



WEREWOLF

THE FORSAKEN™

MANITOU SPRINGS

PART ONE:
WELCOME TO
MANITOU
SPRINGS

FREE INTRODUCTORY SCENARIO

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THE HUNT BEGINS...

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

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

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

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

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

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

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

THE GAME

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

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

THE RULES

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

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

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

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

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

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

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

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

THE CHARACTER SHEET

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

- **Attributes** represent inherent capabilities, such as Strength, Intelligence, or Presence.
- **Skills** represent learned abilities, such as Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant Specialty in the Skill in your dice pool, you get a +1 modifier.
- **Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number available to him when he is uninjured. His Health points are recorded in the corresponding boxes, denoting his current state of health. (See "Health and Damage" for how to mark off Health points and the effects of wound penalties.)
- **Willpower** represents your character's reserves. You can spend one point (and one point only) of Willpower on any roll, which gives you three additional dice in that dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and you regain it only for acting in accordance with your character's **Virtue** or **Vice** (see individual character descriptions). Willpower is ranked from 1 to 10, unlike most other traits.
- **Primal Urge** represents the inherent power of the character's werewolf nature.
- **Essence:** This is the amount of distilled spirit power that currently fills the werewolf character's body. You spend Essence to activate different powers.
- **Gifts** are special werewolf powers, and each is explained in the character's description.
- **Merits** are special natural edges a character has, such as Contacts, Resources, or Striking Looks. The effects of each Merit are explained in the character's description.
- **Defense** and **Initiative Modifier** are traits used in combat and are explained in that section.
- **Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice that distance in a turn if

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

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

COMBAT

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

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

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

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

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

- **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)
- **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)
- **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)
- **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

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

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

COMPLICATIONS

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

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

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

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

HEALTH AND DAMAGE

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

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

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

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



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



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



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

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

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

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

BEING A WEREWOLF

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SPIRITS & LOCI

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

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

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

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

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

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

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

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