Werewolf the Apocalypse

By

Mist of Shadows

Welcome to a fun filled adventure filled with werewolves, evil spirits, and tainted abominations. For the next ten years, you'll be involved in werewolf or, as they like to call themselves, Garou politics, stopping the corruption of the planet or if you're one of the fallen, trying to corrupt the world. Either way, the world is a dangerous place; take 1,000 character points to help you survive.

Origins

Drop In: **[Free]**
You've been tossed into the world with no friends save the ones you bring and no backstory or official paperwork. On the upside, you don't have any new memories clogging up your mind.

Kinfolk: [+100]
You're family to a clan of werewolves. While you don't gain the ability to shift into a fuzzy engine of destruction like certain members of your clan, you're in the know about werewolves and have at least heard of the more common types of supernatural creature in the world of darkness.

Werewolf: [Free]
Congratulations, you can turn into a fuzzy blender of death. Barring any flaws that would change things, you're currently a Fostern in good standing with your sept and pack. That means that you've completed your rite of passage and accumulated enough renown to be considered an adult in Garou society.

Locations

Garou are found all over the world, roll 1d8 or pay 50cp to choose your starting location.

1) USA:
2) Ireland
3) Scotland
4) Norway
5) Germany

6) France
7) South America
8) Free choice.

Age

You may roll or pay 50cp to choose your age.

Drop In Age: Pick anything reasonable.
Kinfolk Age: Pick anything reasonable.
Homid Age: 15 + 1d8
Lupus Age: 2 + 1d8
Metis Age: 13 + 1d8
Gender: Same as before or pay 50 to change it.

Generic Perks

Immune to the Delirium: (Free/100cp) You're immune to the effect seeing a werewolf in a nonhuman form normally causes someone either because you're kinfolk, a werewolf, or because you have no racial memories of the Impergium when various shape changers culled humanity. For 100 points, you're immune to any mind warping or sanity damaging effect caused by seeing a monster.

Ambidextrous: [50] You can use both hands equally well.

Fair Glabro: [50] While your Glabro form is still a good six inches taller than your homid form your Glabro form looks completely human rather than like a Neanderthal linebacker with long canines and claws.

Basic Training: [50/100/200] You've had 'basic' training in a field available in this world, medicine, melee combat, acrobatics, driving, computers or any other skill or ability you could pick up in werewolf. For 100cp, you're a professional. For 200cp, you're the Bruce Lee, Leonardo Da Vinci or Stephen Hawking of your field of choice. This may be taken more than once but it applies to a new skill each time.

Delirium: [300] This is strange, not only can you toggle if you cause Delirium, you can make any of your monstrous forms cause something remarkably close to the Delirium even in other worlds.

Iron Will: [300] Once you've made up your mind, your will is like iron. You're extremely resistant to any outside forces that attempt to influence you. You're also much less likely to frenzy.

Metamorph: [300] It normally takes a werewolf a few seconds to change between their various alternate forms, you don't have that problem. You can change between your various forms instantly. Additionally if you're ever knocked unconscious, you can choose which of your alternate forms to revert to.

Grand Ritualist: [400 Discount Theurge, Numina, Skinwalker] Not only have you been trained in using various rituals and rites, you're exceptionally good at them. Not only can you make just about any ritual look good, you only have to pay half the cost of a ritual. For some reason the spirits/gods don't care nearly as much who or what you are, in other words, if a ritual requires you to be a specific race or class, you're fine as long as you can get 'reasonably' close.

Blood of Kings: [600 Discounted Silver Fangs, Fianna, White Howlers, Get of Fenris and Wendigo] You can trace your lineage to kings and or legends. Normally, that is nothing special in certain tribes but you seem to have the grace and sheer presence of the legends of old. Not only does this boost your charisma but your children and their children's children will inherit your shifter abilities without fail. The charisma boost is even more impressive against other werewolves though they'll expect you to live up to the legends.

Origin Perks

The 100 point abilities are free for their origins, the rest are discounted 50%.

Drop In

Awareness: [100] You have a magical sense for supernatural creatures, able to 'see' them for what they are. Werewolves might have ethereal wolf ears, vampires might have have an unnatural aura of coldness around them and or drip blood from their eyes, mages might glow with an aura, and monsters in human form might have an overlay of

their normal form. Possessing spirits might show up as darkness or a twisted feeling around the person they're controlling.

Trespassing: [200] The world is filled with areas that are claimed by various supernatural groups that expect you to stay out of their territory, even if they aren't clearly marked in a language most people can understand. Normally, this would be a problem, but you have a sixth sense that lets you know whenever you're about to enter a group's territory and perhaps more importantly, which group the area belongs to.

Mad Science [400] Much like the bastards at Pentex, you know several ways to create machines that produce 'taint'. Unlike Pentex, a rather nasty multinational company that exists to make money and corrupt the world, you're not limited to wyrm tainted machines. In other words, you could create a machine that 'taints' a place with wyld energy which might allow plants to walk or change into interesting shapes, or weaver energy that increases the functioning of certain technology in the right amounts. Of course, too much of anything isn't a good thing and will cause some odd effects, but that's why they call it *Mad* Science.

Skinwalker [600] You've uncovered a strange and ancient ritual that allows you to stitch together five skins from a type of creature and give someone a similar alternate form. Unlike the corrupted ritual taught to various kinfolk, this ritual doesn't cause any taint unless the skins are themselves corrupted and haven't been ritually cleansed.

Kinfolk

Mix Fit It [100] Fix the door, patch the wall, get the blood stains out of the rug, make the glowing box work, manage a business or drop a couple of bodies off in a location they'll never be found, simply put you know a little bit about just about everything mundane and have a decent web of contacts for getting things done, cheaply and efficiently. You'll find it doesn't take long to find contacts in new worlds either.

Gnosis [200] Unlike most kinfolk, you start with a small pool of spiritual energy that you can use to power spirit gifts. Three gnosis to be exact. This allows you to use and buy gifts that require gnosis.

Moonsilver Smith: [400] Not only have you been trained by some of your tribe's best silversmiths you have a talent for crafting silver that goes beyond mere mortal. Not only

is it easier to talk a spirit into inhabiting your creations, any silver weapon you create never dulls or breaks in battle. They also deal twice the damage to any creature vulnerable to silver. If taken with Grand Ritualist you know a ritual to turn cleansed silver into moonsilver.

Numina: [600] You've picked up a supernatural hedge Magic Path at a master's level of understanding. To put it in game terms, you have five dots. This can be taken more than once.

Werewolf

Fuzzy Death: [Free and Restricted to Werewolf] You have the ability to change into a wolf, a half wolf/half human monster that is up to three feet taller than your human form, as well as a large dire wolf and a bulkier and taller feral looking version of your human form that is slightly stronger than your human form. See the notes for the official names of these forms. These blessings come with certain drawbacks, namely a supernatural allergy to silver while in your new alternate forms, as well as the ability to cause most non supernatural people from this world that see your Crinos or direwolf form to experience the Delirium.

Gnosis and Rage: [Free and Restricted to Werewolf] You have a small pool of spiritual energy that you can use to power most of your spirit gifts, as well as a pool of liquid rage. If you chose to be a human, you have 1 Gnosis, whereas a wolf's connection to nature gives them 5 gnosis to start with. Your starting rage is controlled by your auspice. You may use your supernatural rage to heal some of your wounds, attack faster, or shift forms instantly. This pool of rage can be felt by others and makes most normal humans and animals uncomfortable in your presence.

Tooth and Claw: [100] The use of natural weapons just comes... Well, naturally to you. If there was such a thing as wolf-fu, you know it. Any hand-to-hand skill you have seems to translate suspiciously well when it comes to the use of any natural weapons you have, no matter what strange forms you get.

Acute Senses: [200] Your senses are exceptionally sharp and don't seem limited by what form you take. Your current form can benefit from any enhanced senses your alternate forms have.

Sidestep: [400] Normally, stepping into the umbra or spirit realms requires a werewolf to use their gnosis or spiritual energy to slip through the gauntlet; your talent, on the other hand, allows you to slip through the gauntlet with nothing more than a thought and a little concentration. Unlike others with the ability to sidestep, you don't risk getting trapped in the gauntlet. Normally, the ability to step sideways into the Umbra or spirit realm would be of limited help after you leave the jump unless there is a compatible spirit realm, but this makes sure there is some type of spiritual realm to step into even if the world shouldn't have one.

Chosen Warrior: [600] Perhaps you're blessed by Luna, or maybe you just won the genetic lottery; either way, you're no more vulnerable to silver than any other metal. You're also immune to wyrm taint and other types of corruption.

Breed:

Garou are split into three groups depending on their mother. If you're born to a human or a homid werewolf, you're a homid unless your father was also a werewolf then you're a metis. If your mother was a wolf or a lupus, you're a lupus unless the father was also a werewolf, then you're a metis. Your breed influences your gnosis and outlook on life as a garou as well as determines what forms you can 'safely' use silver.

Homid: You might have been born to a werewolf or kinfolk but you were raised human, as far as you knew other than some anger issues in puberty, you were human. At least until the dreams started, craving meat, running through a forest and chasing various prey animals were fairly common dreams for a while. Thankfully some relatives noticed the problem and got you away from people before your first change. Since then you've been learning the rules for garou society and gaining renown as best you can. You take extra damage from silver in Glabro, Crinos,

Hispo and Lupus. Because your connection to nature is weaker than the other types of werewolves you start with one gnosis.

Human Born: [100] You grew up human, half the time you still consider yourself human. People are less likely to believe you're anything other than human if you're in a human form.

Child of Weaver: [200] You're a child of the Weaver but in a good way, maybe the spirits of tools and technology are a little more active or maybe you're just good at taking care of your tools but your tools and technology generally don't break from proper use unless they're designed to, like explosives or something.

Ritual Crap: [400] Any group collects rules, traditions and rituals if they exist long enough and the garou nation has existed longer than most. Galliards and Philodox would claim that all traditions and laws are important but let's be honest, some of them are just kept around because they're tradition. Unlike most of your fellow Garou you didn't drink the kool-aid, you're well aware that the garou aren't perfect or gods. As such you have a talent for looking at things with fresh eyes and seeing to the heart of laws, traditions and rituals. You're able with a little bit of work and a decent working knowledge of a tradition or law to figure out how relevant it still is. That said, your real talent has to do with figuring out which parts of rituals were the spirits messing with people or people copying things down incorrectly. You didn't honestly think that ritual required dressing up like a raven did you? You're generally able to cut a third off the time it takes a ritual to be performed if you have time to look it over beforehand.

Child of Man: [600] Reason and rationality were Gaia's gifts to humanity, such was her gift to you. Even while a beast you keep your rational mind, you'll never need fear losing your mind or full intelligence while shapeshifting into animals or monsters.

Metis [+100 Werewolf/That One Bastard only]: Werewolves and fera aren't supposed to have children with the same species, that's what kinfolk are for. Because of your parents' crime and sin, you've been 'cursed' with either a physical deformity or a mental quirk. Your natural form is your half wolf/half human crinos form. Barring certain gifts or perks, just touching

silver burns like fire in all of your forms. Generally speaking, werewolves will treat you as a second class citizen because of your parents' crime. You're also sterile and everyone knows it and occasionally rubs it in your face. On the plus side, you were raised by your tribe and have a much better understanding of Garou culture and you can shift to crinos instantly without spending rage. You start with three gnosis.

Tribe Born: [100] You grew up in your tribe and learned a great deal of your tribe's lore, you know the litany, backwards and forwards, especially the part about garou not fucking garou and you can remember significant parts of your tribe's history. Moving forward, you find it surprisingly easy to pick up the history of groups by being around them.

Thick Skinned: [200] Insults, right, those things that you learned to ignore by the time you were three. Not only do you have an almost supernatural talent for ignoring insults, you find that most people don't even bother to insult you for anything unless you've personally pissed them off.

Hopeful Cripple: [400] You have a knack for turning negatives into positives, lost a bet, that's fine, you were just making sure the casino didn't nail you for cheating, missing a foot, no worries, that just means you can hide a gun in your peg leg, fits of madness, it wasn't like your boss actually needed to see the solicitors anyways. You're virtually immune to depression, magical or otherwise and no one worries if you can do the job because of any 'disadvantages' as long as you can actually do the job.

Spin The World: [600] You have an almost supernatural knack for getting people to reexamine their prejudices and let them go. With a little work, you could get people to blame the parents of a metis rather than the metis or get that Nazi to marry a jew.

Lupus: You were born as a wolf. You have a connection to nature few others will ever understand. You grew up playing in the wild, learning to hunt and then hunting for your food as you effortlessly worked your way up the hierarchy in your pack. Of course, now you run with a pack of Garou rather than wolves but it's still much the same, figure out where you fit and

do your best to help the pack because packs survive and lone wolves don't. You start with five points of gnosis because of your deep connection to nature.

Beast at Heart: [100] You have a connection to nature that even most garou don't understand, tracking someone through the wilderness by scent comes naturally to you as does hunting for your food and understanding wolves and how to fit into a pack.

Canine: [200] You might be a wolf but you're also a canine and dogs are canines. People like dogs and for some strange reason most people treat your lupus form as a large dog rather than a wolf, at least until you growl or do anything overtly hostile that reminds them that you're a rather large wolf.

Forks: [400] Forks, yes, I know what a fork is, I can even use chopsticks and program a VCR, asshole. You're supernaturally good at picking up 'alien' cultures, languages and a basic understanding of a culture's technology as well as keeping all of the rules straight. You also have no problem walking back to a group after being away for a while and fitting in.

Ghost Wolves: [600] By howling in a special way you can call forth the Wild Hunt or at least a version of it. You can summon a large horse sized spirit wolf to help you track down and kill your prey. The wolf lasts until the enemy is slain or until the next dawn, whichever is first. The hunt can only be called on a particular person once. The spirit wolf is supernaturally strong and durable, able to tear through steel with frightening ease and is immune to non-magical weapons. You start with the ability to keep one ghostly wolf active at a time but with enough time and practice might be able to control an entire pack.

Tribes:

The ancient garou used to be one massive group but as they split up to cover the world they divided into tribes or perhaps it's better to say that the garou became separate tribes after they mixed with the natives in their travels. While Tribes are like clans, there is a spiritual component to the tribes which makes things more complicated than

just blood ties. Each tribe has a guardian spirit that watches out for them as a whole and that the tribe generally respects and honors. You may either ignore the advantage and disadvantage or you may take both. You're limited to one tribe.

Black Furies: [Female or Metis only, free sex change to female] The Black Furies only accept women as members (save a few male Metis); male children are traded off to other clans. They're known for their honor, wisdom, pride, and fierce skills in battle as well as worship of Artemis. Their tribal totem is Pegasus. Their wolf forms tend to be broad shouldered and graceful and predominantly black with white, silver or grey highlights or streaks.

Soul of Honor: Provided you haven't betrayed your honor, attempts to frame you for dishonorable conduct inevitably fail. Additionally, even hated rivals admit that you're honorable provided you haven't broken your code of honor recently or against them.

Distrust of Men: Men, at the heart of the world's problems is a man or the wyrm but he's probably male so see rule one. You have a major grudge against men, while you might have sex with one, you'll probably never call, unless your child turns out to be male then you'll likely just drop him off on their doorstep if you don't leave him at a hospital or something. Any argument with men makes you more likely to frenzy in stressful situations.

Black Spiral Dancers: Black Spiral Dancers are a 'tribe' of corrupted werewolves that work to corrupt the world and kill their uncorrupted brethren. They're all more than a little unhinged and more often than not mutated in some disgusting way. Their alternate forms tend to look mangy, unkempt and often times downright mutated.

Fomori: Through dark rituals, corruptive agents and other such unholy methods you know how to corrupt people and animals into twisted monstrous shadows of their former self. It takes breaking them and summoning in a bane but that's half the fun. You can grant someone minor supernatural abilities for the low cost of their sanity and often times their physical well being and soul.

Bug Nuts: Becoming a Spiral Dancer broke something in your mind, your sense of right and wrong went out the window. While you can intellectually understand a group's

moral code, you're at best a borderline sociopath and don't feel anything other than joy when committing the oldest sins in the newest ways. While your companions might avoid you sacrificing them for power provided the method would permanently kill them, just about everyone else is fair game if you can get away with it.

Bone Gnawers: The Bone Gnawers are the scavengers and survivors of the werewolves. While they're seen as little more than mongrels who sift through the waste of humanity by most of the tribes, they have a keen understanding of humanity. Their 'wolf' forms are much more dog like than other tribes. Their tribal totem is Rat.

Rumors: You have a knack for figuring out useful information in a city, 'knowing' who to talk to and where to go to get various off the book services.

Social Outcasts: Because of your tribe's tendency to live on the streets and scrounge food from dumpsters, the rest of the garou generally treat you as one rank less than you have. Cubs are still treated as cubs though they generally get less respect than other cubs.

Children of Gaia: They're a tribe dedicated to peace between the tribes, with the exception of the Black Spiral Dancers. While they have an important job, they're often called hippies and peaceniks by the other tribes. Their wolf forms tend to lean toward brown or grey fur with splotches or stripes of white. Their tribal totem is Unicon.

Diplomacy: You know those people that can get two violently opposed factions to sit down at a table and at least discuss their issues like moderately civilized beings, yeah, you're one of them. You've got a silver tongue when it comes to being diplomatic.

Weak Veil: Your alternate forms don't cause the delium.

Fianna: The Fianna tribe trace their ancestry to various celtic and european lands and are known for their fierce enjoyment of life, their skills and ferocity in battle, and being keepers of the music, stories, and lore of the Garou. They're also known for having close connections with their kin. Their wolves forms are generally blood red or

black direwolves or Irish wolfhounds with green or greenish grey eyes. Their tribal totem is Stag.

Heirloom: Because of the tight-knit family of the Fianna they receive one of the following. You may import appropriate items into your heirloom.

1) A Fae weapon that never breaks and can deal increased/aggravated damage.
2) A set of Fae Armor that never breaks, doesn't restrict your movement or dexterity in any way and shapeshifts to fit any form.
3) A discount on the grand klaive option, which drops it to free if you're an ahroun. You may forgo the discount to upgrade the grand klaive to moonsilver which increases gnosis rather than draining it like most silver weapons.
4) Any 200 or less point item from the item section or fetish of less than elder rank from any of the werewolf books.

Low self control: Fianna are creatures of passion, both the highs and lows of life. Your resistance to emotional influence is drastically reduced. Your self control is a bit frayed as well.

Get of Fenris: European werewolves not known for their mercy, compassion or humbleness. While they see often see themselves as great heroes, even other werewolves find them violent. Their wolf forms resemble are huge northern grey wolves with huge jaws. There tribal totem is Fenris.

Warrior's Heart: Because of their bloodline and training Get of Fenris are more durable than most garou. They also heal twice as much when they spend rage to heal.

Blind Commitment: The Get of Fenris have a lesser version of the hatred flaw, merely wanting it destroyed or dealt with when they run into the object of their hatred.

Glass Walkers: The Glass Walkers see technology as the answer to just about every problems, which makes most of the other tribes rather nervous. They also live almost exclusively in the city. Their wolf forms are small to medium sized with mottled patterns. Their totem is Cockroach.

Weaver's Children: A natural or unnatural affinity for technology, just by looking at and listening to the whispers of the spirits, they can get a basic sense of how technology works and how to use it.

Weaver Affinity: Glass Walkers can't regain gnosis outside of a city or caern. This causes a certain amount of distrust from other garou.

Red Talons: [Lupus or Metis only] They're the only tribe among the werewolves that is exclusively lupine in nature, save for a couple of metis. They pretty much shun humanity completely as a blight on the Earth. Their wolf forms are generally large brown wolves. Every single red Talon has at least one spot of flaming red hair. Their tribal totem is Griffin.

Gaia's Fury: They start with 1 more rage than their auspice would normally give them and cap out at 11 rage rather than 10.

Wyld Affinity: Because of their deep connection to nature they can't regain their gnosis in any urban environment.

Shadow Lords: They're a tribe filled with schemers, movers, and shakers or at least, that's how they like to think of themselves. Other tribes have a less favorable opinion of them because of a history of dirty deeds and backroom deals. Their wolf forms resemble short and stocky wolfish pitbulls. Most have dark fur. Their tribal totem is Grandfather Thunder.

Outmaneuver: Yes, you might be a slimy bastard, everyone might even 'know' that you're a slimy bastard but somehow they still listen to you, even though they should know better. Unless you've personally screwed someone over, your reputation is only of minor concern unless it is truly horrific.

Unworthy: Because of the unforgiving nature of your tribe, you suffer double renown loss if you're caught.

Silent Striders: They're a tribe of nomadic, introspective, and highly spiritual people that have explored the depths of the Umbra, perhaps more deeply than any other tribe of Garou. Their tribe hails from Egypt, which they were driven out of in ancient times by an army of vampires and a powerful curse by an ancient vampire sorcerer, which might help explain why they hate vampires almost as much as Black Spiral Dancers. Their wolf forms are grey and resemble the jackals of Egyptian art. Their tribal totem is owl.

Omen of Doom: You have a sixth sense that helps keep you out of trouble. This can be as simple has a feeling that you're supposed to take a left rather than a right down the street or getting a really bad feeling about your idea to shortcut through a dark alley at night. This sense of doom gets less useful the more it's used, needing a week to fully recharge.

Haunted: Because of your ancient ties with the dead of Egypt, you tend to attract ghosts at least once a lunar cycle/month. You can see and hear the ghosts, though you can't touch them barring other abilities. These ghosts will pester you to help them with a task, normally involving one of their fetters or anchors in some fashion.

Silver Fangs: The so called kings and leaders of the werewolf nation. While most tribes try to breed with kinfolk rather than normal humans or wolves to keep the potency of their blood up, the Silver Fangs have taken it to such a degree that every single member of their tribe is afflicted with at least one physical or mental flaw because of centuries of inbreeding. Their wolf forms are generally silver of one shade or another, though a few are white. They tend to have green or blue eyes and long jaws. Their tribal totem is Falcon.

First Tribe: Drawing on your tribe's 15,000 years of history has given you an almost supernatural ability to come up with a counterpoint to any debate/argument that you're losing that forces your opponent to reconsider. Only works once per debate/argument.

Touch of Insanity: Thanks to centuries of breeding/inbreeding with royalty, you're a bit mentally unstable, anything from absent minded, obsessive rationality, mood swings, OCD, nervousness, fits of jealousy, arrogance or a general all around hot head. Pick one or roll every full moon.

Stargazers: They're a rather small tribe that hails from the Himalayas. They prize wisdom over all else and work to control their rage. They tend to enjoy puzzles, riddles and problem solving. While they're loners by nature, they're usually willing to help others. Their wolf forms vary from lighter colors to stripped grey to completely black. Their tribal totem is Chimera.

Inner Zen: Not only do you have a great deal of skill with meditation and puzzles, you have a knack for coming at puzzles in unexpected ways that often show results. It also takes a great deal more to get you to frenzy or lose your composure.

Obsessive Mind Games: You enjoy puzzles far more than is healthy and tend to make life into a game of puzzles and riddles. If you lose, you'll be depressed or angry until you can win or until you get over it in a couple of days to weeks depending on how important the puzzle was.

Uktena: They trace their lineage through various Native American tribes, with native kinfolk being rather important to them. They're also masters of dark and forbidden knowledge. Their wolf forms are generally reddish black and their eyes in that form are dark brown. Their tribal totem is Uktena.

Umbral Sight: You can choose to look into the Umbra/Spirit Realm from the real world.

Mystic Curiosity: If you're not working on learning something to do with the occult, you get fidgety and short tempered.

Wendigo: They consider themselves the purest of the werewolves and seek to destroy the influence of the Wyrm while preserving their old 'native' traditions. They're also rather violent and a bit hostile to anyone that isn't a native american. Their wolf forms range from grey to brown and they look like large timber wolves. The tribal totem is Wendigo.

Dedicated: When you set out to do something, it gets done period. You don't let distractions, boredom, pain, difficulty, or discouragement dissuade you from pursuing

your goals.

Forgotten and alone: No one else cares about your Tribe's insane idea of driving the Wyrmbringers from the so called 'pure' lands, I.E. America except to wonder when you're finally going to give them an excuse to kill you. You have a real hard time letting grudges go or understanding when you're wrong.

White Howlers: [Requires Celtic Revenge] White Howlers are/were a tribe of Celtic 'barbarians' that are/were kin to the Picts. A tribe of near fearless warriors that defended Caledonia (Scotland) since ancient times. Their wolf forms are/were white as snow. Their tribal totem is/was Lion.

Ride The Wave Of Hate: There was a question once put forth by the Fianna, after their tribe had met the White Howlers; was it the Howlers who had mastered their rage, or their rage that had mastered them? As a White Howler, you have a more intimate hold on your rage than other wolves. No matter how angry you might become, no matter how an outside force presses on your thoughts, you will never unwillingly raise a hand against your allies and family, not even in the deepest grip of a Frenzy or psychotic break.

To the Last: You're willing to go to ***extremes*** to defend your land and kin. While you won't kill someone that doesn't deserve it, charging into Malfeas to destroy the Wyrm for killing a bunch of kinfolk and tainting the land, yeah...

Ronin: One of the most terrible judgements a Garou can face is being alone. Wolves are pack animals, and not built for that kind of solitary lifestyle. To be without the family that is your Tribe and your Nation leaves a mark in your soul. Whether through Banishment or Drop-in, the Nation will never truly accept you as one of their own. Even your companions and other humans do not fill this wolf-sized void in your heart, and you find yourself drifting towards depression more often than you normally would.

Freedom: Rank has many privileges, it also has a number of annoying responsibilities. While most people might hold your lack of rank against you, you have an 'almost' supernatural ability to find the one guy in a group or organization that will sell some of the perks of membership without the responsibilities that would normally go with them. The more dangerous/illegal the favor is, the more you'll have to offer and the less likely

they'll go for it but you can usually find someone to at least listen to your request. Strangely enough, most people will blow off any failed request as idle chatter, at least the first time.

Pond Scum: While you aren't wyrm tainted barring other flaws, most garou look at you as scum of the Earth only slightly better than Black Spiral dancers. You'll have to pay through the nose to access to a sept's caern, supplies or support. This negative reaction doesn't extend to your companions.

Auspice:

Auspice is the term for the phase of the moon under which a werewolf was born. It defines the character's role in Garou society, starting Rage and which Auspice gifts he/she gets discounts on. Feel free to choose which auspice to be born under. The 100cp perk is free for your auspice, the rest of the perk tree is half off.

Ragabash (New Moon, 1 rage): Born beneath a new moon, these werewolves are the most lightly touched by Luna's anger. Known as the Hidden Moon, they are tricksters, spies, and assassins. Their calling is to get other to question the status quo, or take a second look at themselves, often through pranks.

Just a Prank, Bro [100] You're well skilled at pranking, both of the lighthearted and more vicious sort. Such skills lend well to the creation and setting of traps and ambushes. Others are far more likely to forgive you of your pranks if they are good natured or hold some kind of significant point to them.

Rattle Their Cages [200] When you speak, they listen. Your words cut to the heart of important issues, and you are well versed in the art of both changing or reaffirming the positions of those listening. The biases of others hold less sway on their minds when you try to change people's point of views to see things a certain way.

Dark Side Of The Moon [400] You are a master of stealth, and have a sixth sense when it comes to hiding and moving silently that borders on precognition. The rite-name Solid Snake would not be wasted on you.

Theurge (Crescent Moon, 2 rage): Born beneath a sliver of Luna's light, the Theurge is more well versed in Her Rage than the Ragabash.Theurges are the Shamans of the Garou, and it is their job to converse and deal with the spirits. It is the Theurge that create magical trinkets that house spirits called Fetishes for other Auspices to make use of.They are creatures of Honor and Wisdom.

Spirit Speech [100] Speak the language of the spirits. Spirits are generally amicable in their dealings with you.

Ritualist [200] Not only have you been trained in using various rituals and rites, you're exceptionally good at them. Not only can you make just about any ritual look good, you only have to pay half the costs of any sacrificial ritual. This includes mana, gnosis, blood, etc.

Fetishist [400] When using Gifts or other kinds of magic to Bind a spirit or creature either in place or into a receptacle, it is far harder for the target to resist. Once bound, it is impossible for them to escape without outside help.

Philodox (Half-Moon, 3 rage): It is the duty of the Half-Moon to keep the balance between garou and be keepers of the law. They are those that uphold the Litany, the rules of laws that all Garou hold to. They are often leaders during times of peace and are creatures of Honor and Wisdom.

Werewolf Lawyer [100] When a part of a group or society, you can quickly become knowledgeable of the laws that govern it, and gain a keen insight into it's use. You could take the stand against a veteran team of lawyers and hold your own.

Do Not Lie To Me [200] During an interrogation if the target speaks anything less than the truth as they know it, a silver chime that only you can hear rings out.

Judge, Jury and Executioner [400] When dealing out the punishments to those who have knowingly broken the laws you uphold or set forth, your punishments stick. Exiles will not return, lashings will be suffered through until completion, fines will be paid in full, and executions will go off without a hitch. You must hold some kind of 'legitimate' authority for this ability to work, and the punishment must be fitting of the crime.

Galliard (Gibbous Moon, 4 rage): Wolves born beneath the Gibbous Moon, sometimes called Moon Dancers, are just shy of the Ahroun when it comes to the strength of their Rage, so much that they may risk falling into a Frenzy when their blood is up. The Galliards are the bards of the Garou nation, their task being to preserve the legends, prophecies and history of the Garou. These lorekeeper's, historians and prophets are a part of a society that stresses oral history and performances. They are creatures of Glory and Wisdom, with a focus on the later.

Howl [100] Not only do you gain a lovely singing voice and the skill to make use of it, you learn to project. A shout from you would easily cut through the roar or a loud bar. A howl from you could be clearly heard from miles away.

The Silver Records [200] The Library of Alexandria is said to have held all human knowledge of its time within it's walls. The only greater repository of history and knowledge might be your own mind. When it comes to knowledge, lore, and stories, you have utter and complete recollection. While you may not be able to recall how much you tipped your waiter last Wednesday, you could easily recite the entire Silver Record after having read it only once.

Prophet [400] During meditation you can catch glimpses of the future. These prophecies will be somewhat hazy and first and often full of symbolism. Post-jump, these glimpses into the future will be far less subtle. While prophecies can be called upon, it is fate that shows you things of note. You cannot ask what will happen next Thursday at 4:00pm EST, but instead what you are shown will always be some event of importance. You will get a rough sense of Where and When.

Ahroun (Full Moon, 5 rage): Warriors born under the Full Moon, they are the living weapons of Gaia. They are the warriors that stand tall and proud amongst a race of warriors. Ahroun inherently hold the most Rage out of all other Garou. Their task is a clear one, they are soldiers, grunts, and war leaders. These blood soaked Garou are masters of war, tactics and strategy. They are creatures of both Glory and Wisdom, with their true calling being the former.

Warrior Of Gaia [100] Gain mastery in a ranged or melee weapon. Untransformed, your body is pushed to its mortal limitations. You are the pinnacle of physical human specimen, just shy of being supernatural.

Aggravated Damage [200] Wounds dealt by a werewolf's natural weapons such as fangs or claws deal damage that is deeper than just flesh. Where a knife would dig into a man's stomach, your claws affect the very concept of the reality of that man's stomach. You on the other hand can do worse if you so choose. Wounds dealt by you take three times as long to heal naturally and are inherently difficult to heal through supernatural means, whether natural regeneration or magic.

Rage Against The Dying Of The Light [400] When garou are struck down, many can get back up and keep fighting. If any attack or effect would kill you, the rage that fills your heart refuses to let you die. Once per jump, you can enter an Undying Frenzy. You instantly heal all your wounds, become much stronger, faster and tougher than before. Rage flows through you like a river, and until combat ends it's pool seems endless, and your regenerative capabilities gain a significant boost. Whatever caused your death will leave a lasting scar in all forms until this perk is used again.

Gifts:

Spirit gifts are special tricks/abilities that have been taught by various spirits or garou. While gifts are normally rank locked if you learn them in the world, Jump Chan is willing to teach you regardless or your rank or lack of it as long as you have gnosis. Strangely enough no one will care what your rank is when it comes to any gifts you purchase here.

Breed/Auspice/Tribe gifts: [50 points per gift, Werewolf gets 3 basic free] This is for non elder gifts that fit your breed, auspice or tribe. Kinfolk can only buy tribe or kinfolk gifts with this option. The werewolf option gets a basic gift from Breed, Auspice and Tribe for free.

General gifts: [100 per gift] Useful for any gifts below elder rank that are generally taught to werewolves that aren't tribe specific.

Elder Breed/Auspice/Tribe gifts: [200 points werewolf only] Either a spirit likes you or you conned a spirit into teaching you a gift of far higher rank than they should have. You may take any one Elder ranked gift for your breed/tribe/auspice. This may be taken more than once.

Fera Gift: [300 points per gift] You've either been granted a rare boon or conned a spirit into teaching you something they really shouldn't have. You may buy any garou or Fera gift of less than elder rank in a published White Wolf book.

Jump Chan's Gift: [400 points per gift] If you're willing to pay, your friendly Jump Chan will teach you any Garou or Fera gift or Spirit charm published in a White Wolf book.

Items

Amulet of Kinship: [50 Free Kinfolk] Your amulet lets werewolves know that you're kinfolk.

Moon Watch: [50 Free Philodox] This watch keeps perfect time and can show the phase of the moon, it can also tell you the auspice of any werewolf it's pointed at. You may import a watch to gain these properties.

Rule Books: [50, Free Drop In] An entire collection of White Wolf books for the World of Darkness.

Blanket of Peaceful Dreams: [100 Discount Galliard] This blanket protects the user from bad dreams, nightmares, and possession while sleeping, allowing a perfect night's sleep.

Elk Tooth Necklace: [100] This necklace doubles your speed while running and allows you to jump twice as far.

Endless Magazine: [100 Discount Glasswalker] You have a magazine for a gun that that never runs out of ammo. For an additional 50CP it will change shape to fit any weapon that uses magazines. For an additional 50CP it can fire any bullets you load it with endlessly, in the pattern you load them. For 100CP you know how to create additional magazines with the other features you purchased.

Geomid Fragment: [100 Discounted Glasswalkers] This strange fetish is a piece of solid information that randomly changes into various geometric shapes. While the fetish as activated, the user is considered to be of the Weaver by all Weaver spirits. This allows the user to sneak into Weaver realms and gives them a charisma boost while dealing with technology spirits.

Horn of Distress: [100 Discounted Kinfolk] An old fashioned horn or a dog whistle, this fetish allows you to alert a group in a ten mile radius when blown. During the jump it alerts werewolves to your location and that you need help, after the jump you can choose who it alerts.

Loon's Refund: [100 Discount Ragabash] This fetish atm card which is good at any ATM has a balance of 500 dollars, it's topped off every week.

Monkey Puzzle: [100 Discount Ragabash] This puzzle talisman allows you to look perfectly normal to non magical beings regardless of your current form or clothing. May import a small object to acquire this ability.

Spirit Tracer: [100 Discount Theurge] This fetish consists of an iron ingot suspended by a hair or string. By concentrating on a person or spirit, it moves in the correct direction.

Wise Bag: [100 Discount Philodox] A bag of tokens, bones and other small items. When activated the user can reach inside and pull out a fact about someone in the surrounding area: breed, tribe, species, supernatural type, or even prominent personality traits.

Baneskin: [150] You have a piece of a spirit carefully wrapped in leather. This fetish makes it so malevolent spirits see you as someone to be trusted and just as tainted or corrupted as they are, thus generally leaving you alone unless they have a pressing reason not to.

Fang Dagger: [150 Discount Ahroun] This rather nasty fetish doubles the damage of any successful hit if a gnosis point is spent. You may import a melee weapon into this item to gain this ability.

Sanctuary Chime: [150 Discount Philodox] A set of chimes that when activated prevents spirits/ghosts and such things from manifesting within 100 feet unless specifically invited to do so by the activator.

Klaive Hammer: [200 Discount Kinfolk] A klaive hammer grants a large boost to the user's smithing skill and allows the user to create objects that are much more desireable to spirits.

Grandma's Gnosis bag: [200 Discount Theurge] This leather pouch can hold a large amount of spiritual energy, though it doesn't come with any. You may take spiritual energy out of it at any time and 'eat' it to refill your pool, or put spiritual power into it for later use.

Lightning Claws: [200 Discount Glasswalker] You've been a 'victim' of a theurge that likes trying new things, he's bound a lightning spirit into your claws which has caused them to turn metallic. When activated they deal a rather nasty electrical shock to anyone you hit with them. For an additional 200 points, he's managed to turn them silver.

Omen Brush: [200 Discount White Howler] This fetish paintbrush allows you to paint cryptic scenes of the past and future.

The Armoire of Abiele: [200 Discount Drop In] This exceptionally crafted antique mahogany French Armoire was crafted at some point during the 19th century by Abiele Dumont, a famed fashion designer so that she'd always be fabulously dressed.

Whispering your clothing desire into the keyhole then turning the key allows you to pull out a fabulous outfit made of the finest spider silk. The outfits fit perfectly and are quite comfortable.

The Ruby Eye of Tomas: [200 Discount Drop In] This smooth cut half an inch in diameter ruby has seen a fair number of owners over the years, perhaps you'll manage to keep track of it better than the last owner. Regardless it allows you to look through it into any location within a mile. Because you're looking through a ruby, your vision is tinted red.

The Wolf's Paw Pub: [200 Discount Fianna, Drop In] You own a rather nice if old fashioned pub that follows you through your journeys. A skip to the right, a stroll down the block then take a left or something like that. How you reach the pub and what they're serving depends on where and when you are but finding the place is easy enough in most cities and towns given that you have a sixth sense for where pub has moved to. While the bouncers might change from place to place and jump to jump, the fiery haired barkeep with piercing green eyes and a song in her heart is always the same.Not only do you get free drinks, the pub has a tendency to attract friendly local supernatural creatures who are almost always good for a story or two if nothing else.

Wyldstone: [200] This small dark stone fetish was found floating around the aetherial Realm. It allows the user to alter the Umbra or spirit realm in creative and interesting ways. For example, a spirit could create a door in a wall or change a bicycle into a motorcycle or a horse.

The Watch of Second Sight: [300 Discounted Drop In] This ornate old pocket watch not only keeps perfect time it also allows the user to view recent events once activated. You may import a watch to gain these abilities.

Mystery Machine: [400 Discount Bone Gnawer, Kinfolk] This van is an oddity, it was originally 'borrowed' from a group of meddling kids that needed to lay low for a bit after an altercation with a museum owner, something about his nose not actually being fake. While you can import a vehicle to gain the fetish's magical abilities by default the van starts off rather run down and gets horrible gas milage. The vehicle is treasured by Bone Gnawers because it comes with a portable 'crash space' or pocket area of the Umbra that is much larger than the inside of the van should be. You can also run the

vehicle off gnosis if you'd like, one per day of travel. A rather strange button on the dash, labeled 'Stealth Field' allows the van to run silently and causes a S.E.P. field around the van for an hour. By flashing the high beams and pushing another button the entire vehicle and travel to or from the Umbra. This feature continues to work in other jumps and the van retains any upgrades you make to it.

Grand Klaive: [500 Discounted Ahroun] This fearsome silver sword was passed down from an ancestor. It has the ability to burst into flames and can teleport to and from a pocket dimension when you will it. You may import a melee weapon to gain to gain these abilities.

Heart of Midnight: [500 Discount Drop In] These black gemstones stop gifts involving gnosis from affecting their bearer. They also prevent the bearer from spending any gnosis. These are normally found only in the abyss. This particular gemstone is different as it allows you to attune it to any type of magic or supernatural power you possess. You won't be able to use that particularly power or type of magic while it's attuned but you'll be immune to it until you change the type of magic it's attuned to.

Caern: [600 Ritualist] A caern is a natural upwelling of spiritual energy. Werewolves and fera treasure and protect them as holy sites and places to renew their spiritual ties and gather for various rituals. Unlike normal caerns that can be exhausted or fade without ritual support, yours will never fade and has a regenerating supply of spiritual energy and magic. You may freely allow or bar people from using the energy the caern provides to refill their gnosis pool. Normally the garou nation would make a rather large stink about a couple of low rank werewolves owning a caern, but the property it sits on is legally yours via inheritance, hook or crook, or outright buying it from some human that didn't know any better. Drop Ins that purchase this find a deed in their warehouse. It comes with ten acres of forest, but you may import another property to get the benefits. For an extra 100 points the forest increases to 100 acres, becomes tax free, and becomes immune to attempts to buy it or steal it via shenanigans.

Companions

Companions may take flaws as long as they make sense for a companion to take.

Wolf Puppy: [25] You have a rather large well trained wolf puppy that will come up to a person's shoulder when he or she is fully grown. For some strange reason normal people will treat him like a large friendly dog rather than a wolf outside of combat. You may import any pet to give it a wolf form and the friendly/harmless aura.

Kinfolk: [Free/25/100] You may freely import up to eight people as kinfolk companions with 400 points. You may create new kinfolk with 500 points for 25 points each. For 100 points you may import your remaining companions as kinfolk, they gain 400 points to spend as they like.

Werewolf Buddy [50/200] You may import or build a werewolf companion for 50 points or 8 for 200. This may be taken more than once. Each werewolf gets 800 points to spend on perks and 200 to spend on anything they want.

That one bastard: [200] You know that one bastard that always wants to play something other than a werewolf, yeah, they're here. For 200 points you many import someone as or create a fera, such as a wereraven, werebear or werecat…

Totem: [100] You gain the loyalty of a slightly odd totem spirit, rather than the typical service or tribute other spirits crave this spirit is looking for adventure. This spirit can be one of War, Wisdom or Cunning, and takes the spiritual form of some kind of animal or supernatural beast. It can give your pack access to a Gift as well as a small boost related to its type. It also allows your pack to communicate telepathically. Post jump, this extends to any companions and any gnosis cost for the gift can be paid with mana if you wish. Your spirit totem can take physical form if it wants but that makes it vulnerable to physical damage.

Drawbacks

A Different Time, A Different Place [+0] You may select an alternative starting time and location from the following: American Midwest, 1850, Western Europe, 1200, Peru, 1532, Australia, 20,000 BC, France, 1914. In other words if there is a book about a time period, you can start there.

End Times: [+0] Rather than getting sent to a world destined to continue running for the conceivable future, you've been sent to one of the worlds where the end of the world will happen within 10 years unless you stop it. This end might involve world eating banes, reality being unwritten or ancient nigh unstoppable vampire lords waking up and going on a rampage. This may be taken more than once in case you want to face more than one end of the world event.

Amnesia: [+0/+100/+200] Something went drastically wrong with your first change or maybe you're just repressing things, either way you don't remember your in jump life beyond a couple of scattered flashes of memory. For 0 cp, no one is looking for you and you have no outstanding warrants or problems. Taking this as a Drop In gives you an ID and papers but also puts you in various databases. For 100 cp, someone is looking for you that will cause problems or not have your best interests at heart like your overprotective and religious parents that want to 'cure' you or the police for questioning in a string of minor crimes. For 200 cp it gets worse, your parents are pentex employees or skin dancer wannabes or the police have rather solid evidence that you committed several felonies of a rather serious nature or even that you pissed off a hive of Black Spiral Dancers who would like nothing better than to rip you apart or ruin your good name so you'll join. You won't know who is after you until after the problems start without some research and luck.

Puppy? [+0 or +200 for Werewolf] You've just experienced a rather horrible day, some men broke into your house and explained how they were going to kill you and do worse to your family... the next thing you knew you'd 'woken' up and your living room was painted red and things were torn to shreds including the men that had broken in. After that but before the cops arrived, a group of friends of the family or strangers if you're a Drop In showed up and started explaining things as they helped you pack. Welcome to life as a werewolf cub, your breed is homid unless you're a werewolf then you can choose. Pick your tribe and auspice, take Fuzzy Death and your starting Rage and Gnosis for free. The downside is that you start at the lowest rank and you have no real control of your shape changing, at least not yet. Expect other garou to treat you like a child without a lot of the forgiveness that comes with being a child. Due to a combination of factors, you won't get full control of your shape shifting or rage until after your Rite of Passage nor do you get a discount on auspice gifts.

Mark of the predator: [+50] Rather than be uneasy around you, all non human animals other than kinfolk wolves are terrified of you and try to flee or consider you a threat and attack based on their nature.

Unscented: [+50 Kinfolk Only] You have no scent. While this is good for avoiding predators, werewolves can't tell you're kinfolk by scent and start off rather suspicious of you because they can't smell you. Even gifts that work by scent fail against you. You may keep the ability post jump.

Speech Impediment: [+100] You have a particularly annoying speech impediment that tends to rub people the wrong way. Even the nicest person around won't want you giving any speeches.

Vengeance: [+100/+200/+300] Someone, somewhere, pissed in your cornflakes and you've sworn vengeance on them. Until such a time as they're dealt with or dead, you're more than a little obsessed with killing, tormenting or otherwise causing them suffering. If you're a Ragabash this doesn't have to mean you want to kill them, this could mean you want to humiliate them, crush them and reduce them to tears and strip them of rank if they're a garou. A Philodox might very well want to bring them to justice. A Galliard might eviscerate their characters in song for all time while an Ahroun would likely want to crush them in combat. For 100 points, you're content to crush their hopes and dreams once and let the matter drop, for 200 points, nothing less than their death or banishment will do. For 300 points, your vengeance extends to their entire pack or group.

Forced Shapechange: [+100 requires werewolf or monstrous forms] Huh, something is wrong with your ability to shape change or maybe you just watched too many monster movies growing up. You change into your crinos form or your most monstrous form if you're not a werewolf, every full moon and while drunk.

Monstrous: [+100] You look monstrous and inhuman in your human form and creepy as hell even to other werewolves in your other forms. Perhaps you have scales or you look like a mutated beast or some wyrm tainted monster. Don't expect anyone to listen to you, nor will spirits teach you any gift related to social interaction.

Mute: [+100] For some reason you're mute. For a group that loves howling, this is a bit of a social problem.

Phobia: [+100] You're terrified of something badly enough that you'll frenzy or run in terror at the very sight of it. The object of your fear should be something uncommon but not exceptionally rare.

Pierced Veil: [+100] For some strange reason you can't magically cover up your special abilities. If you're a werewolf, you don't cause the delirium. If you try to mind control someone to forget about anything supernatural they'll remember in a couple of days at most that you tried to make them forget something. Supernatural abilities, perks or items to conceal any active abilities or forms tend to fail with remarkably frequency. This extends to a lesser extent to anyone trying to cover up your mistakes.

Battle Damage: [+200] You've lost an arm or a leg somewhere along the line.

Dark Fate: [+200/300] Fate has it in for you, you're guaranteed to meet some dark fate and die horribly before your first year is up. Normally that would be the end of things but Bastet favored you or maybe she's the one you pissed off. Either way, you will die nine times and be reborn each time in a different time and place. The curse weakens with each death, leaving you with a chance to avoid your tenth and 'final' death. The first nine deaths don't count against your chain, the tenth death counts as it normally would. Strangely enough your companions also bounce through time when you die or with enough time to tie up loose ends. Will you share your curse with your companions? Will you weep over their dead bodies? For an additional +100 points for you and your companions you'll be able to find out. Your companions will share a 'lesser' version of your curse, in which case they're doomed to die nine times. They'll usually die first in horrible ways and can't be brought back to life or respawn until after you die but if you die first, they'll end up dying rather quickly in horrible and terrible ways.

Driving Goal: [+200] You're single minded to a fault, you have a near impossible goal and if you're not working toward it, you're moody and grumpy. By near impossible, I mean on the order of reforming the Black Spiral Dancers, bringing back lost tribes or other such 'impossible' tasks.

Hatred: [+200] You have an unreasoning hatred of something. This hate is total, completely unreasonable and largely uncontrollable to the point that frenzy is likely without a decent amount of willpower. Even if you don't frenzy it's only because you want to be 'clear' headed when you destroy the object of your hatred. You may hate a species of animal, a class of person, a situation, a color or the like. For the duration of your stay, you'll be spending a lot of time trying to gain power over the object of your hatred or obsessively plotting how to destroy it.

Soft Hearted: [+200] You can't stand suffering, not because of any sense of compassion but because it makes you nauseated. If you're the cause of their suffering, you'll be in for several days of stomach turning nausea and causes nights of sleepless grief.

Wolf Years: [+200] Strangely, you're aging much faster than you should. In fact, you'll likely be infirm or dead before your 10th year here. Immortality perks don't change this, even alt forms that don't normally age will age or break down if you take this.

Foe From the Past: [+300] Something about your arrival in the world has allowed an ancient evil to slip through the cracks between worlds or be reborn. This could be a previous enemy from another world, an ancient and evil werewolf elder or an evil creature from a past life such as an ancient vampire elder abomination. They're granted a werewolf form in addition to whatever tainted abilities are needed to 'match' what you bought here and make it an unfair fight.

Taint of Corruption: [+400 mandatory and free for Black Spiral Dancers] You stink of wyrm corruption and sense wyrm gifts, items or abilities will show that you're completely corrupted. Black Spirals can hide their taint with the proper fetish. If you're not a Black Spiral Dancer you can't hide your taint and you also suffer nightmares whenever you sleep as various evil forces try to tempt you into joining. Falling to the wyrm during the jump if you have this flaw is a failure condition and will result in getting cleansed and sent home.

Scenarios:

Celtic Revenge: [Requires Chosen Warrior] Rather than pick one of the tribes you find yourself a member of the White Howlers, a tribe of Celtic barbarians that are kin to the Picts. In the normal course of events your tribe would have been corrupted and turned into the Black Spiral Dancers in AD 200 when they charged into the Great Pit and danced the Spiral into Malfeas a realm of twisted corruption and evil beyond words. However that hasn't happened yet, you have a week before the garou in the tribe travel south to fight the Romans and an army of banes. Of course, if you know anything about the fall of the Howlers, you'll know an army of banes and corrupted humans are coming for your kinfolk.

Can you stop an army? Can you stop the fall of your kin? Can you dance the Spiral into Malfeas and free the true version of the Wyrm while shattering the hellish nightmare? Maybe yes, maybe no. No mortal man could pull off all of those but you're not a mortal man, are you? You're a jumper, you're a legend in the making.

If you succeed in saving your tribe's kinfolk, the corruption resistance of any group you're a part of increases dramatically.

If you succeed in personally saving your tribe, you'll be promoted to Elder and taught an elder gift. This won't be as easy as just telling people about the future because of your low rank and the insanity of your claims. Even if you're believed, without a better solution they'll still dance the Spiral hoping that your 'visions' are wrong.

If you manage to dance the Spiral and do a significant amount of damage to the hellish realm before escaping, you'll be a living legend. Close the portal and you'll be beyond human, beyond the legends that made the tribes, you're the man that walked into hell and made it blink. Your reward? Your tribe, your clan and your companions are from this moment until the end of days, immune to corruption and sanity damage.

Eater of Souls: [Can't be a Black Spiral Dancer] You start in a nice 1589 fishing village named Roanoke two weeks before it's attacked by a massive spirit named the Eater of Souls. Normally, the Croatan would sacrifice themselves to banish it but Jump

Chan has assured Turtle their tribal spirit that you'll take care of it. Of course, without the sacrifice of an entire tribe in a terrible and powerful ritual, defeating this massive creature might be next to impossible but where there is a will there is a way.

If you manage to banish the Eater of souls without dooming an entire tribe or getting your soul eaten, you'll change history. Turtle himself will reward you with the ability to change into a large turtle.

Ending Options

Stay: You've found a home that needs your help.

Continue Jumping: As a reward for surviving, your pool of rage is converted to a pool of energy without the emotional context or problems. Most Drawbacks vanish at the end of the jump, see the notes for the specifics.

Go Home: What? Are you sure? In that case best of luck.

Notes

1) Special thanks to Magite as he did the Auspice section and helped with suggestions. Thanks also goes to various Tg members that helped with suggestions and prodding to make it better than it would otherwise be.
2) List of Gifts http://www.wyrmfoe.com/werewolf-gifts/
3) The Delirium is basically what happens when a human from this jump sees a werewolf or other shifter. It ranges from catatonic fear, panic, disbelief, berserk reactions, terror, conciliatory, controlled fear, curiosity, bloodlust to blaise depending on the human's willpower. The higher their willpower, the more they remember of the encounter. The reaction is caused by racial memories so it won't affect anyone outside the world.
4) Rage and Gnosis can be increased with training and time to a limit of 10 assuming you start with them.
5) The Umbra is a spiritual realm, the further away from Earth you get the less connected to reality you get. Where things are twisted and corrupted, evil spirits gather, where things

are pristine and untainted, other spirits gather. Werewolves and several other types of supernatural creatures have the ability to step sideways through the barrier between the Umbra and the 'real' world.

6) Werewolf forms, Human = Homid, Near Human = Glabro, Crinos = half man/half wolf, Hispo = Direwolf and Lupis = Wolf.

7) How much or how little the other factions of the World of Darkness come into play is up to you.

8) The Eater of Souls is basically the manifestation of a god.

9) Certain gifts require rage which means they're effectively limited to werewolves.

10) The negatives of the Puppy drawback go away at the end of the jump though you should have been able to complete your first change within a couple of weeks or months at worst.

11) While the negatives of the tribal disadvantages go away post jump the Black Spiral drawback is liable to cause most people significant mental scarring unless they're already pretty screwed up or have perks to deal with that type of crap.

12) For the metis, you keep the ability to instantly shift to crinos and the vulnerability to silver in your additional forms from this jump but the rest of the negatives vanish at the end of the jump.

13) No, Jump Chan's Gift doesn't let you buy charms from Exalted.

14) Pentex is a rather nasty holding company that traces its history back to 1865 when the founder of Premium Oil, one Jeremiah Lassater, was trapped in a cave in with a rather nasty and powerful dark spirit. While the bane was unable to possess him thanks to his willpower, it was able to kill him so he struck a dark deal, in exchange for his life he granted the spirit influence in the mortal world. In the present day, it's a massive multinational holding company with near limitless resources, both normal and supernatural. While all of the top executives are corrupted by the wyrm and flat out evil, most of their normal employees are just people trying to make a living. Their supernatural muscle on the other hand includes countless banes, black spiral dancers, fomori and if the rumors are true a couple of vampires in upper management positions.