

WEREWOLF

THE FORSAKEN™



STORYTELLER'S SCREEN







COMBAT SUMMARY CHART

Stage One: Initiative

- Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or into the next turn.

Stage Two: Attack

- Unarmed close combat: Strength + Brawl, - target's Defense and armor
- Armed close combat: Strength + Weaponry, - target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, - target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, - target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a 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.

Possible Modifiers

- Aiming:** +1 per turn to a +3 maximum
- All-Out Attack:** +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing:** Ignores amount of target's armor equal to item's own rating
- Autofire Long Burst:** 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target if there's more than one
- Autofire Medium Burst:** 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; -1 per roll for each target if there's more than one
- Autofire Short Burst:** Three bullets at a single target with a +1 bonus to the roll
- Concealment:** Barely -1; partially -2; substantially -3; fully, see "Cover"
- Dodge:** Double target's Defense
- Drawing a Weapon:** Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment:** Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack:** -2 penalty
- Prone Target:** -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range:** -2 at medium range, -4 at long range
- Shooting into Close Combat:** -2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target:** Torso -1, leg or arm -2, head -3, hand -4, eye -5
- Surprised or Immobilized Target:** Defense doesn't apply
- Touching a Target:** Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower:** Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

GRAPPLING SUMMARY

- Roll Strength + Brawl - opponent's Defense for attacker to get a grip on target.
 - Target's next action can be dedicated to breaking free. Roll Strength + Brawl - attacker's Strength. Any successes indicate breaking free. Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl - attacker's Strength. Any successes allow for a maneuver (see below).
 - If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl - opponent's Strength. Any successes allow a maneuver (see below).
 - Possible maneuvers. Choose one:
 - Render opponent prone
 - Damage opponent
 - Immobilize opponent
 - Draw weapon
 - Attack with drawn weapon
 - Turn a drawn weapon
 - Disarm opponent
 - Use opponent as protection from ranged attacks
- Attempting to break free is always an option instead of performing an overpowering maneuver.

WEAPON WEAPONS CHART

Type	Damage	Size	Cost	Special
Sap	1 (B)	1	•	Knockout (p. 168)
Brass Knuckles	1 (B)	n/a	•	Brawl*
Club (wood)	2 (B)	2	n/a	
Mace (metal)	3 (B)	2	••	
Knife	1 (L)	1	•	
Rapier	2 (L)	2	••	Armor piercing 1 (p. 167)
Sword	3 (L)	2	••	
Katana	3 (L)	2	•••	Durability +1**
Greatsword†	4 (L)	3	•••	
Small Ax	2 (L)	1	•	
Large Ax†	3 (L)	3	••	9 again (p. 134)
Great Ax†	5 (L)	4	•••	9 again (p. 134)
Stake***	1 (L)	1	n/a	
Spear†	3 (L)	4	•	+1 Defense***

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a -1 penalty.

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example.

* This weapon uses the Brawl Skill instead of Weaponry.

** Katanas are well-crafted swords. They do not break easily. See "Targeting Items," WoD p. 138.

*** The attacker must target the heart (-3 penalty) and achieve an exceptional success in order to paralyze a vampire.

**** The spear-wielder gains a +1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

EXTENDED ACTIONS

Pace of Activity	Time per Roll
Quick	1 turn (3 seconds)
Short	10 minutes
Long	30 minutes
Lengthy	1 hour
Consuming	1 day
Exhausting	1 week or month
Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

RANGED WEAPONS CHART

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1	••	SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1 (.45 ACP)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotgun†	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow***†	3	40/80/160	1	3	3	•••	

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty, respectively.

Clip: The number of shells a gun can hold — a "1+1" indicates a bullet can be held in the chamber, ready to fire.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see p. 160.)

** Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-3 penalty and must achieve an exceptional success in order to paralyze a vampire).

*** 9 again (see WOD p. 134)

ARMOR CHART

Class	Rating	Strength	Defense	Speed	Cost
Modern					
Reinforced/thick clothing	1/0	1	0	0	n/a
Kevlar vest* (thin)	1/2	1	0	0	•
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
Archaic					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

* This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a -1 penalty.

Defense: The penalty imposed on your character's Defense trait for the armor worn.

Speed: The penalty imposed on your character's Speed trait for the armor worn.

Cost: The minimum dots in the Resources Merit usually required to purchase the armor.

EFFECTS OF LUNACY

Onlooker's Willpower*	Result
1-2	No control over actions; any actions are at -5 penalty; no memory of events; refusal to believe evidence.
3-4	Minimal control over actions; any actions are at -4 penalty; remember in most general sense; always rationalize.
5-7	Some control over actions; any actions are at -3 penalty; forgets unless actively tries to remember (requiring roll).
8-9	Must spend Willpower point to retain control for a turn; any actions are at -1 penalty unless Willpower is spent; retains hazy half-memories.
10	Completely unaffected by Lunacy; full control and memory.

*The Wolf-Blooded Merit adds two to effective Willpower

FIRE DAMAGE

Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	—
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

EXPLOSIVES CHART						
Type	Throwing Modifier	Blast Area	Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	...	Concussion Grenade†
Shredding	+2	3	4	1	...	Shrapnel Grenade†
Single Destructive	+1	4	4+	1	...	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3		Plastique

Blast Area: The diameter in yards in which an explosion occurs.

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

* Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.

** Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," WoD p. 168).

*** Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.

† Explosives that are aerodynamic when thrown.

ELECTROCUTION DAMAGE	
Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

POISONS	
Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse (ingestion, inhalation, injection)	3 to 7
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

SIMPLE OBJECTS

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1

Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Coffin: Durability 1, Size 6, Structure 7, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1

Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a -1 penalty.

ENTERING DEATH RAGE

The following stimuli can trigger a Death Rage check (Resolve + Composure) when a character is in combat:

- when a wound inflicts aggravated damage
- upon striking or being struck by an attack roll that is an exceptional success
- when a wound is marked in one of the character's last three Health boxes

The following list details potential stimuli that might subject a werewolf to a Death Rage roll when *not* in combat. A player must make a check when faced with a provocation that matches his character's Harmony score, or any provocation above his Harmony score on the following chart.

Harmony	Minimum Stimulus
9-10	Loved one/packmate slain or badly injured; betrayed by loved one/packmate
7-8	Betrayed by ally
5-6	Injured outside of combat by an event that inflicts aggravated damage; loved one/packmate in danger
3-4	Humiliated or injured
1-2	Insulted; authority challenged

The Storyteller decides when a Virtue or Vice influences a Death Rage roll. If appropriate, the player gains or loses one die from his Resolve + Composure pool.

WEREWOLF HARMONY SECRET RANKS

Werewolf Renown	Honorary Rank
0-7	Two
8-15	Three
16-23	Four
24+	Five

FEATS OF STRENGTH		
Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.
11	Overturn a full-sized car	2000 lbs.
12	Lift a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

EFFECTS OF PRIMAL URGE

Primal Urge	Attribute/Skill Maximum	Max Essence/Max Essence per Turn	Social Penalty	Essence Bleed
1	5	10/1	-1	—
2	5	11/1	-1	—
3	5	12/1	-2	—
4	5	13/2	-2	—
5	5	14/2	-3	—
6	6	15/3	-3	1/day
7	7	20/5	-3	1/12 hours
8	8	30/7	-4	1/10 hours
9	9	50/10	-4	1/8 hours
10	10	100/15	-5	1/4 hours

SUGGESTED MODIFIERS FOR GIFT USE

Modifier	Situation
+2	In the area of influence of a powerful locus (rated +++++)
+1	In the area of influence of a locus (rated • to +++)
+1	Character's auspice moon is in the sky
-1	Character has a wound marked in third to last Health box
-1	Local spirits are actively hostile to Gift user
-1	In the presence of a werewolf in Death Rage
-2	Character has a wound marked in second to last Health box
-2	Afflicted with powerful sensory stimuli (deafening noise, powerful stench, etc.)
-3	Character is in a Barren
-3	Character has a wound marked in last Health box
-4	In the middle of a hurricane
-5	Bound and gagged with silver manacles (Gifts that require a specific action or ability to speak are impossible)

SUGGESTED MODIFIERS FOR RITE USE

Modifier	Situation
+2	Ritemaster meditates successfully prior to ritual (that is, four or more successes are accumulated in a meditation Attribute task — see <i>World of Darkness Rulebook</i> , p. 51)
+2	In the vicinity of a powerful locus (rated +++++)
+1	In the vicinity of a locus (rated • to +++)
+1	Ritualist has gained goodwill of local spirits
+1	Ritemaster is in Dalu form
+1	Ritemaster's auspice moon is in the sky
-1 to -3	Performer suffers wound penalties
-1	Local spirits are hostile to ritualist
-1	City suburb or town (only if rite is performed in physical world)
-1	Distracting environment (powerful odors, noisy)
-2	Packmates are involved in battle
-2	Dense urban area (only if rite is performed in physical world)
-2	Ritemaster is struck during rite but takes no damage
-3	Rite is performed in a Barren

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SUGGESTED CAINMAGE

Task	Price
Simple information	A small gift of Essence (1 or 2 points) or a minor task (discolorate a Gauntlet, small physical changes to the material world)
Secret information	A large gift of Essence (3 to 5 points) or a major task (create a specific emotion or act in the physical world, discolorating several of the spirit's enemies)
Giving directions	A small gift of Essence, or a minor favor to be repaid on the werewolf's return.
Guiding to a nearby destination	A small gift of Essence and a minor act of the spirit's choice
Guiding to a distant destination	A major act of benefit to the spirit and a regular gift of 2 or 3 Essence per day during the journey
Asking the spirit to relocate	Major reshaping of the physical world or regular work to generate appropriate Essence for the spirit for a period of not less than one month per level of the spirit's Rank.
Asking the spirit to join in an attack	A major gift of Essence (at least 2 points per Rank of the spirit to be attacked), Sworn promise of a service of the spirit's choice after the fight, to be carried out at a time of the spirit's choosing.

STEPPING SIDWAYS

For a character to step from one world to the next, the player rolls Intelligence + Presence + Primal Urge. The werewolf must be in the area influenced by a locus to even attempt stepping sideways, unless he's using the Rending the Gauntlet rite (*WtF* p. 165). The following factors affect the roll:

- The werewolf stares into a reflective surface (+1)
- Near a locus with a rating of •• or ••• (+1)
- In the vicinity of a locus with a rating of •••• or above (+2)
- Attempting to cross the Gauntlet during the day (-2)

The strength of the Gauntlet varies from place to place. The Gauntlet's strength reduces the dice pool according to the following table:

Location	Dice Pool Modifier
Dense Urban Areas	-3
City suburbs & towns	-2
Small towns, villages, other built-up areas in the countryside	-1
Wilderness	+0

The number of successes achieved on the Intelligence + Presence + Primal Urge roll indicates how long it takes the werewolf to adjust himself to the other facet of reality and cross the Gauntlet. (See *WtF* p. 251)

EXPERIENCE COSTS

Trait	Experience Point Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Affinity (tribe, auspice or common) Gift	New dots x 5
Other Gift	New dots x 7
Rite	Rite dots x 2
Merit*	New dots x 2
Totem Merit	3 points per additional dot
Primal Urge	New dots x 8
Primary (auspice, tribe) Renown	New dots x 6
Other Renown	New dots x 8
Harmony	New dots x 3
Willpower	8 experience points

*Not including Totem

AMERICAN AND SEAS

Harmony	Threshold Sin	Dice Rolled (Roll five dice.)
10	Not shapeshifting for more than three days.	
9	Not obtaining your own food; carrying a silver weapon.	(Roll five dice.)
8	Disrespect to a spirit or elder Uratha.	(Roll four dice.)
7	Spending too much time alone; significantly violating a tribal vow.	(Roll four dice.)
6	Mating with other Uratha; slaying a human or wolf needlessly.	(Roll three dice.)
5	Slaying a werewolf in the heat of battle.	(Roll three dice.)
4	Revealing the existence of werewolves to a human; using a silver weapon against another werewolf.	(Roll three dice.)
3	Torturing enemies/prey; murdering a werewolf.	(Roll two dice.)
2	Hunting humans or wolves for food.	(Roll two dice.)
1	Betrayal of pack; hunting werewolves for food.	(Roll two dice.)



WEREWOLF

THE FORSAKEN



STORYTELLER'S SCREEN