



WEREWOLF
THE FORSAKEN

**MANITOU
SPRINGS**

**PART FOUR:
HUNTERS
HUNTED**

FREE INTRODUCTORY SCENARIO

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INTRODUCTION

In “*Hunters Hunted*,” the penultimate story of the *Manitou Springs* chronicle, the characters find themselves interacting with other Uratha. Prior to this chapter, the pack has been on its own, dealing with its own problems and handling its own affairs. Now, the characters must face one of the most terrifying enemies an Uratha can confront: other werewolves. Although they have sworn the Oath of the Moon to not slay the People (i.e., other Uratha), werewolves are violent, passionate creatures, and the line between rival and foe is razor thin. In addition to rivals in the Tribes of the Moon, the characters will face one of their dark reflections: a Pure Tribe werewolf.

The first part of this story takes place in Manitou Springs. The pack continues its hunt for the Alder Man—the town’s behind-the-scenes spirit antagonist—but it must pause to face a new threat. An outcast member of the Pure has come to Manitou Springs to test the characters’ defenses and see how tightly they hold their territory.

The second part takes the pack out of its territory. To unravel the Alder Man’s plot, the werewolves must seek aid from another pack of Uratha, the secretive Pickering family. They will quickly discover that a werewolf’s only true allies are his packmates.

GIBBOUS MOON

The Gibbous Moon is the phase of the Cahalith. The Cahalith is equal parts prophet and historian. Cahalith are frequently artists or musicians of a sort after their change, but not particularly by choice. They must find an outlet for the visions Luna sends them, lest they go mad. In the greater context of Forsaken society, Cahalith are the keepers of culture. They are the ones who remember the old legends and ballads, and use them to shape the future. The Cahalith is often the heart of the pack, inspiring his packmates to fight with passion or to hold their rage in check.

STORYTELLING TOOLS: TRICK AND TREAT

Most players want their characters to “win.” While one cannot actually lose in a Storytelling game, many players see defeat in combat as a loss. Players especially hate it when their enemies get away or seem to have all of the breaks. One trick you can use, then, is to give the players some reward when their characters are forced to “lose” thus.

For instance, in Act One of this chapter, it’s important that Gwen Bright (a Pure werewolf who stalks the pack) escape from her first few encounters with the players’ pack, so that they can have the climactic battle with her at the end of the chapter. Her Gifts (Father Wolf’s Speed most notably) most likely allow her to get away. Players are very smart, however, and they also outnumber you—more heads are better than one—so sometimes you have to “cheat.” You might need to fudge a die roll here or there, or give Gwen a few more Essence than you thought she’d need when the combat started. Or you could even just come out and say something like, “She’s too fast to catch, and she wraps her trail around itself and splashes through streams so you can’t pick up her scent. A couple of minutes later, you even lose her blood scent.” As long as you present it as a *fait accompli*, players will simply groan and get on with their lives. In their hearts, most players realize that sometimes the antagonist just needs to get away with murder (or worse) at the beginning to make the final battle at the end more satisfying.

One way to make the players happy while punishing the characters is to give them a little something for their efforts. Perhaps, in return for putting up with Gwen getting away, you could give all of the characters an extra dot of temporary Willpower to signify their resolve to catch her later. (In an ongoing chronicle of your own design, you could also give the characters an extra experience point, as a treat for putting on such a good show thus far.)

Of course, you don’t *have* to give the players or characters anything. If the players come to expect the extra “treats” they might become lazy and look for ways to fail at the beginning of the adventure so they can get the extra goodies. Don’t let them come to expect it, and don’t let it be a crutch for weak Storytelling.

If the players really do come up with a wonderful plan at the very beginning of this scenario, however, let them have an easy victory at the start. Then, instead of Gwen being the real foe, have another member of her pack show up and perform the rest of the actions planned for Gwen (perhaps Blake Preston’s mother if the subplot from Chapter Two was a big enough hit).

ACT ONE: GOOD FENCES

As as was noted in Chapter Two, the Meers pack often came into conflict with a pack of Pure Tribe Uratha living to the southwest. Samuel's strict interpretation of the Oath of the Moon meant that while the pack could fight and beat back the Pure, it could never go so far as to finish off the other pack. Fortunately, the Pure Uratha did not seem to particularly want Manitou Springs as their territory. In fact, they seemed content simply to maim or kill any of the Meers who strayed too far from their home and safety (such as Chester Rodriguez Meers, who paid the price the last time the Meers took the fight to the Pure). When they learned that the Meers were dead, the Pure went on about their own business, concentrating their efforts on tending their own territory for the time being.

Your characters' pack's recent efforts to curtail the spirits' running amok in Manitou Springs has attracted the Pure's attention, however. They have decided to send one of their number to Manitou Springs to observe the pack in action and see what happens. Their scout is Gwen Snow, a member of the Ivory Claws tribe who has recently lost favor with her pack. She is anxious to regain her prestige and if she can eliminate a young pack of Forsaken, so much the better. Gwen's game traits and background appear on page 9.

A QUICK WORD ON THE PURE TRIBES

Thousands of years ago, according to the teachings of the Forsaken, most of the First Pack of Uratha rose up and slew Father Wolf — but not all. Some of those ancient werewolves feared Father Wolf's fangs. Others cared nothing for Father Wolf's growing failure to tend the Border Marches adequately. Still others abandoned their primal hunter's paradise rather than take either side of the battle, lest they choose the one that lost. The descendants of these werewolves do not consider themselves Forsaken; they levy the guilt of Father Wolf's murder entirely on the descendants of his killers. They call themselves the Pure Tribes, or simply the Pure, despite their unwillingness to heed the ideal purity that motivated the Forsaken to hunt Father Wolf down in the first place. They have built a culture of hate, and as far as they are concerned, the world will not be healed until the Forsaken are scourged from it. The two factions of werewolves rarely engage in open war, though. When the Pure Tribes go to war against the Forsaken, it is a guerilla war. They strike furiously against specific targets then retreat into the darkness.

Rather than nail down a series of specific encounters between Gwen and your characters, this section summarizes her tactics and plans. If you didn't run all of the encounters suggested in Chapter Two: "Monsters Down The Road," you could incorporate Gwen's surveillance with an encounter cribbed from that chapter (such as the subplot between Blake Preston and Kate).

Gwen's failure burns inside her. She realizes that she had gotten cocky and it cost her. While her intellect tells her that she must be a careful, methodical plotter, the passionate part of her wants to make a big, splashy victory, so that she can return to her pack in radiant glory. This could prove her fatal flaw, but in the beginning, you should play her as a competent plotter, always one step ahead of the pack.

OBSERVATION

Gwen's primary mission is observation. She is trying to find out what is happening in Manitou Springs, specifically with regard to the new pack in town. Some simple nosing around has given her the names of the packmates, as well as vague descriptions. She knows the characters are staying at the Meers house, which gives her an advantage over them. At first, the pack doesn't even know she's there. Using a set of false ID papers under the name Gwen Richards, she has checked into one of the many bed and breakfasts in the area, hoping not to stand out among the rest of the tourists. She participates in various "touristy" activities, concentrating her hiking and such near the pack's property.

She keeps her ears open for news about the pack, and tries to engage some of the townsfolk in conversations about the pack, though obliquely. (She has trouble dealing with the humans around her even in so limited and artificial a capacity, though, so she spends most of her time alone.) The characters' behavior in town throughout the chronicle should shape what she learns about them specifically. She knows their names and a little about their histories (some more than others), but not details about their lives as werewolves. If the pack has worked to make allies in the town, her job will be more difficult and might even backfire. In mechanical terms, if any of the packmates have made connections in the town, have the player in question roll Presence + Streetwise (with a -1 penalty because of their Primal Urge), opposed by Gwen's Manipulation + Investigation (three dice, taking into account Gwen's social penalty levied by her Primal Urge). You can throw in situational modifiers as well, based on the strength of the character's connection to the town. If the characters have stayed mostly on their land, striking only at night and avoiding the townsfolk when possible, the players do not get a roll. Only by getting involved in the town will they have any chance of learning about Gwen before it's too late.

The bed and breakfast where Gwen is staying is a set of small cabins on a ranch. Each of the tiny cabins has a bedroom and a bathroom, along with a front porch. Gwen marks her territory (the outside of the cabin) with her

Ward Versus Human Gift (see p. 10). She does not want the scents of maids or other staff to confuse the scents of the characters, should they discover her.

As a matter of fact, Gwen is not sleeping in the cabin. She is merely using it as a place to keep changes of clothes. In wolf form, she sleeps in the wilderness surrounding the cabins. When she is not investigating, she stays near the cabin to see if any of the characters are canny enough to come to her. She has purposefully laid down enough scent trails so that tracking her in the area would be difficult.

Gwen's room has ordinary luggage, though a Wits + Investigation roll will reveal that most of the clothes and luggage are new. Each item has her scent on it, however, so she's worn them once or twice. Although she is not a trained investigator, she has been careful to memorize where she put all of her things so that she should be able to tell if someone has tossed her room. Additionally, she regularly changes to her other forms while in the room to better memorize the scents of any werewolves who might have trespassed. (The Ward Versus Human Gift, along with a "Do Not Disturb" request at the front desk, has made sure that no one other than the characters would enter.) The characters would need to be creative to mask their scents, perhaps using powerful chemicals like ammonia to wash them out.

Running a background check of Gwen's false ID—should one of the characters even have the wherewithal or connections to do so—requires an Intelligence + Investigation roll. Success reveals that the ID is phony and recently created. (All of the credit cards, for instance, were applied for in the past month.)

STIRRING THE POT

Once Gwen finishes her indirect monitoring of the pack, she begins to close in. Noticing the various Ridden in town, she picks an easy target—a Claimed tourist named Jamie Kinder, whom she found on one of her hikes—beats it into submission, graciously spares its life, and orders it to do her bidding. She gives the Ridden a worthless fetish, telling it that the fetish will teleport it back to her location when activated. In actuality, it is simply a bag of "Decay Dust," a minor spirit tool that causes a human-sized corpse to decay into dust. (The Ridden's game traits appear on p. 10.)

Gwen's plan is simple, one the Ridden can easily follow. At some point when only one or two members of the pack are available as targets, perhaps in town or traveling by car outside of town, the Ridden attacks, armed with a submachine gun. Though Jamie was not very familiar with firearms, Gwen has shown the Claimed how to fire small bursts (which increases the damage by +1) against a single target. Gwen expects the Ridden to die, and is watching from a distance to see how the characters react.

Once the Claimed takes half of the damage it can, it grasps the "fetish" around its neck, smiles, and tugs it, whispering a word in First Tongue ("away"). The Claimed's eyes

grow wide with horror as she tries again. She then curses "that Ivory bitch" and tries to escape on foot, running in terror. If the characters try to capture and interrogate the attacker, it tries to deal—the information for its freedom. Under duress, it will reveal everything it knows about Gwen, including the name she's traveling under.

Trying to spot Gwen during the fight is next to impossible, but Gwen is watching. Trying to find her once the battle is over (if the characters even suspect they are under surveillance) requires a tracking roll (Wits + Survival) opposed by Gwen's Wits + Stealth (seven dice), as she is trying to mask her scent and staying downwind. If it appears there is any chance of capture, she uses Father Wolf's Speed to escape.

QUEEN'S GAMBIT

Once Gwen has taken the pack's measure, she is ready to strike. After a day of preparation in the wilderness, she fires a proverbial warning shot across the pack's bow. When the characters are back home at the cabin, she howls a challenge from the edge of their property.

The pack will presumably not ignore the challenge, though the characters might have different ways of handling the challenge. Some will charge ahead, while others might try to sneak up on her. In the end, it turns out not to matter. She has left the pack a present: a mutilated corpse, hanging from a tree and strung up by its own intestines. The exact identity of the body is left in the hands of the Storyteller, but it should be someone that means *something* to at least one member of the pack, preferably Kate (since this is her auspice's chapter). The victim's face is untouched, though frozen in a rictus of horror. A bloody palm-print, the size of a werewolf's in Dalu form, is on the victim's face. The blood is not the victim's, though, it's Gwen's. She wants the pack to follow her, and this intentional blood trail is a sign that she thinks the characters are such poor trackers that they will *need* to taste her blood. Gwen is intentionally provoking the pack, hoping that at least one of them will fall to *Kuruth* (Death Rage). It is a dangerous gambit, but she intends to keep her head while forcing the pack to lose control. It would be quite fitting, in her mind, for one of the pack to kill another. Her intent, should she survive the encounter, is to use the Cleansed Blood rite to wipe away any tracking bonuses the pack would have after tasting her blood.

As soon as Gwen howls, she flees down a trail she scouted earlier, using Father Wolf's Speed to give her an abundant head start. She also takes the time to booby-trap the trail with deadfalls, trip lines, pongee sticks and other lethal traps. She does not expect the traps to actually kill any characters, but they should hurt, and more importantly, make the characters angry.

She has laid three or four traps (depending on how cruel you want to be). If the pack is running all out, Kate is the fastest and would be the first to set off a trap. If the

characters are staying together, you can decide randomly who gets caught. Have the trap's target roll Dexterity + Survival (or Dexterity + Athletics, whichever is higher) against Gwen's Intelligence + Survival (seven dice). If Gwen wins, the victim suffers one point of lethal damage success she rolled over the victim's successes, otherwise the victim avoids the trap. If the target of the trap is particularly angry, you may levy a -1 penalty on the roll because the target is not being careful. If the pack slows down, give the target an additional die or two, depending on how cautious the characters want to be. After the first trap, the Storyteller should pick the targets randomly. If a character is particularly injured, you might want to have the player roll for the character to avoid Death Rage.

The scent trail leads into a natural cave. The entrance is not booby-trapped, though there is another bloody paw-print over the entrance, as well as a torn-away wooden barricade that once prevented random hikers from entering a dangerous cave. The cave leads into the mountain. It is very narrow near the front, though it widens out, and it is pitch black inside. Should the characters dawdle, Gwen will howl another challenge from within (unless the pack is being especially quiet). The cave splits into two passages, both of which smell equally of Gwen, presenting the pack with a dilemma. The characters can split their forces up to three ways (one for each tunnel and one to make sure she doesn't double back). Gwen is hoping they will, though it should be noted that players hate splitting the group.

Gwen is waiting down one of the passages. If the characters stayed together and went down one, she is down the other, and will double back to try to assault them from behind. Her actual tactics are left to you, to best take advantage of the characters. Gwen is cunning and is trying to force the characters into a situation where their numbers could work against them. She tries to get them into small areas where they can't all fit, and certainly not in their larger war forms. Her goal is to strike and run, then strike and run again. The caves can be as complex as you like—either simple tunnels that open up and narrow, or they could be quite complex, with large stalactites and stalagmites to hide behind (or use as weapons). Gwen wants to whittle the characters down and hopefully attack them one at a time. She uses her extra speed to her advantage, attacking for a turn or two, then running away before the pack can coordinate a good counterattack. She alternates striking and dodging (which doubles her Defense for one turn at the expense of any other action she might otherwise have taken) to give herself a chance to avoid the claws of the pack working together. In fact, Gwen should start losing only when the pack works together.

LAST WORDS

The way this part of the story ends is largely up in the air. Gwen's motivation is first to find out how tough and canny the characters' pack is and to test the defenses of its territory. Should the characters somehow capture Gwen

and try to get her to talk, she reveals nothing about herself or her Pure packmates beyond what's written about her in this chapter. (If your players have run with the subplot about Blake Preston from Chapter Two, Gwen might reveal the singer's final fate as well if you like.) She takes any opportunity she can to escape, and if she can't escape, she does everything in her power to provoke the characters into killing her.

Her secondary goal is to take out the entire pack by herself if she can, thus bolstering her esteem back home and getting back into her packmates' good graces. Should she start to take a serious beating, though, she might decide to run away back home with her tail between her legs. If she tries that and succeeds in getting away, she reports that the characters' pack is pretty tough and confident and that challenging them right now might be more trouble than it's worth. If she loses control of herself and gives in to the Death Rage, she will likely go down fighting. It's also possible that the characters might just beat her straight out, without Gwen actually losing control. If either of the latter two options occurs, Gwen's Pure packmates back home consider it the just desserts of their disgraced Ivory Claw and don't act on it—for the moment.

ACT TWO: LINES ON A MAP

The pack so far has dealt exclusively as a solitary pack, one that has not had to deal with other members of the Tribes of the Moon. The characters' concern has been their personal territory and nothing else. Even though some werewolves might try to avoid it, however, the Uratha are part of a larger society. In this part of the story, the characters find that they must briefly leave their territory to seek the advice of some more experienced Bone Shadows.

Read the following to the players:

As a result of your recent investigations, and with the help of the Girl in the Mists, you have some idea of how many strange "Claimed" alder trees stand in the physical world and odd spirit saplings grow in the Shadow Realm in your territory. You also vaguely remember an obscure passage from the Meers diaries, that said when the Meers confronted the Alder Man they first had to destroy the trees he used to enhance his powers. Something about the special trees either fed the spirit Essence or bolstered his powers in some obscure way. Yet, though there were only five such trees in all of Manitou Springs back then, the Alder Man appears to have learned from his mistakes this time. Now the city is teeming with the spirit trees.

Even should the characters plot out the exact location of each and every tree (or should the Girl in the Mists do so for them), they should soon realize that there are far too many to dream of taking down before they face the Alder Man. The Alder Man would surely confront them before they were even a fraction of the way finished, and he would be more powerful than they could hope to defeat. The question becomes, then, what to do. Let the charac-

ters stew and discuss it for as long as they like before the players themselves start getting frustrated. Then, if no one else has mentioned the possibility thus far, suggest that they poll their various contacts on the matter.

The free contacts provided in the Handouts in Chapter One could prove especially helpful in this capacity, especially Ryan Masterson's "in" with the Pickering family. Granted, those contacts are listed as one-shots, but even if the characters have already used them up, they can still prove somewhat useful. Mike's contact with Jagged Sky's pack, Kate's contact with Smoker, and Randall's contact with Travels Under a Dark Moon are all based in and around Denver, and once they hear that the problem deals with some ancient spirit, they all recommend the characters talk to Obadiah Pickering (the aging patriarch of the eponymous family). Even if a character has used up his one-shot contact and is going back to the well with one of these contacts, he receives the same information—he just gets a much more short-tempered response and a derisive comment about being a whelp who can't take care of himself. If all of the characters have used up all of their one-shot contacts and don't *want* to go back to the well, they might decide to call on Max Roman instead for advice. Should they do so, Max is the one who recommends speaking to Obadiah Pickering. He even arranges the meeting himself "off-screen" to help out his young protégés.

What would be easiest, of course, is if Ryan has not yet called in his one-shot contact with the Pickering family. Should he take this opportunity to do so, he makes contact with the Pickering family pack's beta, a woman named Janet. She recommends making a map of where all of the Claimed trees and spirit saplings are and bringing that map into Colorado Springs as quickly as possible so her alpha (and father) Obadiah can look at it. Should Ryan have already called in his contact (or should the characters arrange the meeting through Max Roman first), Janet offers the same basic information, though only reluctantly and with only a veneer of strained cordiality. She explains in that case that this isn't her decision, but her *father* wants to see what the characters have.

Fortunately for the pack, Colorado Springs is very close. Travel outside of one's own territory can be a dicey proposition for the Forsaken, though, as packs must negotiate their way through other packs' territories and just traveling down the highway might take a pack through another pack's land. While some packs might decide that a pack that shoots down the interstate isn't offering a challenge, others do. Packs must carefully plan their routes, checking with other packs and attempting to discover whose territories they might pass by or through.

The Pickerings have invited the characters to meet at one of the Pickering Funeral Parlors on the edge of their territory. (The Pickerings own a chain of such parlors.) The Pickerings claim only a small tract of land outside Colorado Springs, but their reputation as mystics par excellence makes up for their relatively small territory.

Thanks to Ryan, the pack knows that the following Uratha make up the Pickering pack:

- Obadiah Pickering is the aging patriarch of the family. He is well into his 80s (at least). He might be slowing down physically, but his mind and claws are still razor sharp. One of his eyes is missing, rumored to have been lost in a battle with Bale Hounds in far-off Calcutta. He refuses to wear a patch, and woe to anyone who stares at the empty socket.

- Obadiah's beta, and daughter, is Janet Pickering (a Cahalith). Well into her 50s, she is the public face of the pack. She supposedly handles most of the pack's duties and runs the family's chain of funeral homes.

- Angeni Pickering (an Irraka) recently married into the pack by marrying one of Obadiah's human children. She's supposedly very powerful for her young age.

- Morrison Pickering (an Elodoth) drove Ryan to the meeting back in Chapter One. According to what Ryan's pieced together, something awful has happened to all of Obadiah's male children, and Morrison is self-destructing before it happens to him.

- Ezekiel Smith (a Ghost Wolf Rahu) is not technically a member of the pack, but he had the fortune to marry one of Obadiah's wolf-blooded daughters before he knew what he was getting into.

BURIED SECRETS

The pack's trip out of Manitou Springs is uneventful. Thanks to the directions given by Janet Pickering, it is easy to find the Pickering Funeral Parlor. Read the following text to the players:

You park Nadine's truck in the parking lot, which is empty except for a hearse and a long limousine. The driver of the limo is wiping road dust off the hood with a cloth. He does not look up, though you notice he wipes harder and more quickly as you get out. "They're all here," he says quietly, then rubs at some speck of dirt.

The heavy wooden doors are unlocked. Opening them, you smell lilies and other flowers, arranged in large vases on each side of the door. A small table with a closed guest book is in the center of the dark paneled room. Ahead of you is a small room that appears to be where services are held. There are rows of pews. Sprawled in one of them with his back to you is Morrison Pickering. His hair is unkempt and he's smoking a cigarette, ignoring the "no smoking" sign. He doesn't turn to look at you, but he kind of flutters his hand in an unsteady wave. "They took over the office," he slurs. "I needed some fresh air."

To your left is the office, where unctuous salesmen wring the last dollars out of grieving families. The door is partially open, and at Morrison's comment, it swings open immediately. An old voice, still rich with power, calls out, "Over here. Hurry up!"

Like the entry hall and the chapel, the office appears to be decorated in soothing, somber browns. Seated behind the desk

can only be Obadiah Pickering. His one-eyed glare is known for making strong werewolves flinch, though he's looking at you expectantly. Standing behind him and to his right is Janet Pickering. Her hands are clasped behind her back, but she's standing on the balls of her feet. She's watching all of you carefully, evaluating who is the threat. To Obadiah's left is an attractive woman with short hair in her late 20s or early 30s. She's very pregnant—six months at least. A pile of rolled-up scrolls lies in front of her on the desk. Leaning on a bookcase behind her, practically fuming must be Ezekiel Smith. He seems to spend equal amounts of time glaring at you and at Obadiah. A young Native American woman wearing a white sundress is sitting on the floor. She is placing a series of small bones and crystals on the floor. Her face is calm, but her posture tells you she's being extremely careful, like a chemist mixing up a batch of dynamite.

Obadiah holds out his hand. "Give me your map and wait out there. I won't have you in my way." There's a hunger in his eye.

While he analyzes the map of the spirit trees, Obadiah forces everyone else to stay out in the waiting area, including Janet, Morrison, Marion, and Ezekiel. (Janet is here only because she is always at Obadiah's side. Morrison is here because Janet dragged him along. Obadiah wanted Marion Pickering-Smith, the pregnant woman, along to bring some of the supplies and scrolls he wanted. Ezekiel fumed at his pregnant wife being dragged out "for no real reason," and insisted he come along to look after her.) Obadiah would prefer that Ryan wait with everyone else, but he is willing to concede the point if Ryan stands up to him in a respectful way. It is Ryan's territory that's having the problem, after all. Otherwise, only Angeni (the Native American woman) is allowed to stay while Obadiah gets to work.

If Ryan gets to stay in the room, sadly he doesn't get to learn very much. Obadiah spends several minutes with a circle-drawing compass, a ruler, a plumb line and a thin charcoal pencil, going over the map and making various measurements and calculations. He then lays the map on the floor in front of Angeni, who meticulously transfers the crystals in front of her to a handful of spots on the map where lines and curves that Obadiah has drawn converge. Obadiah then performs some ritual summoning that generates some sort of spirit Ryan does not recognize, though it smells of rotting plant matter. After bargaining with the spirit in a dialect of the First Tongue Ryan does not know, Obadiah forces it to look at the marked-up map. Five of the crystals begin to glow and hum, in eerie resonance, and Obadiah marks those spots on the map with a circle and a number before dismissing the odd spirit. Finally, the old man has Angeni clear away her crystals then covers the map with tracing paper and outlines the pattern the circled spots make. He scribbles furiously on his tracing paper for several minutes, answering no questions the entire time, then folds the tracing paper up and gives the map back to Ryan.

MEANWHILE...

Meanwhile, everyone else excuses themselves to the waiting area where they mingle and talk. One of the hardest tasks a Storyteller has to perform is handling multiple Storyteller characters in a social setting with the players' characters, though, so you have a few options. You can try to juggle all of the various extra characters' voices, splitting your attention as needed. You could also invite a friend or two (perhaps one who cannot regularly participate in the game) to be your assistant, and handle some of the extra characters. Lastly, you could let the other players themselves handle an extra character or two for the duration of a scene.

However you decide to handle it, let the scene flow naturally. For once, the battle that the pack must face is in the social realm. Give the characters a chance to interact with other werewolves. Check out the information in the Dramatis Personae (pp. 10-12) section on each of the Pickerings to see how those characters might behave in a social situation. All the Pickerings were at least familiar with the Meers, who were tribemates of theirs and rivals of Obadiah's for preeminence, so the pack may learn a great deal about their predecessors if they so wish. Ideally, this scene gives the characters a brief social interlude before they get down to the work of cleansing their territory of the Alder Man's influence. It can also plant seeds for future plots if you intend to keep your game going once the **Manitou Springs** chronicle has run its course. Your characters can make casual allies or tense rivals of the Pickerings, or possibly even begin to weave a tangled and complicated web of reluctant obligations or mutual respect between the characters.

Of course, it's also possible that the evening might end in bloodshed. These are werewolves we're talking about, after all, and at least two of them (Morrison and Ezekiel) are in no mood for social niceties. The Pickerings have... *problems*, to say the least, so if your characters show up with already-frayed tempers and start drawing attention to those problems, the claws might come out and blows might be exchanged. As the default assumption is that violence is not likely, however, full traits have not been provided for the Pickerings.

AFTERMATH

When the evening winds down in the chapel, Obadiah and Angeni emerge from the office, and Obadiah returns the pack's map. On it, five of the marked trees—all in the physical world—are circled and numbered sequentially. Obadiah explains that only the five marked trees must be destroyed to disrupt the Alder Man's power, but they need to be destroyed in the order listed on the map. Doing so will not only cut off the flow of Essence that has been empowering the Alder Man, but it will do so in such a way that the Essence can safely return to the Shadow Realm without causing dangerous "backlashes" or "feedback." Obadiah doesn't elaborate, but he implies that doing things out of sequence could have disastrous consequences on the pack's territory, including (but not limited to) closing or moving the Meers locus.

If Ryan managed to stay in the room while Obadiah was performing the ritual and calculations that revealed this information, the old man explains his findings to Ryan and sends him out to explain it to his packmates. Otherwise, the old man reveals the information to everyone all at once. Either way, once it's all said and done, Obadiah orders his pack back to the limousine, saying only that he has a lot of personal research left to do that evening. As he's showing the characters to the door, though, he thanks them for bringing this to his attention and admits that what he's learned is all "fascinating." He does not, however, offer his aid or that of his packmates in dealing with the Alder Man. Doing that is your characters' responsibility.

And once the Pickerings leave, it's time the characters headed home to start doing just that.

ONE LAST NOTE

This chapter ends not so much on a cliffhanger, but at a point of high anticipation. The characters have the information they need, and they're now ready to face their greatest challenge yet. Ideally, this would get them psyched for the next chapter, when they can devote their full attention to the conflict on the horizon. If you're worried, though, that your players won't want to end this session on just some social interplay and a dramatic revelation, don't feel enslaved by this chapter's structure. If you'd rather end the chapter on a fight scene, feel free to have the characters visit the Pickerings first and return home only to find themselves harassed by Gwen Bright. Be aware, though, that the characters will be facing all the combat their players could possibly want in the next chapter if they can just be patient a little longer.

DRAMATIS PERSONAE

Following are the descriptions and traits of most of the characters the packmates meet in "Hunters Hunted." Only those they are likely to fight have full traits; non-combatant characters simply have backgrounds and a few dice pools for their most notable abilities.

GWEN BRIGAT

Ivory Claw Scout

Background: Gwen's mother raised her, never speaking of Gwen's father, except to say that he was a "bad man" and they had to keep moving lest he find them. For 17 years, they ran until the bloody night when Gwen learned the truth. Her father had never lost track of them. Under a full moon, the scared little girl died and a terrifying predator was born. Father and daughter shared their first kill: Gwen's mother.

Gwen has thrived among the Pure Tribes. At first, she simply hunted for the thrill of the chase and the kill, but soon it wasn't enough. She learned to toy with her prey, extending the chase so that it wasn't over too quickly. It was this lack of care that led to her recent downfall. She let a would-be werewolf-hunter get a picture of her. Her

pack quickly covered it up and slaughtered the hunter, but the damage was done. She fell from her lofty position of beta to the pack's omega. The new beta, a rat-faced schemer, suggested her current mission to the pack's alpha. They had learned that a pack of Forsaken Uratha was attempting to claim the Meers' old territory. "Let her see if these piss-bloods are as stupid as the Meers," he said. "Let her discover if they will be a real threat."

Description: Gwen is a striking woman in her early 20s. While many Uratha prefer practical clothing that can handle their hardly lifestyles, Gwen wears expensive clothes that highlight her considerable assets. If they are destroyed, she can easily buy more clothes. She is close to six feet tall, with pale blonde hair that is tied back in a tight braid that extends down to the middle of her back. She does little to hide the aura of the predator.

Storytelling Hints: Experienced Ivory Claws like Gwen move with an economy of motion and physical control that's hard to disguise. The same is true of her personality. Unless she works hard to conceal it, her predatory nature come across clear as day. She is cold, calculating and ruthless, dealing with what's necessary, then immediately moving on to their next task. Note also that Gwen is a packmate of the Fire-Touched mother of Blake Preston (the wolf-blooded character mentioned briefly in Chapter Two).

Attributes: Intelligence 3, Wits 4, Resolve 4, Strength 4 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 4 (5/6/6/5), Presence 2, Manipulation 4 (3/4/1/4), Composure 3

Skills: Academics (Record-Keeping) 3, Athletics 4, Brawl 2, Crafts 1, Intimidation 3, Investigation 1, Occult 2, Politics (Pure Tribes) 4, Streetwise 2, Subterfuge 2, Stealth 3, Survival 4, Weaponry (Klaive) 3

Merits: Fast Reflexes 2, Fetish (Mace, Decay Dust) 3, Language (First Tongue), Quick Healer

Primal Urge: 3 (-2 penalty on social rolls with humans)

Willpower: 7

Harmony: 5

Essence: 5 (12 max.)

Virtue: Fortitude

Vice: Pride

Health: 9 (11/13/12/9)

Initiative: 9 (9/10/11/11) (each includes Fast Reflexes)

Defense: 4

Speed: 13 (14/17/20/18)

Renown: Cunning 1, Honor 2, Purity 3

Gifts: (1) Know Name, Ward Versus Predators, Wolf-Blood's Lure; (2) Father Wolf's Speed, Ward Versus Mortals; (3) Technology Ward

Rituals: 2; **Rites:** (1) Rite of Dedication, Shared Scent; (2) Cleansed Blood

Attacks:

Type	Damage	Dice Pools
Bite	2(L)	-/11/10/10
Claw	1(L)	-/8/10/-/

Weapons:

Type	Damage	Special	Dice Pool
Fetish Mace	3	Lethal Damage	11/12/14/-/-

Gwen has the same basic Uratha powers as the players' characters. Her new Gifts include:

Quick Healer Merit: When she does not spend Essence to regenerate it, Gwen heals one point of lethal damage every eight minutes.

Know Name (Knowledge ●): With a glance and a successful Intelligence + Investigation + Cunning roll (five dice), Gwen automatically learns a given target character's name.

Ward Versus Predators (Warding ●): With a successful Presence + Intimidation + Honor roll (seven dice), Gwen can mark her territory so that mundane animals can sense it's a werewolf's territory.

Father Wolf's Speed (Father Wolf ●●): By spending one Essence, Gwen doubles her current form's Speed. Firearms attacks against her suffer a -2 penalty.

Ward Versus Humans (Warding ●●): With the expenditure of one Willpower point and a successful Presence + Intimidation + Wisdom roll (five dice), Gwen can mark her territory so that ordinary humans are afraid to enter it.

Technology Ward (Warding ●●●): With the expenditure of one Essence and a successful Presence + Crafts + Cunning roll (four dice), Gwen can mark her territory so that electronic and mechanical devices fail within it.

Cleansed Blood Rite: On a successful Harmony roll (an instant action), Gwen can cleanse her blood such that any werewolf who once had a bonus to track her because of tasting her blood loses that bonus. Performing this rite involves mixing a handful of her hair with a few ounces of her blood in a natural source of running water while uttering a low chant.

JAMIE KINDER**Claimed Dupe of Gwen Bright**

Background: Jamie Kinder came to Manitou Springs to get away from her dead-end job working for a real estate agency. She shuffled papers, endured screaming from irate customers and was ignored by her bosses. She was determined to be more than just a secretary, though, taking college classes at night. After a grueling exam season, she took a long-overdue vacation, camping in Manitou Springs. She felt good. She felt free. Then the spirit came and claimed her body. The creature wearing Jamie's flesh was looking forward to its plans for its fine new body. Then Gwen Bright came. She said that she would help if the Claimed did her a little favor. Since the alternative was a messy death and disincorporation, Gwen was able to bamboozle the Claimed into agreeing to assault one of the players' characters. After all, the fetish would pull her out before she got killed, and a chance of death was better than certain death. Right?

For traits, use those for either the Claimed jock thugs or sheriff's deputies from Chapter Two. Or create a new Ridden all your own, mixing and matching abilities from the various creatures that appear throughout this chronicle. This particular one is armed with a submachine gun (Damage 3, Ranges 25/50/100).

OBADIAH PICKERING

Ithaeur Bone Shadow, Alpha of the Pickering Family

Primal-Urge: 5

Willpower: 9

Harmony: 5

Virtue: Temperance

Vice: Wrath

Obadiah Pickering is the aging patriarch of the Pickering clan, a familial line with strong wolf blood that has lived in Colorado Springs almost since the town's inception. Now in his late 80s, Obadiah still possesses an imposing presence. Though he's no longer the picture of health, he can shut down a rowdy youngster with a glare. His eye has seen beauties and horrors beyond even the imaginings of most Uratha. As a young Uratha, he traveled the world with a younger pack, seeking out



hidden and forbidden places. At one such place, a Bale Hound nest in Calcutta, he lost his left eye, and the wound will never heal. He covers it with a patch when he's going to be among ordinary people (a rare occasion these days), but he leaves the darkened socket open to the air among family or other Uratha. He claims it was a fair price for putting a stop to the blasphemous events he witnessed.

Obadiah rules his family like a feudal despot, and no one in the family dares stand up to him—including the other Uratha. The human Pickerings are completely terrified of the old man. Obadiah has no patience for anyone these days and has been known to fly into a rage when a cup of coffee is spilled or some other disruption occurs. He spends most of his time alone, or with the spirits he summons from the depths of the Shadow Realm.

Obadiah has come down from the hill this evening because he has a more than passing interest in the players' pack (although he won't share that with anyone). Word of a dangerous spirit near his territory naturally concerns him, but his true interest is in Ryan, whom he hopes to one day bring back into the family. He is also curious how Max Roman's little experiment in intertribal packs is going — and anxious to find evidence that the whole thing is a waste of time. Finally, there was no love lost between the Pickerings and Meers, despite both families being Bone Shadows. In fact, Obadiah always looked on the Meers as rivals for the position of de facto tribal elder and is happy to find evidence of their failings, even after their deaths.

JANET PICKERING

Bone Shadow Cahalith

Primal-Urge: 3

Willpower: 7

Harmony: 6

Virtue: Prudence

Vice: Envy

Janet is Obadiah's eldest werewolf offspring, and is constantly at her father's side. After many years of being treated as a second-class member of the Pickering family, she finally went through her First Change at age 31. When she did, Janet hoped her father would be pleased and treat her as he did his other Uratha children. Unfortunately, she remains in the second-class-citizen role that all of the other wolf-blooded Pickerings do. She bears it all with a quiet stoicism, undercut with an ever-growing rage that may boil over someday. Janet especially dislikes Marion Pickering-Smith and Ezekiel. She quietly hopes that the tension between the young couple and her father will erupt and the two "troublemakers" will leave. She dreams of using tooth and claw to remove her half-sister, but she knows that Obadiah's revenge would be terrible and complete.

Janet's goal for this evening is for everything to go smoothly. She will talk with Ryan (if he is in the room with them) or the pack's alpha (if he is not). She will make conversation and feel out whether she can do anything else for the pack. She collects favors from other packs, and aims to do the same with the Manitou Springs pack. She was surprised that Obadiah wanted to handle this himself, and even more surprised that he didn't want her to haggle over the "price" of doing so. She will, however, try to corner a member of the pack while Obadiah is out of the room and imply that her father is doing them an enormous favor, just to see what she can get out of them.

EZEKIEL SMITH

Ghost Wolf Rahu

Primal-Urge: 2

Willpower: 6

Harmony: 6

Virtue: Hope

Vice: Pride

Much to his relief, Ezekiel Smith is a Pickering only by marriage. He married Obadiah's wolf-blooded daughter after the two met on an archeological dig. Ezekiel had spent the first three years after his First Change as a tribeless Ghost Wolf, wandering and alone. His love for Marion prompted him to dip his feet into Uratha society, however, and the two are now expecting their first child.

Ezekiel resisted moving to Colorado for the birth of their child at first, but Marion was insistent. If their child is to be Uratha (which various portents seem to indicate) she doesn't want it to grow up alone or ignorant of its heritage. She has seen too many Uratha scarred by their lack of parental contact. Ezekiel has yet to formally join the Pickering family pack, and he frequently butts heads with Obadiah. The patriarch officially offered Ezekiel membership in the family pack, as well as initiation into the Bone Shadows, but Ezekiel refused. He could imagine founding a pack of his own, but would rather eat silver than be in any organization with Obadiah in the power structure.

Ezekiel's goal for this evening is to keep his wife safe. He is furious that Obadiah made her come with him on this fool's errand. He will stay near her, only moving away when she gets sick of his hovering and tells him to scram (and only then if the characters have shown no signs of hostility). If given a chance, he will suggest that the characters keep the hell away from the Pickerings. They're a crazy bunch. He's worried about his son being raised in the family "mausoleum" and how that will screw up his child. He will point to Morrison as an example of the Pickering family. He's very leery of Morrison and tends to keep an eye on him at all times, especially if Morrison is near Marion.

MARION PICKERING-SMITH

Pregnant Wolf-Blooded

Willpower: 6

Morality: 7

Virtue: Charity

Vice: Pride

Once Obadiah's children reach a certain age, or the portents indicate a low likelihood of the child being Uratha, he sends them off to boarding school, or to the guesthouse with their mothers. Marion was an exception. The omens indicated a strong chance that she was a werewolf, and her love of learning and secrets even as a child delighted the aging man. Seeing how he treated her brothers and sisters, she worked on the stubborn old man to change his ways, but he would have none of it. In the end, she did her best to deflect his harsh words away from the wolf-blooded children and keep him occupied on his work (which made everyone much happier).

Marion has accepted that she is not a werewolf. She has seen the price that werewolves pay for their power, especially those in her family. Obadiah consulted various oracles and eventually resigned himself that his favored daughter was not Uratha.

Marion is presently six months pregnant. Her son is healthy, and the portents indicate a strong chance he will be Uratha. Obadiah is excited and looking forward to teaching the child. Ezekiel wants out of the house as soon as the child is old enough. Marion is caught between her family duty and her husband. Intellectually, she knows that Obadiah's influence is the last thing her child needs, but her family ties are strong. She's aware that Janet hates her. She's tried to mend fences, but to no avail. She also knows, however, that Janet will never make a move against her as long as her father still breathes.

Marion's goal for the evening is to sit down and let her swollen ankles rest. She was happy to help her father with the scrolls, and she is not too concerned about the characters' pack presenting a threat. She knows that her family would protect her.

MORRISON PICKERING

Elodoth Bone Shadow

Primal-Urge: 1

Willpower: 4

Harmony: 4

Virtue: Hope

Vice: Gluttony

Morrison Pickering is a walking time bomb. All three of his Uratha brothers died by their 21st birthdays, and popular speculation is that Obadiah's line is cursed. Morrison has less than six months left before his 21st birthday, and he's becoming frantic. He once hoped he was only wolf-blooded, and his First Change felt like a death sentence. He has spent the three years since then trying to find a way out of his fate. With only six months left, however, and no hints as to why his brothers died or who might somehow be responsible, Morrison has given up hope. He spends weeks away from home on epic benders. He drives his Porsche at insane speeds on twisting mountain roads—as Ryan should well remember. He picks fights with Blood Talons. For reasons known only to him, Obadiah keeps his distance and refuses to help his youngest son face what seems to be an impending doom.

Morrison's goal for the evening is to get good and wrecked. He's got a flask of bourbon that he's been nipping on, and while the pack was in the office with "the fam," he snorted a couple of lines of cocaine. Now he rambles and carries on if anyone tries to engage him in conversation. He's full of bitter self-pity, and he's unafraid to reveal his opinion should the inclination strike him. Should things get heated and out of control, assume his Attributes are all 2s, and that he has no dots in any combat Skills. (He actually has some training, but he's too strung out to put any of it to use.)

MIKE BERRINGER

Mike's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

GIFTS AND URATHA POWERS

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

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

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

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

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

Left-Handed Spanner (Technology •): Mike can jam most complex machines with this Gift. When Mike touches a targeted machine, spend one Willpower and roll Wits + Crafts + Purity (if the item in question is electronic, add an extra die for Mike's Electronics Specialty). If the roll is successful, the machine stops working. It must have

more than three working parts (so a syringe or simple hinge is not affected, but a gun, engine or computer will stop functioning).

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

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

MERITS

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

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

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

Totem: Mike and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Mike Berringer

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Blogger

VICE: Justice

YCE: 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 ●●●●●
 Politics ●●●●●
 Science 00000

PHYSICAL (-1 UNSKILLED)

Athletics 00000
 Brawl (Dalu) ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 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) ●●●●●
 Totem ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

ATTACK

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

DICE MOD

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

EQUIPMENT

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

EXPERIENCE

OTHER TRAITS

HEALTH

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

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

WILLPOWER

●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□
 ■■■■■■■■■■■■■■■■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0 0 0

HARMONY

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 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

RYAN MASTERSON

Ryan's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

GIFTS AND URATHA POWERS

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

Essence : Ryan can have up to 11 points of Essence and spend one Essence in a turn.

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

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

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

Two-World Eyes (Crescent Moon •): With effort, Ryan can perceive both the spirit world and the physical realm simultaneously. Roll Wits + Occult + Wisdom—neither Ryan's Occult Specialty in Ghosts nor Monsters applies to this roll. In one eye, he sees the physical world, while in the other eye, he sees what's happening in the corresponding area of the Shadow Realm. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

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

Rite of Dedication: Ryan knows a simple werewolf mystical ritual that allows him to bind spirit energies into objects, allowing them to change form or enter the spirit world along with a werewolf. A werewolf can have only one dedicated item per dot of Primal Urge. An outfit counts as a single object (but the contents of the pockets, for instance, don't). To perform the rite, roll Harmony once per turn for a number of turns equal to Ryan's Harmony. The rite succeeds if you accumulate 10 successes in that time. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Banish Spirit: The target of the rite must be prevented from moving. Ryan's player must roll his Harmony against the spirit's Resistance in contested rolls, once per minute. If Ryan gets 10 successes (within a number of rolls equal to his Harmony), the spirit is banished back to the Shadow Realm. If the spirit wins the contest, it cannot be banished by any Uratha for 24 hours. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

Call Gaffling: To perform this rite, roll Harmony minus the spirit's Resistance once per turn. This rite takes a long time (requiring 40 successes, and each roll takes one minute of story time), and special gifts must be offered to the spirit being summoned. If successful, a spirit known as a Gaffling (a normal spirit of modest power) must come to Ryan. That does not make it happy to be there or bind it to Ryan's command, as most spirits fear and hate the Uratha. But it must come as it is called and speak with Ryan before leaving. When Ryan is in Dalu form, you receive a +1 modifier on the roll to perform this rite (or any other rite).

MERITS

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

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

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

Totem: Ryan and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Ryan Masterson

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Spooky Kid

VICE: Hope

VICE: Envy

AUSPICE: Ithaeur (Crescent Moon)

TRIBE: Bone Shadows

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

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

PHYSICAL (-1 UNSKILLED)

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

SOCIAL (-1 UNSKILLED)

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

MERITS

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

FLAWS

ATTACK

Bite 4
 Claw 4

DICE MOD

(Gauru+2)
 (Gauru+1)

EQUIPMENT

dedicated outfit, backpack,
 writing materials, suitcase

EXPERIENCE

OTHER TRAITS

HEALTH

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

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

WILLPOWER

●●●●●●○○○○○
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 ■■■■■■■■■■■■□

PRIMAL URGE

●●○○○○○○○○○○

HARMONY

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

RENOUN

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

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 5
SPEED: 10
ARMOR: _____
PERCEPTION: 5

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

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

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

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

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

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

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

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3
Finesse: 3
Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●
Water ●●●●●
○○○○○

Numina: Material Vision,
Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Death, Crescent Moon

Max Rank: ●●●○○

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

Rituals: ●●●○○

Rite	Roll	Page
<u>Rite of Dedication</u>	<u>Harmony</u>	
<u>Banish Spirit</u>	<u>Harmony</u>	
<u>Call Gaffling</u>	<u>Harmony</u>	

NADINE KELLER

Nadine's traits improve for "Hunters Hunted" as she gains a dot in the Totem Merit, as well as the Rite of the Spirit Brand. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

GIFTS AND URATHA POWERS

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

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

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

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

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

Call the Breeze (Weather •): As an instant action, Nadine may summon a brisk wind (approximately 25 miles per hour) and direct it as she wills. This wind is useful

both for dispersing or redirecting gas or flying insects, or as a distraction. Because of the distraction of the sudden breeze, perception task rolls made in the area suffer a -1 penalty. This breeze lasts for two turns. No roll is required.

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

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

Shared Scent: After performing a rite that takes approximately five minutes and involves every member of the pack cutting his tongue on a shared blade, the packmates all know the blood-scent of a pre-designated person that one of them knew (i.e., whose blood one of the packmates had tasted). This rite gives each packmate the blood-scent bonus to tracking. Nadine's player must roll Nadine's Harmony in an extended action and achieve five successes per packmate for the rite to work. Each roll takes one turn, and being in the Dalu form gives Nadine a +1 bonus on the roll.

Rite of the Spirit Brand: The rite involves summoning moon-spirits who then witness a werewolf's reasons for advancing in one of the Renown Merits. If the Lunes accept the tale, then the werewolf is marked with silver brands that appear when the werewolf is in the Shadow, marking him so that spirits will know of the werewolf's standing among his people and among spirits. Roll Nadine's Harmony in an extended action. The rite is successful if you accumulate 15 successes (each roll made in this effort accounts for one minute of in-game time). Being in the Dalu form gives Nadine a +1 bonus on the roll.

MERITS

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

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

Totem: Nadine and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Nadine Keller

PLAYER:

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) ● 00000
 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) _____ ●●●●●
 Totem _____ ●●●●●
 _____ 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

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

WILLPOWER

●●●●●○○○○○
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 □■●■●■●■●■●■

PRIMAL URGE

●●○○○○○○○○○○

HARMONY

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

RENOUN

PURITY _____ ●●●●●
 GLORY _____ 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.
-2 to resist Death Rage
Inflict lethal damage.
Fail most Mental and
Social rolls.

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

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

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

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3
Finesse: 3
Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●

Water ●●●●●

○○○○○

Numina: Material Vision,

Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),

Essence (Story)

Ban: Characters must not harm

ordinary humans who live

in Manitou Springs.

GIFTS AND RITES

Gift Lists: Half Moon, Weather, Father Wolf

Max Rank: ●●●○○

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

Rituals: ●○○○○

Rite	Roll	Page
<u>Shared Scent</u>	<u>Harmony</u>	
<u>Rite of the Spirit Brand</u>	<u>Harmony</u>	

KATE STONE

Kate's traits improve for "Hunters Hunted" as she gains a dot in the Totem Merit. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

GIFTS AND URATHA POWERS

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

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

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

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

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

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

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

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

MERITS

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

Fighting Style: Boxing (●): Kate is a skilled hand-to-hand fighter and knows the maneuver **Body Blow**. When she strikes an opponent with Brawl, the target loses his next action if Kate's player scores more successes than the target's Size (usually 5 for a human). This Merit does not apply to Kate's bite or claw attacks, though it does carry over to pummeling attacks in the Dalu form.

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

Totem: Kate and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Kate Stone

PLAYER:

CRONICLE: Manitou Springs

CONCEPT: Alpha Jock

VICE: Hope

VICE: Pride

AUSPICE: Cahalith (Gibbous Moon)

TRIBE: Blood Talons

LODGE:

ATTRIBUTES

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

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

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

SKILLS

MENTAL (-3 UNSKILLED)

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

PHYSICAL (-1 UNSKILLED)

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

SOCIAL (-1 UNSKILLED)

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

OTHER TRAITS

MERITS

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

FLAWS

ATTACK

Bite 5
 Claw 5

DICE MOD

(Gauru+2)
 (Gauru+1)

EQUIPMENT

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

EXPERIENCE

HEALTH

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

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

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

ESSENCE

□□□□□□□□□□
 ■■■■■■■■■■■■

PRIMAL URGE

● 0 0 0 0 0 0 0 0 0 0

HARMONY

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

RENOUN

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

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

HISAU
(HUMAN)

DALU
(NEAR-HUMAN)

GAURU
(WOLF-MAN)

URSAUL
(NEAR-WOLF)

URAAH
(WOLF)

SIZE: 5
DEFENSE: 2
INITIATIVE: 7
SPEED: 13
ARMOR: _____
PERCEPTION: 4

STRENGTH(+1): 4
STAMINA(+1): 3
MANIPULATION(-1): 2
SIZE(+1): 6
DEFENSE: 2
INITIATIVE: 7
SPEED(+1): 14
ARMOR: _____
PERCEPTION(+2): 6

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

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

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

STRENGTH(+2): 5
DEXTERITY(+2): 5
STAMINA(+2): 4
MANIPULATION(-3): 0
SIZE(+1): 6
DEFENSE: 2
INITIATIVE(+2): 9
SPEED(+7): 20
ARMOR: _____
PERCEPTION(+3): 7

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

DEXTERITY(+2): 5
STAMINA(+1): 3
SIZE(-1): 4
DEFENSE: 2
INITIATIVE(+2): 9
SPEED(+5): 18
ARMOR: _____
PERCEPTION(+4): 8

Inflict lethal damage
with bite attack.

TOTEM

ATTRIBUTES:

Power: 3
Finesse: 3
Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●
Water ●●●●●
○○○○○

Numina: Material Vision,
Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Strength, Gibbous Moon, Inspiration

Max Rank: ●●●○○

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

Rituals: ○○○○○

Rite	Roll	Page

RANDALL FOSTER

Randall's traits improve for "Hunters Hunted" as he gains a dot in the Totem Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

GIFTS AND WRATH POWERS

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

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

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

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

Feet of Mist (Stealth •): Randall is extremely difficult to track. All attempts to track or detect him by scent auto-

matically incur a -1 penalty, and by spending one Essence, you can intensify the penalty to -3 for a full day. Randall may consciously suppress this power if he wishes to lay a normal scent.

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

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

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

MERITS

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

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

Totem: Randall and the rest of the pack have gained the patronage of the Girl in the Mists. The benefits and conditions of this relationship are summarized on page 2 of the character sheet.

WEREWOLF

THE FORSAKEN

NAME: Randall Foster

PLAYER:

CHRONICLE: Manitou Springs

CONCEPT: Nomad

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, Shapeshifting) ●●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
 Totem _____ ●00000
 _____ 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

●●●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●●●
 □□□□□□□□□□□□□□

ESSENCE

□□□□□□□□□□□□
 □■●■●■●■●■●■●■●

PRIMAL URGE

●●●●●●●●●●●●●●●●

HARMONY

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

RENOUN

PURITY _____ ●●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: 3
Finesse: 3
Resistance: 3

WILLPOWER: 6

ESSENCE: 15

Initiative: 6

Defense: 3

Speed: 10

Size: 4

Corpus: 7

Influences: Manitou Springs ●●●●●
Water ●●●●●
○○○○○

Numina: Material Vision,
Reaching, Wild Sense

Bonuses: Scent of Taint (Pack),
Essence (Story)

Ban: Characters must not harm
ordinary humans who live
in Manitou Springs.

GIFTS AND RITES

Gift Lists: Full Moon, Nature, Stealth

Max Rank: ●●●○○

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

Rituals: ○○○○○

Rite	Roll	Page