



WEREWOLF

THE FORSAKEN

MANITOU SPRINGS

PART TWO:
MONSTERS
DOWN
THE ROAD

FREE INTRODUCTORY SCENARIO

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INTRODUCTION

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

NEW MOON

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

STORYTELLING TECHNIQUES— FREEFORM PLAY AND THE MEN WITH GUNS

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

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

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

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

CHARACTER ADVANCEMENT

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

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

NEW AND IMPROVED TRAITS

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

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

HARMONY

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

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

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

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

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

OUR STORY CONTINUES...

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

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

THE LOCUS

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

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

THIS OLD HOUSE

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

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

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

RESOURCES

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

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

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

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

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

JOBS BY CHARACTER

MIKE BERRINGER

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

RYAN MASTERSON

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

NADINE KELLER

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

KATE STONE

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

RANDALL FOSTER

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

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



SLEEPING IN SOMEONE ELSE’S BED

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

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

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

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

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

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

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

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

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

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

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

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

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

BLOOD LETTER (•)

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

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

THE QUIET MOUNTAIN

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

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

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

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

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

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

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

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

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

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

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

FREEFORM LEADS

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

THE GHOSTS

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

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

THE OUTLAW

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

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

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

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

THE JOGGER MAN

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

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

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

THE HUNTER

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

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

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

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

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

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

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

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

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

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

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

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

CALLING FOR HELP

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

THE MAYOR AND CITY COUNCIL

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

The mayor and city councilmen include:

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

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

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

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

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

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

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

THE SPIRIT TREES

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

LITTLE THINGS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CHARACTER SUBPLOTS

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

MIKE BERRINGER

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

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

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

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

RYAN MASTERSON

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

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

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

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

NADINE KELLER

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

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

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

KATE STONE

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

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

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

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

RANDALL FOSTER

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

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

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

THE AFOREMENTIONED MEN WITH GUNS

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

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

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

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

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

DRAMATIS PERSONAE

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

MATT CURRY

The Possessed Hunter

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

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

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

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

Merits: Fast Reflexes 2

Willpower: 4

Morality: 7

Virtue: Hope

Vice: Sloth

Initiative: 5 (7 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

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

MANITOU SPRINGS DEPUTY

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

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

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

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

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

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

Willpower: 4

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

Virtue: Justice

Vice: Wrath

Initiative: 5 (7 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool			
Baton	1(B)	6			
Type	Damage	Range	Shots	Dice Pool	
Glock 17	2(L)	20/40/80	17+1	8	
Remington 870 (Shotgun)	4(L)	20/40/80	8+1	10	

Armor:

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

TOMMY "BUTCH" POWE

The Embattled Sheriff

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

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

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

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

Willpower: 7

Morality: 6

Virtue: Justice

Vice: Wrath

Initiative: 7 (9 with Fast Reflexes)

Defense: 3

Speed: 11

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool			
Baton	1(B)	7			
Type	Damage	Range	Shots	Dice Pool	
Glock 17	2(L)	20/40/80	17+1	8	
Remington 870 (Shotgun)	4(L)	20/40/80	8+1	10	

Armor:

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

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

AL'ATH

Guardian of the Spirit Trees

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

Rank: 2

Attributes: Power 4, Finesse 4, Resistance 3

Willpower: 7

Essence: 10 (15 max)

Initiative: 7

Defense: 4

Speed: 18

Size: 4

Corpus: 7

Ban: Cannot harm anyone holding an alder branch.

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

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

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

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

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

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

JOCK TAUGS

Claimed Knights on the Manitou Springs Chess Board

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

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

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

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

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

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

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

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

Willpower: 8

Morality: 3

Essence: 9

Virtue: Fortitude

Vice: Wrath

Health: 9

Initiative: 8 (10 with Fast Reflexes)

Defense: 3

Speed: 14 (17 with Fleet of Foot)

Weapons/Attacks:

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

MIKE BERRINGER

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

MERITS

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

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

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

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

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 00000
 Occult 00000
 Politics ●●●●●
 Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
 Brawl (Dalu) ●●●●●
 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

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 -1 -2 -3

WILLPOWER

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 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
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PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
 DEFENSE: 2
 INITIATIVE: 5
 SPEED: 9
 ARMOR: _____
 PERCEPTION: 5

STRENGTH(+1): 3
 STAMINA(+1): 3
 MANIPULATION(-1): 1
 SIZE(+1): 6
 DEFENSE: 2
 INITIATIVE: 5
 SPEED(+1): 10
 ARMOR: _____
 PERCEPTION(+2): 7

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

STRENGTH(+3): 5
 DEXTERITY(+1): 3
 STAMINA(+2): 4
 SIZE(+2): 7
 DEFENSE: 2
 INITIATIVE(+1): 6
 SPEED(+4): 13
 ARMOR: _____ 1/1
 PERCEPTION(+3): 8

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

STRENGTH(+2): 4
 DEXTERITY(+2): 4
 STAMINA(+2): 4
 MANIPULATION(-3): 0
 SIZE(+1): 6
 DEFENSE: 2
 INITIATIVE(+2): 7
 SPEED(+7): 16
 ARMOR: _____
 PERCEPTION(+3): 8

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

DEXTERITY(+2): 4
 STAMINA(+1): 3
 SIZE(-1): 4
 DEFENSE: 2
 INITIATIVE(+2): 7
 SPEED(+5): 14
 ARMOR: _____
 PERCEPTION(+4): 9

Inflict lethal damage
 with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
 Finesse: _____
 Resistance: _____

WILLPOWER: _____

ESSENCE: _____

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

Numina: _____

 Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Evasion, Technology, Mother Luna

Max Rank: ●●●○○

Gift	Roll	Page
<u>Loose Tongue</u>	<u>(Manipulation + Socialize + Wisdom)</u>	
<u>Left-handed Spanner</u>	<u>(Wits + Crafts + Purity)</u>	
<u>Partial Change</u>	<u>(Stamina + Survival + Primal Urge)</u>	
_____	_____	_____
_____	_____	_____

Rituals: 00000

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

NADINE KELLER

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

MERITS

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

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

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

CRONICLE: 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 _____ ●●●●●
 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

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

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

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 -1 -2 -3

WILLPOWER

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ESSENCE

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PRIMAL URGE

●●○○○○○○○○○○

HARMONY

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

RENOUN

PURITY _____ ●●●●●
 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)

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.
→ to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

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

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

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

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: _____
Finesse: _____
Resistance: _____

WILLPOWER:

ESSENCE: _____

Initiative: _____

Defense: _____

Speed: _____

Size: _____

Corpus: _____

Influences: _____ 00000

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00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

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
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

RANDALL FOSTER

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

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

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

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

MERITS

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

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

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

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 _____ 000000
 Stealth _____ ●●0000
 Survival (Roughing It, Tracking) ●●0000
 Weaponry _____ 000000

SOCIAL (-1 UNSKILLED)

Animal/Ken _____ ●00000
 Empathy (Sensing Lies) ●●0000
 Expression _____ 000000
 Intimidation (The Glare) ●●0000
 Persuasion _____ 000000
 Socialize _____ 000000
 Streetwise _____ ●●0000
 Subterfuge _____ 000000

MERITS

Iron Stamina _____ ●●0000
 Fast Reflexes _____ ●●0000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000

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

●●●●●●●●●●●●●●●●
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ESSENCE

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PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

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

RENOUN

PURITY _____ ●●0000
 GLORY _____ 000000
 HONOR _____ 000000
 WISDOM _____ 000000
 CUNNING _____ ●00000

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

Size: 5
 Defense: 2
 Initiative: 8
 Speed: 10
 Armor: _____
 Perception: 5

Strength(+1): 3
 Stamina(+1): 4
 Manipulation(-1): 1
 Size(+1): 6
 Defense: 2
 Initiative: 8
 Speed(+1): 11
 Armor: _____
 Perception(+2): 7

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

Strength(+3): 5
 Dexterity(+1): 4
 Stamina(+2): 5
 Size(+2): 7
 Defense: 2
 Initiative(+1): 9
 Speed(+4): 14
 Armor: _____ 1/1
 Perception(+3): 8

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

Strength(+2): 4
 Dexterity(+2): 5
 Stamina(+2): 5
 Manipulation(-3): 0
 Size(+1): 6
 Defense: 2
 Initiative(+2): 10
 Speed(+7): 17
 Armor: _____
 Perception(+3): 9

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

Dexterity(+2): 5
 Stamina(+1): 4
 Size(-1): 4
 Defense: 2
 Initiative(+2): 10
 Speed(+5): 15
 Armor: _____
 Perception(+4): 9

Inflict lethal damage
 with bite attack.

TOTEM

Attributes:

Power: _____
 Finesse: _____
 Resistance: _____

Willpower: _____

Essence: _____

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

Numina: _____

 Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●○○○

Gift	Roll	Page
Clarity	N/A	
Speak With Beasts (Manipulation + Animal Ken + Purity)		
Feet of Mist	N/A	

Rituals: 00000

Rite	Roll	Page

