

WEREWOLF CHEAT SHEET

So you're a Werewolf now! Welcome to a world of duty, obligations, and trying to murder things, but not *too* much, because you might flip the fuck out and start destroying anything around you. Including all those squishy not-werewolves that happen to get in the way!

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OVERVIEW

Werewolf is a “Storytelling game of savage fury”. As a Werewolf, you are the descendant of a long line of spiritual shaman who protect the delicate balance of Spirit and Flesh. Basically, you’re a Spirit Cop. Spiritual resonance can cause bad things to happen on either side of the Gauntlet, so Werewolves trim the fat. It’s important to note that they aren’t necessarily “good guys”, just that they tend to be better for the world in the long run. As a Werewolf, your primary goal is balance: Usually that means a Murder Spirit or someone causing Fear to spread through the *Hisil* needs to be put down, but it can just as easily mean something like Happiness Claimed making everyone laugh themselves to death.

GLOSSARY

[Here](#) is a glossary of common terms that will show up, as well as slang that your characters can use. It’s too big to fit on this page.

HISTORY

In the time before time, there was a great predator known as *Urfarah*. A big badass Wolf that kicked ass and chewed bubblegum before that was even a thing. There was also *Luna*, the Warding Moon, who went all Sailor Moon on any horrifying thing that happened to crawl out of the darkest pits. These two were sweet on each other, and eventually shacked up for a bit. The Firstborn were their babies. Badass hybrids of protective spirit and ancient primordial dire wolf.

Together the Firstborn and *Urfarah* hunted the beasts of the Spirit Wilds, but giving birth to the hybrid spirits weakened the *Urfarah*, making it harder for the Wolf to carry out its duties. The Firstborn saw this and decided it was a Bad Thing™, but the only way to fix it was to off the Wolf. Together the Firstborn tore into their parent deep in the border marches. *Urfarah*'s death cry sundered the world, killed fucking everything in the border marches, and turned them into a giant scar tissue that keeps Flesh and Spirit separated, known as The Gauntlet.

Luna was *pissed* about the whole thing, and cursed the children of the Firstborn with ridiculous amounts of MURDERLUST, and also silver burns like acid, because fuck you. Five of the Firstborn realized they fucked up, while three blamed everyone else. The first five became the founders of the five Tribes of the Forsaken, while the other three decided to piss off their parent and do their own thing, while bitching about how everything was better before the world was ruined and they stopped being in charge.

In time, *Luna* cooled down a bit, but you still have to deal with MURDERLUST and silver's a bitch. Because you've got the shifting flighty Moon in you, you're able to change shape across five forms, and even though you were probably raised *thinking* you were human, you aren't. Any of your five forms is your "real" form, and each one has a place in the Hunt. Because you're the offspring of a primordial hunter deity, chasing things down and beating them is in your blood. Every so often you feel the pull of the *Siskur-Dah* and need to ritualistically kill something. Or at least beat it. Challenge things. Win. Because you're one of the Forsaken, you might as well take up the *Urfarah*'s old gig. Maybe make the world a better place.



LEGENDS AND LIES

I'm really just going to copy/paste this from the book, because I like the tone.

- **Werewolves are people who change into wolves.**

No. We were born and raised looking like humans, but that is a disguise. We don't have one true form, we have five — each of which has a purpose in the hunt.

- **Someone bitten by a werewolf becomes a werewolf.**

Please. If you're bitten by a werewolf, you don't become a werewolf. You die.

- **Werewolves change under the full moon.**

Perhaps. We change when we like and when the hunt demands. We have the moon's blessing, but she doesn't force us to change.

- **Werewolves can only be killed with silver.**

If only. Silver is the best way to kill us, but it's not the only way. Sure, we heal really fast — but we need to get hurt to have something to heal from, and enough of that hurt will kill us as easily as it would anyone else.

- **Werewolves lose their intelligence when they change shape.**

Our prey would hope! We have our smarts and our instincts in every form. Only the crashing wave of Kuruth can dull our minds — and when that happens it's a good idea for everyone else to run like hell.

- **Werewolves are solitary hunters.**

Hell no. We're pack hunters. You and me at the head, on the hunt. Wolf-Blooded to mind the pack and tend the territory. And a whole mess of normal folk who don't yet really understand.

AUSPICES

Auspices are basically your Werewolf Race, though they serve like Class, too. The Auspices all have a theme they work towards, based around the phase of the moon they represent. They work towards that theme by giving you a Hunter's Aspect, which gives a Condition to the prey related to how your Auspice hunts; a set of Gifts that you purchase at 2 Experiences instead of 3, including one that's unique to your Auspice; A list of Skills, where you get to choose which gets a free dot at chargen; a Renown, which gets a free dot and is used in Clash of Wills for non-Gift abilities (like the Auspice Blessing); and a Blessing, which is a special power your Auspice can use.

IRRAKA (NEW)

Irraka are the sneaky silent stealthy assassin types. They're your rogue or thief class, and tend to know where all the exits are, how to kill someone, what's not nailed down, and how this or that might break someone. They don't like things that are high profile. They stick to the shadows and get up close and personal before anyone can figure out what they're doing. When they kill, they do it quietly. They're your Sam Fishers, Solid Snakes, *Arkham* style Batman and the TF2 Sniper. "Have a plan to kill everyone you meet".

BENEFITS

Hunter's Aspect: Irraka Prey never know what's coming. Their Hunter's Aspect gives the Blissful Condition.

Gifts: *New Moon*, Evasion, Stealth

Auspice Skills: Larceny, Stealth, Subterfuge

Auspice Renown: Cunning

Blessing: *Closer Than You Thought*; Once per chapter you can get closer to a target in one of three metaphorical (and literal) ways:

- Move one initiative away from a target, though never higher or lower if they aren't already.
- Move close enough to use your teeth or claws against one opponent that isn't attacking
- Subtract two Doors in Social Maneuvering.

ITHAEUR (CRESCENT)

Ithaeur are the shaman and spiritualists, closest to the spirit world. They're like clerics or oracles. The Crescent Moon is the Auspice of the Shadow world, and Ithaeur are the ones who interpret the will of the spirits, craft fetishes, and advise on how best to tackle otherworldly entities that may not even understand "death".

BENEFITS

Hunter's Aspect: The Ithaeur Prey become spooked and confused by the invisible world around them, unable to rest without feeling watched. It gives the Mystified Condition.

Gifts: *Crescent Moon*, Elemental, Shaping

Auspice Skills: Animal Ken, Medicine, Occult

Auspice Renown: Wisdom

Blessing: *Spirit Howl*; once per chapter, you can spend a point of Essence to let out a piercing howl that can be heard only in the Shadow. Spirits of lower Rank than you flee the area, and Spirits that are higher Rank stay out of your way respectfully. Allied spirits may come to your aid. Spirits hostile to you suffer a penalty to their Defense equal to your Wisdom.

ELODOTH (HALF)

Elodoth are the "cut the baby in half" type of judge. They're the mediators and peacekeepers, and tend to be the "Always True Neutral" type of druid, possibly including doing something Evil one day and Good the next, just for the sake of balance. They tend to know everyone and cultivate relationships with everyone from spirits of rabbits and toxic waste to politicians and gangbangers. Many of them slip into whatever role or local custom is necessary, and mediate between different groups as a diplomat. Half-Moons try to know what everyone around them is thinking, and work at keeping the pack running.

BENEFITS

Hunter's Aspect: Elodoth Prey feel alone and disconnected, and gain the Isolated Condition.

Gifts: *Half Moon*, Insight, Warding

Auspice Skills: Empathy, Investigation, Politics

Auspice Renown: Honour

Blessing: *Darkness Into Light*; Once per chapter an Elodoth can cure a Werewolf of Death Rage or force one into it. If a cured Werewolf was in *Basu-Im*, they suffer the Stunned Tilt. Forcing someone into *Basu-Im* is a Presence + Empathy + Primal Urge roll contested by the target's Resolve + Composure.

CAHALITH (GIBBOUS)

Gibbous Moon are the rockstar bards of the Pack. They're all about being big and flashy, and having a story to tell. When it comes time to solve a problem, they want to skydive in with two machine pistols and a handful of doves flying around. They're the ones who know the most about everything, but what they know is more legend than hard fact. Their biggest concern is getting people to talk about them.

BENEFITS

Hunter's Aspect: Cahalith Prey know that a big bad monster is waiting for them, and there's no way they can deal with it. They suffer the Resigned Condition.

Gifts: *Gibbous Moon*, Inspiration, Knowledge

Auspice Skills: Crafts, Expression, Persuasion

Auspice Renown: Glory

Blessing: *Prophetic Dreams*; Once per chapter you get a prophetic dream. Either the Storyteller takes you aside and gives you a dream, possibly requiring an Intelligence+Occult roll to interpret aspects of it, or you can declare that something was foretold in your dreams, giving that roll +3 or -3 accordingly, or just have it succeed/fail. You can even make a roll fail (or succeed) where it would be bad for you if you want to get some Conditions and a Beat.

RAHU (FULL)

Rahu are fucking full on warriors who are all about getting the job done and fucking shit up. Rahu end fights. They're barbarians, fighters, and every martial class who's job is to hit things, except they don't suck. They do whatever it takes to go mano-a-mano with the Big Bad. This means that a lot of the time, they see everything as a challenge that they have to "win". They're brash and bold, and either arrogant or confident. They don't like losing unless it's to a worthy opponent. They serve as the tactical leaders and crusaders of a pack.

BENEFITS

Hunter's Aspect: Rahu Prey feel as if they can take on the world and don't need to take precautions. They gain the Swaggering Condition.

Gifts: *Full Moon*, Dominance, Strength

Auspice Skills: Brawl, Intimidation, Survival

Auspice Renown: Purity

Blessing: *Tenacious*; Nothing can stop the Rahu on the Hunt. Once per chapter in combat a Rahu can ignore any Conditions or Tilts affecting her for two turns.

TRIBES

BLOOD TALONS (SUTHAR ANZUTH)

Apex predators who take as their *Siskur-Dah* the most dangerous of Prey: Other Werewolves. Primarily they Hunt the Pure--those whose Tribal Totems didn't take part in slaying the *Urfarah* and who reject Luna's blessings and the Duty that Father Wolf left behind--but many of the Blood Talons will see themselves as self-appointed keepers of the Oath, and get on other Forsaken. Their Totem is *Fenris-Ur*, the Destroyer Wolf. Their Tribal Ban is *Nu Sum Ghumur Nu Su Ghid*: "Offer no Surrender you Would Not Accept"

Nicknames: Destroyers (used amongst the Forsaken), the Service (within the tribe), Rippers (used by spirits and the Pure), the Rat Squad (insulting, used by Forsaken especially for Blood Talons who self-appoint themselves as keepers of the Oath)

Concepts: War-leader, conflict resolution specialist, capable beta, motivational speaker, angry young punk, alpha in over her head.

Gifts: Inspiration, Rage, Strength

Tribal Renown: Glory

BONE SHADOWS (HIRFATHRA HISSU)

The spirit-stalkers and keepers of secret Wisdom. They take as their *Siskur Dah* the Spirits, who they see as the cleverest of Prey. They see fixing the broken Hisil as the ultimate duty, and view other Tribes as addressing symptoms instead of the causes. Being so tied to the Spirit world, they do tend to be eccentric, though. Their Tribal Totem is *Kamdis-Ur*, the Death Wolf. Their Tribal Ban is *Su A Sar-ith Sa*: "Pay Each Spirit in Kind".

Nicknames: Seekers (within the tribe), Spooks (among the Forsaken, informal and sometimes derogatory), Binders (among spirits and the Pure)

Concepts: Shadow cartographer, exorcist, occult fixer, Underworld explorer, speaker for the dead, demon fighter, antiquities procurer

Gifts: Death, Elements, Insight

Tribal Renown: Wisdom

HUNTERS IN DARKNESS (MENINNA)

Animalistic Werewolves who defend their Territory as sacred, and take as their *Siskur Dah* the Hosts--Shapeshifting animal spirits that destroy or strengthen the gauntlet, and take the form of Spiders or Rats primarily--the foulest of prey. Their Tribal Totem is *Hikaon-Ur*, the Black Wolf, and they swore *Nu Mus Halhala*: Let No Sacred Place in Your Territory Be Violated".

Nicknames: Ghosts (among the Forsaken), Slashers (casual), the Mother's Children (within the tribe, collective), Chasers (among spirits and the Pure).

Concepts: Stalker, local historian, neighborhood watch leader, security specialist, urban explorer, exterminator.

Gifts: Nature, Stealth, Warding

Tribal Renown: Purity

IRON MASTERS (FARSIL LUHAL)

The wolves in sheep's clothing taking down their foes from within, the Iron Masters take as their Prey the most Cunning, and what prey is more cunning than Humanity itself? The Iron Masters are the adapter group, most at home embracing change. Their Tribal Totem is *Sagrim-Ur*, the Red Wolf. Their ban is *Kul Kisura Udmada*: "Honour Your Territory In All Things"

Nicknames: Wardens (within the tribe), Zookeepers (derogatory among other tribes, informal within it), Slinkers (among spirits and the Pure).

Concepts: Urban legend come to life, hardheaded futurist, doomsday prepper, union advocate, civil engineer/geomancer, serial killer hunter, supernatural diplomat.

Gifts: Knowledge, Shaping, Technology

Tribal Renown: Cunning

STORM LORDS (IMINIR)

The oncoming storm, the unstoppable, implacable lords of the Hunters. Only the most brutal of prey is worthy of their *Siskur-Dah*, and what prey is more brutal than the Claimed--the unholy merger of Flesh and Spirit that comes from a spirit possessing a human--? They believe they aren't just the *Urfarah's* descendants, but his heirs. Their Patron is *Skolis-Ur*, the most perfectionist of the Firstborn. Their Oath is *Nu Si Gid Namtar*: "Allow No One to Witness or Tend To Your Weakness."

Nicknames: Scions of *Urfarah* (within the tribe), Cold Bastards (among the Forsaken, informal/derogatory), Howlers (among spirits and the Pure).

Concepts: Extremophile, family counselor, spiritual guru, lone wolf, exorcist.

Gifts: Evasion, Dominance, Weather

Tribal Renown: Honor

GHOST WOLVES (THIHIRTHA NUMGA)

The unaffiliated rabble, some unaware of their duty and the *Uratha*, some who reject it, and some who simply dislike the nature of the Tribes. At least one group feels there's a Sixth Firstborn and want to make contact with her to form a new Tribe. They have no Prey, but *Urum Da Takus*--The Wolf Must Hunt, and that's the only tenet of the Oath of the Moon that can never be ignored. The Ghost Wolves will often Hunt things that mean something personally to them.

Nicknames: Unbound (among themselves), *nuzusul* (derogatory when not referring to newly-Changed werewolves), Lost Pups (among other tribes)

Concepts: Lone wolf, neutral arbiter, seeker of the sixth tribe, ambassador to the Pure, movie monster, doubting Thomas.

Gifts: Ghost Wolves have no Gift affinities and start play with only one Shadow Gift.

Tribal Renown: Ghost Wolves have no Tribal Renown and cannot start play with their two-dot Moon Gift.

BEING A MOTHERFUCKING WEREWOLF

You've chosen your Auspice, you've decided if you want to be part of a tribe. You know all the shit you need to make a character and now it's time to know what that character can do.

Primal Urge	Attribute/Skill Max	Max Essence/Per Turn	Regeneration	Basu-Im Time	Feeding Restriction	Hunt Time	Lunacy Penalty	Tracking Bonus
1	5	10/1	1B	10 minutes	None	3 months	0	0
2	5	11/2	1B	10 minutes	Meat	3 months	0	0
3	5	12/3	1B	15 minutes	Meat	1 month	0	0
4	5	13/4	2B	20 minutes	Raw meat	1 month	-2	+1
5	5	15/5	2B	30 minutes	Raw meat	3 weeks	-2	+1
6	6	20/6	3B	1 hour	Carnivore	3 weeks	-2	+2
7	7	25/7	3B	2 hour	Carnivore	1 week	-2	+2
8	8	30/8	4B	3 hours	Essence	1 week	-3	+3
9	9	50/10	5B	6 hours	Essence	3 days	-4	+3
10	10	75/15	6B	12 hours	Essence	3 days	-5	+4

PRIMAL URGE

Primal Urge measures your strength as a werewolf and many of your capabilities. It's how much of a badass you are. It's your "Level" at being a Werewolf. Most of your additional abilities are based of of Primal Urge.

EXPERIENCE COSTS

I'm lazy, it's to the right. That's what things cost. Renown has to be earned by doing something worthy of the specific Renown. Gifts are given by Spirits, not actually learned or taught. Every time you buy a dot of Renown, or a Shadow Gift, you gain a Facet of a Gift from that Renown. If you take an Auspice Renown dot, you gain your Moon Gift. Wolf Gift Facets can always be bought as long as you've got the Renown.

REGENERATION

As a werewolf, you can regenerate health much faster than normal. This generally looks pretty fucking grotesque as

EXPERIENCE COSTS	
Trait	Experience
Attribute	4
Skill	2
Skill Specialty	1
Merit	1
Affinity Gift	3
Non-Affinity Gift	5
Additional Facet	2
Wolf Gift Facet	1
Renown	3
Rites	1
Primal Urge	5

bones stretch and pull and flesh visibly knits itself back together. It causes Lunacy as if you were in Dalu form.

- **Bashing:** Heal Bashing as dictated by your Primal Urge *each turn*.
- **Lethal:** Heal a point of Lethal damage in fifteen minutes, or pay a point of Essence to heal Lethal levels instead of Bashing for the turn.
- **Aggravated:** Is still a bitch to heal, but for Werewolves it heals once every four days. Only supernatural effects and silver deal aggravated damage to Werewolves. Anything that would normally cause Aggravated from massive trauma does Lethal to a Werewolf.
- **Tilts and Conditions:** Caused by injuries heal when the injury heals, even things like missing limbs or eyes.
- **Toxins:** Subtract Primal Urge from the toxicity rating

SENSES

As a werewolf, you're working with more than the senses everyone else has. You've got 20/10 vision and even if you were blind or deaf in life, the Change fixes that within a few days.

- **Human** senses are what you're working with in *Hishu* and *Dalu* form, and are your average muggle senses turned up to eleven. You can activate your other type of senses without spending any essence or making any rolls as a Reflexive action.
- **Wolf** senses are what you get in *Gauru*, *Urshan*, and *Urshal*. Each form has a Perception bonus when using wolf's senses, and whenever you're using them and lose a sense, the others will generally kick in to pick up the slack.
 - **Smell** Add Primal Urge to any rolls to identify people by their scent, including sniffing a scene to tell who's been there. Wits + Primal Urge to connect people by scent. You can also tell if someone is Uratha or Wolfblooded by getting uncomfortably close and sniffing them.
 - **Hearing** You can hear one mile per dot of Primal Urge, and ignore penalties for quiet or range. There's so much shit in the city that distance doesn't really matter, though.
 - **Vision** You see in less colours when using Wolf's Senses, but have no problem picking out moving objects and halve penalties for darkness.
 - **Blood** If you taste someone's blood, you have a supernatural connection to them and can sense where they are at all times. You know the exact direction to any creature who's blood you've tasted, but only one at a time.
- **Spirit Senses** At any time you can concentrate to switch one of your current form's natural senses across the Gauntlet. Doing so means you lose out on your ability to mitigate penalties with Wolf's Senses, and you take a -2 to Perception from your split attention. It's 1 essence Reflexive, or takes a turn.

TRACKING

You can track down prey with a Wits + Streetwise or Survival roll, but I'm lazy and I'm not going to bother listing the full details, the ST will handle that. Just know you can.

SHAPESHIFTING

The thing everyone thinks of when someone says “werewolf”. You can change form. There isn’t one “natural” form that you have, all of them are your natural form. As a child of Luna, you are a shifting, mercurial predator. Each form is natural within it’s own context, even if they’re terrifying and bestial.

- At Harmony 9 - 10 your belongings don’t shift with you, and it costs a point of Essence and an instant action to shift. It feels wrong, and hurts like hell as every nerve screams in agony from bones breaking and skin tearing, even as it regenerates.
- At Harmony 7 - 8 it costs a point of Essence to shift Reflexively, or an Instant action. It’s uncomfortable, but not terribly so.
- At Harmony 4 - 6 the change is like the welcome discomfort of having sex with a lover the first time, and is a Reflexive action that costs no Essence.
- At Harmony 2 - 3 it’s a point of Essence as a Reflexive action or an Instant action to *not* change. At this point you want to change to suit any stressful situation, like a fight or running or hiding. Changing feels great, and you want to change at least once a scene.
- At Harmony 0 - 1 it’s a point of Essence as an instant action to not flip your shit and start trying to change under stress. Changing feels better than ever, and not changing feels wrong.

Each form also has it’s benefits and drawbacks, and has it’s own place in the Hunt.

HISHU – HUMAN FORM

The *Hishu* form is the skin you were born in. It’s a form for subtlety and hiding among the herd like a literal wolf in sheep’s clothing.

- Wolf’s Senses get +1
- **Sheep’s Clothing** Any rolls to pick you out of a crowd or follow you through populated areas are penalized by your Primal Urge.

DALU – THE WOLFMAN

Big and scary, but much more subtle than the warform, *Dalu* is the subtle monster meant for flushing out prey and hunting in the urban jungle. It’s bulkier, with bigger jaws and hairier body, but with a hood on you’d never notice.

- Unarmed attacks do Lethal damage, as do bites. Both count as Supernatural sources.
- You can add your Defense against Firearms
- You have +2 to your Wolf’s Senses
- You inflict Lunacy at +2 to the roll
- Strength +1, Stamina +1, Manipulation -1, Size +1 (Health +2, Speed +1)
- **Badass Motherfucker:** You have an overbearing and intense presence that forces others to back down and give up your prey. Roll Presence + Primal Urge contested by Composure + Primal Urge to cause anyone protecting the prey to stay out of your way.

GAURU – THE WARFORM

The horrifying pants-wetting terror that is the Werewolf. Gauru is rage incarnate intended purely for murdering the everloving shit out of anything in your way. It's a massive hulking murder machine. The other forms chase and injure the prey, the Gauru beats it the fuck out.

- You can only take *Gauru* one per scene, and only for a number of turns equal to your Primal Urge + the *Hishu* form's Stamina. After that you shift to Dalu/Urshul, or you can roll Resolve + Composure for one more turn of rampaging fuckbeast and experience *Wasu-Im*, then you go into *Basu-Im* as dictated by your Primal Urge.
- *Gauru* regenerate *all* lethal and bashing damage *every* turn. It takes supernaturally aggravated damage or damage that wraps around to put a dent in the Warform.
- Apply Defense against Firearms
- Natural weapons do +2L, and also grant +3 to initiative
- Wolf's Senses are at +3
- Inflicts Lunacy with a -2 penalty to the roll
- Strength +3, Dexterity +1, Stamina +2, Size +2 (Health +4, Initiative +1, Speed +4). *Gauru* automatically fail any Social roll not based on Intimidation, and any Mental roll that isn't Perception- or Resistance-based.
- You suffer incredible Rage, and are compelled to cause some sort of damage to a foe or at least work towards attacking someone. You don't have to ground-and-pound someone who's been taken out if there are other options, but you do have to move towards or throw things at anyone up. If you don't have an opponent just tear some shit up. Not attacking for a turn means rolling Resolve + Composure to resist *Kuruth*.
- **Primal Fear:** You can force lesser enemies--most humans, spirits of lower rank, and non-supernatural animals--to use Down and Dirty Combat. Yes, this means you'll kill the shit out of anything that's not a "boss". If your prey is in a group, or not a pussy, you use normal combat except they lose their Skill to Defense.

URSHUL – THE DIRE WOLF

Urshul is a massive bear sized wolf beast perfectly suited to ripping at the heels and crippling opponents, for when it's time to close in on the kill, or keep the prey from escaping the wrath of the Gauru.

- You can speak First Tongue in a choppy, gross way, but can't speak human language
- Claws deal +1L and jaws do +2L, and you don't need to grapple for a bite
- Defense against Firearms
- Wolf's Senses get +3
- Lunacy at the normal dice pool
- Strength +2, Dexterity +2, Stamina +2, Manipulation -1, Size +1, Species speed factor +3 (Health +3, Initiative +2, Speed +7).
- **Weaken the Prey:** Once per scene whenever you damage the prey with your claws or jaws, you can inflict an appropriate Tilt, like Arm Wrack, Leg Wrack, or Knockdown without a targeted attack.

URHAN – THE WOLF

The regular wolf form is used for blending in in the wilderness, and chasing down prey.

- You can speak First Tongue perfectly, but not human languages
- Teeth are +1L and don't require a grapple, and you can start a grapple and deal damage in the same action with a bite.
- Wolfs Senses get +4
- Dexterity +2, Stamina +1, Manipulation -1, Size -1, Species speed factor +3 (Initiative +2, Speed +5)
- **Chase Down:** In a chase or pursuit, you use your *Speed* as your dice pool instead of Stamina + Athletics. You can also spend a point of Essence to jump ahead in the turn or preempt another character's action. If someone else tries to do the same thing, like with Celerity, it's a Clash of wills.

HUNTER'S ASPECT

As a crazy ass murder machine descended from the ultimate predator, you can hit a target with the overbearing weight of your prowess as a Hunter, debilitating them with a Condition related to your Auspice. To activate your Aspect, roll a relevant Power Attribute + Skill + Auspice Renown.

The actual Aspect for your Auspice is listed in the Auspice heading above.

RENOWN

The Spirits recognize your deeds, and mark your accomplishments by burning brands into your skin that shine in the *Hisil*. Put simply, it's a measure of your spiritual potency, and determines the strength of your Gifts and other effects. It's broken up into five different categories: Cunning, Glory, Honour, Purity, and Wisdom. Each one has a special Condition that you can tag yourself with by flaring your Renown, which makes the brands light up so much they can even be seen in the Flesh.

You can only flare your brands once a *story* and doing so means that Spirits, other Werewolves, and Wolfblooded all instinctively know what the brands mean, if not how specifically you got them. When you flare your Renown, other Werewolves are expected to challenge you, to allow you to show off that you can walk the walk to back up your talk.

Renown also determines your effective Rank when dealing with Spirits. Any Spirit with a lower Rank than you is likely to show deference. Mostly because you can deal Aggravated damage to it with your claws.

I'm really lazy, so I'm just going to copypaste

Total Renown	Effective Rank
0-3	1
4-7	2
8-12	3
13-18	4
19+	5

CUNNING

Uratha hunt things greater than they are. They can't always win through brute force or superior numbers. Sometimes, raw creativity and clever planning win the day. Cunning, Renown of the Irraka and the Iron Masters, governs these behaviors.

Sample Acts of Cunning: Infiltrating an enemy nest, luring prey into a trap, convincing the Pure's Wolf-Blooded to bug their territory, tricking a spirit into accepting an unbalanced deal, using legal loopholes to secure the deed to a territory, proving a task doesn't need to be accomplished instead of accomplishing it, baiting spirits away from a locus.

Renown Condition: Cunning

GLORY

Uratha stand strong, and fight until their muscles tear apart. They boil with epic fury, storm into battle, and remain in the fray in spite of overwhelming threats. Glory, Renown of the Cahalith and the Blood Talons, reflects these behaviors.

Sample Acts of Glory: Defeating a superior foe, facing overwhelming numbers (victorious or not), holding a daunting foe off to save innocents, confronting an Uratha in Kuruth, participating in a suicide mission (with the intent to survive) to remember and tell the story, challenging an Uratha leader.

Renown Condition: Glorious

HONOR

The Forsaken fight not because they must, but because it's right. A werewolf could eschew her ancestral duties, and find a place to hide away from her role. An honorable Uratha grabs that role and owns it proudly, standing as a judge and shepherd. Honor, Renown of the Elodith and the Storm Lords, rewards these behaviors.

Sample Acts of Honor: Acting as a neutral party when a packmate is judged from outside, standing as mediator for an in-pack dispute, submitting yourself to judgment, making restitution to a victim, announcing an attack beforehand, seeking diplomacy with rivals, hampering your abilities for a fair fight, remaining honest even when it could hurt your pack, ceding territory to a more suitable owner, refusing to hunt an inferior foe.

Renown Condition: Honorable

PURITY

The Forsaken represent Father Wolf, Luna, and the Firstborn in everything they do. Uratha espousing Purity adhere strictly to the Oath of the Moon, to the exclusion of other concerns. They put their ancestral duty before friendships, work, love, and even territory. Purity, Renown of the Rahu and the Hunters in Darkness, governs such behaviors.

Sample Acts of Purity: Sacrificing in the name of the Oath of the Moon, showing deference to a higher-Renown enemy, showing respect to prey, taking a mate, killing witnesses to an Uratha

revealing her nature, sparing an enemy Uratha, fasting outside of the hunt, losing face to uphold your tribal oath.

Renown Condition: Pure

WISDOM

The Uratha favor Wisdom as a counterpoint to their savage fury. Sometimes, it's better to take a holistic approach to a problem, even when the blood of the wolf rears its violent head. After all, Uratha are beings half of spirit, and have esoteric answers to many questions. Wisdom, Renown of the Ithaeur and the Bone Shadows, governs this.

Sample Acts of Wisdom: Making a deal with a dangerous spirit, healing negative resonance, seeking the nonviolent answer, creating a fetish, uncovering and exploiting a spirit's ban, helping another uncover and earn a rare Gift, securing a territory, creating a new rite, discovering hidden lore, bolstering a locus' Essence.

Renown Condition: Wise

ESSENCE

Essence is the mystical energy of the spiritual world, and the force that powers most of the Uratha's supernatural abilities. It speeds up shapeshifting, fuels their talents, powers gifts and fetishes, and is currency to spirits.

Essence is gained in the following ways:

- By touching a Locus in the Flesh, or eating the strange meat and vegetation that grows around it in the *Hisil*.
- Through devouring the flesh of Spirits during a *Siskur-Dah*
- By eating the flesh of humans or wolves (or Werewolves). Doing so causes Aggravated damage, but is a Breaking Point towards Spirit, and a violation of the Oath of the Moon.
- Destroying a Fetish to absorb it's Essence
- Seeing your Auspice Moon

REACHING

Werewolves can cross the Gauntlet--the scar tissue formed over the Bordermarche's by *Urfarah*'s death cry--from the Flesh to the Spirit through Reaching. Normally, this is done at a Locus, but Werewolves of Harmony 8 or Higher never need a Locus to go to the physical world and Werewolves Harmony 3 or lower never need a Locus to cross to the *Hisil*. When crossing to the Spirit, the roll to Reach is 10-Harmony, and going the other way is Harmony. Both rolls are penalized by the Gauntlet strength,

Circumstance	Modifier
Staring into reflective surface	+1
Crossing into Shadow during the day	-2
Crossing into the Flesh during the day	+2

GAUNTLET STRENGTH

Location	Strength	Dice Modifier
Dense urban areas	5	-3
City suburbs, towns	4	-2
Small towns, villages	3	-1
Wilderness, countryside	2	0
Locus	1	+2
Verge	0	n/a

and there's this handy suggestion chart. It takes two turns per Gauntlet strength, unless you roll an Exceptional Success or spend a point of Essence.

SILVER

As someone who has ever seen anything ever, you know that Werewolves and silver don't get along. Anything that's at least 80% silver burns like a motherfucker, and will deal Aggravated damage when used in an attack.

LUNACY

Whenever some muggle sees you doing your werewolf shit, it breaks their tiny human minds right open and dumps molten primal fear right onto their lizard brain. Lunacy is a Breaking Point rolled whenever is most dramatic, often with additional factors like whether they were attacked, or how many people are dealing with the same shit alongside them. The more striking an incident is, the more likely they are to remember it (so try not to beat up muggles when you're in Gauru... assuming they survive).

On a success, they freak out, but can act at a penalty and have to deal with normal Breaking Point conditions like Spooked, Guilty, or Shaken. On a failure, they're so overcome with pants shitting terror that it causes them to suffer one of the Lunacy Conditions (Atavism, Delusion, or Reception) a number of days equal to your Primal Urge. On an *Exceptional* success, they regain all Willpower and will do whatever it takes to not die, and will remember what happened with clarity that only comes from a life or death situation. On a Dramatic Failure, good job, you fucked up someone's life and created a Wolfblooded.

Only normal muggles suffer from Lunacy. Werewolves, vampires, witches, Claimed, Hosts, and anything else that will generally try to eat your face instead of talk to you doesn't suffer Lunacy.

KURUTH, OR HOW I STOPPED WORRYING AND LEARNED TO LOVE DEATH RAGE

As has previously been mentioned two or three times, long ago in ancient times, Werewolves pissed off Luna by killing the *Urfarah*. When a Rank 6+ Spirit gets pissed off, it's the kind of thing that results in ancestral curses that last millennia. The Moon God/dess may have "cooled off" a bit, but Werewolves still have to deal with the white hot fury of being primordial hunters.

When confronted by a *Kuruth* trigger, a Werewolf goes into soft rage and tries to avoid flipping out and going into full on "kill every motherfucker in the room" level Hard Rage.

TRIGGERS

What causes Death Rage depends on the Uratha's level of Harmony. When he's centered very few things set him off. As he slips in either direction, he becomes more and more unstable.

At the extremes of Harmony, almost anything can send a werewolf into *Kuruth* – his auspice moon in the sky, a murderer passing him in the street. He may work out his trigger and lock himself in a reinforced room when he suspects it will happen – but even though he does not see the moon in the sky, he still enters *Kuruth*. These passive triggers happen regardless of the werewolf's actions.

As he becomes more centered, common things may set the werewolf off, but he has to be aware of them – he has to see the moon in the sky, or smell the blood soaked into the murderer's clothes. If he finds a safe place where he cannot see the sky, the moon cannot force him to *Kuruth*. Such a common trigger is a common event, but the werewolf can avoid it.

When he is close to balance, only specific things draw the predator to the fore. Being spat on, smelling wolfsbane, or having silver pressed into his flesh can set him off, but the circumstances are rare. These specific triggers do not happen often, though a werewolf's enemies will find a way to use them against him.

Each werewolf has a set of *Kuruth* triggers that apply just to him. Which trigger affects him at any given time depends on his Harmony. A player should pick one of the following sets of triggers so she knows what will affect her character when his Harmony changes. Werewolves also have general triggers, events that will push any werewolf into Death Rage. All of the general triggers affect every werewolf, though she only suffers her personal triggers once a night, general triggers have no such limit.

BLOOD

Passive: Smelling human blood.

Common: Tasting human blood.

Specific: Swallowing human blood.

MOON

Passive: Your auspice moon is in the sky.

Common: You witness your auspice moon in the sky.

Specific: Hear a wolf or werewolf howl when your auspice moon is in the sky.

THE OTHER

Passive: You come within 10 yards of a supernatural creature.

Common: You witness a supernatural creature doing something obviously inhuman.

Specific: You are the target of a supernatural power.

PACK

Passive: A pack member takes lethal damage.

Common: Seeing someone attack a pack member.

Specific: You cause lethal damage to a pack member.

TERRITORY

Passive: A werewolf you don't know enters your territory without permission.

Common: You see a werewolf you don't know in your territory.

Specific: A werewolf you don't know challenges your pack's ability to do its duty.

WOUNDS

Passive: Being in the area of a Wound.

Common: Interacting with a Wound-born spirit.

Specific: Being attacked by a Wound-born spirit.

GENERAL TRIGGERS

Spending too long in Gauru.

Taking Gauru outside of combat.

Taking damage from silver.

Forced into *Kuruth* by an Elodoth.

WASU-IM – RAGE LITE

Known as the “soft” rage, in *wasu-im* you've been confronted by a *Kuruth* trigger, whether personal or general, and are forced into either Dalu or Urshul form. Every turn you have to do some kind of damage to something, generally murdering a bitch. Doing anything other than wrecking face requires a Resolve + Composure roll, and if you fail you go straight into *Basu-Im*. If you roll an Exceptional, you leave *Wasu-Im*.

BASU-IM - "I HOPE YOU WORE YOUR BROWN PANTS"

If you don't manage to get out of *Wasu-Im* before your Harmony limit, you enter the HARD RAGE. While in *Basu-Im*, anything that's not a gauru needs to fucking die. You shift into Gauru, even if you've already wasted your time in gauru for the scene. You ignore wound penalties, you can't be reasoned with. You don't feel pity, or remorse, or fear. And you absolutely will not stop until everything around you is dead.

- Attempts to change your course or sway you suffer double your Primal Urge, on top of any supernatural resistance
- If one Werewolf goes into *Basu-Im*, any other werewolf within 10 yards that can see or smell it makes a Resolve+Composure roll and needs one success per Werewolf in *Kuruth* or they *also* go bugnuts insane.
- Normal Gauru rage is heightened, and you fuck up anything that's not also Gauru or tear shit up.
- Then you go back to *Hishu* and pass out. Knowing what horrible things you've done will probably be a Break towards Spirit.

SHIT YOU HAVE TO DEAL WITH

Obviously, as a terrifyingly powerful Hunter-Beast, you obviously have something that you need to Hunt. Can't have a *Siskur-Dah* without the prey.

HUMANS

There's a better than 90% chance that you are one of these, so you should know what a human is. To a Werewolf, humans can be allies or hindrances, and for the Iron Masters, they're the Sacred Prey. Yeah, Humans seem like they're weak, and most muggles won't be much of a challenge for a Werewolf. But it's not about straight up fights when you face off against humans. It's about the game of wits. It's about taking down organizations, not single people.

And don't count out every human. Sure, that mafia boss pumping out a new drug might be easy to knock off, but what about the ones who wield magic? What about those Wolfblooded who know all your werewolfy tricks and aren't having any of your shit, or who can turn the Spirits against you? Humans aren't always a challenge, but there's a reason they're the most Cunning of Prey.

WEREWOLVES

Oh shit, werewolf on werewolf violence. If you want to know what Werewolves can do, you really should read the book more. Or even this cheat sheet. You already know you're a badass, so think about what it'd be like to face yourself with (probably) less morals.

As for the why? Could be breaking Forsaken ruining it for other Forsaken, going crazy and attracting attention, could be Ghost Wolves who don't know or care to know about what they should

and shouldn't do. Could just be some crazy psycho wolf who likes long pig a bit too much, or even a cult for some crazy magrath. Or it might be one of the Pure.

THE PURE

Forsaken aren't the only Werewolves out there. They've got to deal with these jackasses, who like to pretend they didn't have anything to do with the death of *Urfarah* because they don't like "consequences" or "dealing with the fallout". They're descended from the Firstborn who saw what happened to the world after *Urfarah*'s death howl caused the Sundering and decided they wanted things to go back the way they were.

FIRE TOUCHED

Crazy religious nutjobs who follow Rabid Wolf. They're like a right wing version of the Bone Shadows. They worship spirits and manipulate the Shadow, and they have Gifts of Disease and Madness and they want you to know that they love you and want you to become just as crazy and religious as they are. Their prey is anyone who would dishonour the Shadow.

PREDATOR KINGS

Crazy redneck werewolves who live out in the woods and use only hand crafted tools. Also they're cannibals. They're basically every backwoods hillbilly cannibal movie slasher, except also a Werewolf. Under Dire Wolf, their entire lives are based around the Hunt, and they see *Urfarah*'s death as having happened because he was weak (but they still hate the Forsaken for ruining the world by killing him anyway). Their sacred prey is anyone who would dishonour the hunt.

IVORY CLAWS

Crazy racist Nazi werewolves who obsess over purity and power. They're rich blue bloods who follow Silver Wolf and believe that with eugenics and purity they can bring back Pangaea. They also may or may not eat other Werewolves to maintain their purity. Either way, through proper breeding they hope to create an ubermensch werewolf. Their sacred prey is any who would dishonour their lineage.

SPIRITS

Spirits are animistic ephemeral beings from a world of emotions and concepts known as the Shadow. The Shadow influences the mortal world, and the mortal world influences the Shadow in a feedback loop. Fighting Spirits is made difficult by the fact that they don't really exist in a proper way. Killing a Spirit might only be a temporary setback to it, unless you manage to drain its Essence. Spirits can be incredibly strong, and have strange and alien powers, and often they require specific Bans and Banes to deal with them.

On the plus side, Spirits also give Werewolves Gifts, (and Werewolves can take Gifts by using the *Siskur-Dah*) and powerful Spirits can partner with Werewolves as Totems.

The more fucked up Spirits are known as *Magath*, and are spirits with conflicting concepts or resonances. Cat-dogs and love-hates. While all Spirits are on some level pretty crazy, *magath* are even more so.

There are also the *Maeljin*, powerful demonic entities who represent human sin and hatred, manipulating and coercing mortals--and even werewolves--into doing their dark bidding. These creatures and their minions often have to do with *Wounds*, where the Shadow is corrupt and perverted and dark.

CLAIMED

Powerful spirits--and other ephemeral entities like Ghosts or even Angels--can manipulate, possess, and even merge with other things. If you're lucky, it's just some kind of an object. If you're unlucky, you may face mortals who've become merged with spirits to create a powerful hybrid creature that furthers the spirit's desires. If you're *really* unlucky, you might face off against a Claimed supernatural, including Werewolves.

Whatever they originally were, the Claimed are now horrible abominations

HOSTS

Speaking of horrible abominations! The Host are ancient enemies of *Urfarah* from the time of Pangaea. They survived the Sundering, and want to return to their former glory. Each individual Host is the shard of a larger entity, and destroying them is nearly impossible as they split apart and scatter and replicate. There are many different Hosts, but the main two are the Azlu and the Beshilu. Whichever type of Host, they all start the same way: with the shard of the host burrowing into a human and hollowing them out, using the corpse as a costume. They're sort of like the Claimed in that regard. They merge with their host and eventually take them over, becoming stronger and stronger.

AZLU

Horrible spider-beasts that are the offspring of the Spinner-Hag, the Azlu seek to cut Flesh and Spirit off from one another. They spin their Webs and strengthen the Gauntlet, creating dead zones where essence can never pass through. Their territories are covered in tiny invisible threads that catch invaders, letting them spin the would-be hunters into their Gauntlet cocoons.

BESHILU

The Rats work against the Azlu, tearing down the Gauntlet instead of building it up, letting Spirit and Flesh mingle and merge. Where the Beshilu make their nests the world is mad, with Spirits flitting through Verges. They have a religious devotion to restoring the Plague-King, and are torn between madness and fear.

THE IDIGAM

The *Idigam* are insane conceptual spirits from a time-before-time. They fought *Urfarah* even before the Firstborn. Maddened by the inability to defeat so formless and shifting an entity, Luna suggested binding the *Idigam* up and imprisoning them on the lifeless surface of the moon.

And that's where they stayed, until the Lunar Missions brought them back.

The *Idigam* are powerful spirits, but unlike other Spirits they don't have any specific concept or form that they hew to. Instead they're just fucking insane and pick whatever they want to be. As for what they are? Who knows. Luna's children from some other pairing? The Spirit of things-that-never-were? The Spirit of things-that-may-yet be? Literally Goddamned space aliens? Insane *Uratha* driven mad by the Moon's love? The Spiritual reflection of Mankind itself?

OTHER BEASTIES

It's a ~~World~~ Chronicle of Darkness. There's all kinds of monstrous shit out there for you to deal with. Vampires, space aliens, government experiments, robotic angels, wizards, demons, chupacabra, swamp men, Goddamned zombies, fish-people... You name it, it probably wants to kill you. Best to off it first.

