

The cover art is a dark, atmospheric illustration. At the top, a full moon hangs in a cloudy night sky. In the upper right, a woman with a tearful, screaming face looks upwards. To her left, a werewolf-like creature with a collar is shown in a dynamic pose. Below the main title, a werewolf with a spiked collar howls, while another werewolf is shown in a more aggressive, snarling pose. In the bottom right, a werewolf is depicted in its animal form, drinking blood from a victim. The overall color palette is dominated by dark blues, greys, and oranges, with the title text in a bright, glowing yellow-orange.

FORSAKEN

Chronicle's Guide

Volume II:
To Rebuild

WEREWOLF
THE FORSAKEN®

the World of Darkness

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WEREWOLF

THE FORSAKEN

Volume I:
to Isolate

Volume II:
to Rebuild

Volume III:
to transform

Volume IV:
to Rip Asunder



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FORSAKEN

Chronicler's Guide

A Chronicle Companion
for Werewolf the Forsaken™

**JOHN KENNEDY, MATTHEW MCFARLAND, WILL ROTENBERRY, CHUCK WENDIG,
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INTRODUCTION

Welcome to the hunt.

Over the past five years, **Werewolf the Forsaken** has taken us many places. Places like the Rockies, the Spirit Wilds, and the Loci of Great Britain. **Forsaken Chronicler's Guide** seeks to take your troupe to other places entirely, to do things you never expected **Werewolf the Forsaken** to do. In these four volumes, it'll show you love stories, epic adventure, body horror and everything in-between. It's a labor of love, a series of kits written to spotlight, intensify and otherwise examine specific elements of the werewolf condition. Some go so far left-field, we can't even call them Forsaken. Some take comfortable features of the game, and twist them into new directions. Look ahead and see what five years of experience has taught us. Step out of your comfort zones. Let's tell some remarkable stories together.

HOW TO USE THIS BOOK

This product has an unorthodox format. It's comprised of four volumes, not unlike traditional chapters. Each has three or four kits that share a common theme. Each features a foundation for the chronicle, ideas for Storytelling, traits for the players' characters to emphasize that style of play, and ex-

amples of how the Storyteller can use the Storytelling System to embody the chronicle's themes. Each volume showcases something different to the game as-written. Depending on what you want to do with your chronicle, you may be interested in one or more sections.

The true value of this supplement comes when you combine the multiple sections, picking and choosing hacks from each. For example, in a coming of age game (Volume One), simplified Gifts (Volume Four), might make the game flow better for your gaming group. Or you might focus on the romance aspect of a high-school story (Volume Three). Each kit is designed to exist independently, but many are suitable for mixing and matching. Here's what you'll find within the **Forsaken Chronicler's Guide**:

VOLUME ONE: TO ISOLATE

We strip **Werewolf the Forsaken** down of its fundamental components. Each kit herein takes something we're used to and throws it by the wayside. They leave werewolves alone in an unknown world to face whatever comes their way.

When Uratha first change, their lives are awash with alienation and pain. There's no structure. There's no security blanket. When we remove structure, we aim to tell wonderful **Coming of Age** stories.

The game, as written, assumes a great deal of control on part of the Uratha. They choose when they shift, when they conduct epic hunts, and when to bargain with spirits. Without that control, **The Moon's Curse** has werewolves as immortals that shift only during the full moon, and when wounded to the point of death. They leave bodies in their wake, but don't remember their vile hunts.

Packs are the most common organization amongst Uratha. But what if you're playing a game with only one werewolf? What if the werewolves are not pack creatures, but instead solitary predators? **Lone Wolves** shows us stories where werewolves keep to themselves and trust only as far as their claws can grasp.

VOLUME TWO: TO REBUILD

With Volume One, we took away from the Forsaken and left them alone against the world. With Volume Two, we give to them new structures to experiment with. Every kit in this section adds a layer of depth to the game as written.

Werewolves are the world's greatest hunters. They often hunt spirits. **Spirit Predation** stories add to that concept, giving Forsaken the chance to hunt spirits not just for essence, but also for blessings dependent on their prey.

Packs are the highest form of actual organization Forsaken acknowledge. **The Circuit** has werewolf packs competing for supremacy, and using duels and challenges to resolve disputes.

Forsaken are underdogs. They're hated by the world. **Freedom Fighters** adds a layer of nobility, where the Uratha are truly fighting for a cause. They become more like guerillas, fighting a timeless war they know they're going to lose.

VOLUME THREE: TO TRANSFORM

We've taken, we've given. Now, with Volume Three, we seek to spin **Werewolf the Forsaken** on its heels, to make it something completely new and change your perceptions of what the game can be.

Hunting Grounds: Ancient Sumer has the Uratha of modern nights in a parallel chronicle with the mighty *Ur-Sag*, dog-headed heroes of the ancient Sumerian city of Bau. No longer Forsaken, the Uratha take places as god-kings.

The Oath of the Moon explicitly forbids mating between the Uratha. Such deviance has terrible results. What if we remove that, and instead focus on interpersonal, romantic and otherwise sexual relationships with werewolves? We have **Everything You Ever Wanted**, focusing on a more urban fantasy take on the game.

Packs United assumes a higher structure amongst the Forsaken. There's a hierarchy beyond a local pack, and grand Conclaves of Forsaken rule over the race. Experience a new level of blood and politics.

VOLUME FOUR: TO RIP ASUNDER

Now that we've taken, given and created something new, we're going to make like Uratha and tear it all to hell. In this final volume, we demolish the game mechanics, and offer something new to replace them.

What are werewolves, ultimately, but uncontrolled humans? **Wild Children** are just that: Humans that live only to cause mayhem and gratify themselves. Not Forsaken by any stretch of the imagination, these characters filter down the core pathos that makes playing werewolves fun, without the complexities of the full game.

All Good Gifts takes a long look at the spiritual powers of the Forsaken, and approaches them in a simpler, more holistic way. Werewolf abilities become personal and unique, often subtler, but altogether new and much more primal.

Do you want to play werewolves, but don't want to bother with the complex systems and character creation? **The Emergent Beast** strips the Storytelling System down to a smidgen of its previous self. Characters exist as a small series of traits, centered mostly on Renown. The game is simplified, to allow more energy spent to emphasize its strengths.

The Family removes tribe, Auspice, Gifts, Rites, and most everything else from Forsaken existence, along with the Shadow and most aspects of the condition. In the wake of all that removal, we leave the pack as the sole organization and interest of the Forsaken. This allows for complex systems of trust and betrayal to drive the game.



VOLUME II

Spirit Predation

By Matthew McFarland

The rabbit bolts from its hiding place under the car. We race after it. The car guns its engine in response, snarling at us, but we pay it no mind. When it realizes we aren't hunting it, the car drops back into quiescence.

We follow the rabbit down a path. It's heading for the tree at the end of the forest, the one with the honeycomb of roots. That won't save it.

The creatures of the forest dive for cover. Mila, always hungry, glances at a deer with a growl, but a quick yip from our alpha gets her back on task. We're hunting rabbit tonight.

Nardo sees the rabbit zig-zagging across the forest floor and lets out a quick howl. We surround it, just as it dives into the roots. I step forward and growl a warning to the tree—protect the rabbit, and share its fate.

It's a bluff, but the tree doesn't know that. The ground ripples and the rabbit flies up into the air, spat out of its hiding hole by the cowardly tree. Mila jumps into the air and snaps it in her jaws, and we hear its back break. She brings it down and dutifully offers it to Ilse, our alpha, who tears its head off and swallows it, and then barks to us.

We tear it apart, worrying its skin and feeling blood trickle out over our tongues. My jaws close on one of its hind legs, and I tear it free. I wander a little distance away and gnaw, sucking down the marrow, flaying the meat from the bones.

I feel myself growing faster as the rabbit's essence infuses me.

TO REBUILD

WE ARE WHAT WE EAT

Werewolves are superb hunters (in fact, they're better at hunting than at fighting). In **Werewolf: The Forsaken** as written, Uratha can hunt down spirits and consume their Essence if one of them knows the Sacred Hunt rite (pp. 160-161 of **Werewolf**). In this chronicle, however, any werewolf can consume any spirit, provided that the werewolf (or pack) can chase it down and "kill" it. This allows the werewolves to gain not only Essence, but some of the traits of the spirit in question. Of course, taking on the wrong sorts of spiritual traits can have some strange results.

This chronicle kit plays up the notion that werewolves are hunters of the spirit world, and gives them a better-defined role within the Shadow. People attempting to describe **Werewolf** occasionally describe the Uratha as "spirit police," but this isn't necessarily accurate. While the Uratha have a vested interest in making sure that the spirit wilds corresponding to their territories remain, if not "clean" or "pure," at least the way they want them, it's by no means a species-wide imperative for them to do so. With this chronicle kit, hunting down spirits grants werewolves a spiritual role befitting their status as predators and hunters.

In addition, spirit predation gives players a new way to define a character's arc. It's possible for werewolves to become addicted to eating inappropriate spirits (and the result of that addiction is the *Su'ur*, described below). It's also possible for werewolves to become the superlative hunters of the spirit world—if they consume the right kinds of spirits.

STORIES

Below are a few examples of the stories that troupes can tell using the Spirit Predation chronicle kit:

- **Questing Beast:** The pack chooses to hunt down a powerful spirit, one whose Essence will grant them great strength. Perhaps it is one of the *damuth* (described below), or simply a spirit that has built itself up to Jagglng status. In any event, the characters can't hope to simply attack and kill it. They must engage it in the Hunt, make the spirit their prey, and then feed on its Essence. That requires reducing a spirit that is possibly more powerful than any individual member of the pack to the role of prey — but then, wolves often bring down animals many times the size of one pack member.

- **Consummate Predators:** To truly dominate one's territory, the pack needs to be recognized as the most powerful force around. Hunting down and eating the spirits of the area, becoming respected and feared, is one way to do that. Once the characters gain this recognition, the Hisil will conform to their desires and expectations, and that, in turn, makes it harder for other Uratha to take the territory away.

- **Spirit Gourmand:** Different spirits have different "flavors." A snake-spirit might leave a werewolf patient, quiet and spiteful, while eating the Essence of a fish might leave the character cold to the touch, graceful and (of course) with a strong desire to remain in the water. Learning the various effects of spirit Essence can be a lifelong quest, and characters can develop quite a discerning palette. The usual caveats apply, though, about eating healthy.

PLAYER'S TOOLKIT

The Spirit Predation chronicle requires some additional mechanics, specifically the effects of the Essence of various spirits. In brief: Eating a spirit changes the werewolf. The changes are usually temporary, but over time, too much of a given type of Essence can alter the werewolf's spiritual makeup.

SPIRIT ECOLOGY

As stated in Appendix I of **Werewolf: The Forsaken**, spirits can consume the Essence of other spirits of their own type (a snake-spirit consuming other snake-spirits), or the spirits of appropriate prey (a snake-spirit consuming a mouse-spirit). Even when considering spirits that aren't predatory by nature—or don't eat, such as machine spirits—this rule of feeding holds true. A hate-spirit can feed on hate-spirits, or on fear-spirits, since hate can be said to feed on fear. This will color the nature of the hate-spirit, but it won't change the hate-spirit's nature. If the hate-spirit starts feeding on spider-spirits, though, it will become a *magath* (and probably a nasty one).

This chronicle applies the same logic to werewolves. Any Uratha can hunt down and feast on a spirit, but only the spirits that are logically the prey of the Uratha are "safe." Eating other spirits is perfectly possible, but it may change the werewolf in unpleasant and irrevocable ways. Even attempting it can cost the werewolf Harmony.

THE HUNT

In order to consume the Essence of a spirit, the werewolf (or pack) must engage it in the Hunt. This is automatic in some cases, difficult in others, and nearly impossible for some spirits. Engaging the spirit in the Hunt means that everyone involved—the werewolves and the spirit—recognizes their role in it. The werewolves are the predators, the spirit is the prey, and the Hunt ends either with the spirit being brought to bay and eaten or escaping.

For spirits of creatures that are natural prey for wolves, this process is automatic. Rabbits and other small rodents, deer, moose, and indeed many animal-spirits fall into the Hunt without any real effort on the part of the pack. It is up to the Storyteller's discretion as to whether or not a given spirit becomes part of the Hunt without resisting, but a good rule of thumb is that the more powerful the spirit, the less likely this is.

For instance: Wolves, will, in certain circumstances, kill and eat dogs. Does a dog-spirit, then, immediately become part of the Hunt as prey? A very weak dog-spirit might, but a more powerful one, particularly a dog-spirit with enough identity to have a name or a descriptive aspect (i.e., a dog-spirit that embodies the “stray dog” archetype) is unlikely to agree to become a pack's prey.

If the target spirit does not immediately fall into the prey role for the Hunt, the hunter can attempt to force the issue. This uses the following system:

Dice Pool: Presence + Survival + Primal Urge

Action: Instant and contested (Storyteller rolls Power + Resistance for the spirit)

Roll Results

Dramatic Failure: The werewolves fail to initiate the Hunt, and cannot do so for the remainder of the night (against any spirit). If the target spirit's rank is greater than the combined Primal Urge ratings of the werewolves, the spirit can choose to Hunt the werewolves and take their Essence. In this case, the rules given below for the prey spirit apply to the werewolves instead.

Failure: The werewolves fail to initiate the Hunt against this spirit, but can attempt it against a different one. They cannot attempt to Hunt this particular spirit until the moon has changed its phase.

Success: The characters win the contest and the Hunt begins.

Exceptional Success: The characters win the contest and the Hunt begins. In addition, the spirit

is cowed, and suffers a -2 to any attacks it makes on the werewolves.

If more than one werewolf is involved in the attempt to initiate the Hunt, the pack uses the Teamwork rules found on p. 134 of the **World of Darkness Rulebook**. This is not optional; only one group of werewolves can hunt a spirit at a time, though this group can be composed of more than one pack.

Once the Hunt has begun, the werewolves chase and attempt to kill the spirit. The Hunt can end three possible ways: The werewolves defeat the spirit and consume its Essence, the spirit escapes, or the werewolves give up the Hunt.

The werewolves have to be able to see the spirit in order to begin the Hunt. Usually this means that the Hunt must begin in the Shadow, but if one of the characters summons the spirit with a rite, or if all of the characters can see across the Gauntlet, or any other situation in which all participants can see the quarry, then the Hunt can begin normally.

In order to defeat the spirit, the werewolves must reduce its Corpus rating to zero. To do that, though, they have to catch it, bringing their quarry to bay just like a real pack of wolves. Some possible strategies include:

- Getting as close as possible before initiating the Hunt. This might require Stealth rolls from the pack, but if the Uratha can get close enough to begin the Hunt and then strike before the spirit has a chance to run, they have bypassed the most difficult part of the Hunt.

- Using the terrain to advantage. Not every spirit can fly, after all, and so driving a spirit toward a cliff or another impassable topographical feature can bring it to bay easily.

- Use the ban. Every spirit has a ban, and if the characters can learn the quarry spirit's weakness, they might be able to use it slow it down or remove its Numina.

Use the Foot Chase rules for chasing down the spirit (see pp. 65-66 of the **World of Darkness Rulebook**). Under the rules of the Hunt, a spirit cannot disincorporate to escape, though it can make use of Numina (meaning that the pack is well-advised to choose their target well; the Read Spirit Gift is invaluable to an expert spirit-hunter pack).

ESSENCE CONSUMPTION

Once the spirit has been reduced to Corpus 0, instead of disincorporating, it falls to the ground, dead and bleeding. By becoming part of the Hunt, it has

given up (or lost) its ability to simply dissolve its Corpus and reform. It is vulnerable to being completely destroyed, just as it would be if another spirit ate it. At this point, the werewolves can feast upon its flesh, taking on its Essence.

Traditionally, the alpha eats first, followed by the beta, and so on. Modern packs don't always follow this structure, and so they might all dig in at once, or fight over the choice bits of the meal. Whatever the method, the werewolves have a number of Essence points equal to the spirit's maximum Essence pool (not its current pool) to split among them. If the spirit willingly agreed to the Hunt, this total is doubled. This means that while a rank-one rabbit-spirit might have an Essence pool of only 10, but if it takes part in the Hunt, the Uratha that track, kill, and consume it have 20 points to divide amongst themselves.

Once the Hunt is completed and the Essence consumed, the Storyteller adjudicates bonuses based on the type of spirit. This process is somewhat subjective, and is discussed at length in the Storyteller Advice section. In brief, though, the werewolves can look forward to a bonus on certain types of actions relating to the spirit they have consumed: a rabbit-spirit might make them faster, while a moose-spirit might make them stronger. Eating stranger spirits bestows stranger bonuses, but can have detrimental effects as well.

SPIRIT PREDATION AND HARMONY

A spirit does not risk its mental health by eating other spirits, but a werewolf is not a spirit. Spirit Predation can cause degeneration, depending on how the Uratha go about it.

- **If the werewolves' quarry agrees to the Hunt and the werewolves do not completely destroy it**, no degeneration checks are necessary.
- **If the werewolves quarry did not agree to the Hunt**, the players check for degeneration at Harmony 8 or more (roll 4 dice). This is considered disrespectful to the spirit, but isn't a problem for most Uratha.
- **If the werewolves take all of the spirit's Essence, destroying it**, the players check for degeneration at Harmony 7 or more (roll four dice). This is akin to violating a tribal vow; the laws of the Hunt are intrinsic to the Uratha condition.
- **If the werewolves consume a spirit from a non-animal Choir**, such as a hate-spirit, glass-spirit, machine-spirit or tree-spirit, the players check for

degeneration at Harmony 5 or more (roll three dice). While not a violation of the Oath of the Moon per se, consuming a spirit so far outside the werewolf purview speaks to a mindset more alien than most spirits ever manage. The sort of spirit that does this becomes a magath.

STORYTELLING ADVICE

Spirit Predation is meant to accomplish two things in a **Werewolf: The Forsaken** chronicle. First, it's meant to highlight the Uratha's skill as hunters, and do so by giving the players a chance to plan their strategies and targets. Second, it's meant to give the players an easy way to regain Essence without forcing them to eat people or spend all their time hanging around loci (which doesn't yield that much Essence anyway). Yes, rabbit-spirits don't just hop by whenever you need them, but if the characters pay attention to the local spiritscape, they should be able to find Essence-rich prey more or less on demand. And of course, the temptation to hunt down, kill and eat bigger (or more exotic) prey is always there.

RUNNING THE HUNT

Players will want to think outside the box. They might come up with strategies that involve flushing spirits toward loci and making them cross the Gauntlet. They might have the faster werewolves harry the spirit prey toward Hishu-form werewolves with shotguns. They might come up with weird combinations of Gifts and attacks. *Let them.* Spirit Predation is a chance for the players to see why werewolves are effective pack hunters. Let a spirit hunt be practice for a real antagonist down the road. Let the Hisil ring with the triumphant howls of the pack. Have the local spirits tense up when they see the pack coming. Minor spirits might even bolt, and the pack knows that by their fear, they accept the Hunt.

The Spirit Hunts should color the pack's Renown, too. Hunting down and besting powerful spirits can be justification for an increase in any of the five types of Renown. A werewolf comes up with a clever, unexpected means of catching the spirit? Cunning. The pack desperately needs the Essence, but leaves the spirit with enough to reform out of respect? Honor. The whole pack tracks down the spirit and brings it to bay, but only one werewolf fights it, as a means of proving his strength to the lodge he wants to join? Glory. The pack makes studies a powerful spirit for a week before initiating the Hunt, so

as to learn its habits and powers? Wisdom. The pack eschews spirits of beings the wolves would not eat, remaining true to the laws of the Hunt? Purity.

As much as the characters are in their element when hunting appropriate spirits, they should feel completely out of place when hunting inappropriate ones. The characters hunt down a car-spirit, and the other denizens of the Hisil stop, stare and cry foul—this is not what wolves do! They can eat the Essence of their mechanical prey, yes, and it does not poison them (no matter what form it takes, Essence is Essence), but they are still wolves taking bites of metal, oil and rubber. This should disturb the characters (and the players) on some level.

BONUSES FROM ESSENCE

Of course, one of the best reasons to engage in spirit predation is taking on the strengths of the prey. The speed of the hare, the endurance of the stag, the strength of the bull...even the metal hide of the bulldozer. All of these can be the fruits of a successful hunt. But what does that mean in mechanical terms?

The simplest and most effective way to approach this bonus is simply to add dice to certain actions. It's probably better to add these dice to actions rather than traits. For example, after consuming the Essence of a rabbit-spirit, the characters add dice to rolls involving running from a pursuer. If the characters eat an elk-spirit, they might add dice to feats of strength or endurance (long running, lifting or pushing, and so on) but not to any use of the Strength Attribute.

Another way to approach this bonus is to give each character a pool of dice (say, equal to the spirit's Rank) and allow the player to use these dice whenever the character takes an action that would benefit from the spirit's influence. This gives the player more say over when the bonus kicks in, but still requires the Storyteller to allow or disallow it. The player keeps those dice for as long as she wishes, meaning it might be possible for a given character to have three "rabbit dice" and four "elk dice." The player might then be able to gain a sizeable bonus to a given roll, but since the dice go away once used, this is hardly overpowering. And besides, it rewards the characters for thinking ahead and considering what kinds of spirits they might benefit from targeting, which leads to a greater degree of involvement from the players.

Spirits that are inappropriate for werewolves to eat, though, should grant stranger and more exotic

bonuses, both to act as a temptation for characters to eat them in the first place (otherwise, why would they?) and to emphasize the weird nature of this kind of predation. Eating the Essence of such a spirit might physically change the character in some way, and can add points to traits such as Size, Speed, Defense, Armor and Initiative. For example:

- Eating a car-spirit might add the spirit's rank to the character's Speed. When the character sprints, she exhales exhaust fumes and her growls become the sound of a motor revving up.
- Consuming a bull-dozer spirit adds the spirit's rank to the werewolves' Armor, but *subtracts* it from their Speed ratings. The pack's fur becomes yellow and metallic, and their foreheads become larger and sloped like a bulldozer's blade.

- Eating a fear-spirit adds the spirit's rank to the character's Initiative rating and Intimidation Skill. The werewolf's eyes become empty sockets, and anyone who stares into them recoils in horror.

- If the characters eat the spirit of a house (which raises the question of how they chased it down, but the Shadow is a strange place), they know the physical building inside and out. They cannot be surprised while inside the house, and they can step across the Gauntlet automatically (instant action, or reflexive with the expenditure of an Essence point). Their fur might take on the hue of red bricks, and similar texture.

STORYTELLER'S TOOLKIT

Below are two antagonists that you can use to enhance stories involving spirit predation. The first are the *damuth*, powerful hunter spirits that encompass the very essence of what it means to be a predator. The second are the unfortunate werewolves that have become addicted to spirit predation: the *Su'ur*.

DAMUTH

A pack of werewolves looking for the spirit of a predator won't have to look too long. Wolves, badgers, bats and even cats are predatory in nature, and werewolves can find them in suburbia, much less the Hisil of the deep woods. But a predatory spirit is very different than a predator-spirit. A predator-spirit, a creature that embodies *predation*, is called a *damuth* in the First Tongue. These creatures are elusive, deadly and prized as targets for Uratha that partake of Essence.

Damuth are rare, largely because if two of them ever wind up together they immediately fight until one is destroyed and consumed. They can eat any spirit, even the exotic emotion-spirits or huge location-spirits, without risk of becoming magath. A spirit can only eat what is in its nature to eat, but to the damuth, *everything* is prey.

That said, even the damuth have preferences. One damuth, taking the form of a sleek, otter-like creature, prefers to eat conceptual spirits. It hunts down ideas, emotions and even dreams, slithering up to them and sucking them dry. Another, probably the oldest and most powerful such spirit, shakes the earth with its footsteps and leaves huge, reptilian prints behind it. It eats any animal-spirit it can find, and has no qualms about consuming Uratha if it can. And werewolves trade stories of a spirit called *Iti'Hu*, the "Moon Eater," that subsists on Lunes. If it can't find or catch its preferred prey, they say, it is content to bite the Renown markings right off the skin of a werewolf.

All damuth are dangerous (none of them are weak than Lesser Jagglings, and many are minor gods). Entering into a Hunt with one is a risk, because they are quite capable of turning the tables on a pack of Uratha, killing and eating them. Each damuth has its own style of hunting and killing, and fighting one bestows no special insight into the damuth in general.

For all the risk, though, the rewards for consuming one can be greater. A pack of Uratha that successfully hunts down and eats a damuth applies that spirit's Rank to *all* rolls made to hunt, track and fight until the moon changes phase. In addition, each pack member may purchase a dot of Renown at (new rating x 4) for a primary category, or (new rating x 6) for a non-primary category, provided the character undergoes the Rite of the Spirit Brand before the moon changes phase.

When designing damuth, the Storyteller might consider looking up the habits of some real-world predators and modeling the spirit's behavior on them. Animals have amazing predatory adaptations, and the natural world often provides greater inspiration than a book full of Numina could. The sample damuth below is based on a real creature: the blue-ringed octopus (*Hapalochlaena lunulata*). Look it up, it's pretty horrifying.

SAMPLE DAMUTH — HU'ALA

Hu'Ala, "the spirit that paralyzes its prey," takes the form of an octopus about the size of a large dog. It is capable of climbing nearly any surface, changing

color to match its environment, and, of course, poisoning its prey with stingers at the end of its tentacles. Hu'Ala prefers to stalk and kill its prey in groups, and so targets herd animals (including people, when it can escape the Hisil). This includes packs of werewolves.

Uratha are capable of fighting off its poison more quickly than humans and other spirits, but a pack that initiates the Hunt with Hu'Ala had better be prepared to watch every crack, nook, cranny and corner.

Rank: 3

Attributes: Power 8, Finesse 10, Resistance 7

Willpower: 15

Essence: 20 (max 20)

Initiative: 17

Defense: 10

Speed: 28

Size: 4

Corpus: 11

Influences: Predation ●●●

Numina: Camouflage, Material Vision, Paralytic Venom, Shadow Flesh (as the Gift; p. 140 of **Werewolf**), Slip Away (as the Gift; p. 132 of **Werewolf**), Wilds Sense

- **Camouflage:** Hu'Ala can blend almost perfectly with its surroundings. Spend one point of Essence, and Hu'Ala is undetectable unless something is actively looking for it. Even then, the searcher suffers a penalty equal to the spirit's Finesse (-10).

- **Paralytic Venom:** Hu'Ala can choose to inject poison with any successful strike, at the cost of one Essence. The victim's player rolls Stamina + Resolve with a penalty equal to the spirit's Power (8 dice). If this roll fails, the victim's muscles lock up, and he is completely paralyzed for eight hours. Werewolves can expend a point of Essence to reduce that time by an hour (meaning if a werewolf has 8 Essence to burn, he can recover in a few turns). Hu'Ala is, unfortunately, aware of this, and has been known to hide and wait until a werewolf starts moving, and then sting him again.

Ban: Hu'Ala, as an aquatic creature that has forsaken the seas for the land, is vulnerable to the waters of its birth. Should even a few ounces of salt water touch the spirit, it becomes unable to expend Essence for the scene. That doesn't prevent it from fleeing or fighting, of course, but it does prevent Hu'Ala from employing its venom. The salt water does not need to be actual sea water, but if it isn't (that is, if the attacker simply uses fresh or tap water with some salt mixed in), Hu'Ala can resist the effect with a Resistance roll.



SU'UR

The Su'ur first appeared in **Hunting Ground: Rockies**, and were werewolf-spirit hybrids created by an idigam. The Su'ur presented here are similar conceptually. All that differs is how they came to be what they are.

Consuming spirits that are inappropriate for werewolves to be eating has its benefits, to be sure, but it also takes a toll on a werewolf's Harmony. As Harmony falls, regardless of why it happens, the werewolf's nature becomes more like that of a spirit. If the predation continues, the Essence that the werewolf consumes begins to overpower the Uratha's natural Essence, and the werewolf's body changes.

Mechanically, in order for a werewolf to be a Su'ur, three things have to happen. The werewolf

must have a Harmony rating no greater than 4. The werewolf must eat a spirit from a non-animal Choir and completely destroy it. He need not be the only one involved in the Hunt, but he must eat the majority of the Essence himself. Finally, the werewolf must suffer degeneration within the next lunar cycle. If those things happen, the werewolf's flesh and Essence merge, and the changes wrought by the spirit predation become more pronounced and permanent. The werewolf has become a Su'ur.

Most Su'ur go mad with grief and shame over what they have become, and seek to continue their freakish existence in the same way a spirit would: continuous predation. Unfortunately, some aspect of the creature's nature prevents them from eating spirits at all, and so they must gain their Essence

another way. They soon figure out what their new prey must be: their fellow Uratha. Some Su'ur commit suicide when they realize this. Others become Broken Souls in short order. In any case, the Uratha put the Su'ur down quickly when they find them.

Su'ur can act as cautionary tales for packs that like to skirt the edge when choosing spirit prey, or they might be a way to introduce the concept of spirit predation. Maybe tracking down a Su'ur requires knowing what it knows, and that means eating the right kind of spirit. Doing it once isn't going to hurt, right?

When designing Su'ur, use the examples of benefits gained from non-animal spirits, above, and then intensify it. The Su'ur have traded their essential natures to feed a habit, and they should have some power to show for it. But at the same time, never let the players forget that these former-Uratha are now hideous freaks. When the Su'ur is chewing on one of them, that's not hard to convey.

TWINKLE-TWINKLE

Background: The custom of giving monsters and scary legends funny or childish-sounding names isn't new. People have been doing it for centuries. They called the Devil "Old Scratch" or "the Dickens," they called a monster come to steal their children "the boogeyman." And so when the Uratha talk about Twinkle-Twinkle, young werewolves chuckle. The ones who know the story shush them.

Twinkle-Twinkle, known in first tongue as *Im-Kul'Za* ("Sound of the Evil Wind"), was once a Rahu of the Storm Lords. Beloved of Winter Wolf, it was said that thunder would clap and a wind would rise behind him if he grew angry. His pack owned a farmhouse on their vast, rural territory in Oklahoma, and wind chimes hung on every tree. Their faint sound became a warning of the alpha's approach.

The pack was known for their skill at the Hunt, and over time, *Im-Za* (as he was known in those days) would choose more exotic prey for his pack. He levied the Hunt on storm-spirits, on the spirits of sound and music, on the very spirits of his territory and farm, all in an attempt to learn their secrets and better rule his land. And since all who knew him feared him—even his own pack—no one checked his descent in madness.

One night, under the full moon, *Im-Za* caught a drifter on his property playing a harmonica. He made short work of the man, and then stepped sideways to find that the music-spirits that followed the drifter were still there. He called the Hunt, and easily caught

and devoured them. He found that he moved with an easy grace, and that music of one kind or another followed him everywhere. It was still following him a week later when the Hunter in Darkness cousin of the drifter arrived, looking for him. *Im-Za* slew her in a fit of rage, and that night he found that he had become the music, the ominous tune on the wind.

He killed his packmates that night, and feasted on their flesh. One escaped, and found the pack of the unfortunate *Mennina* that the Su'ur had slain. "He has become *Im-Kul'Za*," said the terrified Storm Lord.

Over time, the legend of *Im-Kul'Za* spread. The sound of wind chimes heralds his approach, and he kills any werewolf he finds, eats their hearts and their tongues, then leaves the rest to rot. Younger werewolves, trying to sound brave, started calling him "Twinkle-Twinkle," from the sound that the chimes make...but they still look over their shoulders and shiver when the night wind gusts.

Description: Twinkle-Twinkle is a barrel-chested man with a thick, full beard, long black hair and a manic gleam in his eye. He wears blood-covered overalls with a set of silver wind chimes hanging from the belt. He cannot speak—not with words, anyway. When he opens his mouth, only the sound of chimes can be heard.

Storytelling Hints: Twinkle-Twinkle is a werewolf boogeyman, pure and simple. He's not as overt as other Su'ur might be; no metallic hide or moss for hair. For all that, though, he's a good cautionary tale for the Uratha, because he was just defending his territory when he became the monster that he is. It could happen to any werewolf who doesn't take care of his Harmony.

Auspice: Rahu

Tribe: Storm Lords

Mental Attributes: Intelligence 2, Wits 4, Resolve 4

Physical Attributes: Strength 5 (6/8/7/5), Dexterity 4 (4/5/6/6), Stamina 4 (5/6/6/5)

Social Attributes: Presence 4, Manipulation 2 (1/2/0/2), Composure 2

Mental Skills: Academics 1, Crafts (Carpentry) 2, Investigation 1, Occult (Spirits) 4

Physical Skills: Athletics 3, Brawl 5, Drive 1, Firearms 3, Larceny 2, Stealth (Hunting) 5, Weaponry 2

Social Skills: Animal Ken 1, Intimidation 4, Persuasion 3

Merits: Fast Reflexes 2, Giant, Iron Stamina 3

Willpower: 6

Harmony: 0

Virtue: Justice. Twinkle-Twinkle believes in an eye for an eye. Rather, he believes in messily dismembering anyone who so much as looks at him funny.

Vice: Wrath. The Su'ur always had a ready temper, even when he wasn't completely insane.

Initiative: 8 (8/9/10/10)

Defense: 4 (4/5/5/5)

Speed: 14 (15/18/21/19)

Health: 10 (12/14/13/10)

Primal Urge: 6

Renown: Cunning 3, Glory 4, Purity 5, Wisdom 1

Gifts: (1) Call the Breeze, Clarity, Crushing Blow, Partial Change, Warning Growl; (2) Attunement, Luna's Dictum, Mighty Bound, Silent Fog; (3) Iron Rending, Primal Howl, Voice of Command; (4) Rage Armor, Killing Frost; (5) Thunderbolt

Essence/per Turn: 15/3

Other Powers:

- **Distracting Chimes:** By spending a point of Essence, Twinkle-Twinkle can cause the wind to carry a faint sound of wind chimes. Anyone in earshot runs the risk of focusing on these sounds and ignoring the padding footsteps of the approaching werewolf. Targets' players roll Wits + Composure (+2 for the Danger Sense Merit), while the Storyteller rolls Dexterity + Stealth for Twinkle-Twinkle. If the Storyteller wins, the character is surprised and receives no Defense in the first turn of combat. If the Storyteller wins with an exceptional success, Twinkle-Twinkle can strike a killing blow (see p. 168 of the **World of Darkness Rulebook**).

THE CIRCUIT By Filamena Young

"You don't belong here!" Martin pushed Laughing Boy up against the filthy bathroom wall and sneered in his face, forearm crushing the Iron Master's throat. "How many times I gotta tell you and your pack of wannabes that they don't have no place anywhere near this ring."

Laughing Boy just laughed in a hoarse hush and pushed back on Martin's arm. "Don't you bet on that, Storm Lord. Fight Committee decided to let our boy Glint in on your circuit. Looks like you don't get to tell us we can't come to the ring anymore, huh?"

"Bullshit." Martin barked back, stepping away but tense like he'd go at him again any time.

"Call the chairmen, he'll tell you. Save all this for the ring, huh?" He reached out and stroked the Storm Lord's arm with a grin. Martin shrugged him off and backed away. "Glint'll get killed he gets in the ring with me and you know it."

Laughing boy shrugged. "Yeah, 'course he will." He headed for the door to the john. "But it'll make a damn entertaining show, don't you think?"

Martin put his fist through the bathroom wall when the door slammed shut behind Laughing Boy. "I can't fight him. He's just a kid." He told no one in particular. "I can't kill in the ring again."

CHANGING HISTORY:

WAY THE CIRCUIT

About a hundred years back the loci started drying up. No one really knows why, how it happened. Spirits got scarce probably from overhunting. You wouldn't know it now, but there was a time when you'd enter the Hisil and it was just silly with spirits. That's the way it was supposed to be.

When the Essence that makes the spirit-side started to dry up too we knew we were boned. That's when the pack wars really heated up. Suddenly everyone forgot all about The People Don't Murder the

People. Silver on an Uratha was as common as hair and before we knew it we'd just about wiped us out.

Almost extinct, we found another way. A better way. We started up playing games and competition to decide territory and just about any beef we could hope to run into. The murders slowed down in time. It's been a long time and we're doing betters numbers-wise, but Essence is still damn dry. We got so used to operating by the games, there's basically no other way for us to divvy up what little juice there is out there. So, that's why you gotta learn to fight. Now. Stop crying and punch the fucking bag. Harder. This is what you were bred for.

- Harvey Capplin, trainer to the stars and historian

The Hisil had dried up, or almost. The People have dwindled with it, but even still there is only one way to keep the Uratha from destroying each other over what's left. That's the Circuit. No one really knows how it started, whose bright idea it was, but they all know it's been going on for almost a hundred years, and that's enough for most of them to decide it's the only way to go.

Now the Circuit is everywhere. Any shithole podunk with more than one pack in it is likely to have games to reinforce the social order and keep the Uratha from going at each other's throats.

Make no mistake; the Circuit is a concept rather than an institution. What it is, exactly, changes from territory to territory and region to region. In more populous areas like New York there is a positively draconic structure of qualifications, levels of competition and rules. Complicated rules. Some places, like Betws-y-Coed England, have a monthly hunt, bring their catch to the pub, and decide the winner by consensus with few or no official rules.

GAMES ON THE CIRCUIT

Since the Circuit isn't exactly one formal organization throughout the world or even through a given city, there is no one right way to play a game or one universal game. It's easy to assume that, with Forsaken involved, it's likely to devolve into a fight to the death pretty quickly, but nothing could be further from the truth. Competition takes on any number of forms, below are some examples with sample rolls for use in the Circuit Competition system presented in the Playing the Game section below.

SPORT

Fencing, swimming, archery, and target shooting tend to fall into the Sport category. In general, these sorts of games require formalized scoring systems, expensive equipment, and training necessary to even try and compete. Most sports can either be individual meets or team sports, in which case all participants in the competition add to a total pool of successes with which to compare against a total pool of other teams scores instead of one on one.

Example Rolls

Fencing: Dexterity + Weaponry plus equipment bonus. Each success on the roll equals points scored in a match. Highest points scores move the fencer on to the next direct elimination round.

Swimming: This sport can be treated similar to a foot chase. Each competitor makes an extended

Stamina + Athletics roll with their target number being the highest Stamina + Strength + 5 of the other competition.

FISTS AND CLAWS

Whether the Uratha is pounding his opponent until the poor bastard just stops getting up, or they're competing in a complicated shapechanging based martial arts, this form of game is just as straightforward as it appears. A fight is a fight and this type of competition should follow all the normal combat rules.

HUNTING

Hunting comes so natural to the Uratha that it tends to show up as a game no matter the complexity or rural nature of the local Circuit. This may be as simple a matter as a pack of Uratha hitting the local wood to find biggest buck and bring it in with bare hands, an urban scavenger hunt, or might be a fully fledged spirit hunt. (See the **Spirit Predation** chapter for more complete rules for this form of competition).

Example Rolls

Hunting Bucks: A series of rolls including Wits + Survival to trail the animal, Stamina + Survival to wear it down, and Strength + Brawl to bring it down without weapons. The assumption being that each character in the pack is pitching in rolls. Additionally, it's assumed that with even one success the pack brings something in. The better the successes the bigger the prize and the better they'll do compared to other packs. In this case, the pack is treated as one competitor.

Identity Theft: Hunting a buck in the middle of Detroit is a waste of time and energy. Identity theft and the potential profit makes this a far more logical game in many urban environments. Sometimes this is a matter of degrees; a pack is sent out to score the most money or picked up the most interesting target. Sometimes the judges of the game pick a specific target with all parties going after that target to capture or else destroy her identity entirely. In this case, all members of a hunting pack get to throw in one roll they can justify, Intelligence + Computers to hack into his home computer, Manipulation + Persuasion to talk him into giving you his credit card information. Stamina + Streetwise to go through the dumpster behind his apartment to find his bank records. Bonus dice should be awarded if the actions are linked to one other as part of a full con. At that point, successes are compared to the successes of any other team to determine winner.



COMPETITIVE STORYTELLING/BATTLE RAP

This might be spinning yarns in a traditional sense, but as forms of entertainment have changed, this too has followed. The key here is performance and playing the audience. Insult comics attacking one another and audience members to wow the crowd. Likewise, freestyle rap competition involves the talent of the rapper, sure, but a knowledge of the street and what the audience will like and dislike are just as important.

Example Rolls

Silver Chef: In Kamakura Japan, following human trends, most of the Circuit that isn't devoted to sumo revolves around competitive cooking. Surprising the judges and delighting the palette go hand in hand with juggling knives and flipping ingredients in the air. In this case, the contestants do a Teamwork set of rolls, switching anchors as need be to make a roll for each scoring category including, taste, (Intelligence + Crafts), originality, (Wits + Crafts), plating, (Dexterity + Crafts) and cooking

flair, (Presence + Expression). Most pooled successes wins.

HIGH CONCEPT COMPETITION

Not everything on the Circuit is as obviously a sport of fight. Games that are a little more cerebral are often judged right along-side any other kind of competition if only because they are somewhat less likely to end with an angry Uratha killing his opponent. Somewhat. Pool, chess, Go and other similar games can show up on the Circuit.

Example Rolls

Pool: How do you play pool? Is it Dexterity + Athletics? Wits + Resolve? Presence + Athletics? The only logical answer is that any of those would actually work. It's all in how your character is playing. To win a game of pool, the player must make an extended roll to hit ultimately, 30 successes. One

character breaks, and rolls until they get less than two successes in an action, they stop rolling and the other character starts. Every two successes sinks a ball, obviously. Once thirty successes has been achieved between the two competitors, the one with the lion's share of those successes won.

POLITICS, STAGECRAFT AND NON-COMPETITIVE ROLES

Going to competitions, winning and losing, and preparing for the next round to win or lose all over again is only one part of Uratha activity on the Circuit. A great deal goes on behind the scenes and getting a member of the pack into competition can take the skills and talents of a whole pack. Profiting from the games on the Circuit and require even more skill and cunning.

FIGHTING AS THEATER

Any game can be rigged. And by some people's figuring, any game should be rigged, if only to make sure the audience is entertained or status quo is upheld. Setting the stage for the game can be every bit as important as the game itself. Maybe the pack Irraka sabotages some of the opponent's equipment. Maybe they set some traps so things don't do exactly what they're supposed to. Nothing like a chess table that suddenly slips to the left and knocks the pieces over to set an opponent off when the game gets reset. Hell, sometimes the only way to win is to force your opponent to lose their cool, and theater craft is all about that.

Examples of Use: With preparation before the game starts, successful traps and rigged equipment can add die negatives to rolls during Step Four of the game as described in the Playing the Game section below.

TRAINERS AND MANAGERS

Competitors don't get better in a vacuum. In a part of the Circuit where the games to be played are largely solo affairs, the trainer/manager serves as one part sensei and one part lawyer. A natural role of an Elodth, but any auspice might fill it. More importantly, the manager makes calls on what games and competitions the Uratha participate in, train for, and when, if ever, it's wise to place bets down on the game. Often times, the alpha of a pack fills this role as default, leaving the chief competitor free to concentrate on the games ahead.

Examples of Use: Through some political maneuvering with pack in charge of the local Circuit,

the manager of the pack has arranged for the pack Rahu to skip over the qualifier rounds and skip right to the elimination. As a result, the Rahu is fresh when he enters into his first fight. The manager rolls Manipulation + Politics and any successes he gains are added as extra dice in Step One to determine which competitor has the edge.

PROMOTERS AND MARKETING

A champion is only a champion if everyone knows about it. The pack promoter is in charge of singing praises, spreading the word, and when necessary stretching the truth in order to get word of the competitor's prowess out to the rest of the Circuit, local or otherwise. Talk up your buddy completely enough, and her competition might fold before the game even starts. Of course, the other side of the job involves talking down their failures and helping people forget when your buddy kills someone in the ring.

Examples of Use: The pack promoter has been handing out flyers double time shoving our main competition beating his wife. Sure, the pictures are a *little* doctored; but the important thing is that common opinion is that this guy is a jerk. She makes an extended Presence + Socialize roll with the target number of the combined Honor of the opposing pack. If successful, no matter what happens in the Second Step of the fight, the opponent is forced to take on the Heel role.

ESSENCE WRANGLERS

In many places along the Circuit, you fight to make Essence. But the problem is, smart officials sometimes set it up that you also have to pay Essence to fight. It's a vicious circle that can leave a young pack on the outside of living comfortably. That's where the Wrangler comes in. Their job is to scout for the rare spirits it's safe to poach or make deals with bigger 'domesticate' spirit wrangles or trying to catch a fading Locus before it dries out completely. Sometimes, more established packs have a small 'ranch' of spirits they're breeding and growing for Essence. But it can be an expensive activity to get into, and for that, you need to play the games and win. Which starts the vicious circle all over again.

Examples of Use: The officials in charge of the local fighting ring has determined that everyone is free to fight in the local MMA competition, but that in order to warm up in the gym there is a 'small' Essence fee. The pack turns to their wrangler to drum up enough Essence to get their combatant

into the gym. If he fails a Wits + Survival + Primal Urge, he finds nothing and the combatant goes into Step One down as many dice to determine edge as the wrangler has dot of Cunning.

TAKE YOUR MARK

The following are a list of merits with the Main Event rules in mind to reflect the changing focus of Uratha in this chronicle as detailed later in this section. Take these as examples as the sorts of merits appropriate to a game set on the Circuit and don't hesitate to create your own.

NATURAL FACE/HEEL (••)

Effect: Your character is a super star and everyone can feel it, or your character is always underestimated and no one ever sees them coming up from behind. Select a roll of Heel or Face. In any event in which your character is a direct competitor (either alone or with the pack) you automatically get that role. Note: If someone in a pack is a Natural Face or Heel, the pack cannot contain the opposite unless the two never compete in the same event.

HOME TOWN HERO (• TO •••••)

Effect: You grew up here. This is your turf. Everyone here knows you and loves to see you win. During any event where your character competing in his home territory along the Circuit, his opponents are automatically down dice on their roll to determine the edge equal to their score in Home Town Hero.

LIVES ON THE EDGE (• TO •••••)

Effects: You are a master of setting up an event to favor your pack. Before an event you may make an extended social roll to stack the edge in your pack's favor. Each success you get can be distributed as bonus die to your pack or pack member, or negatives to your opponents dice pool. You may roll once per level of this merit. Note: For each roll the player of a character with this merit makes, determine what they are doing to influence the Circuit and the Storyteller will assign the roll accordingly.

UNFLAPPABLE (••)

Effect: Unusually cool under pressure, you rarely lose a Face Off. The character with this merit gets a plus three dice bonus to any Face Off in which they participate.

KNOWN KILLER (•••)

Effect: You've killed during an event and everyone on the Circuit knows it. During Step One and Step Three of an event, any failure on the part of your opponent is considered a Dramatic Failure instead. (Note: simply losing the Contested roll is not necessarily a failure. To fail in this case suggests the opponent rolled no successes to gain the edge or win the face off).

Drawback: Once a killer, always a killer and everyone knows that, too. Any rolls to resist Death Rage during an event are at a three dice penalty. Once you've broken a guy's back in front of an audience once, why not do it again?

RUNNING THE CIRCUIT

Below outline some tips for running a chronicle on the Circuit.

JOANNY, TELL THEM WHAT THEY'VE WON.

If you really want to peel back the skin of this chronicle, the fact is that Essences isn't actually the currency of the stories. While it is the thing the pack should be chasing, there isn't really a need to keep track of every point and every purse as they win and lose. What matters is that they keep entering events. The amount of Essence won and lost is purely subjective. To reflect this, assume that every character can somehow scrounge up Essence equal to their highest Renown per week, since Renown is actually the reward for winning. The exception, of course, should be stories in which not having enough Essence is important. In which case, just tell them their normal sources have run dry and it's time to get creative.

THE GAME'S THE THING

Accept when it isn't. While competing in events is necessary for some parts of character advancement, (see Step Five of the **Running the Event** section below), not every story needs to be consumed by the event itself. Perhaps the journey to where the event takes place is integral to the story. Perhaps, the cost to enter the event the pack is really lusting after is so steep that they will have to really hustle to get the Essence together in time. (Imagine a Guy Ritchie heist movie with Werewolves and spirits and you've got the right idea). Perhaps the focus becomes political, and manipulating the packs in charge of the local events takes center stage.

THE WOLF MUST PLAY

Yeah yeah, the Pure, the Host, Ridden. Sure, those things may all exist, but somewhere along the way the Oath of the Moon seemed to change and 'hunt' became 'play.' Everyone is on the Circuit if they want to be or not. But why? What happened to all the old enemies? Maybe the Circuit is a great big distraction from the things the Forsaken are meant to do. But why? Who's pulling the strings, and what is the pack going to do it about when they realize there is something else ominous going on here.

MORTAL COMBAT

So, who exactly watches all these games? Are there really enough Forsaken packs in any given area that there's a crowd any time two Uratha organize a fist fight? That's certainly one way to take it. But what if it's more than that? What if somewhere along with the drying up the spirit world the Veil just stopped mattering as much? What if humans and Forsaken just kind of know about each other, with the Circuit giving them a built in relationship. The relationship between hero and fans, audience and performer? In this case, you ignore the need for Delirium roles so long as the human only witnesses shapechanging within the context of a formal Circuit event. That's not to say they won't lose their minds in horror if they run into an Uratha in Gauru form in a dark alley behind the gym one night, but that the Circuit protects their fragile minds.

The People Must Not Murder the People

That's murder, not kill. Fact of the matter is, you put two Forsaken under the pressure of the Circuit, the prying eyes of an audience and the heat of their packs expectation down their back sometimes, someone is going to die. Most fights aren't stopped when an Uratha Death Rages. Instead, the Circuit lets Renown seek its own level. Killing an opponent in the ring just happens sometimes. Killing an opponent outside of the ring, well, that's murder, isn't it?

THE MAIN EVENT

Getting into the games and winning is, if not the focus of the chronicle, at least the goal of most stories. But rather than focus a great deal of Storyteller energy planning how each different type of game might operate, this is a codified system to give the large-than-life sport-as-theater spectacle feel to the games the characters will play. Because each step involves different sets of rolls, it is up to

the players and Storyteller to make sure that more than the core competitors roll during the game in most steps. Be creative. Let the players explore the possibilities available thanks to the flexibility of the World of Darkness system.

STEP ONE:

DETERMINE THE EDGE

No one walks into an even footing on the field of battle or the ring. Whether it's the House edge, home team advantage, or the local favorite gaining the edge over your opponent before the game starts gives you a benefit as you proceed. This roll does not need to be made by the competitor himself, anyone acting as the competitor's trainer or promoter can also make this roll.

Dice Pool: Presences + Socialize

Action: Contested

Dramatic Failure: On a Dramatic Failure, the competitor gets spooked and withdraws from the game before it even starts. Skip to Step Five assuming the characters as the victor.

Failure: Someone else has the edge.

Success: The competitor (or team) now has the edge. Throughout the rest of this game, the character may spend a point of willpower before a roll. However, instead of gaining three bonus dice on that roll, the character gets an automatic success on the roll equal to her highest Renown rating.

Exceptional Success: The competitor has such an edge on all opponents that he will be difficult to take down. In addition to the benefit listed above with success, they also get the normal bonus die when spending a willpower point.

STEP TWO: DETERMINE THE FACE AND HEEL

In most cases, a competition really comes down to the two most interesting competitors. A neck and neck horse race might bounce between three horses, but in the end, it's the two closest horses that have the crowd's attention.

Beyond that, everyone loves rooting for the good guy, and booing the bad guy. It's no different on the Circuit. At this stage, the two characters that scored the most dice in Step One must decide which is the Face, (the crowd favorite) and which is the Heel, (sometimes called the Under Dog in more forgiving competitions). Neither role is 'better' than the other; they just draw on different strengths.

Sometimes the choice will be influenced by the additional actions of characters outside the game itself. (See the **Promoter** section below). Sometimes the roles can simply be agreed on by character and Storyteller. In the event that both competitors desire the same role, both roll Presence + Primal Urge + Glory or Cunning depending on which role is being fought over. The winner gets the role they desire, with the loser taking the other role.

The Face: The hero, the obvious call, the sure bet, the all-star. The character who takes on the roll of the Face gets to add their Presence score to any future roll that calls for an Attribute and a Skill. If the competitor is the Face, she will also gain benefit on any Glory gain as will be outlined in Step Five below.

The Heel: The Jerk, the Enemy, the Underdog, the Dark Horse, the Heel is anything but a sure bet. Generally, no one wants him to win, sometimes, he's sure not to win, but it's a damn good time cheering for him under your breath. If the character takes on the roll of the Heel, he gets to add his Wits score to any roll that calls for an Attribute and a Skill. As above, the Heel gets to gain benefit on any Cunning gains in Step Five.

Sometimes, or whatever reason, a character may not end up either Face or Heel, in which case, she better have a long hard talk with her promoter before the next game.

STEP THREE: THE FACE OFF

Moments before the puck is dropped, when the coin is flipping in the air, or on the local radio station an hour before people crowd into the old sports arena, the competitors have just enough time to scope the other out. While this stare down may not inherently determine who wins and who loses, it will give the winner of the roll the leg up.

Dice Pool: Wits + Empathy

Action: Contested

Dramatic Failure: As with Determining the Edge, a dramatic failure means the competitor gets so spooked by something in his opponents eyes he fold, unwilling to compete before the game even gets started. Skip to Step Five assuming the characters as the victor.

Success: The competitor has successfully sized up his competition. As a result, in any combat actions against that opponent in the upcoming game, he gains a plus three to his initiative score. If the game is non combat based, the winner of the face

off always gets to roll second in Contested rolls, this gives them a better idea of when to spend willpower or otherwise buffer their dice pools and when they don't need to.

Exceptional Success: With an Exceptional Success, the winner gains benefits as described above, and they gain back a dot of Willpower as they are gain confidence. This temporary bonus point may exceed their permanent dots until the end of the event.

STEP FOUR: THE GAME

This is what we all signed up for, right? This is where the money is, so to speak. The meat and potatoes of the whole event, right?

Well, no, not really. As you can see, the competition itself is only one small part of the event. Sometimes, depending on the scope of the story, this may be hand-waved with a single dice roll or a short set of rolls. Or, it may be a dramatic combat that takes multiple turns or even a story long adventure depending on the type of game being played and the interest of the Storyteller and players alike. The point is, though, not to focus the event on one single character even if they are a lone competitor.

Interference: Let the players get creative. If the event is a single competitor, let the characters observing spend a willpower point to make a declaration about how they helped prepare for this part of the face. Perhaps someone rigged the opponents shoe laces to come undo. Assign an appropriate roll to have performed that action, and in the event that they succeed, allow them it help or hinder either competitor as is appropriate. This passes some narrative control to the players who aren't center stage. Use best judgment when making declarations out of the time line, don't let it get abused, but do try to err on the side of letting more people roll dice than less.

Playing the Crowd: Is everyone running low on willpower? Are the characters in the audience starting to get fidgety? Let them play to the audience or judges. Social rolls to energize the crowd are an obvious choice, but don't forget using rhetoric or logic to argue a judge to make a call in your buddies favor. Again, the goal here is to let other players pick up dice and roll. Once per turn, non-competitors may spend a willpower to play the crowd. Any successful attempt to charge up the audience or mess with the judges nets a point of willpower back for the pack's competitor. This can go above their permanent total dots until the end of the event.

STEP FIVE: SCORING RENOWN

Losers go home. Winners reap the rewards. The in character gains, like Essence, bragging rights and possibly territory or cash are only one part of the reason to compete. Because of the nature of the Circuit, no one gets Renown the old fashioned way as outlined in the Werewolf: the Forsaken core book. Instead, Renown comes completely out of winning.

If a competitor or pack wins at the game in question, the Storyteller examines the way the pack comportment during the course of the event and determines which Renown they exemplified during the course of the game. Fair play and sportsmanly gesture to the opponent might lean toward Honor, while playing to the crowd may suggest Glory. Strict adherence to the rules and arguing with judges might lean the game toward Purity while underhanded behavior might suggest Cunning. Careful planning and endurance over taking the short cut might lean the fight toward Wisdom. Once the general Renown they exemplified as a pack is

determined, the Storyteller gives the pack a pool of experience points to split between them. This pool may only be used to buy up Renown and it is the only way Renown may be bought up. You have to play to win, after all.

Determining Renown Experience: Select the Exemplary Renown demonstrated during the event. Renown Experience equals the highest rating in the pack of that Renown plus one for every member of the pack. If the exemplary Renown matches the role the competitor took as Face or Heel, add three experience to the pool. The Circuit loves Uratha who play their roles well.

Now what? If the event is a single game or competition, the pack has won or lost and go on their merry way to get ready for the next big event. If it part of a tournament, they may have been ousted at this point and need to crawl home and lick their wounds. If they've one, return to Step One and start all over again. However, in addition to the Renown Experience reaped from this combat, they gain the edge automatically without rolling on the next game.

FIGHT THE GOOD FIGHT By Will Rotenberry

It was a by-the-numbers operation. We busted into the warehouse, fur-flying and teeth-gnashing, clawing our way through a half-dozen Claimed suburbanites and destroyed the locus. We saved three humans, maybe four if the one guy ever wakes up, and out of them only one's worth a damn to the Cause. We're not getting anywhere like this. There's too many of them and too few of us; if we can't wake up more of the humans to what's going on we're all fucked. This is a losing fight, but I'm not giving up, if we can't win then by God we'll make sure we leave a bloody mess on our way out.

You were born a werewolf, so you're already an outsider. But you're also one of the few out there who knows the truth. We've been invaded. No, not from outer space. While this invasion may be as alien as one from the stars, it's born out of very human emotions. The gates of the spirit world have been thrown open and they're coming across en masse to wreck havoc. Who stands in their way? No one. It's far too late to stop it or even to contain it; the best anyone can hope for now is to survive it.

Many of the Uratha understand this and hide in the deepest forests and most remote areas of the world, eking out a living on the fringes of civilization. Some refuse to give up. The legends of Father Wolf and his pack resonate with them and they find hope in remembering a time long ago when they kept the spirit world in check. These idealistic freedom fighters return to the cities and strike at their spiritual invaders any and every way they can. Eventually, they rescue humans from being Claimed, and some of them even join in the fight themselves. It's progress measured in inches, but to those on the front lines it's enough. They refer to each other as the Resistance. Their isolated brothers call them the Forsaken.

WEREWOLVES AS FREEDOM FIGHTERS

Werewolf: The Forsaken has always made it clear that the spirit world is by and large antagonistic toward the Uratha. Sometimes that can be hard to see when you factor in the countless Gifts, Totems and spirit allies a pack can amass over the span of a chronicle. What if it were true though? What if every spirit, from the smallest Gaffling to the mightiest Incarnae hated werewolves with a passion that destroys everything in its path? What if that hatred manifested to the point where the spirits decided they had no more fear of the Uratha and made their play to cross the Gauntlet once and for all? Worst of all, what if no one stopped them in time? This chronicle poses all these questions and asks one more; if you knew you couldn't win, would you still fight?

THE RESISTANCE CHRONICLE

In this chronicle, the players take on the role of werewolves who've left their remote, isolated enclaves and have returned to civilization. The characters may do it out of belief in the cause of freedom, they may do it out of revenge for loved ones lost in the war and some may do it simply out of boredom with their current sheltered lives. Whatever the case may be, they've returned to find that the cities are teeming with Ridden. Almost one-in-ten humans are urged if not outright claimed by a spirit, and that number grows every day. A lone werewolf would almost certainly be found out immediately, but trial and error has led to an increasingly sophisticated resistance movement which has something no one confronted with this invasion ever had before; a plan. It's risky, it seems to change night to night, but when you've got nothing else to go on it's enough. While there are several things the Resistance shares with normal Uratha society, there are also key differences which are worth laying out:

- **Tribes are not as important.** A werewolf's tribal identity can color many parts of their existence, but amongst the Resistance, it's not nearly as important. The different tribes have come to represent different approaches to the fight, different philosophies, but no one places tribal loyalty over that of their packmates or the Cause itself.

- **The spirit world is closed off.** Maybe it's part of the reason the spirits are so hell-bent on

crossing over into our world; their own has become a desolate wasteland. Anyone foolish enough to cross between worlds would only find angry spirits waiting for them on the other side, nothing else. So for almost all Uratha, there's simply no reason to make the trip. Further, this disconnection precludes finding spirits to take as Totems or entreat for Gifts. Everything an Uratha gets from the spirit world in this chronicle is taken via theft, torture or other unsavory means, all justified in the pursuit of the Cause.

- **The names and faces change, the goal remains the same.** While the structure of the pack remains as important as it always has, many in the Resistance have lost enough friends and relatives to disconnect the role with the person filling it. A werewolf's entrance and exit from a pack depends on the needs of the Resistance as a whole, not those of their packmates. So, when the pack in Miami needs a strong Rahu, they put out the call and the beta in a pack in Milwaukee decides to jump ship to fill it. It's still a blow to the pack losing a member in such a swap, but they remind themselves that the Cause is all that matters and look for another to fill their opening.

- **Humanity is your only ally.** There's no room in this fight for whatever species-ist notions you once might have held. The cornerstone of the Resistance's plan is to wake up enough humans, enlist them into the fight, then maybe there's a chance of success. It's the long shot of long shots, but it's the best anyone's come up with so far. Luckily, years of exposure to spiritual intrusion has made the human animal a bit more resilient to being around werewolves. Sure, there's still a divide between the races, but it's less pronounced. The humans involved in the Resistance look up to the Uratha as the 'big guns'—the cavalry you're always happy to see come over the hill at your darkest hour.

- **Purely lapdogs.** Say, whatever happened to the Pure tribes? Oh they're still around, and they still hate the other Uratha...but their purpose has been warped considerably. While some try to hide from the invaders and others choose to fight them, these cowards struck a deal to serve as hunters of their own kind in exchange for their lives. They have a tightly controlled population and many die for the amusement of their spiritual masters, but they feel like any price is worth their kind's survival in the face of overwhelming odds.

GET THE WORD OUT

There are countless possibilities for the kinds of stories you can tell in a Resistance game, below are just a few examples for you to work with:

KICK ASS, CHEW BUBBLEGUM

When society is hopelessly overrun by an alien enemy, what's the point of adhering to the same old social conventions anymore? The werewolf who gets caught by the police is just as dead as one who gets run down by a mob of Spirit-Claimed, and no one outside of the Resistance even believes anything is wrong to begin with. Sometimes you want to strike back and the only way you think will work is to spread a little anarchy. So, go ahead, knock over that liquor store. The Cause needs the money more than they do anyway. Blow up that gas station. It's the distraction you needed so the rest of your pack could get back to the safe-house. You're going to go down; it's just a matter of time. Why not go down swinging?

Sometimes when all other methods have failed, it's time to take off the kid gloves and get messy. This kind of story works best as a last resort: where most of the pack can expect to be captured or killed by the end. Lots of combat, lots of explosions, that 'from hell's heart I stab at thee' mentality as applied to the fight against the spirit invaders. It can be great catharsis, and who knows? Maybe out of the smoke and rubble, your werewolf manages to survive it and becomes a hero to the Resistance? It's about big risks, high probability of death, but the chance for everyone involved to make that noble sacrifice and to do something awesome on the way out.

RECRUITING DRIVE

Every day, another Uratha is lost in the fight. Someone has to fill their place. In this story, the characters leave the frontline to go back to the far-flung, isolated communities where the majority of werewolves spend their lives in hiding. Many take on the guise of eccentric hermit families, modern communes, or survivalist militias. They see their cousins in the Resistance as dangerous, bringing unwanted attention to destroy the already endangered Uratha species. Nevertheless, family is family. Trying to inspire the otherwise timid and isolationist werewolves to take up the Cause can lead to all sorts of clashes with family politics and questions about the Cause. Add in a clash with a rival Pure trying to convince them to surrender and you have the makings of an interesting story.

CUT OFF THE HEAD

The Resistance has never identified any coherent leadership among the spiritual invaders other than 'the biggest spirit in the room is in charge.' But, what if within the Spirit-Claimed world, there did exist a hierarchy, and the entire invasion was being controlled by a select group of spirits? Destroying these leaders would become priority one for the Resistance. But, what if these powerful spirits needed very special vessels to contain them? Perhaps humans with that hint of a spiritual heritage? Is losing some of the already precious wolfblooded breeding stock worth it to strike at the very heart of the enemy? That sort of decision could possibly split a pack in half or lead to a schism within the Resistance itself.

THE CAUSE IS A VIGIL

If it wasn't already obvious, a Resistance chronicle lends well to crossover with Hunter: The Vigil. A human saved by the Resistance could quite easily be drawn into taking up the Vigil. Or perhaps they came upon knowledge of the spiritual invasion on their own and were fighting their own fight when they met up with your characters. You could take this in different directions, maybe the hunters see the Uratha as just another invader or they blame the Uratha as the cause of the invasion. On the other hand, the hunters could also be loyal foot soldiers that the Resistance uses—and maybe sometimes abuses—in their fight for freedom. Are human lives equal to those of a werewolf? There's certainly a lot more of them, and every liberated body is another potential. But if they use humans as fodder does that really make them any better than the spirits they're fighting?

THE REPROGRAMMERS

It may be a simple process for members of the Resistance to banish or exorcise a spirit from its host, but what do you do with the human left behind? Some of them haven't been in control of their bodies for months, years even, but they've been conscious throughout the entire experience; a silent prisoner in their own minds watching as the spirit in control often gorges itself on human suffering at their hands. You can destroy the spirit, but can you save the human underneath? This kind of story puts characters in the role of spiritual social workers, cult deprogrammers, or victim consolers. The Resistance goal is to turn these recluses into new recruits for the Cause. But how ethical is it to put a traumatized

person on the front lines of an insurgency? There's not enough resources available to relocate each of them and provide a new identity, so even if they don't want to join the Resistance, their lives are invariably tied to it.

HUNT THE HUNTERS

The Pure are out there, searching for Uratha to drag back to the spirits to be tortured and consumed. It's time someone put a stop to that. The Resistance has enough to worry about besides hunting down other werewolves. Plus, some are still convinced the Pure could be turned back if their benefactors no longer seemed so all-powerful. In fighting the Pure directly the characters come to understand the toll their bargain has taken on them. What if all it took was the right leader to come along within their ranks to lead them to switch sides and bring their knowledge of the invaders into the Resistance?

PLAYER'S TOOLKIT

Creating a member of the Uratha Resistance is only slightly modified from the standard rules outlined in Chapter Two of **Werewolf: The Forsaken**. You still choose your Auspice and your Tribe, but rather than getting a Gift from each you're limited to the "free pick" Gift from any list. The disconnection from the Shadow plus the outright antagonism of spirits makes Gifts rare things treasured by every werewolf and taught among one another. Further, members of the Resistance use neither Harmony nor Renown. These systems have been replaced by new ones called Impact and Exposure.

NEW POWER STAT: EXPOSURE

Being a part of the Resistance means putting yourself in harm's way, making yourself a target to the legions of Spirit-Urged and Spirit-Claimed that permeate the world around you. Every time you kill one of their brethren, free a human host or even just shift forms you draw attention. The higher your Exposure, the more deadly the invader that takes notice. At first, you may only draw a few stares and maybe someone starts following you. But stay in the spotlight long enough and you may be dealing with Ridden coming out of every alleyway being led by a powerful Spirit-Claimed.

You may start a scene with no dots in Exposure and end it the same way, but in the meantime it can and often does go up, attracting the attention of the invaders. Your Impact rating is your default, start-

ing level of Exposure and that can only be brought down with appropriate Merits. After that, your current form or changing into a different form adds or subtracts from your Exposure; Hishu and Urhan are -1, Dalu is 0, Urshul is +1 and Gauru is +2. Also, any time your actions violate a Morality sin, the Storyteller rolls your Exposure rating and the number of successes determine the Rank and number of spirits attracted.

The primary ways to lower your Exposure are time and laying low. If you exit a scene and don't raise your Exposure rating through shifting or drawing attention to yourself, in the next scene, your Exposure level resets to your base Impact. If you're unable to leave the scene, you can use a contested Wits + Stealth roll versus the spirit's Perception to lower your Exposure rating 1 dot per turn.

NEW TRAIT: IMPACT

This is why you joined the Resistance, isn't it? You wanted to make your mark, have your name on the lips of every invader, become the stuff of their nightmares. You got it. But gaining that recognition has its drawbacks, the spirits are on the lookout for you and even the hint of your presence puts them on an immediate high alert. This can make things very difficult for newer members who come along with you and end up facing down spirits way beyond anything they've ever dealt with. On the plus side, it cuts down on internal bickering when one of the grizzled vets weighs in, and they seem to have a knack for dealing with humans who've been exposed. This takes the place of Renown. There's no room for the tribal pissing contest anymore. The fight against the spiritual invasion is all that matters anymore and an Uratha's dedication to the Cause and the effect they've had takes precedence.

For every dot of Impact, you receive another Gift of your choice at the appropriate level from any list. Your dots in Impact can only rise, they never go down, and any time Exposure is calculated, they are always added in first. Finally, Social rolls involving members of the Resistance or humans freed from spiritual control get Impact added as a bonus. On the flip side, any social dice pool involving spirits or members of the Pure Tribes subtract your Impact rating.

Any time Primal Urge would be rolled to resist a supernatural power, Impact replaces that trait. At Storyteller discretion, any other time Primal Urge would apply to a game mechanic, Impact might as well.

NEW MERIT: SHEEP'S CLOTHING
(• TO ••••)

Prerequisite: No Fame Merit dots

Effect: While most Uratha remain hidden away in isolation to avoid running afoul of the invaders, and even members of the Resistance tend to stay on the outskirts of occupied cities for fear of drawing too much attention, there are some who've spent enough time behind enemy lines that they've picked up a bit of that human scent. They blend in with the herd. Even when they do draw attention to themselves, they're just as quickly forgotten. Spirits grow disinterested, mortals are left with gaps in their memories, even other Uratha like the turncoats in the Pure can't seem to form a cohesive mental picture of the werewolf they just witnessed. It's rumored that some of the Resistance's greatest heroes were strong in this talent, but no one can remember any of their names or faces.

Whenever the owner of this merit is in Hishu or Urhan form, they can subtract their dots in Sheep's Clothing from their Impact rating. Further, attempts to search for them or remember details about them impose a penalty equal to the number of dots they

have in this merit. These bonuses only apply to the two forms, in any other form it effectively vanishes up until the point they shift back.

Drawback: If a character ever gains dots in the Fame Merit, she loses her dots in Sheep's Clothing. More importantly, being closer to the human herd has changed the werewolf's very mindset. The more your mind is accustomed to thinking small and unassuming, a mental block forms whenever you try to break out and indulge in the unchecked savagery of Urshul or Gauru. In effect, the dots in this Merit subtract an equal amount from any rolls to shift forms. Further, any Gifts which increase your Presence or make you stand out suffer the same penalty to activation. It's hard to draw attention, even supernaturally, when your every pore is otherwise aching to avoid it.

NEW MERIT: UPHOLD THE CAUSE
(•• OR ••••)

The Cause is everything to a member of the Resistance. In times of crisis, holding onto that sliver of hope that one day their actions will have led to victory over the invaders can make the difference between life and death.



Effect: A character with this merit may spend 2 Essence per turn. With the 4 dot version, that increases to 3.

STORYTELLING ADVICE

A Resistance chronicle is all about that feeling of overwhelming odds and a sense of paranoia, desperation and isolation. The Uratha are the only ones with even a chance to stop the invasion, and it's a small chance at that. Below are some ideas on how to project that into your storytelling.

THE FACE OF THE ENEMY

Who are these spiritual invaders? They're not the spirits of the rocks, the birds or the trees. They're not the animistic representations of streets, bunnies or firetrucks. These spirits are the ones born of people's worst emotions; envy, lust, greed, etc. They prefer hosts who cleave toward those vices, but even those who don't are changed over time to reflect their dark passengers. In the beginning, the spirits would just exhaust their mortal vessels in an orgy of indulgence until they were stopped or the human host's body could no longer contain the spirit's presence. This worked for awhile, but it attracted a lot of attention and the humans learned to isolate and destroy the outsiders even if they couldn't quite understand what exactly was wrong with them.

Then, something changed, and the spirits began using new tactics. They banded together in their human vessels and began bringing more to controlled loci where they, too, could be implanted. Soon, they had entire neighborhoods of their own, rural towns, and now they're in the cities. It's not a precipitous rise, the same spirit may go through a handful of bodies every year, but to the members of the Resistance it seems like you can't go anywhere with humans without finding an enclave of the invaders.

There's no discernible leadership, at least on this side of the Gauntlet. In the Shadow, the Wounds are the undisputed puppet-masters behind this intrusion. As civilization grew, so did they, and once they'd finished consuming their lesser brethren they turned on the spiritual landscape itself, stripping it of its shoals and gullies, leaving it an empty wasteland. In the aftermath of their gorging, they were left with either turning on each other, or finding new ways to harvest massive amounts of Essence. While unable to cross as full Incarnae, they realized that by sending through fragments of their greater whole, they could begin the process

of infecting the mortal world a little at a time. The invasion had begun.

INVASION OF THE POSSESSED?

The spiritual invaders are generally considered Spirit-Claimed, but being tied to Vices, they do resemble the Possessed template as presented in **World of Darkness: Inferno**. There's no reason you can't use the rules and systems presented there for your invader antagonists. You could even use them to run an Invaders game, with characters kidnapping new hosts without attracting too much attention and always with that meddling Resistance hampering their efforts.

Once they ironed the kinks out of their approach, they encountered considerably little resistance from the human species. No one seemed to mind if the street gang got that much more violent, or the buffet filled with more and more obese diners, "just a sign of the times," they'd say. It took the Uratha, creatures half-human and half-spirit, to notice what was happening and then try and stop it. The first years were a building drumbeat of slaughter, with skirmishes in rural backwaters and alleyways turning into open warfare in the streets with werewolves tearing a swath through a seemingly unending supply of Ridden. They fought hard, and bravely, but in this war of attrition the invaders numbers proved the deciding factor. In fear for their existences, the Uratha retreated from the cities and took up new lives in the places that humans avoided. The spirit invaders, fickle and single-minded in their aims, didn't pursue. Luckily, another solution presented itself.

THE DEAL STRUCK

As the war grew longer and the losses more devastating, some of the most desperate Uratha ventured into the Shadow to confront the enemy at its source. When they finally gazed upon the gigantic, eldritch horrors behind the invasion their courage left them. Instead of dying in glorious battle, they fell to their knees and begged in low whimpers for their lives and the lives of their families. Wounds looked on with contempt, but seized the opportunity anyway and made a deal with these Pure Tribes: hunt down your cousins to extinction, and you will have a place in the new world we're creating. They accepted; they had no choice. From then on, the Pure's antagonism toward the Uratha took on a different tone; it lost its passion and turned mechanical

and desperate, each kill resonating with the unspoken creed of ‘better you than me.’

For their service, the Pure were given access to many Gifts otherwise lost to the world. Also, they’re allowed to live in the cities and are even provided with homes and enough income to continue their hunt uninterrupted with paltry concerns like holding a job or paying off a mortgage. The ones tasked with traveling into the wilds to hunt down other werewolves are given cover stories to help them with the mortal authorities, often posing as bounty hunters or federal agents. It doesn’t last long when the massacre begins, but it’s easy enough for them to disappear back into the city where invaders are well-entrenched in the police apparatus.

The deal has a darker side though, the Pure don’t just kill Resistance for their survival collectively. Their cruel masters often pit them against each other for their individual survival. The invaders amuse themselves with insane and lethal trust games for their pets. Many are forced to hunt and kill one another, fight in gladiator style bouts to prove their worth, and even cannibalize their fallen brethren to a chorus of sick laughter from their spirit masters. After enough exposure to this degradation, these werewolves become more like mindless animals, bloodhounds to be sicced on the invaders’ enemies, their reward a cage to sleep in and some table scraps. Those who get second thoughts about their service are shown reminders of what the Resistance does to members of the Pure they get their hands on, bloody, gruesome reminders. It’s a ‘damned if you do, damned if you don’t’ situation, so most just accept the mantle of being damned and throw themselves into the slaughter.

STORYTELLER TOOLS

The Resistance chronicle is a place for complex heroes and villains to emerge, no blacks and whites, but various shades of gray, below are some examples of sort of characters that serve the Resistance and fight against it.

MICHAEL “MIKEY” RUBEN

Quotes: “You’re either with us, or you’re dead.”

“I don’t have time to do things any way but my own.”

“They’ll never show mercy, why should we?”

Description: He’s not a physically imposing sight; quite the contrary, he looks closer to your average homeless person. Mickey’s thin and mal-

nourished, his clothes are second-hand and have rarely seen the inside of a washing machine. He manages to keep the hair under control, only a five o’clock shadow and a greasy black moptop. His eyes are what people focus on, deep blue and with an intensity to them that speaks volumes of the action he’s seen in the Resistance.

Background: He left the North Carolina side of the Appalachians at seventeen to join the Resistance in Atlanta. His first week he watched a Pure posing as a policeman and a gang of Spirit-Claimed toss his pack leader off the overpass and into traffic again and again. The news reported it is a pile-up caused by a wild dog running into the path of a semi-truck. It was the time to either break and run or get stuck in, and Mikey made his choice when he captured the Pure and took his face off with the back wheel of a motorcycle again and again. He was a natural choice for pack leader and the southeast branch of the Resistance provided him a team as soon as they were able. His takes the fight to the invaders with a tit-for-tat view of things. For every werewolf he loses in the field he vows to take out three of the enemy, and it’s a promise he makes good on every time. The invaders hate him, some even fear him, but it’s the Pure who get the worst of it. He keeps a necklace of teeth hidden under his faded t-shirts, and it doesn’t take long to figure out where they come from.

Storytelling Hints: Mickey is a Resistance leader who leads by bloody example. The Cause, for him, is a vendetta without end. He looks for any outrage he can find to justify taking his personal war to the next step. He acts as a beacon to like-minded werewolves and scorns those who prefer a subtle or diplomatic approach. He comes off bitter and crotchety to new arrivals, but once a werewolf has earned his respect he treats them like family and will go to any lengths to protect them. There are some in the Resistance who think he’s out of control. But for those who’ve fought beside him he’s the true face of the Resistance. He doesn’t promise victory, just payback.

Auspice: Rahu

Tribe: Storm Lords

Mental Attributes: Intelligence 2, Wits 2, Resolve 3

Physical Attributes: Strength 2 (3/5/4/2), Dexterity 3 (2/3/4/4), Stamina 3 (3/4/4/3)

Social Attributes: Presence 2, Manipulation 3 (2/3/0/3), Composure 2

Mental Skills: Computer 1, Crafts (Bomb-Making) 2, Medicine 1, Occult 2, Science (Explosives) 2

Physical Skills: Athletics 2, Brawl 3, Drive 2, Firearms 2, Larceny 3, Stealth 3, Weaponry 1

Social Skills: Empathy 1, Intimidation (Threats) 3, Persuasion 2, Streetwise 2

Merits: Allies (Criminal, Resistance Members) 2, Danger Sense, Iron Stamina 3, Sheep's Clothing 2

Impact: 4

Willpower: 5

Max Essence / Per Turn: 13/2

Virtue: Justice

Vice: Wrath

Health: 8 (10/12/11/8)

Initiative: 5 (5/6/7/7)

Defense: 2 (all forms)

Speed: 10 (11/14/17/15)

Gifts: (1) City Eyes, Loose Tongue, Sense Malice; (2) Alpha's Aura, Worry the Prey's Heels, Read Spirit; (3) Rallying Cry, True Leader; (4) Blend In

ALICE COLBURN

Quotes: "Found you."

"This isn't what I want, but I've got to do what's expected of me."

"I'm just looking for a way out."

Description: She's a younger round-faced woman with blond hair pulled back in a tight ponytail. A beauty, to be sure, but hidden beneath a tomboy fashion sense that has her in tank tops, t-shirts and jeans most of the time. Her eyes have deep circles under them from many nights without sleep, and the tips of the long scars that cover her back tend to peak out from her neckline.

Background: Alice is a young Pure brought into the family's messy business against her will. She was implanted for a time with a spirit of Envy. But once she went through the First Change she was sent off to live with the other turncoats in a group home. She wasn't much of a fighter, so they groomed her to be a tracker, a hunter of her own kind. She was good

at it, and she realized the more skill she displayed the less she had to endure the tortures or fight with others to secure her continued place among her people.

Storytelling Hints: She's a reluctant tracker. Alice has known nothing but the Pure way of life and she hates it, but she doesn't see a way out. The Resistance has tried to kill her a few times already. She believes turning herself in would just prolong her death after a few days of hard interrogation. Her best bet is to track down someone who she can talk to, an intermediary who can help her defect without getting her killed in the process. She doesn't have much to offer other than her services in reverse. Most of all, she'd like to be sent to one of the isolated refuges and retire from the fight altogether.

Tribe: Predator Kings

Mental Attributes: Intelligence 2, Wits 3, Resolve 2

Physical Attributes: Strength 2 (3/5/4/2), Dexterity 3 (3/4/5/5), Stamina 2 (3/4/4/3)

Social Attributes: Presence 3, Manipulation 3 (2/3/0/3), Composure 2

Mental Skills: Computer 2, Investigation 3, Medicine 1, Occult 1

Physical Skills: Athletics 2, Brawl 1, Stealth (Hiding in Darkness) 2, Survival 3 (Tracking)

Social Skills: Animal Ken 2, Empathy 2, Streetwise 2, Subterfuge 3

Merits: Fast Reflexes 2, Fleet of Foot 3

Impact: 1

Willpower: 4

Max Essence / Per Turn: 10/1

Virtue: Hope

Vice: Envy

Health: 7 (9/11/10/7)

Initiative: 5 (5/6/7/7)

Defense: 3 (all forms)

Speed: 10 (11/14/17/15)

Gifts: (1) Night-Eyes, Vigil, Clarity, Speak With Beasts, Reflection