Werewolf: the Forsaken

This story is true.

In the earliest days, there was no stark divide between the world of flesh and the Hisil, the world of spirit. This was Pangaea, and Urfarah, Father Wolf, patrolled its borderlands, hunting down those spirits or humans that would disrupt the balance of nature by interfering with the other side. He mated with other spirits, creating a pack of spirit children, the Firstborn, and with the spirit of the moon, Luna, to create half human children, the Uratha.

But as agriculture displaced the hunt, Father Wolf weakened. He could no longer police the Bordermarches as well. Some of his prey started to live, breaking themselves apart into tiny spirits who Urfarah could not eradicate. His descendants noticed and began to plot against him. They struck him down so that they could take his place. With his death howl, Pangaea died and a Gauntlet rose between flesh and spirit.

Most of the Uratha were outraged at the murder of their progenitor and the lose of their hunter's paradise. They formed the Anshega, the Pure, serving the most powerful of spirits in the hope of destroying the gauntlet and restoring Pangaea.

But the werewolves who had helped kill Father Wolf stayed true to his purpose. They took up his duty and hunted those spirits who tried to cross over and manipulate or possess humans. They called themselves the Urdaga, the Forsaken, for they had been abandoned by the spirit world for their necessary sin.

And so it has gone down the ages. The blood of Father Wolf is passed down, creating new Uratha and Wolf-Blooded, who inherit only a tiny fraction of a real werewolf's power. Whether you were raised in a Wolf-blooded clan hoping that you would receive Urfarah's blessing all your life or a regular person attacked and bitten by a werewolf who recognized what you were and tasted your blood to track you down during your First Change, you have stepped into their secret world. The Pure are dominant in most of the world, terrorizing humans and serving powerful spirit totems, while the Forsaken continue their eternal struggle for balance. And tonight as the moon rises again, you will join their hunts.

Take +1000 CP

Starting Location

Roll 1d8 or spend 50CP to choose.

1) **Denver, America-** An Idigam, a chaotic spirit trapped on the moon in pre-history and recently escaped back to Earth, recently came to Denver and was destroyed, but not before upending the city's spiritual order. It created many strange hybrid creatures which still plague the city, such as the Nest Queen in Jefferson Park, a Spider Host mixed with technology spirits who created a vast palace of red silk in the Hisil. Now the Forsaken control the city while the Pure rule the wilderness around it, worshiping the mountain spirits who want the works of humanity completely destroyed.

2) **Santa Fe, America-** Santa Fe was a Forsaken city until the Brethren War of the 90s. Now the Pure rule, with minor Wounds around the city that don't bother the Pure enough to be worth closing. The

city is full of an unusual number of small Loci, with the few remaining Forsaken keeping to the wilderness outside the city.
3) **Chicago, America-** Chicago is in an uneasy balance. The Ivory Claws are the majority of the local Pure, who outnumber the local Forsaken. But the Forsaken have reached out and made tenuous alliances with the local vampires and mages to make up for their slightly smaller numbers. Unfortunately, the most prominent Forsaken alpha is secretly a Bale Hound pledged to the maeljin of pride in exchange for eternal life. And beneath it all is the spirit of the Great Chicago Fire, which is believed to be dormant and waiting to blaze back to life.
4) **Basra, Iraq-** During the American invasion of Iraq, Destroyer Wolf suddenly felt an urge to unite with Dana-Ur, the Creator Wolf. This instinct led him to Basra, and his tribe followed. First the Blood Talons united the Forsaken to drive out the Pure, then they turned and seized the entire city to themselves. Now only the Blood Talons remain, along with a small number of tribeless werewolves who Destroyer Wolf has some instructed them to keep in the city for use in some future plan.
5) **Bristol, United Kingdom-** Bristol is exceptionally well organized. It has to be, with the Forsaken trapped in the city by the Pure stranglehold outside it. Centuries ago, a werewolf brokered a pact with Lady Avona/Jenny Greenteeth, the two personalities of the spirit of the river Avon in exchange for a yearly human sacrifice. She protects the werewolf Council that rules the city, secretly blunting the rage of the city's werewolves to the point they will even pay taxes to the Council that controls them. An ancient Idigam has recently awakened, raising corpses as undead minions to assault the river spirit, hoping to kill her and destroy the Forsaken.
6) **Detroit, America-** Detroit is ruled by the Predator Kings, who live like warlords in the urban decay, leading gangs of Wolf-blooded and human worshipers of Dire Wolf. On Devil's Night every October 30th, they lead the local fire spirits in burning down buildings. Only a single pack of Forsaken remain, having to ally themselves with a cell of monster hunters to help fight the Predator Kings.
7) **Tokyo, Japan**- The overwhelming majority of Japanese werewolves belong to the Ainu ethnic group, which maintains its own myths about where werewolves come from. Consequentially, the Pure and the Forsaken are less hostile here, merely ignoring each other instead of fighting. Most werewolves in the city live alone instead of joining into packs, maintaining loose contact with each other and using the many shinto and Buddhist shrines as neutral ground.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Backgrounds

You have an age appropriate to your Background and you can change your sex for 50CP. Any background may optionally be a drop-in.

Species

Uratha(Free)- You are one of the half-human half-spirit werewolves descended from Father Wolf. You regenerate bashing wounds in a matter of seconds, wounds from deadly weapons like claws or bullets in many minutes (perhaps over an hour), and truly devastating wounds like having an arm cut off or a silver bullet over the course of days. You have superb instincts when it comes to tracking and access to the senses of a wolf. You can also shift your senses into the spirit world (or into the mundane world while in the spirit world) and can always see dematerialized spirits. You can force yourself to step between the worlds of flesh and spirit.

You can store and use Essence, the raw stuff of spirits. You can absorb it from spiritually potent places or object or the first time each night you see their Auspice's moon phase in the sky. Performing the sacred hunt, the Siskur-Dah, on a spirit allows it to be eaten for Essence. Eating human or wolf flesh also restores Essence. You spend Essence to quickly regenerate wounds or to activate Gifts.

Touching silver is painful and can leave scars, but is not damaging by itself. But even mundane silver items can be used as deadly weapons against you. Seeing an Uratha in one of its unnatural forms can fill an onlooker with overwhelming dread, and they will likely rationalize away what they see as a mundane occurrence, such as a freak animal attack or a mugging by a gang in fur coats. Very rarely, someone afflicted by this Lunacy may transform into a Wolf-blooded.

Werewolves are also given to Kuruth, the Death Rage. Kuruth is brought about by taking damage from silver, sensing a nearby packmate enter Kuruth, or from a specific trigger that can only affect you once per day. This trigger might be blood, your Auspice's moon, other supernatural creatures, seeing a pack member attacked, having your territory challenged by another werewolf, or spiritual Wounds that taint the Hisil. Once you enter Kuruth, you will be forced into your Dalu or Urshul form for a few moments, and must attack an enemy or else destroy the environment if there are no enemies present, though with great willpower you can resist. Then you will be forced into Gauru form for at least 10 minutes, and you will attack anyone, friend or foe, who is also not in Kuruth no matter how strong your willpower is.

Uratha must maintain Harmony between their human and spirit natures. While you are balanced, you have more time in Kuruth before being forced into the unstoppable rage of the Gauru form. As you become imbalanced, your individual Kuruth trigger will become more severe. Ideally, it will not affect you at all. But as you slide more towards your human or spirit side, it will get more severe. You may only be forced into Kuruth by hearing a wolf howl at your Auspice moon, then by seeing it, and then finally by merely having it in the sky. Or your trigger of swallowing human blood may become tasting human blood, then smelling it.

Defiling spiritual places, refusing to partake in the sacred hunt of Siskur-Duh once every three months, staying out of the spirit world of the Hisil for too long, or using a silver weapon against a werewolf can drag you towards your human nature. In this state, it is harder to enter the Hisil, changing shape no longer melds clothing and equipment into the new form, and transforming is slower and more painful, ultimately requiring Essence merely to shift.

Killing or eating humans or wolves, staying too long in the Hisil, or killing a packmate can drag you towards your spirit side. In this state, it is harder to escape the Hisil and transforming becomes more natural to the point that you need to spend Essence just to avoid automatically shifting into useful shapes. You also begin to experience unique Bans as if you were a spirit, gaining unique weaknesses such as being forced to turn on every electronic device you come across or lose Essence or being unable to enter a room lit by a light turned on by a human who was scared.

Uratha have a Primal Urge, a measurement of their attunement to their predator instincts. As it rises, you can store more Essence, regenerate damage faster, project a stronger field of Lunacy, and become better at tracking prey. As it rises high enough, you will be able to train your body, mind, and skills to superhuman levels. A high Primal Urge also comes with downsides. The higher your Primal Urge, the longer your Kuruth will last, up to 12 hours. You will be required to partake in the sacred hunt of Siskur-Dah more and more frequently in order to maintain your Harmony, down to once every three days. You will also face dietary restrictions. You will quickly lose your ability to eat anything but meat. Then you will only be able to eat raw meat, then the raw meat of carnivores. Finally you will be able to subsist on nothing but spirits or the raw meat of humans or wolves.

Werewolves obtain Renown, a spiritual record of their deeds, in the form of brands from spirits (for the Pure) or silver tattoos from moon spirits (for the Forsaken) that are normally only visible in the Hisil.

With the right Renown, Uratha can learn Gifts, their supernatural powers, from spirits.

Uratha have five forms they can assume:

Hishu, the human form which is supernaturally difficult to track through crowds.

Dalu, a mostly human form that is large and muscular and possess fangs and claws but which can still pass for human.

Gauru, the half man/half wolf form. It fully regenerates all health every few seconds, possess deadly teeth and claws, and inflicts supernatural fear on those it attacks. Gauru can only be held for a few seconds (which increases as your stamina and Primal Urge do) and you must have great willpower to accomplish anything but attacking enemies in Gauru without falling into Kuruth.

Urshal, the giant horse-sized wolf form that is optimized for maiming and weakening prey.

Urhan, the wolf form which is very fast.

Shapechanger(Free)- There are other shapeshifters in the World of Darkness. Not as common or widespread as the Uratha, they maintain their own communities in the shadows of human civilization. Each shapechanger has a hybrid form like Gauru and an animal form, though for very small animals it may be a swarm instead of a single animal. They have Primal Urge and Essence like Uratha and have a Fear Effect similar to Lunacy. They regain Essence the first time they see a natural example of their animal species each day or by eating human, their animal species, or Uratha flesh. Instead of Gifts and Rites, they have Aspects, individual supernatural powers they learn without the aid of spirits. They are all weak to silver and must maintain Harmony just as Uratha do, though breeds that don't have a tie to the Hisil don't face degeneration of their Harmony for staying in the mundane or spirit worlds too long.

Choose one of the other shapechanger breeds below:

-Baal-Hadad(Free)- Baal-Hadad are bull-shifters. They rule over remote towns of humans as harsh priests of the sun spirit Helios. They cannot reproduce themselves and instead must steal Wolf-blooded to transform into new Baal-Hadad. They have regeneration and death rage like Uratha, and can bind spirits as totems.

-Brineborn(Free)- The Brineborn holy books claim that they descend from a fish creature called Oe. Oe was made by Mother Ocean to teach the humans civilization, but he failed and was driven back to the sea. But Mother Ocean called him a failure and spat him back on the beach. The Brineborn, as his descendants, are cursed to stay on the border between land and sea, and they worship Mother Ocean in a vain hope of being forgiven. Their animal forms are creatures of the sea: often fish but sometimes eels or even sharks. They have regeneration and death rage like Uratha, and can bind spirits as totems. They also suffer a curse that dulls their minds if they travel more than 10 miles from a body of water, but also suffer panic attacks if they spend too long in the water, sure that a many mouthed monster with human legs will devour them.

-The Colony(Free)- The werecats of the Colony are forced to regularly kill evil humans or else they are driven insane. On each one's 10^{th}, 20^{th}, 30^{th}, and so forth birthday, they gain the ability to scratch another person and transform them into a new werecat. Their Auspices are based on their cat form's eye color, Bloodeyed assassins, Goldeyed academics, and Leafeyed manipulators. They regenerate like

Uratha and can resurrect themselves at the cost of lowering their Primal Urge. During Kurruth, they are in control of their hybrid form, only to develop megalomania for a day afterwords. Uniquely, they can speak human languages in their cat forms.

-Distant One(Free)- The Distant Ones consider themselves gods and spend their time in the air, taking part in melodramatic rivalries to prove their superiority against the other "gods" of their "pantheon." The werefalcons are obsessed with the heights, killing those who dare to trespass on their domains. Sometimes, they feel a kinship with a human who climbs into their territory. They kidnap him and perform a ritual wherein they throw him to the ground. He either transform into a new Distant One or he falls and dies. They have regeneration and death rage like Uratha and can fly in hybrid form.

-Sobeki(Free)- Crocodile was one of the spirits who tried to cross over into the physical world only to be hunted and slain by Urfarah. His corpse came to rest by the Nile, where the ancient Egyptian priesthood of Sobek eventually found it. They discovered a ritual of cannibalism that included glutting on Crocodile's flesh to make themselves into werecrocodiles. They can regenerate and step between the physical and spiritual worlds like Uratha. They have neither any kind of rage nor Harmony, but become addicted to Crocodile's flesh as they grow in power and must spend Essence when they change shape.

-The Unclean(Free)- The Unclean are unique among shapechangers in that they have no purpose. When a werecockroach increases their Primal Urge the emit a spiritual pulse that infects all nearby food with a disease. Those who succumb to it become more Unclean. The Unclean turn to one another for help in living with their new condition, but have no racial duties or enemies or pre-existing organization. It is enough for them to survive. hey have regeneration and death rage like Uratha and can fly in their hybrid form. Their animal form is a human sized swarm of cockroaches.

-Custom Breed(100CP)- Or perhaps you'd like to be something more exotic? You can choose to be one of the less fleshed out canon shapeshifter types, such as the werebaboons of Cape Town or the werebats of the Pocono Mountains. Or perhaps you'd like to create an entirely new species of your own? Choose an animal or set of related animals that the new species turns in to and:

Choose how they procreate: **Breeding**, **Infection**, or a **Ritual**. For Breeding, only a few out of every generation will inherit the gift. For Infection or Ritual, it must be something that can only be performed rarely or something that only works on a small percentage of compatible people.

Choose what type of rage their hybrid form causes: **Death Rage**, **Escape Rage**, or **Madness Rage**. Death Rage acts as the Uratha's Kurruth. Escape Rage is like Death Rage, but focused on running from danger rather than attacking it. Madness Rage merely traps you in hybrid form for the duration, but for one day afterwords you will suffer from a specific kind of mental illness such as paranoia or schizophrenia.

Choose two innate advantages all members of the species get from: **Dark Sight**, **Flight, Regeneration**, **Self Resurrection**, **Telepathy**, the ability to view and **Step Sideways** into the Hisil and absorb Essence from foci, or the ability to bind a **Totem** spirit to a pack. Self Resurrection requires that the body not be too damaged, permanently lowers Primal Urge, and requires a greater and greater feat of willpower each time it's activated.

Auspice (Uratha Only)

Cahalith- Those who first change under the gibbous moon are called to be Luna's priests. They maintain the stories of the Urdaga tribes. They howl the most beautiful songs to Mother Moon. They

stoke the fires of rage in the pack's hearts before the hunt. The Cahalith don't just memorize the tales of the Uratha. They make them by continually exhorting the People to ever greater successes in the pursuit of their duty. Cahalith are blessed with prophetic dreams.

Elodoth- Those who change under the quarter moon are called to be the Uratha's judges. Just as their Auspice moon is divided perfectly into dark and light, the Elodoth is expected to be able to see both sides of an issue. They are called on to mediate disputes or to engage in diplomacy, whether interacting with human society, negotiating territory boundaries with other werewolf packs, or talking with those spirits the Ithaeur can't simply bind. Once in a while, an Elodoth can try to calm an Uratha in the throes of Kurruth or force one into the Death Rage.

Irraka- Those who change under the new moon are called to be the Uratha's scouts. They are the most likely to hunt alone, sneaking forward to stalk the prey and hobble it before their pack descends to deal the killing blow. They also specialize in deception and are called on the lay false trails when the Uratha themselves are hunted or to help the People hide their existence from humans. Once in a while, Irraka can either teleport next to a nearby enemy or find it easier to talk someone into something.

Ithaeur- Those who change under the crescent moon are called to be the Uratha's shamans. All werewolves are half-spirit, but the Ithaeur is the one who specializes in dealing with spirits. They are the foremost collectors of Rites and makers of Fetishes, and they are the ones who study and interact with the Hisil more than any other. One in a while, an Ithaeur can release a howl that causes neutral spirits to leave them alone out of fear or deference to their status as an apex spirit predator, while enemy spirits instead experience trouble defending themselves.

Rahu- Those who change under the full moon are called to be the Uratha's warriors. All of the People are hunters, but Rahu specialize in fighting, in the final struggle where the prey is cornered and makes its last stand. Once in a while, a Rahu can push through injury and distraction in the middle of combat to fight at full strength for a few seconds.

The Pure- All of the Uratha are granted an Auspice upon their First Change, but most do not keep it. Most werewolves join the Anshega and cut out the blessing of the Bitch Mother from their skin. The Pure are favored by the spirits and are the largest faction of werewolves, but they lack the minor powers granted by an Auspice and even the touch of silver is harmful to them.

Tribe(Uratha Only)

Bale Hounds- In areas of great sin and suffering, the Hisil is eaten through with Wounds and vile spirits. Humans call them demons and the reality that taints the Wounds the Inferno or Hell. Some Uratha turn to the worship of the archdemons of this realm. They summon Viruhk-Ur, Soulless Wolf, who may be either a corrupted Firstborn or a demon created in mockery of Urfarah's children, and become Asah Gadar, Bale Hounds. Bale Hounds devote themselves to a Maeljin, an archdemon of a certain sin. They secretly live among other werewolves, working to build sinful resonance to feed the demons and help the Wounds grow.

Blood Talons(non-Pure only)- The Blood Talons are the tribe devoted to hunting werewolves. They take the fight to the Pure and set themselves up as judges over the other Forsaken, attacking them when they fall from the path of righteousness. Their tribal totem is Fenris-Ur, Destroyer Wolf, who was the most vicious of the Firstborn.

Bone Shadows(non-Pure only)- The Bone Shadows are the tribe which most focuses on Urfarah's

duty of policing the Hisil. They delve deep into the spirit world, making curating its ecology the focus of their hunts. Their tribal totem is Kamduis-Ur, Death Wolf, the most curious of the Firstborn who died in her quest for knowledge yet continued on.

Fire Touched(Pure only)- The largest tribe of all, the Fire Touched are religiously devoted to the memory of Urfarah. They are devoted to the superiority of werewolves, to worship of their spirit masters, to the restoration of Pangaea, and to the punishing of the Forsaken for the ancient murder of Father Wolf. Their tribal totem is Gurim-Ur, Rabid Wolf, who was the weakest and strangest of the Firstborn, always consumed with visions. Like him, they consider religion a disease, with themselves as its willing carriers. They are happy to spread their worship of Urfarah, and try to win converts from the Forsaken whenever they can.

Hunters in Darkness(non-Pure only)- The Hunters in Darkness are devoted to their territory. All werewolves patrol their claimed lands, but the Hunters in Darkness make it their specialty. Much like a stereotypical werewolf from a horror movie, they turn their territory into a trapped kill-zone and drive away anyone who would despoil it. Their tribal totem is Hikaon-Ur, Black Wolf, the most skilled hunter of the Firstborn.

Iron Masters(non-Pure only)- The Iron Masters are the tribe best integrated into human society. They hunt humans in order to preserve the balance of the Hisil, stopping the humans from accidentally upsetting the spirit world's delicate ecology. Though for the Iron Masters they may fight not with tooth and claw but money and politics to demolish institutions that threaten their territory. Their tribal totem is Sagrim-Ur, Red Wolf, who was the most clever and adaptable of the Firstborn.

Ivory Claws(Pure only)- The smallest tribe, the Ivory Claws are the purest of the Pure, only accepting werewolves of good pedigree. They are the Pure who retain the greatest connection to humanity through their families, and often help them obtain high status or at least great wealth through crime. Their tribal totem is Hatis-Ur, Silver Wolf, who was cursed with a painful silver coat of fur as punishment for trying to kill Luna to avenge Urfarah.

Predator Kings(Pure only)- The Predator Kings represent humans' ideas of an evil, bestial werewolf. They forsake human society and morality. They live in the woods as little better than animals. They view humans as nothing but cattle. They don't hate the Forsaken because of Urfarah's murder. If Father Wolf died, it meant he was weak. No, they only resent the loss of the paradise of Pangaea where they could live as the apex predators of world of endless hunting. Their tribal totem is Huzuruth-Ur, Dire Wolf, the alpha of the Firstborn pack.

Storm Lords(non-Pure only)- The werewolves of the Storm Lords are devoted to continually testing themselves. They put themselves through ordeal after ordeal in order to improve, toughening up in order to live up to Urfarah's legacy. They often try to take control of werewolf politics among the Forsaken, as they consider themselves the obvious choice due to their personal accomplishments and their totem's lineage. Their tribal totem is Skolis-Ur, Winter Wolf, who was the second oldest of Father Wolf's children.

Perks

Lodge Initiate (300CP)- More experienced werewolves usually join a Lodge, a special group of Uratha who are drawn together by their interests. The Lodge of the Einherjar track down what happened to dead werewolf packs so that their glorious deaths can be celebrated or their betrayals or

cowardice corrected. The Lodge of the Hundred Days is devoted to cleaning up the spirits, demons, and ghosts created by the Tutsi genocide in Rwanda. The Lodge of the Shield is devoted to infiltrating law enforcement agencies and using their positions to help in the hunt.

You are a member of a Lodge, and beyond that are a very experienced and powerful werewolf, likely knowing many Gifts and Rites.

Gloryhound (100CP, free Cahalith)- Your reputation grows rapidly, as if carried by the nightly howls of wolves. Your exploits will become known far and wide, and people will come to regard you as competent if not outright heroic. With sufficient work, it wouldn't be long before your name is howled across the continent or even the world.

Storyteller (200CP, discount Cahalith)- The Cahalith are the lore keepers of the Uratha, who howl the stories of their people to Luna. You could make it as a professional artist in any field, from performance art like singing and storytelling to arts like woodworking or painting. The stories of the Cahalith are not just for entertainment, either. They exist to instruct the People and teach them the lessons of the past. And you are a master of talking people into taking your lessons to heart.

Monstrous Hunter (400CP, discount Cahalith)- When you are on the hunt, the world turns into a horror movie with your prey as the victim. An air of menace settles over their surroundings. Strange noises keep your prey on their toes. When you finally meet, shadows seem to elongate or recede to heighten just how terrifying you look. They are overcome with fear as they feebly try to fight you off or run away. You can turn this off if you want to be more subtle and not let them know something is wrong.

Prophetic Dreams (600CP, discount Cahalith)- Luna sends the odd dream of the future to every Cahalith, but you are truly special. You receive a prophecy every time you sleep, one of startling clarity. You'll nearly always know about the most important events of the coming day and receive secret knowledge to better handle them, excepting only those nights when you dream of important, long term, threats in the more distant future.

Trusted (100CP, free Elodoth)- The chosen of the quarter moon are perfectly balanced between dark and light. Others can't help but see you as trustworthy judge or mediator, someone who can be entreated as a neutral third party to fairly resolve disputes. This can be undone if you prove yourself corrupt or biased.

Judge (200CP, discount Elodoth)- You have the investigative and people reading skills of a professional detective, all the better to determine which side of a dispute is in the right. In addition, you have the experience in politics to be an able politician, manager, or bureaucrat, able to organize your pack well if you're the alpha or at least help it navigate the red tape of the modern world.

Isolating Hunter (400CP, discount Elodoth)- When you are on the hunt, your prey will find few allies. Others will turn away from them as they run past, instinctively feeling that a great predator is in the area and that to interfere would to make themselves targets. As your prey pounds on the door, they'll turn up the TV and pretend they don't hear the cries for help. Only those with a strong reason can bring themselves to render aid, and even they are forced to subconsciously hold back slightly, unable to shake the feeling that your prey is not "one of us." You can choose for this not to happen if you'd rather cause a panic or flush out others.

Balance Between Man and Wolf (600CP, discount Elodoth)- An Elodoth can try to enforce balance between the two halves of a werewolf in order to drag them out of the Death Rage. Whether or not you're an Elodoth, you can try this again and again, spending a bit of Essence with each attempt until you finally overcome their willpower and calm them down. You are not restricted to the Uratha. Any human(oid)-animal shapeshifter can be targeted. Other shapechanger types, a vampire who can turns into a bat through Protean, a mage who can transform into animals with Life magic, a Deviant with a half-animal alternate form, and stranger things besides, all can be cured of their abnormal emotional states.

Or on the other hand, they can be forced into a Death Rage or their species's closest equivalent. If they have no equivalent, then they will be forced into Kurruth just as an Uratha with minimum Primal Urge would be.

Plotter (100CP, free Irraka)- The chosen of the new moon are naturally cunning, their minds always working in the background. When an Uratha of another Auspice sees an Irraka staring at them, a common response is to tell them "stop thinking about how you'd kill me." The assumption is usually true. You exemplify this trait, being an endless font of clever new tricks, schemes, and stratagems.

Scout (200CP, discount Irraka)- Were you a career criminal before the First Change came upon you? You have all the skills to have been an excellent burglar or spy, able to sneak around, steal objects, disguise yourself, or lie with the best of them, abilities that will serve you well on the hunt.

Hidden Hunter (400CP, discount Irraka)- "There's no such thing as werewolves," your prey will reassure themselves when you're on the hunt. Your prey will become utterly confident in their own safety. They will overlook clues that they are being followed or that something dangerous or supernatural might be afoot. Instead they will seek out pleasures such as food or sex, confident that there's an innocent explanation for anything you do right up until you outright attack. This is optional, just in case you ever want someone to know you're coming.

Monster in the Dark (600CP, discount Irraka)- On nights of the new moon, who can say what might be lurking in the darkness or where those howls are coming from? As long as you are in darkness, you can teleport into any other nearby patch of darkness that is large enough to hold you.

Wise Man (100CP, free Ithaeur)- The Ithaeur are the shamans of the Forsaken. You at least give off the impression of someone deeply connected to the spirit world. People will tend to respect your opinions when you make claims about what the spirits want, giving them at least a bit more credence than they otherwise would. Your friends may come to you with supernatural problems they think they're having, even if you've never spoken to them about the supernatural. You'd never want for customers if you tried to work as a fortune teller, and if strangers are desperate enough they may even approach you on the street, following an intuition that you can help.

Medicine Man (200CP, discount Ithaeur)- You have plumbed the depths of knowledge from all the sides of your heritage: animal, spirit, and human. You are a competent medical doctor, you have the experience of a professional animal trainer, and you have deep occult knowledge. A shocking combination, perhaps, but never let it be said you're unwilling to turn to new areas of learning.

Mystic Hunter (400CP, discount Ithaeur)- When you are on the hunt, your prey will turn to fear of spirits. They will turn to their culture's superstitions to try to ward off the threats they feel coming, and will avoid areas that (they believe) have spirits or a connection to the spirit world. Actual contact with

spirits will distract them with a creeping sense of uncontrollable dread. When you actually face them, they'll likely try to ward you off with wolfsbane or prayer rather than truly effective measures like a gun or even any working magic they know.

If your prey is a spirit, this works in reverse, making them terrified of humans and the mundane world.

Guardian of the Border Marches (600CP, discount Ithaeur)- The spirits may not like you and the duty you took up from your fallen progenitor, but they at least respect you. Spirits inherently see you as a powerful figure of authority. They won't necessarily obey you, but they won't be able to shake the feeling that it won't be trivial to get rid of you, no matter how strong they are. More normal spirits are more likely to view you as a valid threat to their interests, someone to be bribed or bargained with rather than be casually attacked or ignored. And spirits much weaker than you will cower in fear, gladly snitching on each other to avoid your wrath or staying on their best behavior while in your territory.

Culture Hero (100CP, free Rahu)- When you enmesh yourself within a culture, living according to its ideals, you quickly come to be viewed as a paragon of that culture. The most patriotic America, the most brutal and loyal member of a mafia crime family, the most devout Christian, or perhaps more relevantly a werewolf with high Purity Renown, all these things are reputations you could easily accrue with a bit of effort.

Warrior (200CP, discount Rahu)- You've either taken to your new life as a werewolf like a fish to water or the First Change happened to the best possible person. You have the unarmed fighting skills of a professional boxer or marine, and you've adapted them perfectly to your new forms. You are also an able outdoorsman and are quite skilled at intimidating others, both before accounting for your ability to become a wolf monster.

Submissive Hunter (400CP, discount Rahu)- When you are on the hunt, your prey becomes overconfident. They become sure that you're nothing they can't handle. They won't bother trying to train, discover your weaknesses, prepare weapons and allies, or secure their homes. They will not falter even when you come face to face. Only if it becomes truly obvious that they have no chance is the effect broken. You can turn this off if you want to terrify them.

Unstoppable Rage (600CP, discount Rahu)- You have learned to draw on your rage in the heat of combat. To a regular werewolf, rage is simply a distraction, something that can dull their mind if they don't control it. But when you unleash your savage fury, your blows hit harder and come faster, and your mind sharpens with clarity as you identify the best places to claw and bite. Pain, bodily damage, the confusion of the battlefield, poisons, inclement weather, even curses all can be overcome in the heat of the fight as long as you are angry enough.

Eternal Hate (100CP, free The Pure)- The Pure are a culture of hate. The death of Urfarah and fall of Pangaea predate history. But still the Pure bare their fangs at the Forsaken and curse them for the actions of their ancestors thousands of years removed. You too can hold on to your hate forever. If you so choose, the mere passing of time can never dull your loathing of your enemies, nor can magic or any other supernatural effect prevent you from wanting to avenge yourself on them.

Unity of the Strong (200CP, discount The Pure)- The Pure are dominant in their struggle with the Forsaken throughout most of the world. They outnumber them two to one and hold the best hunting grounds. History might lead you to believe that this superior position would mean that the Pure would turn on each other rather than fighting the remnants of the Forsaken for scraps. But no, they almost

always manage to stay united, continuing to focus on their external enemies. You too know how to keep your allies on point and working together, even as your mutual enemies dwindle and there are fewer and fewer worthwhile spoils to be gained from them, even if said allies are members of a species as bloodthirsty and factious as the Uratha.

Burning Silver (400CP, discount The Pure)- Bereft of Luna's forgiveness, merely holding a silver weapon would burn one of the Pure's hands. Wielding a silver weapon to murder one of the Uratha disrupts the Harmony of a werewolf's soul. But the Pure are no strangers to pain and sin when necessary to prosecute their crusade. When you wield a silver weapon, it will deal grievous damage, just as it does to a werewolf, regardless of the target. And against targets who were already weak to silver? Your blows will deal even greater damage than a silver weapon normally would. But this comes with a price, as it will burn in your hand even as it burns your foes, regardless of what form you are in.

Chosen of the Shadow (600CP, discount The Pure)- The Pure work as the hands of powerful spirits in the physical world, helping to build the resonance they need to feed and grow or arranging for humans hosts they can manipulate or possess. Even in other worlds, spirits will be able to sense that you are a uniquely useful servant, and will endeavor to bring you into their orbit and bribe you to place your skills and powers behind their agendas. Even if you already work for a rival, spirits cannot help but consider how useful you would be if you were turned to their side. Of course, it's common for a powerful spirit to come to a Pure pack and demand to become their totem, and so it is not necessarily safe to turn down these offers of patronage.

Hidden Corruption (100CP, free Bale Hounds)- Bale Hound packs are very rare. Almost all Bale Hounds live secret double lives, pretending to be loyal members of the Pure or the Forsaken while weakening them from within. You have the skills necessary to keep this act up, continuing to commit your secret sins and further the corruption of the Hisil while seeming to be an upstanding member of your culture. You further know how to subtly weaken groups you belong to, fanning the flames of disunity and sabotaging their efforts for the day you can finally turn on and kill them all.

Rite of the Sin Eater (200CP, discount Bale Hounds)- The Bale Hounds' work can have horrific consequences on a werewolf's Harmony. They solve this with the Rite of the Sin Eater, in which they sacrifice a human and beseech Soulless Wolf to devour the spiritual consequences of their sins. You not only know this Rite, but you can perform it to cleanse any kind of spiritual consequences to your evil actions. Any system of morality will consider you pure, so long as you keep sacrificing people to have Viruhk-Ur devour your corruption.

The Wounded Shadow (400CP, discount Bale Hounds)- Sufficient sin is enough to create Wounds in the Hisil. These Wounds are places tainted by the sin of the Inferno, and they twist the spirits around them into demons. The primary duty of the Bale Hounds is to create and widen these Wounds. Thus to continue your duties in other worlds, you will be given the power to taint the local spirit world with great and repeated acts of sin. The type of sin will determine the resonance of the Wound, which will begin corrupting nearby spirits, empowering them with new appropriately-themed abilities and darkening their minds to fit with their new home. Demons in general will recognize you as their champion, at least leaving you alone to your evil work or being inclined to chip in if you are powerful or useful enough to them.

Demonic Vestments (600CP, discount Bale Hounds)- The average Bale Hound sells his soul for essentially nothing. In return for being consumed by sin, he gets the allegiance of evil spirits and a vague promise that if he serves well he can become a demon himself after death. Most convert out of

religious fervor, certain they're joining the winning side. You drove a better bargain. You gain access to all the Vestments that the Possessed gain in regards to your patron Maeljin's sin. A devotee of Asmodai, queen of wrath, could learn to provoke themselves or others to killing rages, to make their blood into a boiling weapon against anyone who attacks them, shoot gouts of hellfire, grow highly protective scales, or retaliate against all attacks launched on them, among many other, weaker abilities. You may choose any of the seven deadly sins; the additional sins of deception or violence; the Uratha-focused sins of consumption, destruction, disharmony, exposure, or invasion; or a similar sin of your own choice.

Dogs of War (100CP, free Blood Talons)- Quite contrary to the stereotypes about werewolves, the Blood Talons are quite militaristic. They don't fight like berserkers or even like animals, but like a trained combat unit. You have the skills to quickly whip trainees into a finely tuned fighting force, even if they happen to creatures who can snap into a bloodthirsty rage at a moments notice, and of course are experienced with the tactics of fighting in or leading such a unit yourself.

Keepers of the Oath (200CP, discount Blood Talons)- The Oath of the Moon requires the Forsaken to police the border between flesh and spirit. But who watches the watchmen? The task falls to the Blood Talons, the tribe which specializes in fighting werewolves. You are not only good at sniffing out corruption and conspiracies, but other members of organizations or groups you join can't help but trust you as an unbiased judge of internal loyalty, at least until you prove otherwise to them.

Gifts of Rage (400CP, discount Blood Talons)- The Blood Talons specialize in Rage Gifts. You have learned all the facets of the Rage Gift, and you will find that rage or anger themed spiritual abilities you possess will demonstrate heightened power and effectiveness in your hands.

Hunter of Werewolves (600CP, discount Blood Talons)- The Blood Talons hunt the most dangerous prey of all: their fellow werewolves. You are an expert on inter-werecreature conflict, from one on one duels to the strategies of breaking apart a pack by picking stray members off one by one before leading a final battle to crush the survivors. Beyond mere skill, your blows and other offensive powers simply work better against werecreatures of all types, dealing more damage and bypassing any regeneration they might have as though the blows came from silver.

Hunt for the Truth (100CP, free Bone Shadows)- For the Bone Shadows, a hunt does not necessarily consist of tracking someone down and mauling them to death. The Bone Shadows also hunt for secrets. You too are an expert on tracking down hidden knowledge. Not necessarily solving crimes, but you know how to research, how and when to best stake out the haunted house, and how to put the clues together to unravel occult mysteries.

Ban Seeker (200CP, discount Bone Shadows)- When hunting spirits, knowledge of its Ban is the greatest weapon in a werewolf's arsenal. You're not only good at sussing out these kinds of weaknesses, but luck seems to be on your side when it comes to finding your foes' supernatural weak points. The night you choose to stake out a park menaced by a spirit with a ban against coming close to a fire is likely to be the night the local collage kids decide to come by and get drunk around a bonfire.

Gifts of Death (400CP, discount Bone Shadows)- Seeking Wolf did not become Death Wolf until she was drawn into the Underworld by her curiosity and died, obtaining power over death. You have followed in her footsteps, having mastered all facets of the Death Gift. Both they and any other supernatural powers of death will also be strengthened when you use them.

Hunter of Spirits (600CP, discount Bone Shadows)- The Bone Shadows hunt the most powerful of

prey: the spirits of the Hisil. You have learned how to survive and quickly adapt to strange worlds of alien logic and discover the secrets of their inhabitants. Your attacks and offensive abilities are extra damage against spirits, and most terrifying of all, you can attack not only incorporeal beings while being material, your attacks can penetrate straight into parallel worlds like the Hisil if you choose, forcing your prey to flee or come into the material world to face you.

Atonement (100CP, free Fire Touched)- How do the Pure manage to keep their souls in balance as they openly embrace their spirit heritage and forsake humanity? Through penance. Painful, burning penance, and the Fire Touched pursue it with a zeal like no other. You know their rites, and you can use them not only to pursue Harmony but to help keep yourself balanced, sane, and stable by the standards of any moral or sanity system. All it takes is long, drawn out pain. Brand yourself, cut your own arms off over and over again and regenerate them, or drive silver knives into your skin and let them heal. With enough pain, anything can be forgiven.

Conversion (200CP, discount Fire Touched)- The Fire Touched are a proselytic cult, always happy to offer redemption to the Forsaken. Sometimes they need to take extreme measures to break Luna's brainwashing. You know how best to torture someone to break their will, especially to make them surrender to your way of thinking, or at least to make them give up information you want.

Gifts of Disease (400CP, discount Fire Touched)- Gurim-Ur was considered strange for suffering his sickness, but his own tribe understand that his rabies is holy, showing him visions none of his siblings were privy to. You have learned all facets of the Disease Gift, and your spiritual powers relating to pestilence and illnesses of all kinds will be strengthened.

Hail Typhoid Mary (600CP, discount Fire Touched)- The Fire Touched view religion as a disease: it makes you see things others won't believe in and it can be spread from person to person. They are its willing carriers, doing everything they can to ensure its spread. You have all the talents required to be a high prophet of Rabid Wolf. Your sermons are able to bind your community together in faith through the greatest of doubts and your arguments are so convincing that even the Forsaken can't help but take pause when you try to convert them. It wouldn't be beyond you to spark a major new religious movement.

Thin the Herd (100CP, free Hunters in Darkness)- When someone enters the wild territories of the Hunters in Darkness, they rarely do so alone. Whether your woods are violated by a logging company or a rival pack, you are experienced in dealing with them. Like a classical horror monster, you know how to identify the weakest members of any group, and how to properly pick them off one by one as they wander off from the group.

Kill Zone (200CP, discount Hunters in Darkness)- The Hunters in Darkness are more devoted to their territory than any other tribe. You are a master of setting a territory up for defense. You know how to create a kill-zone where your prey will be most vulnerable to your final assault. And even before then, you know how to turn your territory into a weapon: how to set clever hidden traps and how to best harry your prey through your territory, weakening them at the same time you push them towards the kill-zone.

Gifts of Nature (400CP, discount Hunters in Darkness)- The close association between the Hunters in Darkness and their territory gives them a bond with nature rivaled by few other werewolves. You know all facets of the Nature Gift, and all your spiritual powers revolving around land, plants, and animals are empowered.

Mus-Rah (600CP, discount Hunters in Darkness)- The Hunters' name for their territory in the First Tongue is mus-rah, meaning "holy killing ground." They make their lands into deathtraps for anyone who dares to defile them. You can bond with your territory in a way no other Uratha can. When you begin to live in a place, be it an apartment building or a stretch of forest, you more quickly learn its ins and outs and over a couple of weeks it counts as your territory. You can feel the position of anyone who enters it and your attacks or any powers you use to harm them are empowered. By the same token, any powers you use to secure or care for your territory are also strengthened, whether setting spirits to watch its borders or helping the local flora grow.

Wolf in Human's Clothing (100CP, free Iron Masters)- The Iron Masters keep closer ties to humanity than any other tribe. Consequentially, they are the most practiced at living double lives, keeping their duties as one of the Forsaken secret from lovers and co-workers. You are quite capable of keeping up this kind of deception, creating cover stories for your strange actions and quirks.

Herding Humans (200CP, discount Iron Masters)- Humans may be weak, but human society has a hold on werewolves and the Hisil that brute strength cannot overcome. Thus the Forsaken turn to the Iron Masters to manage the humans from within. You know how to manipulate human organizations, whether by climbing the ranks from within and coming up with excuses for new policies that secretly aid the werewolves or from without through protests, lawsuits, and rhetoric.

Gifts of Technology (400CP, discount Iron Masters)- The Iron Masters have learned to use the tools of man in their hunts just as much as the strengths of wolves and spirits. You know every facet of the Technology Gift, and it and any other spiritual powers devoted to technology are empowered when you use them.

Hunter of Humans (600CP, discount Iron Masters)- The Iron Masters specialize in the most clever prey of all: humanity. You are an expert on how to best leverage the advantages of a small, tight-knit, and individually powerful members of a werewolf pack in conflicts with humans. Humans rarely fight alone, and so you have become an expert on how to fight while outnumbered and outgunned. What's more, your attacks against humans, or any hostile supernatural powers you use against them, are far more effective than normal.

Noble Blood (100CP, free Ivory Claws)- The Ivory Claws place a great deal of stock in good breeding, and you are a product of their efforts. Whenever you have a blood claim to a position of power, people can't help but view your claim extremely positively. Even if there are people with better closer ties, you seem somehow divinely appointed, and others will be more hesitant to oppose or rebel against you.

White Wolf Power (200CP, discount Ivory Claws)- Most Ivory Claws are concerned only about purity in the abstract, but a significant number also hole up within an ethnic enclave, proclaiming their people the purest of all. You are highly knowledgeable on how to stoke racial tensions, gathering a devoted group of your kind around yourself and keeping them loyal through appeals to racial loyalty.

Gifts of Blood (400CP, discount Ivory Claws)- Blood is sacred to the Ivory Claws. You have learned all the facets of the Blood Gift, and it and any other spiritual powers revolving around blood will be empowered when used by you.

Good Breeding (600CP, discount Ivory Claws)- Secret blood rites of the Ivory Claws can draw forth

more of their heritage from Urfarah, resulting in a superior specimen, one who can put the mongrels of the Forsaken to shame. Your Gauru form is larger and stronger than other werewolves'. You are difficult to bind or slow with magic, you take a bit less damage from silver, and most useful of all you do not need to spend Essence to regenerate lethal damage. And there's no reason your bloodline needs to stop with you. You are wonderful breeding material, able to choose which of your heritable supernatural traits any offspring will inherit. You could guarantee that all your children will be Uratha, should you desire.

Honor Nothing of Human Craft (100CP, free Predator Kings)- The Predator Kings consider humans nothing but chattel. They learn to live solely by their own power. You too know how to survive off the land, hunting your food and making anything you need by hand. You could easily survive as a hermit in the wilderness for the rest of your life if you so chose.

Pangaea Reborn (200CP, discount Predator Kings)- Pangaea, as the Predator Kings describe it, was a hunter's paradise where the Uratha reigned supreme over humanity. They mourn its loss more than any other tribe. Indeed, they mourn it more than the death of Urfarah himself. You carry the legacy of that time, as humans can't help but see you as an apex predator. Your very presence is cowing to them, as though they knew they stood in the sight of a monster who could easily tear a man to shreds even when in human form.

Gifts of Hunger (400CP, discount Predator Kings)- Predators hunt to sate their hunger, and no Uratha embodies the ideal of a hunter like the Predator Kings. You know all facets of the Hunger Gift, and it and all other spiritual powers of hunger you use are empowered.

Apex Predator (600CP, discount Predator Kings)- Dire Wolf was the alpha of the Firstborn pack, a snarling monster who embodied Father Wolf's power as a supreme hunter like no one else. Like him, you are a master of the hunt. Others may specialize in certain prey or certain aspect of the hunt, but no one can match you for your sheer breadth of talent. From flushing the prey out, to chasing it down, harrowing it each step of the way, and going in for the kill, you are a supreme master, your skill, finely honed senses, and matchless instincts make you a hunter of such caliber that even other werewolves will be left in awe.

Storm-Tempered (100CP, free Storm Lords)- Winter Wolf is the embodiment of the storm, and lends his favor to those who can survive its fury. You are comfortable in any natural environment, from the coldest artic glaciers to the scorching desert wastes at high noon, able to hunt through the deepest jungle as naturally as a wide open plain. Your prey will never be able to escape you by fleeing through harsh terrain unless they can hide in such an immediately deadly location as an active volcano.

More Pain, More Gain (200CP, discount Storm Lords)- The Storm Lords do not claim the right to lead the Forsaken because their tribal totem is the eldest of the non-Pure Firstborn. Rather, they wish to live up to his example so that they can become worthy to rule. For this reason, they put themselves through hellish training to toughen themselves up. When you make your training unnecessarily extreme, you receive far better results than normal. Training to run a marathon by running around a track will be vastly outclassed by running naked up a mountain in a blizzard, and even mental tasks such as learning mathematics will prove more efficient if you read the book while doing push-ups to the point of exhaustion instead of while sitting comfortably in a chair.

Gifts of Weather (400CP, discount Storm Lords)- As the followers of Winter Wolf, the Storm Lords have an affinity to spirits of the storm. You know all facets of the Weather Gift, and it and any other

spiritual powers of weather you use will be empowered.

Hunter of the Possessed (600CP, discount Storm Lords)- The Storm Lords hunt the most subtle prey of all: those who have been Urged or Claimed by spirits. You have an uncanny instinct for picking up the subtle clues that someone is being mentally manipulated, and have trained to fight the strange and diverse array of beings that can result from an unnatural merger between spirit and flesh. All of your attacks and offensive abilities are strengthened when used on a target who is either possessed or is possessing someone. And finally you have a special power: whenever you target someone, whether with an attack or some more esoteric power, you can choose for it to only effect any possessing spirit(s) within them, leaving your foe with no safe haven within the flesh of the innocent.

Adaptable (100CP, free Shapechanger)- One day you're a regular human being, the next you eat the wrong bit of food and you become an Unclean or are chosen as a new member of the Colony. But you managed to survive thanks to your ability to quickly adapt to new and radically life altering circumstances with a cool head.

Life Between the Cracks (100CP, free Shapechanger)- The Unclean eke out an existence in the sewers, far from the prying eyes of the uninfected. Like them, you know how to live in the shadows of the urban jungle, thriving while staying hidden from normal society.

The Herd Must Not Know (200CP, discount Shapechanger)- One tenant of the Oath of the Moon that the other shapechangers have ironically managed to keep better than the Uratha themselves. Everyone knows that silver bullets kill werewolves by now, even as they refuse to believe werewolves exist. But the idea of were-eagles ruling the mountaintops is so out-there that even the looniest conspiracy nut would call you a hoaxer if you tried to expose the truth. You have the skills to hide a clandestine group, keeping your activities and powers hidden from both your enemies and the public at large.

The Scent of Evil (200CP, discount Shapechanger)- The Colony need to kill the evil, but ironically have no power to identify who is evil, potentially leading them to murder an innocent. You have an unerring sense of the morality of everyone you meet. Specifically, you learn whether or not they are evil enough to count as one a valid victim for the werecats.

Divine Idol (400CP, discount Shapechanger)- The Distant Ones consider themselves gods. The Baal-Hadad rule over isolated communities of humans as living idols. You know how to impress mere mortals with your supernatural powers, how to find those most in need of spiritual guidance (or perhaps who are just vulnerable to cult recruitment), and how to forge them into a religion devoted to you.

Savage Fury (400CP, discount Shapechanger)- All shape shifters have animal forms, and non-Uratha are able to draw on even more beasts' power through general Aspects. You are highly experienced when it comes to exploiting animal forms or animal parts when you have partially transformed during combat. You know how to best aim a claw swipe or where to bite down when trying to immobilize someone, and even more exotic skills such as where to sink your venomous fangs to ensure your poison spreads through their system the fastest. For you, these things are as natural as a highly trained human martial artist using punches and kicks.

Chimera (600CP, discount Shapechanger)- Only a small number of Aspects are available for any shapechanger to develop, plus a few more unique to their particular species. But why be satisfied with that? You can learn and use any Aspect, regardless of your form. An Uratha could learn Righting Reflex

to always land on their feet, a Sobeki could develop the Keen Eye of an Eagle, or one of the Unclean could grant themselves the Razoskin of a shark. Even the Aspects and Favors of the Changing Breeds can be learned.

Infectious (600CP, discount Shapechanger)- The world has never seen something like you before. Or perhaps it has, and your predecessor was destroyed before they could drown the world in their curse? You now have the power to spread the species you bought in this jump to others very easily. If you normally use a ritual to induct a new member or create more of your kind with an attack or an infection, then you no longer need to wait between infections, no longer need only a special sort of person, no longer need any rare materials or circumstances, or so forth. You can instead spend a small amount of willpower to make someone into a shapechanger. If you normally spread your condition to your children, you gain a ritual or attack of your design which transforms others.

Items

You may select one 100CP item for free, and one item of each other price tier to discount.

Mask of Life (100CP)- This fetish is a small pendant of boar hair woven into the shape of a mask. When used, the owner's wounds appear to be healed. This is only an illusion, and you will still be knocked unconscious or die even though you look perfectly healthy. The illusion does work on you well enough that you feel no pain, even as you know how much damage you've really taken.

Silver Armory (100CP)- Silver weapons are painful to wield and dangerous to a shapechanger's Harmony, but nothing can beat them when it comes to killing your own kind. You have a well stocked armory of silver melee weapons and a stock of silver bullets that regenerates each week.

Steel Shadow (100CP)- Steel Shadows are fetish cars or vans. You can choose either an Ironhide enchantment, which makes the vehicle tougher, or a Road Shadow one, to make it utterly silent. You can spend an extra +100CP undiscounted to get both.

Timepiece (100CP)- This fetish takes the form of a watch. It can record up to three minutes worth of the user's sensory experiences and then play it back, either to them or to another who is allowed to bind the fetish to themselves.

Extended Pack (200CP)- Werewolves don't need to hunt alone. Packs often include Wolf-Blooded or even human allies. You gain two dozen Wolf-Blooded followers, people who were born from Uratha bloodlines or were transformed through Lunacy and who have one or two minor powers as a result. Wolf-Blooded might have regeneration like a werewolf, an aura of menace and the ability to shift into a Dalu form when presented with a cross, an evil eye that can curse anyone it glares at, or similar powers.

Four Fingered Charm (200CP)- This fetish greatly aids in acts of theft, including making it harder for anyone to notice that the stolen item is gone. It is a charm enchanted by a crow spirit.

Fulgent Talwar (200CP)- A curved Indian sword, this fetish is a klaive, an item blessed by the spirits to aid its wielder in combat. This klaive is blessed by a light or sun spirit, and it is very potent at parrying attacks when used during the day or on a night of the full moon.

Shadow Thunderhead Mask (200CP)- This snarling mask of a werewolf or spirit is a fetish that protects the wearer from spiritual assault. It interferes with any spirit powers used on the owner, other than direct physical attacks.

Alter Stone (400CP)- Shapechangers with no contact with the Hisil often use these holy alters. Once per week when an animal, human, or shapechanger is sacrificed on it, it will be charged with Essence, which may then be drawn out and used. The larger the sacrifice, the more Essence it generates.

Drum of the Heavens (400CP)- This fetish drum can be used to play music that spirits find fascinating and beautiful. Any spirit who hears you play it will view you highly positively, though they may begin pestering you to constantly play the drum so that they can hear the music of creation.

Herne's Black Lantern (400CP)- This fetish lantern is blessed by a firefly spirit. When lit, it curses the area around it. No one but the fetish's owner can safely draw Essence, being grievously wounded if they try. Humans are uneasy when near the lantern, their fear rattling their attempts to act until they can retreat beyond its reach.

Locus (400CP)- You control a very powerful Locus, one of the places where the Gauntlet between the worlds of flesh and spirit grows thin. It can be harvested for Essence or used for travel, as it is easy to slip between the mundane world and the Hisil here. After this jump, the Locus will move into your Warehouse, creating an entire spirit reflection of your Warehouse that can also be used to store items between jumps.

Agalu Delal (600CP)- The Daemon Eater is a scythe containing a powerful moon spirit. Its blade can slash straight through the Gauntlet to cut spirits on the other side. Each attack also hobbles the spirit, making it slower, and releases its stores of Essence, leaving them on the ground where other spirits can absorb them. The normal klaive contains an Ithalunim who will not let it be wielded by any but a very wise Ithaeur, but your copy needs no spirit inside it and has no requirements to wield.

Dahzulna (600CP)- The Scepter of Battle is a very long mace with a spike on the end that shines under the full moon, intended for a war leader. The wielder and all their followers are immune to fear, and the klaive's magic aids your followers in copying any action they see you perform. It contains an air elemental that will conceal you with a swirl of wind during combat and your attacks can blow the targets back. The Ralunim inside the original will not allow anyone but a powerful alpha to wield it, but your copy needs no spirits to function.

Mumaizadum (600CP)- This two headed axe's name translates to Fire and Water. One head contains a fire elemental, the other a water elemental, and the haft has a Elunim bound within. It allows you to control fire or summon water, and any attacks against fire- or water-aligned supernatural beings will be supremely effective.

Sidm's Doom (600CP)- Sidm's Doom appears to be a broken dagger, with only three inches worth of blade remaining, but in truth the final eight inches of the dagger are still there. A hare spirit and diamond spirit have been bound inside, making the blade unnaturally sharp. They would normally demand payment from you, but your copy lacks any spirits, working on its own power.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets backgrounds and 600CP to spend.

Toten(100CP)- Werewolf packs often bind a spirit to serve as their totem. They receive a few advantages that represent the spirit's domain, such as ambidexterity or an increase in intelligence. The

spirit will often also fight for or aid them with its own powers. In exchange, the pack is expected to uphold the spirit's Ban. You have a powerful (Rank 5) spirit as a totem. You can choose whether it is a companion or a follower.

Drawbacks

You can take up to +1200CP worth of Drawbacks.

Dark Eras(0CP)- Have you been to this world before and want to pick up where you left off? Or perhaps you want to start in one of the canon historical settings? You can decide how this jump interacts with your other New World of Darkness jumps, including fan splats. You can also start in one of the Dark Eras settings for Werewolf, including stone age eastern Europe (5500-5000 BCE), ancient Egypt(1806 BCE), the Roman empire (9), the Viking era (700-1000), World War 1 (1914), the golden age of science fiction (1938), or New York City (1969).

Disfavored By the Hisil(+100CP)- Something about you just rubs spirits the wrong way. They'll commonly go out of their way to harass and annoy you, and it will be much harder to convince any of them to aid or teach you.

Hunter Hunted(+100CP)- Werewolves flatter themselves that they are the supreme hunters, but you have become the prey. The werewolves of your starting location have declared you their prey. Perhaps you've pissed off the local alpha, or a victory against the Pure has caused them to swear vengeance against you. You'll be hard pressed to go about your life here without Uratha constantly harassing you.

Wolf Blooded(+100CP)- You aren't a shape changer. You are a mere Wolf-Blooded, barely more than a mortal, and cannot access other alt forms. A Wolf-Blooded is essentially a human, with one or maybe two minor powers. They aren't normally respected by the Uratha, being second class citizens expected to obey the real werewolves.

You get to keep your Wolf-Blooded form as a second alt form as the jump.

Wrong Game(+100CP)- You are a firm believer in the religion of the werewolves. The werewolves of Werewolf: The Apocaplyse that is. This will make fitting in with your fellows quite difficult. The Pure will not appreciate your attempts to fight "evil" spirits because you think they are corrupted by these "Weaver" and "Wyrm" you keep talking about. The Forsaken will look equal askance that the idea that nature spirits are good and that you must devote yourself to stopping pollution from killing the spirit of the Earth.

Hunter Hunted (Revised Edition)(+200CP)- Certain humans have a greater than normal capacity to admit to the existence of and even confront the supernatural. Many have gathered themselves into whole organizations, some of which have occult powers of their own. The Bear Lodge and Les Mysteres specialize in hunting Uratha, but most of the others are interested in it as well. And they keep finding leads on you in particular. Be prepared to regularly confront people who want to kill you for being the spawn of Satan or dissect you to figure out how your regeneration works.

Marked Prey(+200CP)- Universal's the Wolf Man had it that a werewolf's next victim would be marked by a pentagram. Something very similar is going on with you. Whenever you target someone for any action that could be called a "hunt", they will receive warning in the form of a supernatural sense of dread, alerting them that they need to start preparing to fight you. You specifically, with silver weapons and whatever counters for your various abilities they can think of, no matter how skeptical

they'd otherwise be.

Moon Mad(+200CP)- Movies exaggerate just how uncontrollable a werewolf is. They may have problems with falling into mindless rage, but they don't become bloodthirsty monsters all night under the full moon… except you. You experience Kurruth as if you had the highest Primal Urge and lowest Harmony, even if you aren't a werewolf. You'll have to carefully manage your condition's triggers if you don't want to be reduced to a ravening beast.

Plague of Hosts(+200CP)- The Hosts are the remains of ancient Pangaeans hunted and torn to pieces by Urfarah. They are spirit shards that possess animals and devour humans, controlling the corpses and producing large animal monsters or strange animal-human hybrids. The things seem to just keep popping out of the woodwork around you, especially ones with agendas diametrically opposed to yours. The Beshilu rat hosts may try to chew down the Gauntlet around you if you are struggling to keep the Hisil under control, or on the other hand if you are one of the Pure with powerful spirit allies the Azlu spider hosts may strengthen the Gauntlet to deny you your patron's aid.

Idigam Lure(+300CP)- The Idigam are chaotic, definition-less spirits once hunted by Father Wolf. They were mostly imprisoned on the moon, and began returning in large numbers when man first landed there, first riding back space shuttles and now swimming along the currents of data from satellites. Each one is unique and powerful, able to reshape entire spirit ecologies around themselves. And for whatever reason they keep landing near to you as they escape. Prepare to spend a great deal of time dealing with the fallout from these ancient formless monsters.

Silver Bane(+300CP)- Silver may cut through an Uratha's defenses, but you likely have others. Not any more. Now a weapon of silver will ignore even your out of jump defenses and regeneration abilities.

Silver Crusade(+300CP)- One of the powerful Maslunim, the great moon spirits, has declared a crusade. This will lead to a vicious shadow war throughout the continent as the Forsaken rush to head their goddess's messenger. Whether you're pressed into service, targeted as part of the war, or are simply swept into the battle when it intrudes on your territory, you'll have to deal with an all out war waged by werewolves and backed by powerful moon spirits.

The Contagion Chronicles(+300CP)- The Contagion is a spiritual breakdown caused by the malfunctioning of the God Machine, a worldwide network of occult/mechanical Infrastructure that manipulates humanity. Several groups of supernatural creatures oppose it. Not only are you going to run into the Contagion, but the other groups that watch out for it are going to misidentify you as part of the problem, setting you on a collision course with a startling array of different supernatural abilities working in concert with each other.

End Choice
Go Home
Stay
Continue Jumping

Notes

Spirits from future jumps will find that they're able to teach you Gifts just as spirits from this world could, allowing you to continue to grow even in other jumps.

A Generic Jump by Generic Anon.

Changelog
1.1
Upped Drawback cap to +1200 CP and added new Drawbacks.