



WEREWOLF
THE FORSAKEN

MANITOU
SPRINGS

PART ONE:
WELCOME TO
MANITOU
SPRINGS

FREE INTRODUCTORY SCENARIO

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THE HUNT BEGINS...

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

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

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

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

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

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

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

THE GAME

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

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

THE RULES

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

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

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

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

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

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

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

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

THE CHARACTER SHEET

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

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

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

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

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

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

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

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

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

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

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

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

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

COMBAT

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

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

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

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

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

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

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

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

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

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

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

COMPLICATIONS

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

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

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

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

HEALTH AND DAMAGE

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

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

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

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



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



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



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

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

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

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

BEING A WEREWOLF

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SPIRITS & LOCI

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

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

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

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

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

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

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

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

WELCOME TO MANITOU SPRINGS

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

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

REALITY INTRUDES

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

Manitou Springs Chamber of Commerce & Visitor's Bureau: <http://www.manitousprings.org/>

City of Manitou Springs: <http://manitousprings-co.gov/>

El Paso County, Colorado: <http://www.elpasoco.com/>

Colorado Travel and Tourism, Manitou Springs: <http://www.colorado.com/activities/city.asp?c=113>

PREPARING FOR MANITOU SPRINGS

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

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

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

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

THE SETTING

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

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

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

TERRITORY CONCERNS

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

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

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

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

HALF MOON

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

ACT ONE: THE FIRST STEP

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

SCENE ONE: AN IMPORTANT MEETING

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

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

NADINE

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

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

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

KATE

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

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

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

MIKE

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

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

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

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

RYAN

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

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

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

RANDALL

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

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

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

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

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

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

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

Pause here to let the words sink in.

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

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

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

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

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

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

Question: What about electricity, water or other utilities?

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

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

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

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

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

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

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

MAX ROMAN

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

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



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

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

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

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

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

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

SCENE TWO: ON THE ROAD

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

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

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

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

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

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

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

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

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

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

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

WHAT DO YOU DO?

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

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

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

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

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

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

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

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

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

ACT TWO: THE THING IN THE BASEMENT

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

SCENE ONE: TOURIST TRAP

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

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



PEEKING

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



PLACES TO GO

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SCENE TWO: THE HOUSE ON THE HILL

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

Read the following text to the players:

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

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

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

THE PROPERTY

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

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

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

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

Read the following text to the players:

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

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

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

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

THE GROUNDS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



THE ALDER MAN

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

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



DEALING WITH THE GHOSTS

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

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

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

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

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

WHERE DO WE GO FROM HERE?

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

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

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

DRAMATIS PERSONAE

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

JAMES PARKER

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

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

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

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

EVAN DICKERSON

(Pastor or priest at the church)

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

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

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

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

SARAH HAGEN

(Waitress at the diner)

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

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

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

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

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

HOMER STARK

(Owner-operator of the little shop)

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

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

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

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

SHERIFF TOMMY "BUTCH" POWE

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

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

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

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

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

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

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

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

THE GLASS-CLAIMED

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

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

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

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

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

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

Merits: Language (First Tongue)

Willpower: 5

Morality: 3

Essence: 3

Virtue: Prudence

Vice: Gluttony

Health: 9

Initiative: 4

Defense: 2

Speed: 10

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

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

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

NOCUOTH

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

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

Rank: 3

Attributes: Power 5, Finesse 5, Resistance 6

Willpower: 11

Essence: 17 (20 max)

Initiative: 11

Defense: 5

Speed: 20

Size: 2

Corpus: 8

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

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

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

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

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

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

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

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

THE GHOSTS OF MEERS HOUSE

(Human ghosts bound into the well in the basement)

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

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

Attributes: Power 4, Finesse 3, Resistance 5

Willpower: 9

Morality: 5

Virtue: Fortitude

Vice: Wrath

Initiative: 8

Defense: 4

Speed: 17

Size: 5

Corpus: 10

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

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

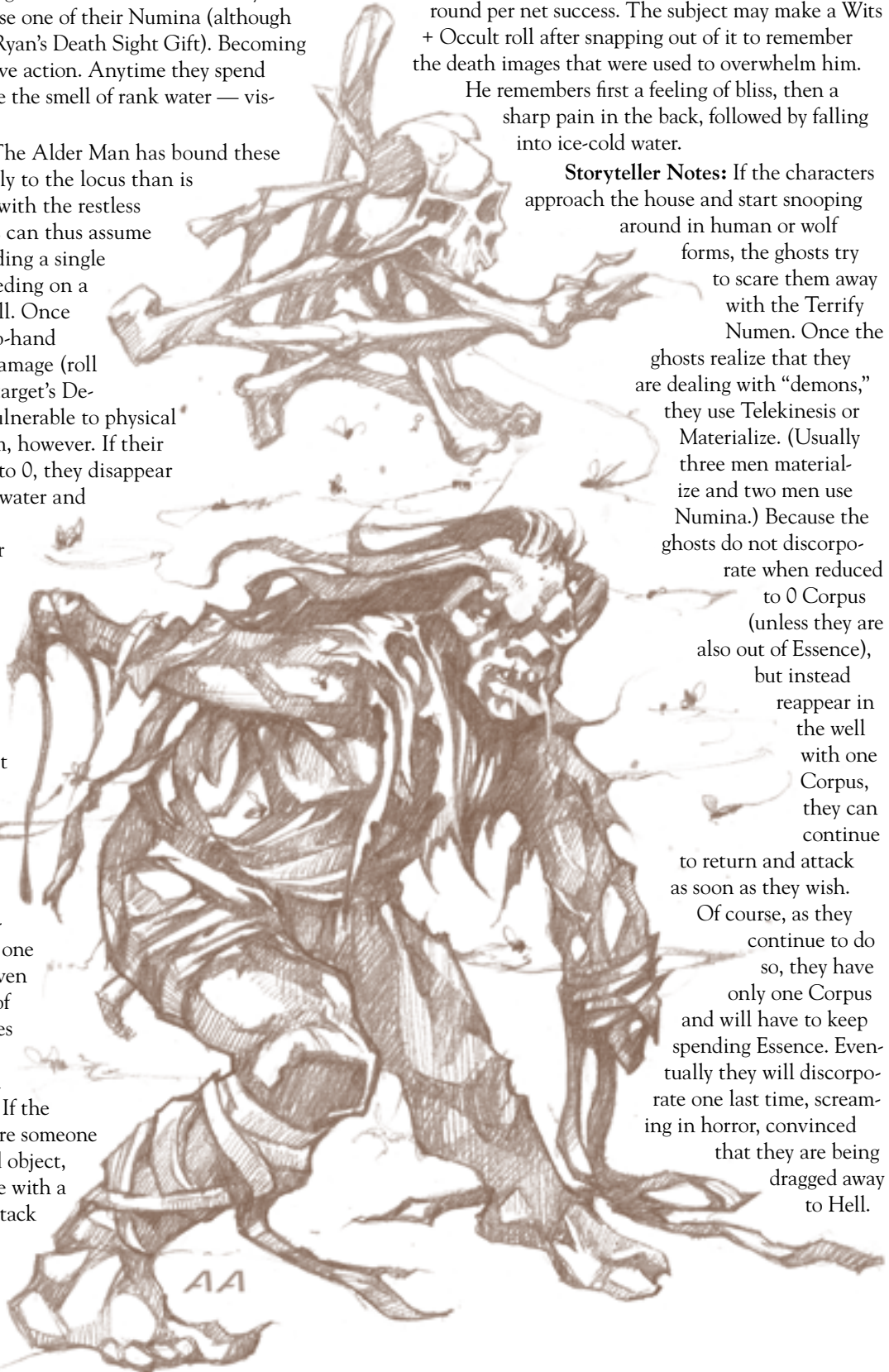
Telekinesis: Even when not materialized, the ghosts can manipulate objects. Spend one Essence and roll seven dice. The number of successes determines the ghost's relative Strength when moving the object. If the ghost wants to injure someone with a manipulated object, roll Power + Finesse with a -3 modifier.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

Terrify:
Spend one Essence

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

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

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



HANDOUTS

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

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

MIKE BERRINGER

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

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

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

RYAN MASTERSON

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

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

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

NADINE KELLER

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

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

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

KATE STONE

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

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

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

RANDALL FOSTER

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

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

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

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

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

MIKE BERRINGER

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

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

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

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

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

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

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

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

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

MERITS

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

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

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



WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VICE: Justice

VICE: Sloth

AUSPICE: Irraka (New Moon)

TRIBE: Iron Masters

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

Academics (Research) ●●●●●
 Computer ●●●●●
 Crafts (Electronics) ●●●●●
 Investigation ●●●●●
 Medicine ●●●●●
 Occult 00000
 Politics 00000
 Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival 00000
 Weaponry ●●●●●

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
 Empathy ●●●●●
 Expression (Blogging) ●●●●●
 Intimidation 00000
 Persuasion 00000
 Socialize 00000
 Streetwise 00000
 Subterfuge (Lying) ●●●●●

MERITS

Encyclopedic Knowledge ●●●●●
 Contacts (Blogosphere, Political Fringe) ●●●●●
 Fame (Blogosphere) ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

_____ (Gauru+2)
 _____ (Gauru+1)

EQUIPMENT

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

EXPERIENCE

OTHER TRAITS

HEALTH

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

●●●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□□□
 -1 -2 -3

WILLPOWER

●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□
 ■■■■■■■■■■■■■■■■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

PURITY _____ 00000
 GLORY _____ 00000
 HONOR _____ 00000
 WISDOM _____ ●0000
 CUNNING _____ ●●0000

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

RYAN MASTERSON

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

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

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

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

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

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

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

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

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

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

MERITS

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

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

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



WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VICE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
 Computer ●●●●●
 Crafts 00000
 Investigation 00000
 Medicine 00000
 Occult (Monsters, Ghosts) ●●●●●
 Politics 00000
 Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Running) ●●●●●
 Brawl ●●●●●
 Drive 00000
 Firearms 00000
 Larceny 00000
 Stealth ●●●●●
 Survival 00000
 Weaponry 00000

SOCIAL (-1 UNSKILLED)

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

MERITS

Language ●●●●●
 Fetish (Blessing of Vigor Tattoo) ●●●●●
 Language (First Tongue) ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

EQUIPMENT

dedicated outfit, backpack,
 writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

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

●●●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□□□
 -1 -2 -3

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 ■■■■■■■■■■■■□

PRIMAL URGE

●●●●●●●●●●

HARMONY

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

RENOUN

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

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

STRENGTH(+1): 3
 STAMINA(+1): 3
 MANIPULATION(-1): 1
 SIZE: 5
 DEFENSE: 2
 INITIATIVE: 5
 SPEED: 10
 ARMOR: _____
 PERCEPTION: 5

STRENGTH(+1): 3
 STAMINA(+1): 3
 MANIPULATION(-1): 1
 SIZE(+1): 6
 DEFENSE: 2
 INITIATIVE: 5
 SPEED(+1): 11
 ARMOR: _____
 PERCEPTION(+2): 7

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

STRENGTH(+3): 5
 DEXTERITY(+1): 3
 STAMINA(+2): 4
 SIZE(+2): 7
 DEFENSE: 2
 INITIATIVE(+1): 6
 SPEED(+4): 14
 ARMOR: _____ 1/1
 PERCEPTION(+3): 8

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

STRENGTH(+2): 4
 DEXTERITY(+2): 4
 STAMINA(+2): 4
 MANIPULATION(-3): 0
 SIZE(+1): 6
 DEFENSE: 2
 INITIATIVE(+2): 7
 SPEED(+7): 17
 ARMOR: _____
 PERCEPTION(+3): 8

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

DEXTERITY(+2): 4
 STAMINA(+1): 3
 SIZE(-1): 4
 DEFENSE: 2
 INITIATIVE(+2): 7
 SPEED(+5): 15
 ARMOR: _____
 PERCEPTION(+4): 9

Inflict lethal damage
 with bite attack.

TOTEM

GIFTS AND RITES

ATTRIBUTES:

Power: _____
 Finesse: _____
 Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____
 Defense: _____
 Speed: _____
 Size: _____
 Corpus: _____
 Influences: _____ 00000
 _____ 00000
 _____ 00000

Numina: _____

Bonuses: _____

Ban: _____

Gift Lists: Death, Crescent Moon

Max Rank: ●●●●●

Gift	Roll	Page
Death Sight	N/A	
Two-World Eyes	(Wits + Occult + Wisdom)	

Rituals: ●●●●●

Rite	Roll	Page
Rite of Dedication	Harmony	

NADINE KELLER

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

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

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

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

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

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

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

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

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

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

GIFTS AND WRATHA POWERS

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

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

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

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

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

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

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

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

MERITS

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

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



WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Backwoods Mystic

VICE: Fortitude

VICE: Envy

AUSPICE: Elodoth (Half-Moon)

TRIBE: Storm Lords

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

Academics _____ 00000
 Computer _____ 00000
 Crafts (Jury-Rigging) ●●●●●
 Investigation _____ 00000
 Medicine (Folk Remedies) ●●●●●
 Occult (Spirits) ●●●●●
 Politics _____ 00000
 Science _____ 00000

PHYSICAL (-1 UNSKILLED)

Athletics _____ 00000
 Brawl ●●●●●
 Drive ●●●●●
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival ●●●●●
 Weaponry _____ 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken ●●●●●
 Empathy (Small-Town Folks) ●●●●●
 Expression _____ 00000
 Intimidation ●●●●●
 Persuasion ●●●●●
 Socialize ●●●●●
 Streetwise _____ 00000
 Subterfuge _____ 00000

MERITS

Holistic Awareness ●●●●●
 Language (First Tongue) ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

EQUIPMENT

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

EXPERIENCE

OTHER TRAITS

HEALTH

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

●●●●●●●●●●○○○○○○○○○○
 □□□□□□□□□□□□□□□□
 -1 -2 -3

WILLPOWER

●●●●●○○○○○
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 □■●■●■●■●■●■

PRIMAL URGE

●●○○○○○○○○○○

HARMONY

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

RENOUN

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

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

STRENGTH(+1): 4
STAMINA(+1): 4
MANIPULATION(-1): 1
SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

STRENGTH(+1): 4
STAMINA(+1): 4
MANIPULATION(-1): 1
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 5
SPEED(+1): 11
ARMOR: _____
PERCEPTION(+2): 7

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

STRENGTH(+3): 6
DEXTERITY(+1): 3
STAMINA(+2): 5
SIZE(+2): 7
DEFENSE: 2
INITIATIVE(+1): 6
SPEED(+4): 14
ARMOR: _____ 1/1
PERCEPTION(+3): 8

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

STRENGTH(+2): 5
DEXTERITY(+2): 4
STAMINA(+2): 5
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+7): 17
ARMOR: _____
PERCEPTION(+3): 8

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

DEXTERITY(+2): 4
STAMINA(+1): 4
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 7
SPEED(+5): 15
ARMOR: _____
PERCEPTION(+4): 9

Inflict lethal damage
with bite attack.

TOTEM

GIFTS AND RITES

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER: _____

ESSENCE: _____

Initiative: _____
Defense: _____
Speed: _____
Size: _____
Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●○○○

Gift	Roll	Page
Scent Beneath the Surface	(Wits + Empathy + Purity)	
Call the Breeze	N/A	
Wolf-Blood's Lure	N/A	

Rituals: 00000

Rite	Roll	Page
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

KATE STONE

Quote: *Game. Set. Match.*

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

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

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

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

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

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

Prophetic Dreams (Cahalith Auspice Ability):

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

MERITS

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

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

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

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



WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VICE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

Academics ●●●●●
 Computer 00000
 Crafts ●●●●●
 Investigation 00000
 Medicine ●●●●●
 Occult 00000
 Politics ●●●●●
 Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics (Blogging) ●●●●●
 Brawl ●●●●●
 Drive 00000
 Firearms 00000
 Larceny 00000
 Stealth ●●●●●
 Survival (Navigation) ●●●●●
 Weaponry 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken 00000
 Empathy ●●●●●
 Expression (Speeches) ●●●●●
 Intimidation ●●●●●
 Persuasion (Oratory) ●●●●●
 Socialize ●●●●●
 Streetwise 00000
 Subterfuge ●●●●●

MERITS

Fast Reflexes ●●●●●
 Fighting Style: Boxing ●●●●●
 Fleet of Foot ●●●●●
 Striking Looks (+1) ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

EQUIPMENT

dedicated outfit, stylish clothes,
 gym bag, tennis gear, trophy

EXPERIENCE

OTHER TRAITS

HEALTH

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

●●●●●●●●●●●●●●●●●●
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 -1 -2 -3

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 ■■■■■■■■■■■■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

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

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

Size: 5
 Defense: 2
 Initiative: 7
 Speed: 13
 Armor: _____
 Perception: 4

Strength(+1): 4
 Stamina(+1): 3
 Manipulation(-1): 2
 Size(+1): 6
 Defense: 2
 Initiative: 7
 Speed(+1): 14
 Armor: _____
 Perception(+2): 6

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

Strength(+3): 6
 Dexterity(+1): 4
 Stamina(+2): 4
 Size(+2): 7
 Defense: 2
 Initiative(+1): 8
 Speed(+4): 17
 Armor: _____ 1/1
 Perception(+3): 7

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

Strength(+2): 5
 Dexterity(+2): 5
 Stamina(+2): 4
 Manipulation(-3): 0
 Size(+1): 6
 Defense: 2
 Initiative(+2): 9
 Speed(+7): 20
 Armor: _____
 Perception(+3): 7

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

Dexterity(+2): 5
 Stamina(+1): 3
 Size(-1): 4
 Defense: 2
 Initiative(+2): 9
 Speed(+5): 18
 Armor: _____
 Perception(+4): 8

Inflict lethal damage with bite attack.

TOTEM

Attributes:

Power: _____
 Finesse: _____
 Resistance: _____

Willpower: _____

Essence: _____

Initiative: _____
 Defense: _____
 Speed: _____
 Size: _____
 Corpus: _____
 Influences: _____ 00000
 _____ 00000
 _____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: ●●○○○

Gift	Roll	Page
Crushing Blow	N/A	
Pack Awareness	(Wits + Empathy + Wisdom)	
The Right Words	N/A	

Rituals: 00000

Rite	Roll	Page

RANDALL FOSTER

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

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

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

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

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

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

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

MERITS

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

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

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Nomad

VICE: Charity

VICE: Wrath

AUSPICE: Rahu (Full Moon)

TRIBE: Hunters in Darkness

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ ●0000
 Investigation _____ ●0000
 Medicine _____ ●0000
 Occult _____ ●0000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL (-1 UNSKILLED)

Athletics _____ ●●0000
 Brawl _____ ●●●000
 Drive _____ ●00000
 Firearms _____ ●00000
 Larceny _____ 00000
 Stealth _____ ●●0000
 Survival (Roughing It) ●●0000
 Weaponry _____ 00000

SOCIAL (-1 UNSKILLED)

Animal/Ken _____ ●00000
 Empathy (Sensing Lies) ●●0000
 Expression _____ 00000
 Intimidation (The Glare) ●●0000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ ●●0000
 Subterfuge _____ 00000

MERITS

Iron Stamina _____ ●●0000
 Fast Reflexes _____ ●●0000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

EQUIPMENT dedicated outfit

EXPERIENCE

OTHER TRAITS

HEALTH

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

●●●●●●●●●●○○○○○○○○○○
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WILLPOWER

●●●●●○○○○○○
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
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PRIMAL URGE

●●○○○○○○○○○○

HARMONY

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

RENOUN

PURITY _____ ●●0000
 GLORY _____ 00000
 HONOR _____ 00000
 WISDOM _____ 00000
 CUNNING _____ ●0000

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

