologize profusely and make effusive donations of Essence after a mistake, she holds no grudge. All she does is withhold her bonuses from the entire pack for a week. If the characters don't seem contrite enough for an accidental violation, she not only withholds her bonuses for a month, but refuses to speak to the characters at all for a week. If the characters don't seem contrite at all for an accidental violation, she neither speaks to them nor offers up her bonuses at all until they start making effusive shows of sincere apology. Though she might accept their apology in time, she holds a long grudge. If the characters willfully and knowingly violate her ban, however, she not

only withdraws her support as the pack totem, but she might even attack the characters in her outrage.

The Girl in the Mists grants the following bonuses to her pack and imposes the following ban:

Scent of Taint (Pack): Any member of the pack (but only one at any one time) may use this Gift. A werewolf who knows this Gift can detect the presence of supernatural beings. Specifically, the user can detect powers in his vicinity that defy the natural order of the physical and spirit worlds, so that vampires, ghouls, mages, acolytes, and beings bestowed or imbued with unnatural capabilities are evident. Roll Wits + Occult + Purity. The character recognizes the scent of some strange being in her proximity. The creature must be within 10 yards for each dot of Wits the user has to be detected at all. One roll can be made per turn to determine if the being remains present or has left the vicinity. The precise nature of the being cannot be determined. Nor can the specific identity of the being if the Gift user is in a crowd.

Essence (Story): The pack has two extra points of Essence from which any member of the pack may draw over the course of a chapter.

Ban: The pack members are not allowed to harm any ordinary (non-supernatural) humans who live in Manitou Springs. Claimed townsfolk are not protected by this ban, though Urged townsfolk are. People with the Supernatural Merit: Wolf-Blooded (such as Sheriff Butch Powe) are also protected by this ban.

MIKE BERRINGER

Mike Berringer's traits improve for "Under a Shadowed Sky" as he gains an additional dot in the Occult and Survival Skills.

Virtue/Vice: Mike's Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

Tribal Vow: "Honor Your Territory in All Things"—As an Iron Master, Mike must honor his oath to Sagrim-Ur, the Red Wolf. You must make a degeneration roll (four dice) if Mike allows significant damage or neglect to befall a territory he or his pack claim.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Mike has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target's Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift's influence suffer a -2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike

touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●

Computer ●●●●●

Crafts (Electronics) ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl (Dalu) ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression (Blogging) ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Lying) ●●●●●

OTHER TRAITS

MERITS

Encyclopedic Knowledge ●●●●●

Contacts (Blogosphere, Political Fringe) ●●●●●

Fame (Blogosphere) ●●●●●

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FLAWS

ATTACK

Bite 3 (Gauru+2)

Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

●●●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ ●●●●●

GLORY _____ ●●●●●

HONOR _____ ●●●●●

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties)•Auspice: choose 1 free Skill Specialty•Tribe•Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice•Merits 7•(Buying the fifth dot in Attributes, Skills or Merits costs two points)•Health = Stamina + Size•Willpower = Resolve + Composure•Size = 5 for adult human-sized werewolf•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity +5•Starting Harmony = 7•Primal Urge starts at 1 dot•Essence=Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 9

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 10

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 13

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 16

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 14

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

00000

00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift

Roll

Page

Loose Tongue

(Manipulation + Socialize + Wisdom)

Left-Handed Spanner

(Wits + Crafts + Purity)

Partial Change

(Stamina + Survival + Primal Urge)

Rituals: 00000

Rite

Roll

Page

RYAN MASTERSON

Ryan's traits improve for "Under a Shadowed Sky" as he gains an extra dot of Rituals, as well as two new rites (Banish Spirit and Call Gaffling). For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ryan's Virtue is *Hope*. Once per session, he regains all spent Willpower when he refuses to let others give in to despair, even if that harms his own goals or well-being. His vice is *Envy*. He regains one spent Willpower point at the end of any scene in which he gains something important from a rival or has a hand in harming a rival's well-being.

Tribal Vow: "Pay Each Spirit in Kind" — As a Bone Shadow, Ryan must honor his oath to Kamduis-Ur, the Death Wolf. You must make a degeneration roll (four dice) if Ryan fails to repay spirits for significant gifts or slights they make to him or his pack.

GIFTS AND URATHA POWERS

Primal Urge (2): Ryan can safely spend four turns (Stamina + Primal Urge) in Gauru—or six turns during a crescent moon, adding in his Wisdom Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Ryan has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn.

Regeneration: Ryan automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Ryan to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (an automatic) action. For Ryan to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Death Sight (Death •): For the duration of a scene, Ryan's sight is attuned to the dead. He can perceive ghosts, even if they would ordinarily be invisible. Doing so requires him to simply will the capability into effect with an action. While the Gift is active, he may roll six dice (Intelligence + Occult)—taking his Occult Specialty in Ghosts into account—to detect any "stains" of death in an area. Making such a search is an instant action. The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question.

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters applies to

this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

Ritual Master (Ithaeur Auspice Ability): Ryan is especially adept at learning mystic rites, which is already figured in on his character sheet.

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Banish Spirit: The target of the rite must be prevented from moving. Ryan's player must roll his Harmony against the spirit's Resistance in contested rolls, once per minute. If Ryan gets 10 successes (within a number of rolls equal to his Harmony), the spirit is banished back to the Shadow Realm. If the spirit wins the contest, it cannot be banished by any Uratha for 24 hours. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Call Gaffling: To perform this rite, roll Harmony minus the spirit's Resistance once per turn. This rite takes a long time (requiring 40 successes, and each roll takes one minute of story time), and special gifts must be offered to the spirit being summoned. If successful, a spirit known as a Gaffling (a normal spirit of modest power) must come to Ryan. That does not make it happy to be there or bind it to Ryan's command, as most spirits fear and hate the Uratha. But it must come as it is called and speak with Ryan before leaving. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

Fleet of Foot: Ryan is a fast runner. His running speed in all forms is higher than normal. This has been pre-calculated on his character sheet.

Blessing of Vigor Tattoo Fetish (••): Ryan has a fetish tattoo, a spirit bound into his very flesh. To activate the fetish, either spend one point of Essence or roll Ryan's Harmony - Fetish dots (this is a reflexive action). Once active, the tattoo grants a +2 modifier for all Physical-Attribute-based actions for a single turn. The next turn, however, the energy wears off and Ryan suffers a -2 modifier to all Physical Attribute-based rolls made for that turn. This fetish can be used only once per scene.

Language (First Tongue): Ryan understands the ancient language of spirits known as the First Tongue.

WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VIRTUE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer ●●●●●
Crafts ●●●●●
Investigation ●●●●●
Medicine ●●●●●
Occult (Monsters, Ghosts) ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●
Brawl ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy ●●●●●
Expression ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge (Adults) ●●●●●

MERITS

Language ●●●●●
Fetish (Blessing of, Vigor Tattoo) ●●●●●
Language (First Tongue) ●●●●●
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●●●●●
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FLAWS

ATTACK

Bite 4 (Gauru+2)
Claw 4 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, backpack,
writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●
GLORY ●●●●●
HONOR ●●●●●
WISDOM ●●●●●
CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1

SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5
DEXTERITY(+1): 3
STAMINA(+2): 4

SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4
DEXTERITY(+2): 4
STAMINA(+2): 4
MANIPULATION(-3): 0

SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 3

SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: 00000

Gift

Death Sight

Two-World Eyes

Roll

N/A

(Wits + Occult + Wisdom)

Page

Rituals: 00000

Rite

Rite of Dedication

Banish Spirit

Call Gaffling

Roll

Harmony

Harmony

Harmony

Page

NADINE KELLER

Nadine's traits improve for "Under a Shadowed Sky" as she gains a dot of Rituals, as well as a new rite (Shared Scent). For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Nadine's Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she withstands overwhelming temptation to alter her goals. This doesn't include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival's well-being.

Tribal Vow: "Allow No One To Witness or To Tend Your Weakness" — As a Storm Lord, Nadine must honor her oath to Skolis-Ur, the Winter Wolf. You must make a degeneration roll (four dice) if Nadine allows others to see her in a state of significant weakness.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Nadine has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed

by the target's Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a -1 penalty. This breeze lasts for two turns. No roll is required.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability): Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

Shared Scent: After performing a rite that takes approximately five minutes and involves every member of the pack cutting his tongue on a shared blade, the packmates all know the blood-scent of a pre-designated person that one of them knew (i.e., whose blood one of the packmates had tasted). This rite gives each packmate the blood-scent bonus to tracking (+4 dice). Nadine's player must roll Nadine's Harmony in an extended action and achieve five successes per packmate for the rite to work. Each roll takes one turn, and being in the Dalu form gives Nadine a +1 bonus on the roll.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts (Jury-Rigging) ●●●●●

Investigation ●●●●●

Medicine (Folk Remedies) ●●●●●

Occult (Spirits) ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Small-Town Folks) ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●

Language (First Tongue) ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 4

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 3

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 4

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●●●

Gift

Scent Beneath the Surface

Call the Breeze

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

N/A

Page

Rituals: ●●●●●

Rite

Shared Scent

Roll

Harmony

Page

KATE STONE

Kate's traits improve for "Under a Shadowed Sky" as she gains one dot of Brawl, as well as the Dalu Specialty in the Brawl Skill (meaning Kate gains a +1 bonus on any Brawl attack roll performed while Kate is in the Dalu form).

Virtue/Vice: Kate's Virtue is *Hope*. Once per session, she regains all of her spent Willpower when she refuses to let others give in to despair, even when doing so harms her goals or well-being. Her Vice is *Pride*. She regains one spent Willpower point at the end of any scene in which she exerted her will over others at some potential risk to herself.

Tribal Vow: "Offer No Surrender You Would Not Accept" — As a Blood Talon, Kate must honor her oath to Fenris-Ur, the Destroyer Wolf. You must make a degeneration roll (four dice) if Kate surrenders or concedes a significant victory to a foe.

GIFTS AND URATHA POWERS

Primal Urge (1): Kate can safely spend three turns (Stamina + Primal Urge) in Gauru—or five turns during a gibbous moon, adding in her Glory Renown. A werewolf's Primal Urge is unsettling to normal humans. Kate has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Kate can have up to 10 points of Essence and spend one Essence per turn.

Regeneration: Kate automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Kate to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Kate to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Crushing Blow (Strength ●): Spend one Willpower. This Gift's effects last for a scene. During that time, any

bashing damage she normally inflicts, whether with her bare hands or with a blunt instrument, is converted to lethal damage.

Pack Awareness (Gibbous Moon ●): Roll Kate's Wits + Empathy + Wisdom as a reflexive action for her to immediately get a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "sleeping," "fleeing," or "having sex." Finally, she can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds.

The Right Words (Inspiration ●): Kate's gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. Activating this Gift is reflexive and requires no roll.

Prophetic Dreams (Cahalith Auspice Ability): Once per story, you may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing Kate. She must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism.

MERITS

Fast Reflexes & Fleet of Foot: Kate is quick-witted and a fast runner. The effects of these Merits are already reflected on her character sheet.

Fighting Style: Boxing (●): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body Blow**. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

Striking Looks (+1): Kate is very attractive. She gets a +1 modifier to all Presence or Manipulation rolls when she attempts to use her looks in social situations. Her looks can be a drawback, however, as she is more likely to be remembered or to attract unwanted attention.

WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VIRTUE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer 00000
Crafts ●●●●●
Investigation 00000
Medicine ●●●●●
Occult 00000
Politics ●●●●●
Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Tennis) ●●●●●
Brawl (Dalu) ●●●●●
Drive 00000
Firearms 00000
Larceny 00000
Stealth ●●●●●
Survival (Navigation) ●●●●●
Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
Empathy ●●●●●
Expression (Speeches) ●●●●●
Intimidation ●●●●●
Persuasion (Oratory) ●●●●●
Socialize ●●●●●
Streetwise 00000
Subterfuge ●●●●●

OTHER TRAITS

MERITS

Fast Reflexes ●●●●●
Fighting Style: Boxing ●●●●●
Fleet of Foot ●●●●●
Striking Looks (+1) ●●●●●
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FLAWS

ATTACK

Bite 5 (Gauru+2)
Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, stylish clothes,
gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

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□□□□□□□□□□

ESSENCE

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■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0
9 0
8 0
7 0
6 0
5 0
4 0
3 0
2 0
1 0

RENOUN

PURITY 00000
GLORY ●●●●●
HONOR 00000
WISDOM ●●●●●
CUNNING 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 7

SPEED: 13

ARMOR: _____

PERCEPTION: 4

STRENGTH(+1): 4

STAMINA(+1): 3

MANIPULATION(-1): 2

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 7

SPEED(+1): 14

ARMOR: _____

PERCEPTION(+2): 6

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 4

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 8

SPEED(+4): 17

ARMOR: _____ 1/1

PERCEPTION(+3): 7

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 5

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+7): 20

ARMOR: _____

PERCEPTION(+3): 7

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+5): 18

ARMOR: _____

PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: 00000

Gift

Crushing Blow

Pack Awareness

The Right Words

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

Page

Rituals: 00000

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Under a Shadowed Sky" as he gains a third specialty (in shapeshifting) in his Survival Skill

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

Tribal Vow: "Let No Sacred Place in Your Territory be Violated" — As a Hunter in Darkness, Randall must honor his oath to Hikaon-Ur, the Black Wolf. You must make a degeneration roll (four dice) if Randall allows a spiritually important place (such as a locus or church) over which he or his pack claim dominion to be significantly damaged or violated.

GIFTS AND URATHA POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Randall to do anything other than attack or close

with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent automatically incur a -1 penalty, and by spending one Essence, you can intensify the penalty to -3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival (Roughing It, Tracking Shapeshifting) ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Sensing Lies) ●●●●●

Expression ●●●●●

Intimidation (The Glare) ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●

Fast Reflexes ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

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HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 8

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 8

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 4

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 9

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____

Finesse: _____

Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift
Clarity

Roll
N/A

Page

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: 00000

Rite

Roll

Page

INTRODUCTION

In “Hunters Hunted,” the penultimate story of the **Manitou Springs** chronicle, the characters find themselves interacting with other Uratha. Prior to this chapter, the pack has been on its own, dealing with its own problems and handling its own affairs. Now, the characters must face one of the most terrifying enemies an Uratha can confront: other werewolves. Although they have sworn the Oath of the Moon to not slay the People (i.e., other Uratha), werewolves are violent, passionate creatures, and the line between rival and foe is razor thin. In addition to rivals in the Tribes of the Moon, the characters will face one of their dark reflections: a Pure Tribe werewolf.


The first part of this story takes place in Manitou Springs. The pack continues its hunt for the Alder Man—the town’s behind-the-scenes spirit antagonist—but it must pause to face a new threat. An outcast member of the Pure has come to Manitou Springs to test the characters’ defenses and see how tightly they hold their territory.

The second part takes the pack out of its territory. To unravel the Alder Man’s plot, the werewolves must seek aid from another pack of Uratha, the secretive Pickering family. They will quickly discover that a werewolf’s only true allies are his packmates.



GIBBOUS MOON

The Gibbous Moon is the phase of the Cahalith. The Cahalith is equal parts prophet and historian. Cahalith are frequently artists or musicians of a sort after their change, but not particularly by choice. They must find an outlet for the visions Luna sends them, lest they go mad. In the greater context of Forsaken society, Cahalith are the keepers of culture. They are the ones who remember the old legends and ballads, and use them to shape the future. The Cahalith is often the heart of the pack, inspiring his packmates to fight with passion or to hold their rage in check.



STORYTELLING TOOLS: TRICK AND TREAT

Most players want their characters to “win.” While one cannot actually lose in a Storytelling game, many players see defeat in combat as a loss. Players especially hate it when their enemies get away or seem to have all of the breaks. One trick you can use, then, is to give the players some reward when their characters are forced to “lose” thus.

For instance, in Act One of this chapter, it’s important that Gwen Bright (a Pure werewolf who stalks the pack) escape from her first few encounters with the players’ pack, so that they can have the climactic battle with her at the end of the chapter. Her Gifts (Father Wolf’s Speed most notably) most likely allow her to get away. Players are very smart, however, and they also outnumber you—more heads are better than one—so sometimes you have to “cheat.” You might need to fudge a die roll here or there, or give Gwen a few more Essence than you thought she’d need when the combat started. Or you could even just come out and say something like, “She’s too fast to catch, and she wraps her trail around itself and splashes through streams so you can’t pick up her scent. A couple of minutes later, you even lose her blood scent.” As long as you present it as a *fait accompli*, players will simply groan and get on with their lives. In their hearts, most players realize that sometimes the antagonist just needs to get away with murder (or worse) at the beginning to make the final battle at the end more satisfying.

One way to make the players happy while punishing the characters is to give them a little something for their efforts. Perhaps, in return for putting up with Gwen getting away, you could give all of the characters an extra dot of temporary Willpower to signify their resolve to catch her later. (In an ongoing chronicle of your own design, you could also give the characters an extra experience point, as a treat for putting on such a good show thus far.)

Of course, you don’t *have* to give the players or characters anything. If the players come to expect the extra “treats” they might become lazy and look for ways to fail at the beginning of the adventure so they can get the extra goodies. Don’t let them come to expect it, and don’t let it be a crutch for weak Storytelling.

If the players really do come up with a wonderful plan at the very beginning of this scenario, however, let them have an easy victory at the start. Then, instead of Gwen being the real foe, have another member of her pack show up and perform the rest of the actions planned for Gwen (perhaps Blake Preston’s mother if the subplot from Chapter Two was a big enough hit).

ACT ONE: GOOD FENCES

As as was noted in Chapter Two, the Meers pack often came into conflict with a pack of Pure Tribe Uratha living to the southwest. Samuel's strict interpretation of the Oath of the Moon meant that while the pack could fight and beat back the Pure, it could never go so far as to finish off the other pack. Fortunately, the Pure Uratha did not seem to particularly want Manitou Springs as their territory. In fact, they seemed content simply to maim or kill any of the Meers who strayed too far from their home and safety (such as Chester Rodriguez Meers, who paid the price the last time the Meers took the fight to the Pure). When they learned that the Meers were dead, the Pure went on about their own business, concentrating their efforts on tending their own territory for the time being.

Your characters' pack's recent efforts to curtail the spirits' running amok in Manitou Springs has attracted the Pure's attention, however. They have decided to send one of their number to Manitou Springs to observe the pack in action and see what happens. Their scout is Gwen Snow, a member of the Ivory Claws tribe who has recently lost favor with her pack. She is anxious to regain her prestige and if she can eliminate a young pack of Forsaken, so much the better. Gwen's game traits and background appear on page 9.

A QUICK WORD ON THE PURE TRIBES

Thousands of years ago, according to the teachings of the Forsaken, most of the First Pack of Uratha rose up and slew Father Wolf — but not all. Some of those ancient werewolves feared Father Wolf's fangs. Others cared nothing for Father Wolf's growing failure to tend the Border Marches adequately. Still others abandoned their primal hunter's paradise rather than take either side of the battle, lest they choose the one that lost. The descendants of these werewolves do not consider themselves Forsaken; they levy the guilt of Father Wolf's murder entirely on the descendants of his killers. They call themselves the Pure Tribes, or simply the Pure, despite their unwillingness to heed the ideal purity that motivated the Forsaken to hunt Father Wolf down in the first place. They have built a culture of hate, and as far as they are concerned, the world will not be healed until the Forsaken are scourged from it. The two factions of werewolves rarely engage in open war, though. When the Pure Tribes go to war against the Forsaken, it is a guerilla war. They strike furiously against specific targets then retreat into the darkness.

Rather than nail down a series of specific encounters between Gwen and your characters, this section summarizes her tactics and plans. If you didn't run all of the encounters suggested in Chapter Two: "Monsters Down The Road," you could incorporate Gwen's surveillance with an encounter cribbed from that chapter (such as the subplot between Blake Preston and Kate).

Gwen's failure burns inside her. She realizes that she had gotten cocky and it cost her. While her intellect tells her that she must be a careful, methodical plotter, the passionate part of her wants to make a big, splashy victory, so that she can return to her pack in radiant glory. This could prove her fatal flaw, but in the beginning, you should play her as a competent plotter, always one step ahead of the pack.

OBSERVATION

Gwen's primary mission is observation. She is trying to find out what is happening in Manitou Springs, specifically with regard to the new pack in town. Some simple nosing around has given her the names of the packmates, as well as vague descriptions. She knows the characters are staying at the Meers house, which gives her an advantage over them. At first, the pack doesn't even know she's there. Using a set of false ID papers under the name Gwen Richards, she has checked into one of the many bed and breakfasts in the area, hoping not to stand out among the rest of the tourists. She participates in various "touristy" activities, concentrating her hiking and such near the pack's property.

She keeps her ears open for news about the pack, and tries to engage some of the townsfolk in conversations about the pack, though obliquely. (She has trouble dealing with the humans around her even in so limited and artificial a capacity, though, so she spends most of her time alone.) The characters' behavior in town throughout the chronicle should shape what she learns about them specifically. She knows their names and a little about their histories (some more than others), but not details about their lives as werewolves. If the pack has worked to make allies in the town, her job will be more difficult and might even backfire. In mechanical terms, if any of the packmates have made connections in the town, have the player in question roll Presence + Streetwise (with a -1 penalty because of their Primal Urge), opposed by Gwen's Manipulation + Investigation (three dice, taking into account Gwen's social penalty levied by her Primal Urge). You can throw in situational modifiers as well, based on the strength of the character's connection to the town. If the characters have stayed mostly on their land, striking only at night and avoiding the townsfolk when possible, the players do not get a roll. Only by getting involved in the town will they have any chance of learning about Gwen before it's too late.

The bed and breakfast where Gwen is staying is a set of small cabins on a ranch. Each of the tiny cabins has a bedroom and a bathroom, along with a front porch. Gwen marks her territory (the outside of the cabin) with her

Ward Versus Human Gift (see p. 10). She does not want the scents of maids or other staff to confuse the scents of the characters, should they discover her.

As a matter of fact, Gwen is not sleeping in the cabin. She is merely using it as a place to keep changes of clothes. In wolf form, she sleeps in the wilderness surrounding the cabins. When she is not investigating, she stays near the cabin to see if any of the characters are canny enough to come to her. She has purposefully laid down enough scent trails so that tracking her in the area would be difficult.

Gwen's room has ordinary luggage, though a Wits + Investigation roll will reveal that most of the clothes and luggage are new. Each item has her scent on it, however, so she's worn them once or twice. Although she is not a trained investigator, she has been careful to memorize where she put all of her things so that she should be able to tell if someone has tossed her room. Additionally, she regularly changes to her other forms while in the room to better memorize the scents of any werewolves who might have trespassed. (The Ward Versus Human Gift, along with a "Do Not Disturb" request at the front desk, has made sure that no one other than the characters would enter.) The characters would need to be creative to mask their scents, perhaps using powerful chemicals like ammonia to wash them out.

Running a background check of Gwen's false ID—should one of the characters even have the wherewithal or connections to do so—requires an Intelligence + Investigation roll. Success reveals that the ID is phony and recently created. (All of the credit cards, for instance, were applied for in the past month.)

STIRRING THE POT

Once Gwen finishes her indirect monitoring of the pack, she begins to close in. Noticing the various Ridden in town, she picks an easy target—a Claimed tourist named Jamie Kinder, whom she found on one of her hikes—beats it into submission, graciously spares its life, and orders it to do her bidding. She gives the Ridden a worthless fetish, telling it that the fetish will teleport it back to her location when activated. In actuality, it is simply a bag of "Decay Dust," a minor spirit tool that causes a human-sized corpse to decay into dust. (The Ridden's game traits appear on p. 10.)

Gwen's plan is simple, one the Ridden can easily follow. At some point when only one or two members of the pack are available as targets, perhaps in town or traveling by car outside of town, the Ridden attacks, armed with a submachine gun. Though Jamie was not very familiar with firearms, Gwen has shown the Claimed how to fire small bursts (which increases the damage by +1) against a single target. Gwen expects the Ridden to die, and is watching from a distance to see how the characters react.

Once the Claimed takes half of the damage it can, it grasps the "fetish" around its neck, smiles, and tugs it, whispering a word in First Tongue ("away"). The Claimed's eyes

grow wide with horror as she tries again. She then curses "that Ivory bitch" and tries to escape on foot, running in terror. If the characters try to capture and interrogate the attacker, it tries to deal—the information for its freedom. Under duress, it will reveal everything it knows about Gwen, including the name she's traveling under.

Trying to spot Gwen during the fight is next to impossible, but Gwen is watching. Trying to find her once the battle is over (if the characters even suspect they are under surveillance) requires a tracking roll (Wits + Survival) opposed by Gwen's Wits + Stealth (seven dice), as she is trying to mask her scent and staying downwind. If it appears there is any chance of capture, she uses Father Wolf's Speed to escape.

QUEEN'S GAMBIT

Once Gwen has taken the pack's measure, she is ready to strike. After a day of preparation in the wilderness, she fires a proverbial warning shot across the pack's bow. When the characters are back home at the cabin, she howls a challenge from the edge of their property.

The pack will presumably not ignore the challenge, though the characters might have different ways of handling the challenge. Some will charge ahead, while others might try to sneak up on her. In the end, it turns out not to matter. She has left the pack a present: a mutilated corpse, hanging from a tree and strung up by its own intestines. The exact identity of the body is left in the hands of the Storyteller, but it should be someone that means *something* to at least one member of the pack, preferably Kate (since this is her auspice's chapter). The victim's face is untouched, though frozen in a rictus of horror. A bloody palm-print, the size of a werewolf's in Dalu form, is on the victim's face. The blood is not the victim's, though, it's Gwen's. She wants the pack to follow her, and this intentional blood trail is a sign that she thinks the characters are such poor trackers that they will *need* to taste her blood. Gwen is intentionally provoking the pack, hoping that at least one of them will fall to *Kuruth* (Death Rage). It is a dangerous gambit, but she intends to keep her head while forcing the pack to lose control. It would be quite fitting, in her mind, for one of the pack to kill another. Her intent, should she survive the encounter, is to use the Cleansed Blood rite to wipe away any tracking bonuses the pack would have after tasting her blood.

As soon as Gwen howls, she flees down a trail she scouted earlier, using Father Wolf's Speed to give her an abundant head start. She also takes the time to booby-trap the trail with deadfalls, trip lines, pongee sticks and other lethal traps. She does not expect the traps to actually kill any characters, but they should hurt, and more importantly, make the characters angry.

She has laid three or four traps (depending on how cruel you want to be). If the pack is running all out, Kate is the fastest and would be the first to set off a trap. If the

characters are staying together, you can decide randomly who gets caught. Have the trap's target roll Dexterity + Survival (or Dexterity + Athletics, whichever is higher) against Gwen's Intelligence + Survival (seven dice). If Gwen wins, the victim suffers one point of lethal damage success she rolled over the victim's successes, otherwise the victim avoids the trap. If the target of the trap is particularly angry, you may levy a -1 penalty on the roll because the target is not being careful. If the pack slows down, give the target an additional die or two, depending on how cautious the characters want to be. After the first trap, the Storyteller should pick the targets randomly. If a character is particularly injured, you might want to have the player roll for the character to avoid Death Rage.

The scent trail leads into a natural cave. The entrance is not booby-trapped, though there is another bloody paw-print over the entrance, as well as a torn-away wooden barricade that once prevented random hikers from entering a dangerous cave. The cave leads into the mountain. It is very narrow near the front, though it widens out, and it is pitch black inside. Should the characters dawdle, Gwen will howl another challenge from within (unless the pack is being especially quiet). The cave splits into two passages, both of which smell equally of Gwen, presenting the pack with a dilemma. The characters can split their forces up to three ways (one for each tunnel and one to make sure she doesn't double back). Gwen is hoping they will, though it should be noted that players hate splitting the group.

Gwen is waiting down one of the passages. If the characters stayed together and went down one, she is down the other, and will double back to try to assault them from behind. Her actual tactics are left to you, to best take advantage of the characters. Gwen is cunning and is trying to force the characters into a situation where their numbers could work against them. She tries to get them into small areas where they can't all fit, and certainly not in their larger war forms. Her goal is to strike and run, then strike and run again. The caves can be as complex as you like—either simple tunnels that open up and narrow, or they could be quite complex, with large stalactites and stalagmites to hide behind (or use as weapons). Gwen wants to whittle the characters down and hopefully attack them one at a time. She uses her extra speed to her advantage, attacking for a turn or two, then running away before the pack can coordinate a good counterattack. She alternates striking and dodging (which doubles her Defense for one turn at the expense of any other action she might otherwise have taken) to give herself a chance to avoid the claws of the pack working together. In fact, Gwen should start losing only when the pack works together.

LAST WORDS

The way this part of the story ends is largely up in the air. Gwen's motivation is first to find out how tough and canny the characters' pack is and to test the defenses of its territory. Should the characters somehow capture Gwen

and try to get her to talk, she reveals nothing about herself or her Pure packmates beyond what's written about her in this chapter. (If your players have run with the subplot about Blake Preston from Chapter Two, Gwen might reveal the singer's final fate as well if you like.) She takes any opportunity she can to escape, and if she can't escape, she does everything in her power to provoke the characters into killing her.

Her secondary goal is to take out the entire pack by herself if she can, thus bolstering her esteem back home and getting back into her packmates' good graces. Should she start to take a serious beating, though, she might decide to run away back home with her tail between her legs. If she tries that and succeeds in getting away, she reports that the characters' pack is pretty tough and confident and that challenging them right now might be more trouble than it's worth. If she loses control of herself and gives in to the Death Rage, she will likely go down fighting. It's also possible that the characters might just beat her straight out, without Gwen actually losing control. If either of the latter two options occurs, Gwen's Pure packmates back home consider it the just desserts of their disgraced Ivory Claw and don't act on it—for the moment.

Act Two: LINES ON A MAP

The pack so far has dealt exclusively as a solitary pack, one that has not had to deal with other members of the Tribes of the Moon. The characters' concern has been their personal territory and nothing else. Even though some werewolves might try to avoid it, however, the Uratha are part of a larger society. In this part of the story, the characters find that they must briefly leave their territory to seek the advice of some more experienced Bone Shadows.

Read the following to the players:

As a result of your recent investigations, and with the help of the Girl in the Mists, you have some idea of how many strange "Claimed" alder trees stand in the physical world and odd spirit saplings grow in the Shadow Realm in your territory. You also vaguely remember an obscure passage from the Meers diaries, that said when the Meers confronted the Alder Man they first had to destroy the trees he used to enhance his powers. Something about the special trees either fed the spirit Essence or bolstered his powers in some obscure way. Yet, though there were only five such trees in all of Manitou Springs back then, the Alder Man appears to have learned from his mistakes this time. Now the city is teeming with the spirit trees.

Even should the characters plot out the exact location of each and every tree (or should the Girl in the Mists do so for them), they should soon realize that there are far too many to dream of taking down before they face the Alder Man. The Alder Man would surely confront them before they were even a fraction of the way finished, and he would be more powerful than they could hope to defeat. The question becomes, then, what to do. Let the charac-

ters stew and discuss it for as long as they like before the players themselves start getting frustrated. Then, if no one else has mentioned the possibility thus far, suggest that they poll their various contacts on the matter.

The free contacts provided in the Handouts in Chapter One could prove especially helpful in this capacity, especially Ryan Masterson's "in" with the Pickering family. Granted, those contacts are listed as one-shots, but even if the characters have already used them up, they can still prove somewhat useful. Mike's contact with Jagged Sky's pack, Kate's contact with Smoker, and Randall's contact with Travels Under a Dark Moon are all based in and around Denver, and once they hear that the problem deals with some ancient spirit, they all recommend the characters talk to Obadiah Pickering (the aging patriarch of the eponymous family). Even if a character has used up his one-shot contact and is going back to the well with one of these contacts, he receives the same information—he just gets a much more short-tempered response and a derisive comment about being a whelp who can't take care of himself. If all of the characters have used up all of their one-shot contacts and don't *want* to go back to the well, they might decide to call on Max Roman instead for advice. Should they do so, Max is the one who recommends speaking to Obadiah Pickering. He even arranges the meeting himself "off-screen" to help out his young protégés.

What would be easiest, of course, is if Ryan has not yet called in his one-shot contact with the Pickering family. Should he take this opportunity to do so, he makes contact with the Pickering family pack's beta, a woman named Janet. She recommends making a map of where all of the Claimed trees and spirit saplings are and bringing that map into Colorado Springs as quickly as possible so her alpha (and father) Obadiah can look at it. Should Ryan have already called in his contact (or should the characters arrange the meeting through Max Roman first), Janet offers the same basic information, though only reluctantly and with only a veneer of strained cordiality. She explains in that case that this isn't her decision, but her *father* wants to see what the characters have.

Fortunately for the pack, Colorado Springs is very close. Travel outside of one's own territory can be a dicey proposition for the Forsaken, though, as packs must negotiate their way through other packs' territories and just traveling down the highway might take a pack through another pack's land. While some packs might decide that a pack that shoots down the interstate isn't offering a challenge, others do. Packs must carefully plan their routes, checking with other packs and attempting to discover whose territories they might pass by or through.

The Pickerings have invited the characters to meet at one of the Pickering Funeral Parlors on the edge of their territory. (The Pickerings own a chain of such parlors.) The Pickerings claim only a small tract of land outside Colorado Springs, but their reputation as mystics par excellence makes up for their relatively small territory.

Thanks to Ryan, the pack knows that the following Uratha make up the Pickering pack:

- Obadiah Pickering is the aging patriarch of the family. He is well into his 80s (at least). He might be slowing down physically, but his mind and claws are still razor sharp. One of his eyes is missing, rumored to have been lost in a battle with Bale Hounds in far-off Calcutta. He refuses to wear a patch, and woe to anyone who stares at the empty socket.

- Obadiah's beta, and daughter, is Janet Pickering (a Cahalith). Well into her 50s, she is the public face of the pack. She supposedly handles most of the pack's duties and runs the family's chain of funeral homes.

- Angeni Pickering (an Irraka) recently married into the pack by marrying one of Obadiah's human children. She's supposedly very powerful for her young age.

- Morrison Pickering (an Elodoth) drove Ryan to the meeting back in Chapter One. According to what Ryan's pieced together, something awful has happened to all of Obadiah's male children, and Morrison is self-destructing before it happens to him.

- Ezekiel Smith (a Ghost Wolf Rahu) is not technically a member of the pack, but he had the fortune to marry one of Obadiah's wolf-blooded daughters before he knew what he was getting into.

BURIED SECRETS

The pack's trip out of Manitou Springs is uneventful. Thanks to the directions given by Janet Pickering, it is easy to find the Pickering Funeral Parlor. Read the following text to the players:

You park Nadine's truck in the parking lot, which is empty except for a hearse and a long limousine. The driver of the limo is wiping road dust off the hood with a cloth. He does not look up, though you notice he wipes harder and more quickly as you get out. "They're all here," he says quietly, then rubs at some speck of dirt.

The heavy wooden doors are unlocked. Opening them, you smell lilies and other flowers, arranged in large vases on each side of the door. A small table with a closed guest book is in the center of the dark paneled room. Ahead of you is a small room that appears to be where services are held. There are rows of pews. Sprawled in one of them with his back to you is Morrison Pickering. His hair is unkempt and he's smoking a cigarette, ignoring the "no smoking" sign. He doesn't turn to look at you, but he kind of flutters his hand in an unsteady wave. "They took over the office," he slurs. "I needed some fresh air."

To your left is the office, where unctuous salesmen wring the last dollars out of grieving families. The door is partially open, and at Morrison's comment, it swings open immediately. An old voice, still rich with power, calls out, "Over here. Hurry up!"

Like the entry hall and the chapel, the office appears to be decorated in soothing, somber browns. Seated behind the desk

can only be Obadiah Pickering. His one-eyed glare is known for making strong werewolves flinch, though he's looking at you expectantly. Standing behind him and to his right is Janet Pickering. Her hands are clasped behind her back, but she's standing on the balls of her feet. She's watching all of you carefully, evaluating who is the threat. To Obadiah's left is an attractive woman with short hair in her late 20s or early 30s. She's very pregnant—six months at least. A pile of rolled-up scrolls lies in front of her on the desk. Leaning on a bookcase behind her, practically fuming must be Ezekiel Smith. He seems to spend equal amounts of time glaring at you and at Obadiah. A young Native American woman wearing a white sundress is sitting on the floor. She is placing a series of small bones and crystals on the floor. Her face is calm, but her posture tells you she's being extremely careful, like a chemist mixing up a batch of dynamite.

Obadiah holds out his hand. "Give me your map and wait out there. I won't have you in my way." There's a hunger in his eye.

While he analyzes the map of the spirit trees, Obadiah forces everyone else to stay out in the waiting area, including Janet, Morrison, Marion, and Ezekiel. (Janet is here only because she is always at Obadiah's side. Morrison is here because Janet dragged him along. Obadiah wanted Marion Pickering-Smith, the pregnant woman, along to bring some of the supplies and scrolls he wanted. Ezekiel fumed at his pregnant wife being dragged out "for no real reason," and insisted he come along to look after her.) Obadiah would prefer that Ryan wait with everyone else, but he is willing to concede the point if Ryan stands up to him in a respectful way. It is Ryan's territory that's having the problem, after all. Otherwise, only Angeni (the Native American woman) is allowed to stay while Obadiah gets to work.

If Ryan gets to stay in the room, sadly he doesn't get to learn very much. Obadiah spends several minutes with a circle-drawing compass, a ruler, a plumb line and a thin charcoal pencil, going over the map and making various measurements and calculations. He then lays the map on the floor in front of Angeni, who meticulously transfers the crystals in front of her to a handful of spots on the map where lines and curves that Obadiah has drawn converge. Obadiah then performs some ritual summoning that generates some sort of spirit Ryan does not recognize, though it smells of rotting plant matter. After bargaining with the spirit in a dialect of the First Tongue Ryan does not know, Obadiah forces it to look at the marked-up map. Five of the crystals begin to glow and hum, in eerie resonance, and Obadiah marks those spots on the map with a circle and a number before dismissing the odd spirit. Finally, the old man has Angeni clear away her crystals then covers the map with tracing paper and outlines the pattern the circled spots make. He scribbles furiously on his tracing paper for several minutes, answering no questions the entire time, then folds the tracing paper up and gives the map back to Ryan.

MEANWHILE...

Meanwhile, everyone else excuses themselves to the waiting area where they mingle and talk. One of the hardest tasks a Storyteller has to perform is handling multiple Storyteller characters in a social setting with the players' characters, though, so you have a few options. You can try to juggle all of the various extra characters' voices, splitting your attention as needed. You could also invite a friend or two (perhaps one who cannot regularly participate in the game) to be your assistant, and handle some of the extra characters. Lastly, you could let the other players themselves handle an extra character or two for the duration of a scene.

However you decide to handle it, let the scene flow naturally. For once, the battle that the pack must face is in the social realm. Give the characters a chance to interact with other werewolves. Check out the information in the *Dramatis Personae* (pp. 10-12) section on each of the Pickerings to see how those characters might behave in a social situation. All the Pickerings were at least familiar with the Meers, who were tribemates of theirs and rivals of Obadiah's for preeminence, so the pack may learn a great deal about their predecessors if they so wish. Ideally, this scene gives the characters a brief social interlude before they get down to the work of cleansing their territory of the Alder Man's influence. It can also plant seeds for future plots if you intend to keep your game going once the **Manitou Springs** chronicle has run its course. Your characters can make casual allies or tense rivals of the Pickerings, or possibly even begin to weave a tangled and complicated web of reluctant obligations or mutual respect between the characters.

Of course, it's also possible that the evening might end in bloodshed. These are werewolves we're talking about, after all, and at least two of them (Morrison and Ezekiel) are in no mood for social niceties. The Pickerings have... *problems*, to say the least, so if your characters show up with already-frayed tempers and start drawing attention to those problems, the claws might come out and blows might be exchanged. As the default assumption is that violence is not likely, however, full traits have not been provided for the Pickerings.

AFTERMATH

When the evening winds down in the chapel, Obadiah and Angeni emerge from the office, and Obadiah returns the pack's map. On it, five of the marked trees—all in the physical world—are circled and numbered sequentially. Obadiah explains that only the five marked trees must be destroyed to disrupt the Alder Man's power, but they need to be destroyed in the order listed on the map. Doing so will not only cut off the flow of Essence that has been empowering the Alder Man, but it will do so in such a way that the Essence can safely return to the Shadow Realm without causing dangerous "backlashes" or "feedback." Obadiah doesn't elaborate, but he implies that doing things out of sequence could have disastrous consequences on the pack's territory, including (but not limited to) closing or moving the Meers locus.

If Ryan managed to stay in the room while Obadiah was performing the ritual and calculations that revealed this information, the old man explains his findings to Ryan and sends him out to explain it to his packmates. Otherwise, the old man reveals the information to everyone all at once. Either way, once it's all said and done, Obadiah orders his pack back to the limousine, saying only that he has a lot of personal research left to do that evening. As he's showing the characters to the door, though, he thanks them for bringing this to his attention and admits that what he's learned is all "fascinating." He does not, however, offer his aid or that of his packmates in dealing with the Alder Man. Doing that is your characters' responsibility.

And once the Pickerings leave, it's time the characters headed home to start doing just that.

ONE LAST NOTE

This chapter ends not so much on a cliffhanger, but at a point of high anticipation. The characters have the information they need, and they're now ready to face their greatest challenge yet. Ideally, this would get them psyched for the next chapter, when they can devote their full attention to the conflict on the horizon. If you're worried, though, that your players won't want to end this session on just some social interplay and a dramatic revelation, don't feel enslaved by this chapter's structure. If you'd rather end the chapter on a fight scene, feel free to have the characters visit the Pickerings first and return home only to find themselves harassed by Gwen Bright. Be aware, though, that the characters will be facing all the combat their players could possibly want in the next chapter if they can just be patient a little longer.

DRAMATIS PERSONAE

Following are the descriptions and traits of most of the characters the packmates meet in "Hunters Hunted." Only those they are likely to fight have full traits; non-combatant characters simply have backgrounds and a few dice pools for their most notable abilities.

GWEN BRIGAT

Ivory Claw Scout

Background: Gwen's mother raised her, never speaking of Gwen's father, except to say that he was a "bad man" and they had to keep moving lest he find them. For 17 years, they ran until the bloody night when Gwen learned the truth. Her father had never lost track of them. Under a full moon, the scared little girl died and a terrifying predator was born. Father and daughter shared their first kill: Gwen's mother.

Gwen has thrived among the Pure Tribes. At first, she simply hunted for the thrill of the chase and the kill, but soon it wasn't enough. She learned to toy with her prey, extending the chase so that it wasn't over too quickly. It was this lack of care that led to her recent downfall. She let a would-be werewolf-hunter get a picture of her. Her

pack quickly covered it up and slaughtered the hunter, but the damage was done. She fell from her lofty position of beta to the pack's omega. The new beta, a rat-faced schemer, suggested her current mission to the pack's alpha. They had learned that a pack of Forsaken Uratha was attempting to claim the Meers' old territory. "Let her see if these piss-bloods are as stupid as the Meers," he said. "Let her discover if they will be a real threat."

Description: Gwen is a striking woman in her early 20s. While many Uratha prefer practical clothing that can handle their hardly lifestyles, Gwen wears expensive clothes that highlight her considerable assets. If they are destroyed, she can easily buy more clothes. She is close to six feet tall, with pale blonde hair that is tied back in a tight braid that extends down to the middle of her back. She does little to hide the aura of the predator.

Storytelling Hints: Experienced Ivory Claws like Gwen move with an economy of motion and physical control that's hard to disguise. The same is true of her personality. Unless she works hard to conceal it, her predatory nature come across clear as day. She is cold, calculating and ruthless, dealing with what's necessary, then immediately moving on to their next task. Note also that Gwen is a packmate of the Fire-Touched mother of Blake Preston (the wolf-blooded character mentioned briefly in Chapter Two).

Attributes: Intelligence 3, Wits 4, Resolve 4, Strength 4 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 4 (5/6/6/5), Presence 2, Manipulation 4 (3/4/1/4), Composure 3

Skills: Academics (Record-Keeping) 3, Athletics 4, Brawl 2, Crafts 1, Intimidation 3, Investigation 1, Occult 2, Politics (Pure Tribes) 4, Streetwise 2, Subterfuge 2, Stealth 3, Survival 4, Weaponry (Klaive) 3

Merits: Fast Reflexes 2, Fetish (Mace, Decay Dust) 3, Language (First Tongue), Quick Healer

Primal Urge: 3 (-2 penalty on social rolls with humans)

Willpower: 7

Harmony: 5

Essence: 5 (12 max.)

Virtue: Fortitude

Vice: Pride

Health: 9 (11/13/12/9)

Initiative: 9 (9/10/11/11) (each includes Fast Reflexes)

Defense: 4

Speed: 13 (14/17/20/18)

Renown: Cunning 1, Honor 2, Purity 3

Gifts: (1) Know Name, Ward Versus Predators, Wolf-Blood's Lure; (2) Father Wolf's Speed, Ward Versus Mortals; (3) Technology Ward

Rituals: 2; **Rites:** (1) Rite of Dedication, Shared Scent; (2) Cleansed Blood

Attacks:

Type	Damage	Dice Pools
Bite	2(L)	-/11/10/10
Claw	1(L)	-/8/10/-/

Weapons:

Type	Damage	Special	Dice Pool
Fetish Mace	3	Lethal Damage	11/12/14/-/-

Gwen has the same basic Uratha powers as the players' characters. Her new Gifts include:

Quick Healer Merit: When she does not spend Essence to regenerate it, Gwen heals one point of lethal damage every eight minutes.

Know Name (Knowledge •): With a glance and a successful Intelligence + Investigation + Cunning roll (five dice), Gwen automatically learns a given target character's name.

Ward Versus Predators (Warding •): With a successful Presence + Intimidation + Honor roll (seven dice), Gwen can mark her territory so that mundane animals can sense it's a werewolf's territory.

Father Wolf's Speed (Father Wolf ••): By spending one Essence, Gwen doubles her current form's Speed. Firearms attacks against her suffer a -2 penalty.

Ward Versus Humans (Warding ••): With the expenditure of one Willpower point and a successful Presence + Intimidation + Wisdom roll (five dice), Gwen can mark her territory so that ordinary humans are afraid to enter it.

Technology Ward (Warding •••): With the expenditure of one Essence and a successful Presence + Crafts + Cunning roll (four dice), Gwen can mark her territory so that electronic and mechanical devices fail within it.

Cleansed Blood Rite: On a successful Harmony roll (an instant action), Gwen can cleanse her blood such that any werewolf who once had a bonus to track her because of tasting her blood loses that bonus. Performing this rite involves mixing a handful of her hair with a few ounces of her blood in a natural source of running water while uttering a low chant.

JAMIE KINDER**Claimed Dupe of Gwen Bright**

Background: Jamie Kinder came to Manitou Springs to get away from her dead-end job working for a real estate agency. She shuffled papers, endured screaming from irate customers and was ignored by her bosses. She was determined to be more than just a secretary, though, taking college classes at night. After a grueling exam season, she took a long-overdue vacation, camping in Manitou Springs. She felt good. She felt free. Then the spirit came and claimed her body. The creature wearing Jamie's flesh was looking forward to its plans for its fine new body. Then Gwen Bright came. She said that she would help if the Claimed did her a little favor. Since the alternative was a messy death and disincorporation, Gwen was able to bamboozle the Claimed into agreeing to assault one of the players' characters. After all, the fetish would pull her out before she got killed, and a chance of death was better than certain death. Right?

For traits, use those for either the Claimed jock thugs or sheriff's deputies from Chapter Two. Or create a new Ridden all your own, mixing and matching abilities from the various creatures that appear throughout this chronicle. This particular one is armed with a submachine gun (Damage 3, Ranges 25/50/100).

OBADIAH PICKERING

Ithaeur Bone Shadow, Alpha of the Pickering Family

Primal-Urge: 5

Willpower: 9

Harmony: 5

Virtue: Temperance

Vice: Wrath

Obadiah Pickering is the aging patriarch of the Pickering clan, a familial line with strong wolf blood that has lived in Colorado Springs almost since the town's inception. Now in his late 80s, Obadiah still possesses an imposing presence. Though he's no longer the picture of health, he can shut down a rowdy youngster with a glare. His eye has seen beauties and horrors beyond even the imaginings of most Uratha. As a young Uratha, he traveled the world with a younger pack, seeking out



hidden and forbidden places. At one such place, a Bale Hound nest in Calcutta, he lost his left eye, and the wound will never heal. He covers it with a patch when he's going to be among ordinary people (a rare occasion these days), but he leaves the darkened socket open to the air among family or other Uratha. He claims it was a fair price for putting a stop to the blasphemous events he witnessed.

Obadiah rules his family like a feudal despot, and no one in the family dares stand up to him—including the other Uratha. The human Pickerings are completely terrified of the old man. Obadiah has no patience for anyone these days and has been known to fly into a rage when a cup of coffee is spilled or some other disruption occurs. He spends most of his time alone, or with the spirits he summons from the depths of the Shadow Realm.

Obadiah has come down from the hill this evening because he has a more than passing interest in the players' pack (although he won't share that with anyone). Word of a dangerous spirit near his territory naturally concerns him, but his true interest is in Ryan, whom he hopes to one day bring back into the family. He is also curious how Max Roman's little experiment in inter-tribal packs is going — and anxious to find evidence that the whole thing is a waste of time. Finally, there was no love lost between the Pickerings and Meers, despite both families being Bone Shadows. In fact, Obadiah always looked on the Meers as rivals for the position of de facto tribal elder and is happy to find evidence of their failings, even after their deaths.

JANET PICKERING

Bone Shadow Cahalith

Primal-Urge: 3

Willpower: 7

Harmony: 6

Virtue: Prudence

Vice: Envy

Janet is Obadiah's eldest werewolf offspring, and is constantly at her father's side. After many years of being treated as a second-class member of the Pickering family, she finally went through her First Change at age 31. When she did, Janet hoped her father would be pleased and treat her as he did his other Uratha children. Unfortunately, she remains in the second-class-citizen role that all of the other wolf-blooded Pickerings do. She bears it all with a quiet stoicism, undercut with an ever-growing rage that may boil over someday. Janet especially dislikes Marion Pickering-Smith and Ezekiel. She quietly hopes that the tension between the young couple and her father will erupt and the two "troublemakers" will leave. She dreams of using tooth and claw to remove her half-sister, but she knows that Obadiah's revenge would be terrible and complete.

Janet's goal for this evening is for everything to go smoothly. She will talk with Ryan (if he is in the room with them) or the pack's alpha (if he is not). She will make conversation and feel out whether she can do anything else for the pack. She collects favors from other packs, and aims to do the same with the Manitou Springs pack. She was surprised that Obadiah wanted to handle this himself, and even more surprised that he didn't want her to haggle over the "price" of doing so. She will, however, try to corner a member of the pack while Obadiah is out of the room and imply that her father is doing them an enormous favor, just to see what she can get out of them.

EZEKIEL SMITH

Ghost Wolf Rahu

Primal-Urge: 2

Willpower: 6

Harmony: 6

Virtue: Hope

Vice: Pride

Much to his relief, Ezekiel Smith is a Pickering only by marriage. He married Obadiah's wolf-blooded daughter after the two met on an archeological dig. Ezekiel had spent the first three years after his First Change as a tribeless Ghost Wolf, wandering and alone. His love for Marion prompted him to dip his feet into Uratha society, however, and the two are now expecting their first child.

Ezekiel resisted moving to Colorado for the birth of their child at first, but Marion was insistent. If their child is to be Uratha (which various portents seem to indicate) she doesn't want it to grow up alone or ignorant of its heritage. She has seen too many Uratha scarred by their lack of parental contact. Ezekiel has yet to formally join the Pickering family pack, and he frequently butts heads with Obadiah. The patriarch officially offered Ezekiel membership in the family pack, as well as initiation into the Bone Shadows, but Ezekiel refused. He could imagine founding a pack of his own, but would rather eat silver than be in any organization with Obadiah in the power structure.

Ezekiel's goal for this evening is to keep his wife safe. He is furious that Obadiah made her come with him on this fool's errand. He will stay near her, only moving away when she gets sick of his hovering and tells him to scram (and only then if the characters have shown no signs of hostility). If given a chance, he will suggest that the characters keep the hell away from the Pickerings. They're a crazy bunch. He's worried about his son being raised in the family "mausoleum" and how that will screw up his child. He will point to Morrison as an example of the Pickering family. He's very leery of Morrison and tends to keep an eye on him at all times, especially if Morrison is near Marion.

MARION PICKERING-SMITH

Pregnant Wolf-Blooded

Willpower: 6

Morality: 7

Virtue: Charity

Vice: Pride

Once Obadiah's children reach a certain age, or the portents indicate a low likelihood of the child being Uratha, he sends them off to boarding school, or to the guesthouse with their mothers. Marion was an exception. The omens indicated a strong chance that she was a werewolf, and her love of learning and secrets even as a child delighted the aging man. Seeing how he treated her brothers and sisters, she worked on the stubborn old man to change his ways, but he would have none of it. In the end, she did her best to deflect his harsh words away from the wolf-blooded children and keep him occupied on his work (which made everyone much happier).

Marion has accepted that she is not a werewolf. She has seen the price that werewolves pay for their power, especially those in her family. Obadiah consulted various oracles and eventually resigned himself that his favored daughter was not Uratha.

Marion is presently six months pregnant. Her son is healthy, and the portents indicate a strong chance he will be Uratha. Obadiah is excited and looking forward to teaching the child. Ezekiel wants out of the house as soon as the child is old enough. Marion is caught between her family duty and her husband. Intellectually, she knows that Obadiah's influence is the last thing her child needs, but her family ties are strong. She's aware that Janet hates her. She's tried to mend fences, but to no avail. She also knows, however, that Janet will never make a move against her as long as her father still breathes.

Marion's goal for the evening is to sit down and let her swollen ankles rest. She was happy to help her father with the scrolls, and she is not too concerned about the characters' pack presenting a threat. She knows that her family would protect her.

MORRISON PICKERING

Elodoth Bone Shadow

Primal-Urge: 1

Willpower: 4

Harmony: 4

Virtue: Hope

Vice: Gluttony

Morrison Pickering is a walking time bomb. All three of his Uratha brothers died by their 21st birthdays, and popular speculation is that Obadiah's line is cursed. Morrison has less than six months left before his 21st birthday, and he's becoming frantic. He once hoped he was only wolf-blooded, and his First Change felt like a death sentence. He has spent the three years since then trying to find a way out of his fate. With only six months left, however, and no hints as to why his brothers died or who might somehow be responsible, Morrison has given up hope. He spends weeks away from home on epic benders. He drives his Porsche at insane speeds on twisting mountain roads—as Ryan should well remember. He picks fights with Blood Talons. For reasons known only to him, Obadiah keeps his distance and refuses to help his youngest son face what seems to be an impending doom.

Morrison's goal for the evening is to get good and wrecked. He's got a flask of bourbon that he's been nipping on, and while the pack was in the office with "the fam," he snorted a couple of lines of cocaine. Now he rambles and carries on if anyone tries to engage him in conversation. He's full of bitter self-pity, and he's unafraid to reveal his opinion should the inclination strike him. Should things get heated and out of control, assume his Attributes are all 2s, and that he has no dots in any combat Skills. (He actually has some training, but he's too strung out to put any of it to use.)

MIKE BERRINGER

Mike's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Mike's Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Mike has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target's Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift's influence suffer a -2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have

more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.

Totem: Mike and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●

Computer ●●●●●

Crafts (Electronics) ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl (Dalu) ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression (Blogging) ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Lying) ●●●●●

OTHER TRAITS

MERITS

Encyclopedic Knowledge ●●●●●

Contacts (Blogosphere, Political Fringe) ●●●●●

Fame (Blogosphere) ●●●●●

Totem ●●●●●

●●●●●

●●●●●

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FLAWS

ATTACK

Bite 3 (Gauru+2)

Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●●●

HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 9
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1

SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 10
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5
DEXTERITY(+1): 3
STAMINA(+2): 4

SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 13
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4
DEXTERITY(+2): 4
STAMINA(+2): 4
MANIPULATION(-3): 0

SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 16
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 3

SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 14
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift	Roll	Page
<u>Loose Tongue</u>	<u>(Manipulation + Socialize + Wisdom)</u>	
<u>Left-Handed Spanner</u>	<u>(Wits + Crafts + Purity)</u>	
<u>Partial Change</u>	<u>(Stamina + Survival + Primal Urge)</u>	

Rituals: ●●●●●

Rite	Roll	Page
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RYAN MASTERSON

Ryan's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ryan's Virtue is *Hope*. Once per session, he regains all spent Willpower when he refuses to let others give in to despair, even if that harms his own goals or well-being. His vice is *Envy*. He regains one spent Willpower point at the end of any scene in which he gains something important from a rival or has a hand in harming a rival's well-being.

GIFTS AND URATHA POWERS

Primal Urge (2): Ryan can safely spend four turns (Stamina + Primal Urge) in Gauru—or six turns during a crescent moon, adding in his Wisdom Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Ryan has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn.

Regeneration: Ryan automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Ryan to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (an automatic) action. For Ryan to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Death Sight (Death): For the duration of a scene, Ryan's sight is attuned to the dead. He can perceive ghosts, even if they would ordinarily be invisible. Doing so requires him to simply will the capability into effect with an action. While the Gift is active, he may roll six dice (Intelligence + Occult)—taking his Occult Specialty in Ghosts into account—to detect any "stains" of death in an area. Making such a search is an instant action. The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question.

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters applies to this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

Ritual Master (Ithaeur Auspice Ability): Ryan is especially adept at learning mystic rites, which is already figured in on his character sheet.

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Banish Spirit: The target of the rite must be prevented from moving. Ryan's player must roll his Harmony against the spirit's Resistance in contested rolls, once per minute. If Ryan gets 10 successes (within a number of rolls equal to his Harmony), the spirit is banished back to the Shadow Realm. If the spirit wins the contest, it cannot be banished by any Uratha for 24 hours. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Call Gaffling: To perform this rite, roll Harmony minus the spirit's Resistance once per turn. This rite takes a long time (requiring 40 successes, and each roll takes one minute of story time), and special gifts must be offered to the spirit being summoned. If successful, a spirit known as a Gaffling (a normal spirit of modest power) must come to Ryan. That does not make it happy to be there or bind it to Ryan's command, as most spirits fear and hate the Uratha. But it must come as it is called and speak with Ryan before leaving. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

Fleet of Foot: Ryan is a fast runner. His running speed in all forms is higher than normal. This has been pre-calculated on his character sheet.

Blessing of Vigor Tattoo Fetish (••): Ryan has a fetish tattoo, a spirit bound into his very flesh. To activate the fetish, either spend one point of Essence or roll Ryan's Harmony – Fetish dots (this is a reflexive action). Once active, the tattoo grants a +2 modifier for all Physical-Attribute-based actions for a single turn. The next turn, however, the energy wears off and Ryan suffers a -2 modifier to all Physical Attribute-based rolls made for that turn. This fetish can be used only once per scene.

Language (First Tongue): Ryan understands the ancient language of spirits known as the First Tongue.

Totem: Ryan and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VIRTUE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer ●●●●●
Crafts ●●●●●
Investigation ●●●●●
Medicine ●●●●●
Occult (Monsters, Ghosts) ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●
Brawl ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy ●●●●●
Expression ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge (Adults) ●●●●●

MERITS

Language ●●●●●
Fetish (Blessing of, Vigor Tattoo) ●●●●●
Language (First Tongue) ●●●●●
Totem ●●●●●
●●●●●
●●●●●
●●●●●
●●●●●
●●●●●

FLAWS

ATTACK

Bite 4 (Gauru+2)
Claw 4 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, backpack,
writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

●●●●●●●●●●●●●●●●●●
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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ 00000
GLORY _____ 00000
HONOR _____ 00000
WISDOM _____ ●●●●●
CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 5

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 3

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 5

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 3

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 6

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 4

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 7

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: ●●●●●

Gift

Death Sight

Two-World Eyes

Roll

N/A

(Wits + Occult + Wisdom)

Page

Rituals: ●●●●●

Rite

Rite of Dedication

Banish Spirit

Call Gaffling

Roll

Harmony

Harmony

Harmony

Page

NADINE KELLER

Nadine's traits improve for "Hunters Hunted" as she gains a dot in the Totem Merit, as well as the Rite of the Spirit Brand. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Nadine's Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she withstands overwhelming temptation to alter her goals. This doesn't include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival's well-being.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Nadine has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed by the target's Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful

both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a –1 penalty. This breeze lasts for two turns. No roll is required.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability). Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

Shared Scent: After performing a rite that takes approximately five minutes and involves every member of the pack cutting his tongue on a shared blade, the packmates all know the blood-scent of a pre-designated person that one of them knew (i.e., whose blood one of the packmates had tasted). This rite gives each packmate the blood-scent bonus to tracking. Nadine's player must roll Nadine's Harmony in an extended action and achieve five successes per packmate for the rite to work. Each roll takes one turn, and being in the Dalu form gives Nadine a +1 bonus on the roll.

Rite of the Spirit Brand: The rite involves summoning moon-spirits who then witness a werewolf's reasons for advancing in one of the Renown Merits. If the Lunes accept the tale, then the werewolf is marked with silver brands that appear when the werewolf is in the Shadow, marking him so that spirits will know of the werewolf's standing among his people and among spirits. Roll Nadine's Harmony in an extended action. The rite is successful if you accumulate 15 successes (each roll made in this effort accounts for one minute of in-game time). Being in the Dalu form gives Nadine a +1 bonus on the roll.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.

Totem: Nadine and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts (Jury-Rigging) ●●●●●

Investigation ●●●●●

Medicine (Folk Remedies) ●●●●●

Occult (Spirits) ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Small-Town Folks) ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●

Language (First Tongue) ●●●●●

Totem ●●●●●

●●●●●

●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOWN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 4
STAMINA(+1): 4
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6
DEXTERITY(+1): 3
STAMINA(+2): 5
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5
DEXTERITY(+2): 4
STAMINA(+2): 5
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 4
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●●●

Gift

Scent Beneath the Surface

Call the Breeze

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

N/A

Page

Rituals: ●●●●●

Rite

Shared Scent

Rite of the Spirit Brand

Roll

Harmony

Harmony

Page

KATE STONE

Kate's traits improve for "Hunters Hunted" as she gains a dot in the Totem Merit. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Kate's Virtue is *Hope*. Once per session, she regains all of her spent Willpower when she refuses to let others give in to despair, even when doing so harms her goals or well-being. Her Vice is *Pride*. She regains one spent Willpower point at the end of any scene in which she exerted her will over others at some potential risk to herself.

GIFTS AND URATHA POWERS

Primal Urge (1): Kate can safely spend three turns (Stamina + Primal Urge) in Gauru—or five turns during a gibbous moon, adding in her Glory Renown. A werewolf's Primal Urge is unsettling to normal humans. Kate has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Kate can have up to 10 points of Essence and spend one Essence per turn.

Regeneration: Kate automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Kate to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Kate to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Crushing Blow (Strength ●): Spend one Willpower. This Gift's effects last for a scene. During that time, any bashing damage she normally inflicts, whether with her bare hands or with a blunt instrument, is converted to lethal damage.

Pack Awareness (Gibbous Moon ●): Roll Kate's Wits + Empathy + Wisdom as a reflexive action for her to immediately get a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "sleeping," "fleeing," or "having sex." Finally, she can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds.

The Right Words (Inspiration ●): Kate's gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. Activating this Gift is reflexive and requires no roll.

Prophetic Dreams (Cahalith Auspice Ability): Once per story, you may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing Kate. She must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism.

MERITS

Fast Reflexes & Fleet of Foot: Kate is quick-witted and a fast runner. The effects of these Merits are already reflected on her character sheet.

Fighting Style: Boxing (●): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body Blow**. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

Striking Looks (+1): Kate is very attractive. She gets a +1 modifier to all Presence or Manipulation rolls when she attempts to use her looks in social situations. Her looks can be a drawback, however, as she is more likely to be remembered or to attract unwanted attention.

Totem: Kate and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VIRTUE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts ●●●●●

Investigation 00000

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Tennis) ●●●●●

Brawl (Dalu) ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival (Navigation) ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy ●●●●●

Expression (Speeches) ●●●●●

Intimidation ●●●●●

Persuasion (Oratory) ●●●●●

Socialize ●●●●●

Streetwise 00000

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Fast Reflexes ●●●●●

Fighting Style: Boxing ●●●●●

Fleet of Foot ●●●●●

Striking Looks (+1) ●●●●●

Totem ●●●●●

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FLAWS

EQUIPMENT

dedicated outfit, stylish clothes,

gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0

9 0

8 0

7 0

6 0

5 0

4 0

3 0

2 0

1 0

RENOWN

PURITY 00000

GLORY ●●●●●

HONOR 00000

WISDOM ●●●●●

CUNNING 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 7
SPEED: 13
ARMOR: _____
PERCEPTION: 4

STRENGTH(+1): 4
STAMINA(+1): 3
MANIPULATION(-1): 2
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 7
SPEED(+1): 14
ARMOR: _____
PERCEPTION(+2): 6

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6
DEXTERITY(+1): 4
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 8
SPEED(+4): 17
ARMOR: _____ 1/1
PERCEPTION(+3): 7

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5
DEXTERITY(+2): 5
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 9
SPEED(+7): 20
ARMOR: _____
PERCEPTION(+3): 7

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 9
SPEED(+5): 18
ARMOR: _____
PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: ●●●●●

Gift

Crushing Blow

Pack Awareness

The Right Words

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

Page

Rituals: ●●●●●

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

GIFTS AND WRATH POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Randall to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent auto-

matically incur a –1 penalty, and by spending one Essence, you can intensify the penalty to –3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

Totem: Randall and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival (Roughing It, Tracking, Shapeshifting) ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Sensing Lies) ●●●●●

Expression ●●●●●

Intimidation (The Glare) ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●

Fast Reflexes ●●●●●

Totem ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●

HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 8

SPEED: 10

ARMOR: _____

PERCEPTION: 5

STRENGTH(+1): 3

STAMINA(+1): 4

MANIPULATION(-1): 1

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 8

SPEED(+1): 11

ARMOR: _____

PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5

DEXTERITY(+1): 4

STAMINA(+2): 5

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 9

SPEED(+4): 14

ARMOR: _____ 1/1

PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4

DEXTERITY(+2): 5

STAMINA(+2): 5

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+7): 17

ARMOR: _____

PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 4

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 10

SPEED(+5): 15

ARMOR: _____

PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),

Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift
Clarity

Roll
N/A

Page

Speak With Beasts (Manipulation + Animal Ken + Purity)

Feet of Mist

N/A

Rituals: ●●●●●

Rite

Roll

Page

INTRODUCTION

Welcome to “Our Town,” the final chapter of the **Manitou Springs** chronicle for **Werewolf: The Forsaken**. A story that started with five new werewolves meeting on a lonely Denver highway is heading toward an explosive climax.

Five Uratha of different backgrounds, auspices and tribes (Mike Berringer, Ryan Masterson, Nadine Keller, Kate Stone, and Randall Foster) all elected to join a multi-tribal pack at the behest of the powerful alpha werewolf Max Roman. He “sponsored” the pack, handing over legal ownership of a piece of unclaimed territory, the town of Manitou Springs. Max had fought alongside the pack that previously lived there, a “family” of Bone Shadows under the leadership of Samuel Meers, and bought their land after those Bone Shadows perished. Max gave the land to the new multitribal pack and informed the characters that he believed a locus was somewhere on their land.

The pack learned that, while no werewolves had claimed the town of Manitou Springs, other creatures had. Spirits, apparently under the direction of a spirit called “the Alder Man,” were running amok in the town. The spirits were busy possessing the townsfolk, sometimes just taking control of their bodies for a time or sometimes wholly merging with them.

The pack’s first move was to investigate this new territory. The characters discovered that the locus on the Meers land was the source of the rogue spirit infestations. Spirits were using the locus to escape into the physical realm, and from there they would possess the locals as well as the numerous tourists that drive the town’s economy. The locus itself was a natural wellspring in the basement of the Meers house, which was guarded by a group of ghosts that the Alder Man had bound there.

After dealing with the ghosts, the pack quietly spent some time fixing up its new home before venturing into Manitou Springs. A pall hung over the town. The locals knew something was wrong but found themselves unable to do anything about “the Wanting”—their term for the bizarre acts they would perform as the spirits’ thralls. The

pack’s first hunts went well as the characters struck down a few of the worst spiritual offenders.

After going through some of the Meers’ left-behind diaries, the characters picked up some hints about the mysteries of the town. They decided to seek out the spirit Kerexuska, or simply “the Cat,” the Meers’ erstwhile totem spirit, and interrogate it about the Meers’ altercation with the Alder Man. While the spirit was unwilling to join them as a totem, it did provide information that would help them against the Alder Man. They learned that the odd “Claimed” trees they had spotted throughout the town were fueling the Alder Man, somehow giving the spirit even more power. In the past, the Alder Man had only planted the spirit saplings he needed to add to his power. This time, he masked the important trees along with dozens of other trees. Unless the characters could figure out which ones were the important ones, the pack would be forced to deal with the Alder Man at the peak of his powers.

The pack also gained an ally, the diminished city-spirit of Manitou Springs, known as the Girl in the Mists. She agreed to be the pack’s totem in return for their vows to not hunt any untainted humans in Manitou Springs.

The characters’ first foe as a true pack was the Pure werewolf Gwen Bright. Sent in disgrace, she came to Manitou Springs to investigate the new pack and test its defenses. In her desperation, she turned out to be a very difficult foe to overcome, but the pack was able to deal with her eventually.

Then, with their new spirit ally and crucial pieces of information, the characters needed only to find out which saplings they needed to strike in order to cut the Alder Man’s power. They journeyed to Colorado Springs to meet with the mysterious Pickering family of werewolves. After an eventful night in a funeral home, they learned where they must strike.


Now, under the light of the full moon, the pack must take out the crucial saplings before finally facing the Alder Man himself.



FULL MOON

Under the light of the full moon, Luna's warriors boldly take up arms. The Rahu take the lead in war, from quiet strikes against a rival's territory to open combat with their enemies. The full moon is not just a time of war, it is a time for all of the war's aspects, from the cunning plots of a general to the savage fury of the Gauru form. The call to war is not a simple call to glory, however. The Rahu are expected to be the most disciplined of Luna's warriors, and not devolve into mindless, bloodthirsty beasts.

In this final chapter of the Manitou Springs chronicle, the full moon shines down on the pack. Now is the time for war.



ABOUT THE ALDER MAN

The Alder Man has been the force acting behind the scenes since the characters agreed to take on the Meers' former territory. Until now, the chronicle has kept his actual goals a secret. Although the characters might not give him time to reveal his goals or his history to them, it is presented here so you can better understand what he wants and improvise his reactions during play.

Centuries ago, the Alder Man was the spirit of the forest that once covered the land now called Manitou Springs. He was an avatar of the predators that made the forest their home. He helped direct the predatory animals toward their prey, then he fed on the Essence generated by their hunts. The local Native American tribes treated the land as a sacred place where the spirits and men could meet in peace. The Alder Man tolerated these visits as long as the locals paid him due deference. Yet the Girl in the Mists actually welcomed the visitors and encouraged them to come to the springs as often as they needed.

Things changed when the white men came. The settlers eventually drove off the native tribes and founded the town of Manitou Springs, hoping to take advantage of the valley's mineral waters. The town started as a health resort, and the new inhabitants chopped down the Alder Man's sacred forest—a blow to the spirit's power. It tried to influence the growing town, but it had no spiritual "foothold" on the minds of men and the spirits of civilization. So it did what any predator would do when cornered. The Alder Man fought. It attacked the spirits and consumed them, taking their essence and combining it with his own. He had hoped that doing so would let him grow in power so he could drive away the humans. Instead, he lost his spiritual "core" and became a magath—a spirit corrupted by its own consumption.

The Girl in the Mists, however, adapted to the new visitors, becoming a city-spirit for the new town of Manitou Springs. The Alder Man hid in the forest, trying to master its new form and find a role for itself. For a time, he slumbered and dreamed. He awoke near the end of the 20th century, when the powerful spirit Gurdilag waged its war in the Shadow Realm of nearby Denver. During its slumber, it dreamed of a way to increase its power. The Alder Man split off pieces of its own Essence, and let germinate in them what little power it had left. By placing the "saplings" in a precise pattern, it then fed on the energies they generated in that precise arrangement. The spirit had also mastered a new, more dangerous power. In the past, it could only influence predatory animals; now it could dominate the minds of men as well.

The Meers pack eventually discovered the growing power of the Alder Man and quickly moved in to stop it. That pack's first battles were losses, and the Alder Man even killed one of the Meers. For a time, the pack retreated and the Alder Man rejoiced. Then, he learned what they had been up to: learning his weakness. They struck at his saplings and his power dwindled down. They attacked him again and he retreated. They tracked him for a time, until he finally lost them by hiding across the Gauntlet in a mortal shell.

For years, the Alder Man lurked in the back of the mortal's mind, afraid to come out, knowing that the vengeance of the Uratha would be painful and permanent. Like many of the spirits of Manitou Springs, he rejoiced at the news that the Meers were gone forever. But his joy was short-lived. To his surprise, he discovered that he had spent too much time in the mortal shell and could no longer leave it.

With the Meers gone, though, the Alder Man mustered his courage and went to the Meers locus. He was unable to free himself from his frail human body, but he was able to recover much of his lost power. In time, he was even able to plant his saplings once again, though this time he learned from his mistake and planted a great many other saplings on both sides of the Gauntlet, so that the crucial five would not stand out as targets. He also influenced the spirits of the area, encouraging them to cross over through the Meers locus. In time, he had a small army, as well as many spirits that were emboldened enough to try possessing mortal flesh for a time.

This was just what the Alder Man wanted. He could not just burn down the town (though the thought had crossed his mind). That might damage the spiritual reflection of the town, but the humans who lived there would just come back and rebuild. No, the Alder Man had to destroy the spirit of the town before he could destroy the town itself. Even in the mortal shell, his powers over human minds were considerable, so he made sure that the town would not be able to call for help as the spirits wreaked their havoc. In time, the Alder Man knew,

the town would be so spiritually tortured that physical destruction would follow naturally.

Then, a pack of werewolves (i.e., your characters) settled in Manitou Springs once again. The Alder Man had feared such a thing, but had planned for it by engineering enough Ridden to be used as soldiers and camouflaging his crucial saplings. The pack, though new to the ways of the Uratha, proved to be more troublesome than he had assumed. They weren't acting like the Meers. They did not set themselves apart from the town. For better and for worse, they were becoming a part of it. Their adoption of the town's former city-spirit could only make things worse. While some of the spirits who followed him suggested that they wipe out the Meers locus, the Alder Man refused. He knew that nothing would be so dangerous as werewolves protecting their den. If he was to beat them, it would have to be on his home ground. In fact, he is presently engineering a strike at the pack, though their actions in this chapter will force him to move ahead of schedule.

THE ALDER MAN'S PHYSICAL FORM

When the Alder Man fled the Meers, he took the first host he could find. His choice was skewed by his perceptions. He was looking for a predator and thought he'd found one. At first, he was distressed to discover that he was in the body of a tired old man. Then, probing the recesses of that man's mind, he discovered that he actually was in the body of a predator after all, though not the sort he had in mind.

Charlie Morris grew up during the Depression. A child of the Dust Bowl, he swore he would never be that hungry and poor again. He was neither handsome nor educated, but he had one weapon he wielded with precision: He knew how to exploit people's weaknesses. A borderline sociopath, he was able to find weak-willed women with a little money and become the most important thing in their lives. He never held on to these women for long, however, as he would find another younger one and "trade up." This cycle of abuse continued for most of Charlie's life. Now, old and friendless, he exploits his relatives and even his estranged children. He's not afraid to open a credit card in a relative's name and use it until someone calls him on it. When that happens, he turns on the waterworks about being "old and alone" and his frustrated relatives let him get away with it. He's never exploited someone who would hold him accountable, so he continued on through life, living off his third wife's pension, never having told the company that he's remarried twice since then, which would have cut off the benefits.

Charlie was single and living in a small but quaint house in Manitou Springs when the Alder Man sensed his nature—and finally, the user became the used. First simply making Charlie a living fetter, then possessing him, then finally claiming him outright, the Alder Man has learned from his host. In doing so, he has become more subtle in his machinations. He has delayed direct confrontation

with the Uratha thanks to Charlie's lingering influence. His ideal plan against them is subtler than it would have been long ago, but ironically he will not have time to play it out now that the pack is onto him.

THE NIGHT OF FIRE

Read the following text to the players:

The full moon shines down from above, and the time for war has begun. Thanks to the Pickerings, you know where to strike the five key trees to cut the Alder Man's power, and the order in which to strike for maximum effectiveness. You know the ban that will protect you from the spirit guardians that defend the saplings—Kerexusaka told you. But it won't be easy.

At this point, allow the characters time to make whatever final preparations they desire. Some might want to arm themselves for war. Others might want to pray or go into town for one last fling. They might even want to warn a few select people to stay inside that night, though the Alder Man may have people or spirits listening to the telephone lines.

As the characters are making their plans, keep in mind a few points and be ready to correct any misapprehensions the players have or guide the discussion if the players are having trouble with some concepts. First, once the characters strike at the first sapling, the Alder Man will sense the disruption in the Essence flow and marshal his forces to protect the others. The character's might also start debating splitting their forces and attempting to take down all five saplings at once. It would be safer to go after them in sequence, however, for a couple of reasons. The first is that the trees must be destroyed in proper order (as Obadiah Pickering pointed out in the last chapter) so that the Essence properly returns to the Shadow Realm without any harmful consequences. The second and more sobering one is that the Alder Man is sure to appear at one of the sites, and if he proved a difficult challenge for a pack of experienced Uratha, then the luckless character who had to face him alone would certainly be going on a suicide mission.

DESTROYING A SAPLING

The "saplings" (as they have been referred to earlier) are actually fully grown alder trees, the kind seen all over town. The "sapling" term refers to their growing *spiritual* nature, not their physical stature. The trees have no innate powers or abilities other than funneling Essence to the Alder Man. Therefore, a player's dice roll does not determine whether the character hits the tree—only how much damage the tree sustains. The trees are too big to bite through, even if the character is in the Urshul or Gauru form, but characters can inflict damage with their claws. The trees have a Durability of 1, which means that the first success on the damage roll is thrown away. The saplings have a total Structure of 11, which are the equivalent of Health points or Corpus. Once a tree sustains 11

Structure points of damage, that tree is destroyed and no longer capable of funneling Essence to the Alder Man.

A player might even want his character to try to uproot the trees. Doing so would require the werewolf to be in the Dalu form at least, but he could attempt the effect in Gauru form but will have to resist Death Rage while doing so. (Uprooting a tree isn't exactly an *attack*, after all.) When a character is attempting to bodily uproot a tree, have the player roll Strength + Stamina and apply the total as "damage" above. The tree's Durability does not apply, but the characters cannot use claws or tools to assist in the effort.

An ax is a 3(L) weapon, and it cannot be hidden under a coat. A hatchet is a 2(L) weapon, and it can conceivably be concealed.

Destroying the saplings also generates a burst of Essence that can be felt on the material side of the Gauntlet. Each player should make one Harmony roll, on which every success yields a point of Essence. A great deal of Essence is released in each such burst, but only the werewolves who are present at the scene can actually snatch it out of the air and absorb it before it dissipates back across the Gauntlet.

FIRST STRIKE

The first sapling is in one of Manitou Springs' numerous small parks. Due to the recent odd events, keeping parks clean and safe has been a low priority, and the parks have become a haven for illicit activity, from liaisons hidden in the shrubs to groups of kids shooting up. The spirit sapling is in the center of the park, by one of the mineral water fountains. Ask the players how their characters intend to approach the park, what they are bringing, and all sorts of other leading questions that imply that there are 1,001 Ridden waiting for them in the shadows. In fact, though, the only threat to them is a few drunken teenagers who might stumble across them while they work. Chopping down a tree is noisy affair, and six Manitou Springs high school students will wander over to see what's happening. They should be considered to have all Abilities of 2, though because of their drinking, take a -1 penalty to all of their actions. They should stumble in when the pack is halfway through chopping down the tree. Have the players make perception rolls at the halfway point. If they succeed, they hear footsteps of people approaching. Hopefully, as the Storyteller, you should have the players keyed up enough that they might want their characters to preemptively attack. If they do dive into the bushes, they suddenly hear the Girl in the Mists shrieking in their ears in protest. Lunacy should drive all of the kids away if any of the characters is in a Lunacy-inducing form, but alcohol has given these teens enough courage that they will be belligerent to any normal-seeming people.

When the pack comes toward the sapling with axes in hand, the sapling's Al'Ath (check Chapter Two for traits) manifest and start to attack. Then, provided the characters have remembered the Al'Ath's ban, the spirits stop in

confusion. While the pack is chopping down the tree, the Al'Ath buzz with confusion and quiver in agitation. When the tree is chopped down (or uprooted or torn asunder or whatever), an odd rushing fills the air, and a feeling comes over them akin to their ears popping as the Essence flow dissipates. The Al'Ath then vanish once again.

SECOND BLOW

With the destruction of the first sapling, the Alder Man starts to get worried. Sure, his Essence-harvesting pattern will sustain itself (though it won't *grow*) as long as even one of the crucial "Claimed" trees still stands, but the werewolves weren't supposed to be able to figure out which of the saplings were the crucial ones. With a few mental commands, the Alder Man summons his troops to fortify the saplings.

The second sapling is at the church led by Father Evan Dickerson. It is one of the two trees on each side of the church's main doors. Dickerson is in the small church office building adjacent to the church, working on his sermon for the next week. He will hear any chopping sounds and appear immediately, a baseball bat (2(B) damage) in hand. It is possible that the characters might have had contact with Dickerson throughout the chronicle and might be able to convince him to be somewhere else that night. He is very protective of his church, though, and it would take a lot of convincing for him to be away if he thought there was any danger to it.

While the pack is chopping down the tree, Dickerson will arrive at the same time as the Al'Ath and three Fire Birds, magath working for the Alder Man, materialize. The Fire Birds' Blast Numina hurls fireballs at their enemies, and their first order of business will be to destroy the characters' alder branches with fire so that the characters will be vulnerable to the Al'Ath. Aiming so carefully, especially in combat, inflicts a -4 penalty to the roll for the spirit to hit, and failed rolls send errant fireballs flying into the scenery. (Destroying one of the characters' alder branches requires only a single success on the attack roll, though the characters can just as easily spend a turn tearing another branch off the tree they've come to chop down.) The spirits are careful to use their Influence over fire to keep any flames away from the sapling, but they are not so careful about the church or the rest of the grounds.

Depending on his reaction to Lunacy at this point, Dickerson might flee into the church itself and be too paralyzed with fear to leave, even if the building catches fire. Should a fire start as a result of too many misses on the Fire Birds' part, an out-of-control blaze might spread to the surrounding buildings if the characters do nothing to stop it with the fire-extinguishers and garden hoses on the premises. As many of the city's volunteer firemen are suffering from "the Wanting" it could take some time for them to work effectively to put out the fire. Fortunately, the surrounding buildings are unoccupied at night, so at most, only some property will be lost.

THE ENEMY RALLIES

As the characters make their way to City Hall, the site of the third sapling, they see the flashing lights of the police cars parked in front of the tree. There are three squad cars and eight deputies (see Chapter Two for their traits) in front of the tree, which is one of the row of trees planted in front of City Hall.

Before the characters get where the deputies can see them, the Girl in the Mists informs them that those police are not Claimed, but merely Urged. As such, she forbids them from doing them harm. The police, on the other hand, have no such compunctions. They are armed and expecting the Uratha. (Though, to their muddled perceptions, they think the characters are terrorists. Even should they see the characters approaching in wolf form, they attack, thinking that terrorists are belly-crawling toward them.) Thanks to the spirits urging them, they are immune to Lunacy. They are armed with shotguns.

How the characters deal with this situation is up to the players, but one strong possibility presents itself. The deputies think they are defending City Hall from some sort of terrorist attack, but their muddled minds don't quite know whence the attack will come. If the characters could cause a distraction around the back of the building, that might draw the deputies away long enough for them to deal with the tree out front...

THE BATTLE OF MANITOU HIGH

By now, if things have gotten out of hand, the city of Manitou Springs could be boiling. People might be hearing sirens tearing through the streets on the way to the church. Any gunfire from the battle with the police will have woken others. People have been scared for a long time, and now their terror levels have popped up to Red. People who have guns might be barricading themselves in their homes and firing on anyone who comes close. Others are dialing 911 only to hear static. The television is no help, as there's no local news coverage and the local radio station's auto-player is broadcasting the standard evening music mix.

Regardless of how aware the people are, the spirits definitely know something is up. Those who enjoyed their freedom are realizing that the party might just be over. Some are already fleeing, retreating back into the Shadow Realm. Others are grabbing one last night of pleasure before breaking the bonds of their fetters and moving on. A few believe that the Alder Man will emerge victorious, but with each ripple in the Essence, his followers retreat. Some braver spirits might try to get one last lick in on the Uratha. If the pack is doing exceptionally well, pick out a few of the spirits detailed throughout the **Manitou Springs** chronicle and have them attack the characters as they make their way to the fourth sapling, in the quad of Manitou Springs High School.

The previous saplings have been relatively easy to get to, though they have had both the Al'Ath and other spirits (and Ridden) as defenders. This time it's not as easy. The pack will have to get through to the center of the Manitou Springs High School quad, which is surrounded by the various school buildings. The characters could climb over the buildings or tear through whichever one seems easiest for them. If any of the previous stories have taken place at MS High, feel free to re-use any pertinent pieces of the setting of your own invention.

Either way, the Alder Man's physical forces have rallied at the high school. They've barricaded the doors and closed shutters on the windows so it's not a cakewalk. Whatever route the characters take, they will encounter resistance in the form of Claimed. While each of the Claimed are individuals, a generic "Claimed Defender" has been provided to make the bookkeeping aspects of the combat easier. These Claimed know that if the Alder Man fails, they will be prey for any werewolf. They are desperate, and many of them will fight to the death.

The pack should have to face three waves of defense. Wherever they first attempt to enter, have two or three defenders meet them there. The pack should make short work of them, but the combat will draw a second wave to them as they make their way through the building. This group should be large enough to give the pack trouble, but not too serious. By now, you should be experienced enough running your group of players to estimate how many defenders that should entail. This number should reflect how well the pack has been doing thus far as well. If the characters have stomped over all their enemies so far, throw a lot of defenders their way. If they've had a rough time, now might be a time to go a little light on them, as they've got two more large conflicts to go in a single evening. The final wave will be in the quad. A hastily erected barricade of desks and chairs surrounds the sapling, and a large group of armed defenders is waiting for them. This group should give the pack a lot of trouble, especially considered their defenses. The werewolves can recognize that these are Claimed (and so fair game according to their totem) by the strange modifications to their bodies (see game traits on page 9).

FURY

The final battle against the Alder Man will take place at a small house in a cul-de-sac of a pleasant little neighborhood. The sapling is in the backyard of a little old man, Charlie Morris (a.k.a. the Alder Man).

If the evening's chaos has been building all this time, the power and phones in Manitou Springs are now out, giving the pack (and the spirits) a little extra cover. Regardless, up until now, the full moon has been hidden behind dark clouds. As the pack reaches the house, the clouds part and Luna's glory shines down from above.

This battle should test the pack to its limits. By now, the characters should be low on resources, with their Es-

sence supply running low, even with the temporary boosts given by destroying the saplings. Take a close look at the Alder Man's traits and the present state of the characters. If the pack has done incredibly well, the Alder Man may have a few spirit or Claimed helpers. There should be Al'Ath protecting the tree (and this time, carrying Alder branches does not help thanks to the Alder Man's direct influence) so they can't just ignore him and go straight to chopping the tree down.

To further complicate the situation, after four or five turns of combat, Sheriff Powe might arrive—depending on the circumstances. The Alder Man called him when the Uratha first started attacking saplings, telling him that the source of all of the town's trouble was coming to Charlie Morris's home. While Powe doesn't necessarily trust the voice on the phone, he does come investigate, unless the werewolves have been spreading havoc all over the city thus far. (Ironically, this complication arises only if the werewolves have *not* been drawing attention to their activities.) If Sheriff Powe arrives, the Alder Man shrieks for help like an elderly victim, in the hopes that Powe will take down at least one of the pack before realizing what's happening.

Unfortunately, Sheriff Powe is a normal man, so even if he attacks first, the characters are bound by the strictures of their ban not to harm him. Fortunately, Sheriff Powe is *only* a normal man, so he is affected by the Lunacy. He is wolf-blooded, and his Willpower is such that he will not flee in terror outright, but if five dangerous-looking people suddenly turn into five dire wolves or five hulking wolf-men in front of him and make threatening moves toward him, he will wisely flee. (Should one of the characters try to scare Sheriff Powe away without actually hurting him, have the player roll Manipulation + Intimidation + Primal Urge versus Sheriff Powe's Composure + Resolve of seven dice. If the player gets the most successes, Sheriff Powe flees.) Unfortunately, he'll only be fleeing to gather more backup from his deputies, and the urged deputies are immune to the Lunacy. Fortunately, the time it will take him to leave and return with any sort of backup will give the characters ample opportunity to finish dealing with the Alder Man, tear down the final sapling and vanish back into the night.

(Keep in mind, however, that if the characters have made a bad impression on Sheriff Powe *and* given him the impression that they are werewolves, he will have melted down his family's silver and recast it into bullets. He has one clip of said bullets, and he won't be afraid to fire a shot or two to keep a threatening werewolf at bay.)

The setup for this confrontation seems bare-bones and basic, and that's just as it's intended to be. The sapling is the only tree in the fenced-in yard, standing right in the center. When the Uratha arrive and start attacking the tree, Al'Ath materialize and start trying to attack. One turn later, the Alder Man himself shows up and starts trying to fight the characters off himself. That just leaves the Uratha and their enemy on flat terrain in relatively close quarters, which leaves concerns of strategy and tactics by

the wayside. If the werewolves try to just ignore the spirits and their master and attack the sapling, the Alder Man just heals it, making them waste their energy. That leaves nothing but to tear the Alder Man down once and for all with all the savage fury at the werewolves' command.

And most Uratha wouldn't have it any other way...

THE DAWN

As the smoke clears and the town of Manitou Springs wakes up from a long dark night of blood and fire, a new day arises. The town is free of the Alder Man and many of the spirits who used it as their playground wisely flee. Even the Al'Ath seem listless and numb without the Alder Man to shore up their sense of purpose. For a short time, the characters may rest and lick their wounds before their next hunt. But for werewolves, there is *always* another hunt.

This section contains a few short suggestions about future hooks for a chronicle set in Manitou Springs should you decide to set one there on your own.

- Sheriff Powe might some day come to accept that the Alder Man was the true source of the evil in the town—depending on how things went in the final confrontation scene. That does not make him ready to openly embrace a pack of werewolves, however, especially if he saw them heroically ripping an old man to shreds. The characters can tell him all they want that they couldn't have done anything else, but he's only human. There's only so much he can accept. For now, he's just going to watch the characters closely and have a gun with silver bullets on him at all times.

- Although the town of Manitou Springs is free of the influence of the Alder Man, the psychic scars remain—especially if the werewolves' hunt caused widespread chaos throughout their territory. While many of the spirits who encouraged "the Wanting" have fled or curtailed their behavior, the ones who fed on the pain and suffering are still around. The pack might need to drive off these spirits or lure in spirits of healing so that the area's Essence does not fester.

- The Pure Tribes pack mentioned in Chapters Two and Four will certainly continue to take an interest in the pack. The Pure might not want the pack's land today, but they certainly want the Forsaken dead.

- Obadiah Pickering certainly helped the pack without any thought to the cost, didn't he? There was a reason he helped them so easily, though. The Alder Man's Essence-harvesting matrix intrigued him greatly, as did the control the Alder Man seemed to have over the local spirits, so he wants to study that power himself. Perhaps he can use it. What he plans on doing with it is left in your hands, but the Pickering family is known for summoning and binding powerful dark spirits of the Shadow, so it can't be good for the old man's neighbors. (For more information on the Pickerings, see **Hunting Ground: The Rockies**.)

- As the Shadow Realm of Manitou Springs heals (with or without the pack's help), the Girl in the Mists begins to regain her former powers. Her powers will increase

even without the aid of the players spending experience points on the Totem Merit. As that happens, her demands on the pack and her bans' severity will increase to the point where she becomes a hindrance to them. The pack must then find a way to deal with her.

- The characters' successes have made them somewhat famous, especially as models of what Max Roman's multi-tribal packs can accomplish. This renown makes them targets for other packs who want to make a name for themselves, though, as well as Max's numerous enemies who want to see him fail.

DRAMATIS PERSONAE

Following are the descriptions and traits of most of the characters the packmates meet in "Our Town."

FIRE BIRDS

Magath Hybrids of Hawks and Fire-Spirits

Description: Like the Alder Man, these spirits are magath, the result of hawk-spirits preying upon fire elementals. They appear to be large hawks, though the bright reds and yellows of their plumage is unlike anything from the physical world. Heat warps the air around them, especially when they fly. The Alder Man intends them to counter the characters' discovery of the Al'Ath's ban.

Attributes: Power 2, Finesse 5, Resistance 2

Willpower: 4

Essence: 13 (15 max)

Initiative: 7

Defense: 5

Speed: 22

Size: 2

Corpus: 4

Influences: Fire ••

Numina: Blast, Chorus, Materialize, Material Vision, Scorching Aura, Wilds Sense

Influence (Fire ••): With a roll of seven dice, the spirit can strengthen a fire near it in the physical world, making that fire more intense for one minute per success. Doing so costs one Essence. It can also subtly manipulate that fire for 10 minutes per success, encouraging it to grow more quickly, more slowly, or in a certain direction.

Blast: Roll seven dice and add two dice to the roll for every point of Essence spent to fuel this power, as the spirit sends a gout of flame at an enemy. The fire inflicts lethal damage, and it is perfectly normal fire once it hits something. Should it touch the ground, for instance, the grass starts to burn. As would the church or even the sapling itself, should your roll a dramatic failure on an attack roll. If the spirit does harm the sapling, the Al'Ath turn against it immediately.

Scorching Aura: By spending three Essence, the spirit becomes superheated for the turn, so that anyone touching it suffers 1(L) damage automatically.

Attacks

Type	Damage	Dice Pool
Talons	1(L)	8

Ban: They take automatic damage from water. A small splash (like from a glass of water) inflicts one point of damage; a fire hose inflicts four points of damage, provided the user is successful on a Dexterity + Strength roll made to aim it properly.

CLAIMED DEFENDER

Footsoldier in the Alder Man's Army

While each of the Claimed are individuals, this generic template has been provided to make the bookkeeping aspects of the combat easier. Not every defender has the same powers or weapons, but the following are some that they might have. All of them are immune to Lunacy.

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 4, Dexterity 4, Stamina 4, Presence 2, Manipulation 2, Composure 2

Skills: Athletics 2, Brawl 3, Crafts 2, Firearms 2, Intimidation 3, Larceny 2, Occult 3, Stealth 3, Subterfuge 3, Weaponry 2

Merits: Fast Reflexes 2, Fleet of Foot 2

Willpower: 5

Morality: 4

Virtue: Prudence

Vice: Gluttony

Initiative: 8 (with Fast Reflexes)

Defense: 2

Speed: 15 (with Fleet of Foot)

Health: 9

Tough Hide: 1/1 Armor

Claws: Could be anything from glass protrusions to cat-claws to rusty iron nails sticking out of their knuckles.

Fangs: Could represent anything from a wickedly dis-tended jaw full of lamprey teeth to having mouths in odd places such as in the palms of their hands.

Tentacles: These appendages inflict only bashing damage, but they can reach a character from more than a yard away.

Altered Perception: Some might be able to see in the dark or have other enhanced senses (up to +2 for perception rolls, as werewolves in Dalu).

Attacks:

Type	Damage	Dice Pool
Club	2(B)	8
Knife	1(L)	7
Claws	1(L)	8
Fangs	2(L)	9
Tentacles	1(B)	8

Firearms:

Type	Damage	Range	Dice Pool
Pistol	2(L)	20/40/80	8
Rifle	5(L)	200/400/800	11

CHARLIE MORRIS

a.k.a. The Alder Man

Description: The Alder Man appears for all the world to be a little old man with white hair and old-fashioned glasses. When the Alder Man is emulating Charlie, he speaks very quickly, chewing his words. When he speaks normally, though, it is with a deep voice that booms like someone pounding a gigantic drum.

Storyteller Hints: The Alder Man can spend one Essence to heal one lethal wound or two bashing wounds. When his body is eventually destroyed, he will be plunged back across the Gauntlet, deep into the Shadow Realm to re-form in a much-weakened and confused condition. Hunting him down in the Shadow Realm will prove nigh impossible, as it is unclear exactly *where* magath go to re-form after being disincorporated. What is clear, however, is that if the characters do not destroy his last remaining sapling, he will re-form relatively quickly and come back some day just as strong as ever...

Attributes: Intelligence 4, Wits 5, Resolve 6, Strength 7, Dexterity 4, Stamina 8, Presence 5, Manipulation 4, Composure 5

Skills: Athletics 1, Brawl 3, Crafts (Quilting, Gardening) 2, Drive 1, Empathy (Weaknesses) 3, Firearms 1, Intimidation 2, Larceny (Fraud) 2, Medicine 1, Occult 5, Socialize 4, Stealth 2, Subterfuge (Lies) 5, Survival (Forest) 4

Merits: Allies 5, Contacts 5, Direction Sense, Inspiring

Willpower: 11

Essence: 20

Morality: 3

Virtue: Temperance

Vice: Wrath

Initiative: 9

Defense: 4

Speed: 16

Health: 13

Numina: Armor, Chorus, Claim, Crushing Blow, Living Fetter, Luna's Dictum, Material Vision, Nature's Vengeance, Plant Growth, Possession, Reaching, Sense Malice, The Right Words, Two-World Eyes, Wilds Sense

Armor: By spending two Essence, the Alder Man has 1/1 armor for a scene. By spending five Essence, he has 2/2 armor for a scene.

Luna's Dictum: The Alder Man speaks an active command, and you spend one Willpower and roll Presence + Intimidation (seven dice) against the victim's Composure + Primal Urge. The command must be a simple one that does not lead to the target or his allies being directly

harm. The Alder Man can use this in combat. He could tell the werewolf to "Sit," which the werewolf would do until something tried to hurt him (or unless something was already hurting him). If the werewolves attack the sapling with fire, he could command one of them to "Put out the fire." He couldn't command the character, "Don't hurt me," because that's not an active command to *do* something. Mostly, the Alder Man has used this power to get what he wants from people in Manitou Springs when Charlie's natural "talents" in that arena don't pay off. He also uses it on the spirits he can't simply cajole into doing his will.

Nature's Vengeance: Spend one Essence and roll Intelligence + Survival (eight dice). Each success animates roughly 25 square yards worth of vegetation. (Charlie's backyard is a healthy half-acre in size, so that's roughly 2,500 square yards. Use the characters' Speed to determine how long it takes to get out of an affected area.) The vegetation can do little more than hit, trip, grab, or squeeze. A patch of ivy (from the fences around the yard) has the equivalent of Strength 2, while a large tree has a Strength of 10 or more. Each victim caught in the area suffers a -2 reduction to Speed due to grasses and weeds pulling at his feet. Victims also suffer a -1 penalty to other physical-action rolls while being accosted. In addition, each victim may be the subject of one attack from nearby vegetation each turn. Two bashing damage are inflicted automatically. This damage ignores armor and a subject's Defense.

Plant Growth: Spend one Essence and roll Wits + Survival (nine dice). Each success rolled increases the size of a plant or group of plants by a cubic yard, at a rate of one minute per cubic yard. The vegetation can grow in any shape. The effects of the growth are permanent, though the plants can be trimmed or destroyed as usual. One or two successes are required to create a simple shelter for an individual. The Alder Man uses this Gift exclusively to "heal" damage done to the final sapling.

AUTHOR'S DEDICATION

Without players, a Storyteller is just someone with a stack of rulebooks and ideas burning to get out. Rick Jones would like to dedicate this online chronicle to: Andrea, Andy, Angelo, Elizabeth, Erica, Ginger, Greg, Jae, Jason, Kelly, Michael, Mike, Pete, and all the other folks who've sat on the other side of his Storyteller screens over the years.

MIKE BERRINGER

Mike's traits improve for "Our Town" as he gains an additional Gift called Nightfall. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Mike's Virtue is *Justice*. Once per session, Mike regains all of his spent Willpower when he does the right thing at the risk of personal loss or setback. His Vice is *Sloth*. He regains one Willpower point at the end of a scene during which he successfully avoids a difficult task but achieves his goal nonetheless.

GIFTS AND URATHA POWERS

Primal Urge (1): Mike can safely spend three turns (Stamina + Primal Urge) in Gauru form—or five turns during a new moon, adding in his Cunning Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Mike has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Mike can have up to 10 points of Essence and spend one Essence in a turn.

Regeneration: Mike automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Mike to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Mike to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Loose Tongue (Evasion •): Roll Manipulation + Socialize + Wisdom opposed by the target's Composure + Primal Urge (if any). Mike must speak with the target for at least 30 seconds. If successful, the target becomes exceptionally chatty, and is more likely to reveal secrets that she would otherwise keep hidden. Targets under the Gift's influence suffer a -2 penalty to Empathy and Subterfuge rolls for the duration of the scene, but only on rolls made against Mike.

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

Nightfall (Technology ••): Spend one Willpower and roll Wits + Larceny + Cunning (six dice). At a point somewhere within unaided visual range, all of the electric lights in a 2,000-square-foot area (doubled for every additional success) cease to function for a scene.

Partial Change (Mother Luna •): Roll Stamina + Survival + Primal Urge for Mike to perform a partial change, allowing him access to a natural ability of one of his other forms without actually transforming. For instance, when in Hishu (human) form, Mike might transform only his nose in order to track someone through the city streets by scent, thus gaining the +4 perception bonus of Urhan (wolf) without drawing the attention to himself that full transformation would attract. Instead of rolling dice, you can spend a point of Essence and the action is reflexive and automatic instead of instant. Changing back requires another use of the power.

Pathfinder's Sense (Irraka Auspice Ability): As scouts for the Uratha, the Irraka have an easier time recognizing spirit influence. You get two bonus dice on rolls for Mike to look from one world to the next, to perceive ephemeral spirits, or to determine in which direction a locus lies.

MERITS

Encyclopedic Knowledge: Mike is a smart guy who spends an inordinate amount of time online, researching whatever topic suits his fancy. Whenever Mike is confronted by a situation outside his normal realm of knowledge, you may roll Intelligence + Wits. If this roll succeeds, Mike knows a helpful (if trivial) fact about the given topic.

Contacts: Mike spends a lot of time in online forums discussing politics. As such, he can often turn to his online buddies for information, usually in return for similar favors from them. His time among various political organizations has made him some contacts among various fringe groups, and he can turn to them for advice on other matters.

Fame: Mike's political blog is one of the more popular ones in the "blogosphere," and his exposé about the governor made national news. Add one die to his Socialize or Persuasion when he can use his fame to his advantage, but the Storyteller may also make occasional rolls to see if anyone on the street (or online) recognizes him by some spoken catchphrase or written idea.

Totem: Mike and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Blogger

VIRTUE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●

Computer ●●●●●

Crafts (Electronics) ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl (Dalu) ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy ●●●●●

Expression (Blogging) ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge (Lying) ●●●●●

OTHER TRAITS

MERITS

Encyclopedic Knowledge ●●●●●

Contacts (Blogosphere, Political Fringe) ●●●●●

Fame (Blogosphere) ●●●●●

Totem ●●●●●

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●●●●●

FLAWS

ATTACK

Bite 3 (Gauru+2)

Claw 3 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, laptop,
cell phone, iPod, duffel bag

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ ●●●●●

GLORY _____ ●●●●●

HONOR _____ ●●●●●

WISDOM _____ ●●●●●

CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 9
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 10
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5
DEXTERITY(+1): 3
STAMINA(+2): 4
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 13
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4
DEXTERITY(+2): 4
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 16
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 14
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●●●

Gift

Roll

Page

Loose Tongue (Manipulation + Socialize + Wisdom)

Left-Handed Spanner (Wits + Crafts + Purity)

Nightfall (Wits + Larceny + Cunning)

Partial Change (Stamina + Survival + Primal Urge)

Rituals: ●●●●●

Rite

Rite

Page

RYAN MASTERSON

Ryan's traits improve for "Our Town" as he gains an additional Gift called Read Spirit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ryan's Virtue is *Hope*. Once per session, he regains all spent Willpower when he refuses to let others give in to despair, even if that harms his own goals or well-being. His vice is *Envy*. He regains one spent Willpower point at the end of any scene in which he gains something important from a rival or has a hand in harming a rival's well-being.

GIFTS AND URATHA POWERS

Primal Urge (2): Ryan can safely spend four turns (Stamina + Primal Urge) in Gauru—or six turns during a crescent moon, adding in his Wisdom Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Ryan has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn.

Regeneration: Ryan automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Ryan to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (an automatic) action. For Ryan to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Death Sight (Death •): For the duration of a scene, Ryan's sight is attuned to the dead. He can perceive ghosts, even if they would ordinarily be invisible. Doing so requires him to simply will the capability into effect with an action. While the Gift is active, he may roll six dice (Intelligence + Occult)—taking his Occult Specialty in Ghosts into account—to detect any "stains" of death in an area. Making such a search is an instant action. The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question.

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters applies to this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

Read Spirit (Crescent Moon ••): Spend one Essence. Roll Intelligence + Occult + Cunning (six dice; neither Occult Specialty is appropriate). If successful, a Lune (a helpful moon-spirit) reveals a spirit's name (if it has a name), type and Rank. Another pertinent fact is also gained for each success after the first. "Pertinent facts" include the spirit's Power, Finesse, or Resistance; its Willpower; its Essence; its Speed; or what Charms

it has (on a one-Charm-per-success basis). These revelations are always couched in in-character terms. The Gift reveals that a spirit "has an exceptional strength of will," not that the spirit "has Willpower 9." This Gift may be used only once on any given spirit during a particular scene. The spirit to be read need not be under the werewolf's power or even be present for this Gift to work, but Ryan has to have at least had some personal experience with the spirit in order to invoke this Gift.

Ritual Master (Ithaeur Auspice Ability): Ryan is especially adept at learning mystic rites, which is already figured in on his character sheet.

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Banish Spirit: The target of the rite must be prevented from moving. Ryan's player must roll his Harmony against the spirit's Resistance in contested rolls, once per minute. If Ryan gets 10 successes (within a number of rolls equal to his Harmony), the spirit is banished back to the Shadow Realm. If the spirit wins the contest, it cannot be banished by any Uratha for 24 hours. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Call Gaffling: To perform this rite, roll Harmony minus the spirit's Resistance once per turn. This rite takes a long time (requiring 40 successes, and each roll takes one minute of story time), and special gifts must be offered to the spirit being summoned. If successful, a spirit known as a Gaffling (a normal spirit of modest power) must come to Ryan. That does not make it happy to be there or bind it to Ryan's command, as most spirits fear and hate the Uratha. But it must come as it is called and speak with Ryan before leaving. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

Fleet of Foot: Ryan is a fast runner. His running speed in all forms is higher than normal. This has been pre-calculated on his character sheet.

Blessing of Vigor Tattoo Fetish (••): Ryan has a fetish tattoo, a spirit bound into his very flesh. To activate the fetish, either spend one point of Essence or roll Ryan's Harmony – Fetish dots (this is a reflexive action). Once active, the tattoo grants a +2 modifier for all Physical-Attribute-based actions for a single turn. The next turn, however, the energy wears off and Ryan suffers a -2 modifier to all Physical Attribute-based rolls made for that turn. This fetish can be used only once per scene.

Language (First Tongue): Ryan understands the ancient language of spirits known as the First Tongue.

Totem: Ryan and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VIRTUE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●
Finesse WITS: ●●●●●
Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●
DEXTERITY: ●●●●●
STAMINA: ●●●●●

PRESENCE: ●●●●●
MANIPULATION: ●●●●●
COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
Computer ●●●●●
Crafts ●●●●●
Investigation ●●●●●
Medicine ●●●●●
Occult (Monsters, Ghosts) ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●
Brawl ●●●●●
Drive ●●●●●
Firearms ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
Empathy ●●●●●
Expression ●●●●●
Intimidation ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise ●●●●●
Subterfuge (Adults) ●●●●●

MERITS

Language ●●●●●
Fetish (Blessing of, Vigor Tattoo) ●●●●●
Language (First Tongue) ●●●●●
Totem ●●●●●
●●●●●
●●●●●
●●●●●
●●●●●
●●●●●

FLAWS

ATTACK

Bite 4 (Gauru+2)
Claw 4 (Gauru+1)

EQUIPMENT

dedicated outfit, backpack,
writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

ESSENCE

□□□□□□□□□□
■●●●●●●●●●

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

RENOUN

PURITY _____ 00000
GLORY _____ 00000
HONOR _____ 00000
WISDOM _____ ●●●●●
CUNNING _____ ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 3
STAMINA(+1): 3
MANIPULATION(-1): 1

SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5
DEXTERITY(+1): 3
STAMINA(+2): 4

SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4
DEXTERITY(+2): 4
STAMINA(+2): 4
MANIPULATION(-3): 0

SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 3

SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: ●●●●●

Gift

Death Sight

Two-World Eyes

Read Spirit

Roll

N/A

(Wits + Occult + Wisdom)

(Intelligence + Occult + Cunning)

Page

Rituals: ●●●●●

Rite

Rite of Dedication

Banish Spirit

Call Gaffling

Roll

Harmony

Harmony

Harmony

Page

NADINE KELLER

Nadine's traits improve for "Our Town" as she gains an additional Gift called Silent Fog. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Nadine's Virtue is *Fortitude*. Once per session, she regains all spent Willpower when she withstands overwhelming temptation to alter her goals. This doesn't include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her vice is *Envy*. She regains one spent Willpower point after a scene in which she gained something important from a rival or had a hand in harming a rival's well-being.

GIFTS AND URATHA POWERS

Primal Urge (2): Nadine can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a half moon, adding in her Honor Renown. A werewolf's Primal Urge is unsettling to normal humans, however. Nadine has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Nadine can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Nadine automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Nadine to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Nadine to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Scent Beneath the Surface (Half Moon •): After paying close attention to someone for a single turn, Nadine can gain a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Roll Wits + Empathy + Purity, opposed by the target's Composure + Primal Urge. If you get more successes, Nadine can immediately tell whether the target is lying outright, lying by omission, speaking the truth in a deliberately misleading way or is being intentionally evasive—unless he uses some supernatural means to hide his emotions and intent.

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a -1 penalty. This breeze lasts for two turns. No roll is required.

Silent Fog (Weather ••): Spend one Essence and roll Manipulation + Survival + Cunning (three dice). If successful,

a cloud-spirit summoned with this Gift congeals from the air, and a dense fog covers 40 square yards. It may thereafter be directed to move in any direction at a rate of 20 yards per turn. While within the fog, a perception check at -2 is required for observers to spot someone more than one yard distant. Even if intended victims are spotted, ranged attacks are treated as if those within the bank are substantially concealed. Nadine and her pack are not hindered by the Gift's effects in any way. Silent Fog lasts for an entire scene or until Nadine dismisses the spirit.

Wolf-Blood's Lure (Father Wolf •): Nadine can communicate with (but not necessarily control) wolves and dogs, regardless of what form she's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids.

Spirit Envoy (Elodoth Auspice Ability). Nadine gains two bonus dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits (unless she is being intentionally rude). This bonus does *not* apply to rolls made to threaten or bully spirits.

Shared Scent: After performing a rite that takes approximately five minutes and involves every member of the pack cutting his tongue on a shared blade, the packmates all know the blood-scent of a pre-designated person that one of them knew (i.e., whose blood one of the packmates had tasted). This rite gives each packmate the blood-scent bonus to tracking. Nadine's player must roll Nadine's Harmony in an extended action and achieve five successes per packmate for the rite to work. Each roll takes one turn, and being in the Dalu form gives Nadine a +1 bonus on the roll.

Rite of the Spirit Brand: The rite involves summoning moon-spirits who then witness a werewolf's reasons for advancing in one of the Renown Merits. If the Lunes accept the tale, then the werewolf is marked with silver brands that appear when the werewolf is in the Shadow, marking him so that spirits will know of the werewolf's standing among his people and among spirits. Roll Nadine's Harmony in an extended action. The rite is successful if you accumulate 15 successes (each roll made in this effort accounts for one minute of in-game time). Being in the Dalu form gives Nadine a +1 bonus on the roll.

MERITS

Language (First Tongue): Nadine understands the ancient language of spirits known as the First Tongue.

Holistic Awareness: Nadine knows how to treat anything short of surgery via folk remedies. On a successful Intelligence + Medicine roll (Nadine's Folk Remedies Specialty applies), a patient's healing times that day are halved. While this Merit does not always come into play when dealing with the miraculous regenerative powers of a werewolf, there is always the problem of silver weapons or helping a non-werewolf.

Totem: Nadine and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VIRTUE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts (Jury-Rigging) ●●●●●

Investigation ●●●●●

Medicine (Folk Remedies) ●●●●●

Occult (Spirits) ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Small-Town Folks) ●●●●●

Expression ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Holistic Awareness ●●●●●

Language (First Tongue) ●●●●●

Totem ●●●●●

●●●●●

●●●●●

●●●●●

●●●●●

●●●●●

●●●●●

FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit, tackle box,
herbs, tools, romance novels,
old Ford truck

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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-1 -2 -3

WILLPOWER

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□□□□□□□□□□

ESSENCE

□□□□□□□□□□
□■□■□■□■□■□■

PRIMAL URGE

●●●●●●●●●●

HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOWN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 4
STAMINA(+1): 4
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6
DEXTERITY(+1): 3
STAMINA(+2): 5
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5
DEXTERITY(+2): 4
STAMINA(+2): 5
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 8

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 4
STAMINA(+1): 4
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●●●

Gift

Scent Beneath the Surface

Call the Breeze

Silent Fog

Wolf-Blood's Lure

Roll

(Wits + Empathy + Purity)

N/A

(Manipulation + Survival + Cunning)

N/A

Page

Rituals: ●●●●●

Rite

Shared Scent

Rite of the Spirit Brand

Roll

Harmony

Harmony

Page

KATE STONE

Kate's traits improve for "Our Town" as she gains an additional Gift called Camaraderie. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Kate's Virtue is *Hope*. Once per session, she regains all of her spent Willpower when she refuses to let others give in to despair, even when doing so harms her goals or well-being. Her Vice is *Pride*. She regains one spent Willpower point at the end of any scene in which she exerted her will over others at some potential risk to herself.

GIFTS AND URATHA POWERS

Primal Urge (1): Kate can safely spend three turns (Stamina + Primal Urge) in Gauru—or five turns during a gibbous moon, adding in her Glory Renown. A werewolf's Primal Urge is unsettling to normal humans. Kate has a -1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Kate can have up to 10 points of Essence and spend one Essence per turn.

Regeneration: Kate automatically heals one Health point of bashing damage at her Initiative every turn (she can still take another action). By spending one Essence, she can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Kate to change to another form, you roll her Stamina + Survival + Primal Urge as an instant action. She could spend one Essence instead to change as a reflexive (and automatic) action. For Kate to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Crushing Blow (Strength •): Spend one Willpower. This Gift's effects last for a scene. During that time, any bashing damage she normally inflicts, whether with her bare hands or with a blunt instrument, is converted to lethal damage.

Pack Awareness (Gibbous Moon •): Roll Kate's Wits + Empathy + Wisdom as a reflexive action for her to immediately get a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form

each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "sleeping," "fleeing," or "having sex." Finally, she can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds.

The Right Words (Inspiration •): Kate's gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. Activating this Gift is reflexive and requires no roll.

Camaraderie (Inspiration ••): Speak for a short time about the need to overcome differences and roll Manipulation + Persuasion + Wisdom (seven dice; Kate's Oratory Specialty for Persuasion applies). If successful, all listeners gain a +1 modifier to Resolve + Composure rolls to resist the Death Rage for the scene. In addition, if any of the subjects assist one another on a specific action during the scene, the contributors each gain a +1 modifier to their rolls to help.

Prophetic Dreams (Cahalith Auspice Ability): Once per story, you may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing Kate. She must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism.

MERITS

Fast Reflexes & Fleet of Foot: Kate is quick-witted and a fast runner. The effects of these Merits are already reflected on her character sheet.

Fighting Style: Boxing (•): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body Blow**. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

Striking Looks (+1): Kate is very attractive. She gets a +1 modifier to all Presence or Manipulation rolls when she attempts to use her looks in social situations. Her looks can be a drawback, however, as she is more likely to be remembered or to attract unwanted attention.

Totem: Kate and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VIRTUE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer 00000

Crafts ●●●●●

Investigation 00000

Medicine ●●●●●

Occult 00000

Politics ●●●●●

Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Tennis) ●●●●●

Brawl (Dalu) ●●●●●

Drive 00000

Firearms 00000

Larceny 00000

Stealth ●●●●●

Survival (Navigation) ●●●●●

Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000

Empathy ●●●●●

Expression (Speeches) ●●●●●

Intimidation ●●●●●

Persuasion (Oratory) ●●●●●

Socialize ●●●●●

Streetwise 00000

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Fast Reflexes ●●●●●

Fighting Style: Boxing ●●●●●

Fleet of Foot ●●●●●

Striking Looks (+1) ●●●●●

Totem ●●●●●

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FLAWS

EQUIPMENT

dedicated outfit, stylish clothes,

gym bag, tennis gear, trophy

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

□□□□□□□□□□
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PRIMAL URGE

●●●●●●●●●●

HARMONY

10 0

9 0

8 0

7 0

6 0

5 0

4 0

3 0

2 0

1 0

RENOWN

PURITY 00000

GLORY ●●●●●

HONOR 00000

WISDOM ●●●●●

CUNNING 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5

DEFENSE: 2

INITIATIVE: 7

SPEED: 13

ARMOR: _____

PERCEPTION: 4

STRENGTH(+1): 4

STAMINA(+1): 3

MANIPULATION(-1): 2

SIZE(+1): 6

DEFENSE: 2

INITIATIVE: 7

SPEED(+1): 14

ARMOR: _____

PERCEPTION(+2): 6

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 6

DEXTERITY(+1): 4

STAMINA(+2): 4

SIZE(+2): 7

DEFENSE: 2

INITIATIVE(+1): 8

SPEED(+4): 17

ARMOR: _____ 1/1

PERCEPTION(+3): 7

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 5

DEXTERITY(+2): 5

STAMINA(+2): 4

MANIPULATION(-3): 0

SIZE(+1): 6

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+7): 20

ARMOR: _____

PERCEPTION(+3): 7

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5

STAMINA(+1): 3

SIZE(-1): 4

DEFENSE: 2

INITIATIVE(+2): 9

SPEED(+5): 18

ARMOR: _____

PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3

Finesse: 3

Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

●●●●●

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: ●●●●●

Gift

Crushing Blow

Pack Awareness

The Right Words

Camaraderie

Roll

N/A

(Wits + Empathy + Wisdom)

N/A

(Manipulation + Persuasion + Wisdom)

Page

Rituals: ●●●●●

Rite

Roll

Page

RANDALL FOSTER

Randall's traits improve for "Our Town" as he gains an additional Gift called Attunement. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Randall's Virtue is *Charity*. Once per session, he regains all spent Willpower when he helps another at great risk to himself. His Vice is *Wrath*. He regains one spent Willpower when he unleashes his anger in a situation where doing so is dangerous. (Dangerous to a werewolf, that is.)

GIFTS AND WRATH POWERS

Primal Urge (2): Randall can safely spend five turns (Stamina + Primal Urge) in Gauru—or seven turns during a full moon, adding in his Purity Renown. A werewolf's Primal Urge is unsettling to normal humans. Randall has a –1 penalty on all Social rolls with humans, except for Intimidation.

Essence: Randall can have up to 11 points of Essence and spend one Essence per turn.

Regeneration: Randall automatically heals one Health point of bashing damage at his Initiative every turn (he can still take another action). By spending one Essence, he can instead heal a point of lethal damage.

The Five Forms: The five forms are summarized on page 2 of the character sheet. For Randall to change to another form, you roll his Stamina + Survival + Primal Urge as an instant action. He could spend one Essence instead to change as a reflexive (and automatic) action. For Randall to do anything other than attack or close with a target in Gauru form, you must succeed on a Resolve + Composure roll.

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent automatically incur a –1 penalty, and by spending one Essence, you can intensify the penalty to –3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

Clarity (Full Moon •): By spending one Essence as a reflexive action, Randall can increase his Initiative modifier by five for the duration of a combat. Most often, you will use this Gift as combat is starting (just before you roll Initiative). If the Gift is used once combat is underway, Randall's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Attunement (Full Moon ••): Spend one Willpower, and roll Wits + Brawl + Wisdom (five dice) – the opponent's Resolve. The character exploits a weakness and may ignore the first two dots of a single opponent's Defense for the remainder of the scene.

Speak with Beasts (Nature •): Roll Manipulation + Animal Ken + Purity as a reflexive action for Randall to speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to him. The effects last for one minute.

Warrior's Eye (Rahu Auspice Ability): Once per session, Randall can attempt to "read" a foe, determining who is the superior warrior. Roll Wits + Primal Urge; success indicates that Randall can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two. The warrior's eye takes into account only those abilities that might affect a direct fight.

MERITS

Fast Reflexes: His Initiative is higher than normal. It is already figured in on his character sheet.

Iron Stamina: Randall suffers fewer negative modifiers to his actions based on fatigue or injury (as reflected on his character sheet).

Totem: Randall and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

VIRTUE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

Power INTELLIGENCE: ●●●●●

Finesse WITS: ●●●●●

Resistance RESOLVE: ●●●●●

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

STAMINA: ●●●●●

PRESENCE: ●●●●●

MANIPULATION: ●●●●●

COMPOSURE: ●●●●●

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●

Computer ●●●●●

Crafts ●●●●●

Investigation ●●●●●

Medicine ●●●●●

Occult ●●●●●

Politics ●●●●●

Science ●●●●●

PHYSICAL (-1 UNSKILLED)

Athletics ●●●●●

Brawl ●●●●●

Drive ●●●●●

Firearms ●●●●●

Larceny ●●●●●

Stealth ●●●●●

Survival (Roughing It, Tracking Shapeshifting) ●●●●●

Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●

Empathy (Sensing Lies) ●●●●●

Expression ●●●●●

Intimidation (The Glare) ●●●●●

Persuasion ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

OTHER TRAITS

MERITS

Iron Stamina ●●●●●

Fast Reflexes ●●●●●

Totem ●●●●●

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FLAWS

ATTACK

Bite 5 (Gauru+2)

Claw 5 (Gauru+1)

DICE MOD

EQUIPMENT

dedicated outfit

EXPERIENCE

HEALTH

+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

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WILLPOWER

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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

10 ●

9 ●

8 ●

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

RENOUN

PURITY ●●●●●

GLORY ●●●●●

HONOR ●●●●●

WISDOM ●●●●●

CUNNING ●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 8
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 3
STAMINA(+1): 4
MANIPULATION(-1): 1

SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 8
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

Induces Lunacy;
observers have a 4-die
bonus to their
Willpower roll to resist.

STRENGTH(+3): 5
DEXTERITY(+1): 4
STAMINA(+2): 5

SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 9
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

Rage invoked.
Induces full Lunacy.
Wound penalties
ignored and
no unconsciousness
rolls made.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

STRENGTH(+2): 4
DEXTERITY(+2): 5
STAMINA(+2): 5
MANIPULATION(-3): 0

SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 10
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 9

Induces Lunacy;
observers have a 2-die
bonus to their
Willpower roll to resist.
Inflict lethal damage.

DEXTERITY(+2): 5
STAMINA(+1): 4

SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 10
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3
Finesse: 3
Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●
Water ●●●●●
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Numina: Material Vision,
Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●●●

Gift	Roll	Page
Clarity	N/A	
Attunement	(Wits + Brawl + Wisdom - enemy's Resolve)	
Speak With Beasts	(Manipulation + Animal Ken + Purity)	
Feet of Mist	N/A	

Rituals: 00000

Rite	Roll	Page
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