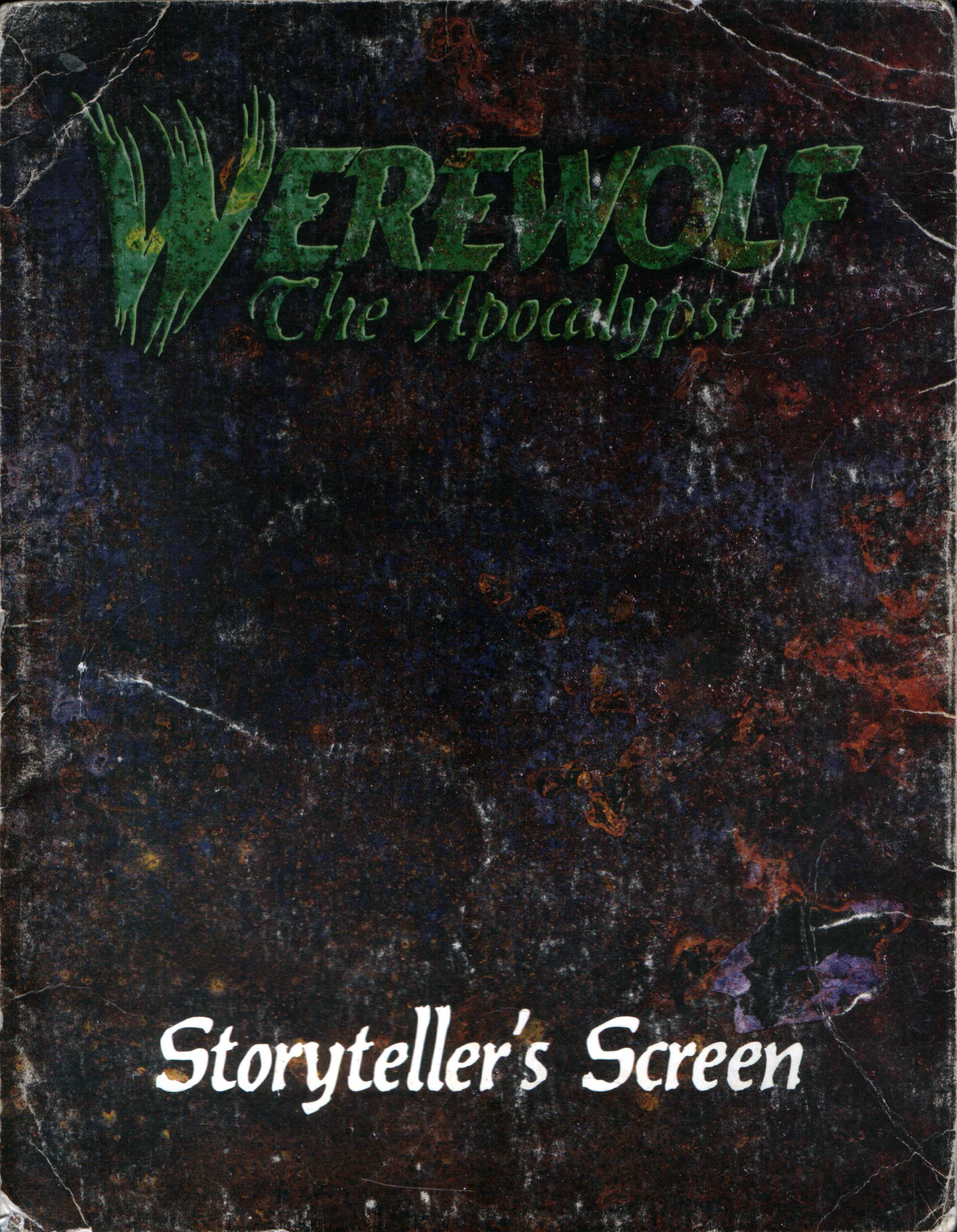


The background of the cover is a dark, heavily textured surface with a mottled pattern of dark blue, black, and reddish-brown, resembling aged leather or a weathered stone. The title 'WEREWOLF' is rendered in large, green, blocky letters with a distressed, weathered appearance. The letter 'W' is stylized to resemble a werewolf's head and paws. Below 'WEREWOLF' is the subtitle 'The Apocalypse' in a green, cursive script, followed by a small 'TM' trademark symbol.

WEREWOLF

*The Apocalypse*TM

Storyteller's Screen

Combat

Maneuvers Table

Maneuver	Roll	Difficulty	Damage	#A
Bite	Dexterity + Brawl	7	Strength + 2	1
Overbear	Str + Brawl	Opp. Dex	Special**	1
Body Slam	Str + Brawl	Opp. Str	Special**	1
Evasive Act. (*)	Dodge + Wits	7	0	1
Fur Gnarl (*)	Per + Brawl	8	Special**	2
Hamstring (*)	Dex + Brawl	8	Str + Special**	1
Immobilize (*)	Dex + Brawl	6	Special**	1
Jaw Lock (*)	Str + Brawl	6	Special**	1
Kick	Strength + Brawl	6	Strength + 1	1
Leaping Rake	Dex + Brawl	8	Strength + 1	2
Punch	Dex + Brawl	6	Strength	1
Rake	Dex + Brawl	6	Brawl+ 2	1
Taunt (*)	Manip. + Exp.	Varies	Special **	1

(*) — This maneuver may not be used by a character in a frenzy.

(**) Damage for special maneuvers found on pgs. 239-241

First Rank Gift Chart

Name	Tribe	Point	Roll	Difficulty	Effect
Aura of Confidence	Sha	1G	Cha+Subterfuge	Per+Empathy	No flaws are detectable
Balance	Sta	1G	n/a	n/a	Difficulties for climbing rolls are reduced by three
Beast Speech	Gal	1G	Cha+Animal Ken	6	Speak to animals
Blur of the Milky Eye	Rag	1W	Man + Stealth	8	Increased Per rolls to detect the Garou
Call of the Breeze	Wen	1G	n/a	n/a	A 20mph wind is directed by the Garou
Call of the Wyld	Gal	n/a	n/a	n/a	Summon others by howling
Camouflage	Wen	1G	n/a	n/a	The Garou increases all rolls to spot her by three. It is only usable in the wilderness
Control Simple Machine	Gla	1W	Man+Repair	7	The Garou is able to control simple mechanical devices, such as locks and buttons.
Cooking	Bon	1G	Wit+Survival	6&up	The Garou is able to make an edible mush from refuse
Create Element	1G	n/a	n/a	Gnosis	Create 1 cu.ft. of fire/air/earth/water
Fatal Flaw	Sha	1G	Per+Empathy	Wit+Subterfuge	Discover opponent's weakness and do one extra die of damage
Heightened Senses	Lup	1G	n/a	n/a	-3 to all Per difficulties
Inspiration	Ahr	1G	n/a	N/A	Add 1 success to any WP or Rage rolls made by companions
Lambent Flame	Sil	1W	n/a	n/a	All hand to hand attacks on the Garou are at -1. All missile attacks are at +1
Leap of the Kangaroo	Lup	n/a	Sta+Athletics	6	Double jumping distance
Mindpeak	Gal	1W	App. + Perform	WP/person	Silent communication
Mother's Touch	The	(1G)	Int+Medicine	Rage of Patient	Each success heals one wound level
Open Seal	Rag	1G	Gnosis vs. Gauntlet	varies	Open locked or closed device
Persuasion	Hom	1G	Cha + Subterfuge	6	Reduces difficulty of Social Rolls: 1/success
Razor Claws	Ahr	1R	n/a	n/a	Add 1 die of damage
Resist Pain	Phi	1G	n/a	n/a	Ignore all penalties for wounds Aggravated wounds require Gnosis
Resist Toxin	Fia	n/a	Sta+Survival	6	No damage from disease or poison
Scent of Running Water	Rag	1G	n/a	n/a	Masks scent
Scent of Sweet Honey	Bon	1G	Wit+Survival	n/a	Attracts vermin to opponent
Sense Magic	Ukt	1G	Per+Enigmas	varies	Sense the presence of magic
Sense Wyrn	Met	n/a	Per + Occult	depends	Senses manifestations of the Wyrn
Shroud	Ukt	1G	n/a	varies	For each success a 10'x10' area is covered in pitch-black darkness
Smell of Man	Hom	n/a	n/a	n/a	-1 die for all animals within 20 feet
Spirit Speech	The	1W	n/a	n/a	Communicate with spirits
The Falling Touch	Ahr	n/a	.Dex+Medicine	Sta+Athletics	Sends opponent to the ground
Truth of Gaia	Phi	n/a	Int+Empathy	Man+Subterfuge	Detect lies

Name refers to the name of the Gift. Tribe refers to the origin of the Gift. Point is the amount of points required to use the Gift. Roll describes the appropriate roll to make. Difficulty is the difficulty to use the Gift. It may also describe the resistance roll of the Garou's opponent. The Effect column describes the effect of the Gift in play.

Character Generation

Step One: Character Concept

Choose Breed:

Lupus - Initial Gnosis 5

Metis - Initial Gnosis 3

Homid - Initial Gnosis 1

Choose Aspect

Ragabash (New Moon): Trickster - Initial Rage 1

Theurge (Crescent Moon): Seer - Initial Rage 2

Philodox (Half Moon): Ritualist - Initial Rage 3

Galliard (Gibbous Moon): Moon Dancer - Initial Rage 4

Ahroun (Full Moon): Warrior - Initial Rage 5

Choose Tribe

Black Furies - Initial Willpower - 3, Backgrounds: 3 points, no limit.

Composed almost entirely of women, the Furies are the servants of the Wyld, and the avengers of the Garou.

Bone Gnawers - Initial Willpower - 4, Backgrounds: 3 points, no Resources, Fetish, Past Life, or Pure Breed

Living as vagrants on the streets of the city, the Gnawers are always well-informed and universally despised.

Children of Gaia - Initial Willpower - 4, Backgrounds: 2 points, no limit.

The most moderate of all the tribes, the Children have become the mediators of the Garou and the defenders of humanity. Their young, however, often become radicals and join various subcultures.

Fianna - Initial Willpower - 2, Backgrounds: 4 points, no limit.

Every member of this tribe is of Irish descent, and the Fianna are exceedingly proud of this heritage. They live wherever their Kinfolk make their homes, and keep close contact with them at all times.

Get of Fenris - Initial Willpower - 3, Backgrounds: 4 points, no Past Life, Mentor, or Allies.

Savage and bloodthirsty, the Get are largely of Norse descent, and proud of it. They tend to dominate the rural countries and towns where they live.

Glass Walkers - Initial Willpower - 3, Backgrounds: 4 points, no Pure Breed, Mentor, or Past Life.

Of all the tribes, the Walkers are the most well-adjusted to the city and the least trusted by the other Garou. They tend to mix with the underworld and frequently employ high technology.

Red Talons - Initial Willpower - 3, Backgrounds: 4 points, no Resources, Allies, Contacts, or Kinfolk. All members of this tribe are of the lupus Breed.

Comprised entirely of lupus, the Red Talons think that the best way to save Gaia is to destroy the cancer - the humans - once and for all.

Shadow Lords - Initial Willpower - 3, Backgrounds: 4 points, no Allies or Mentor.

Very dominant and demanding, the Shadow Lords are trying to win over the leadership of the Garou from the Silver Fangs.

They would do almost anything for power.

Silent Striders - Initial Willpower - 2, Backgrounds: 5 points, no Resources or Past Life.

They live their lives on the road, constantly moving and traveling. They breed almost exclusively with gypsies, circus performers, and other wanderers. They know many of the secrets of both the mortal and the spirit worlds.

Silver Fangs - Initial Willpower - 3, Backgrounds: 5 points; at least three must be Pure Breed.

The most prestigious of all the tribes, the Fangs have mated with the noblest humans and wolves for centuries. They are inbred, however, and have become tainted with sickness.

Stargazers - Initial Willpower - 6, Backgrounds: 2 points, no Allies, Resources, Totem, or Fetish.

Cerebral and contemplative, the Stargazers wander the world in search of Enlightenment and truth, but are staunch opponents of the Wyrms nonetheless.

Uktena - Initial Willpower - 2, Backgrounds: 4 points, no limits.

The sly and mysterious Uktena are the most capable magicians of the Garou, and are widely distrusted as a result.

Wendigo - Initial Willpower - 5, Backgrounds: 2 points, no Contacts or Resources.

The only purely Native American Garou left, the Wendigos are fiercely independent and still determined to drive the invaders from the North American continent.

Step Two: Select Attributes

What are your basic capabilities?

• Prioritize your three Categories:

Physical, Social & Mental (7/5/3)

Step Three: Select Abilities

What do you know? (13/9/5)

• Prioritize your three Categories:

Talents, Skills & Knowledges

Step Four: Select Advantages

In what ways are you unique?

• Choose **Renown**: an indication of your character's standing among the Garou - spend 500 points.

• Choose **Backgrounds**: May be limited by Chronicle concept (5 dots)

• Choose **Gifts**: (see Gift chart below) Determined by your Breed, Auspice, & Tribe (3 gifts, one from each.)

Step Five: Last Touches

Record base **Rage**

Record base **Willpower**

Record base **Gnosis**

Record **Rank**

Spend your 15 **Freebie points** as follows: Freebie Cost - Gifts: 7, Attributes 5, Abilities 2, Gnosis 2, Willpower 1, Rage 1, Backgrounds 1, Renown 1 point per 50 Renown.

Be sure to fill out the back of your character sheet as well as the front.

Homid

(Human)

No Adj.

Difficulty 6

Stepping Sideways

Successes	Shift Time
Botch	Caught
0	Failure; lose one Gnosis point, and may not enter for another hour
1	15 minutes
2	5 minutes
3	30 seconds
4+	Instant

Frenzy

Difficulty	Moon Stage
8	New
7	Crescent
6	Half
5	Gibbous
4	Full

Sneaking Variables

Variables	Feet Moved per Success
Crawling	3
Inside	3
Many guards	3
No cover	3
Heavy cover	7
Guards far away	10

Strength Feats

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	80 lbs.
3	Break down a wooden door	150 lbs.
4	Break a 2' x 4' board	250 lbs.
5	Break open a metal fire door	500 lbs.
6	Throw a motorcycle	700 lbs.
7	Flip over a car	900 lbs.
8	Break a three-inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.

Fire

Difficulty	Heat of Fire
Three	Heat of a Candle (first degree burns)
Five	Heat of a Torch (second degree burns)
Seven	Heat of a Bunsen Burner (third degree burns)
Nine	Heat of a Chemical fire
Ten	Molten Metal
Wounds	Size of Fire
One	Torch, small part of body burned
Two	Bonfire, much of body burned
Three	Raging Inferno, all of body burned

Glabro

(Near Man)

Str. +2, Sta. +2, App. -1

Difficulty 7

Gauntlet

Area	Typical Gauntlet
Science lab	9
Inner city	8
Most places	7
Rural countryside	6
Deep wilderness	5
Typical active caern	4
Powerful caern	3
The greatest caerns	2

Jumping

When a player announces that he wants to make a jump, have him make a Strength roll. If it is a horizontal jump and the character can make a decent running start, then allow him to make a Strength + Athletics roll. The difficulty for jumping is almost always a 3 (unless there are difficult weather conditions or there is a narrow landing space). The Storyteller calculates how many successes are needed to make the jump. The number of successes required is based on the number of feet that need to be jumped, and whether the character is jumping horizontally or vertically (see the chart below). There are no partial successes in jumping; you either get it in one roll, or you fail and fall.

A failure or a botch indicates that the character falls, trips or for some reason fails. If it was only a failure, you might give the player a second chance by having the player make a Dexterity + Athletics roll to see if he can grab onto the ledge, etc. However, a botch is always a complete failure — a fall. The wounds sustained by falls are discussed in the Injuries section of the Development chapter.

If the player makes a Perception + Athletics roll before he makes the jump (average difficulty of 8) and receives at least one success, then you can tell him how many successes he will need in order to make the jump. You should actually make the Perception roll, so that he is uncertain of how accurate the estimation was.

Type of Jump	Homid	Glabro	Crinos	Hispo	Lupus
Vertical (up)	2	3	4	5	4
Horizontal (across)	4	4	5	6	7

Falling

Distance (in feet)	Injury
Five:	One Health Level
Ten:	Two Health Levels
Twenty:	Three Health Levels
Thirty:	Four Health Levels
Forty:	Five Health Levels
Fifty:	Six Health Levels
Sixty:	Seven Health Levels
...and so on, to a maximum of 10 health levels.	

Hispo

(Near Wolf)

Str. +3, Sta. +3, Dex. +2, Man. -3

Difficulty 7

Lupus

(Wolf)

Str. +1, Sta. +2, Man. -3

Difficulty 6

Battle Scars

Result	Effect
1-3	Superficial Scars
4-5	Deep Scar
6-7	Improper Bone Setting
8	Skull Head
9	Broken Jaw
10	Missing Eye
11	Ahem...
12-14	Collapsed Lung:
15-17	Missing Fingers:
18-20	Maimed Arm
21-23	Damaged Limbs
24-27	Spinal Damage
28-30	Brain Damage

Health Levels

Bruised:	Character is only bruised and has no action penalties.
Hurt:	Character is only mildly hurt; movement isn't hindered.
Injured:	A small injury, little hindrance to movement.
Wounded:	Character cannot run, but can still walk.
Mauled:	Character is badly injured and can barely walk.
Crippled:	Character is severely injured and can only hobble about.
Incapacitated:	Character is completely incapable of movement.

Delirium Chart

Willpower	Reaction
1	Catatonic Fear
2	Panic
3	Disbelief
4	Berserk
5	Terror
6	Conciliatory
7	Controlled Fear
8	Curiosity
9	Bloodlust
10	No Reaction/Blasé

Difficulty Numbers

Three:	Easy
Four:	Routine
Five:	Straightforward
Six:	Average
Seven:	Challenging
Eight:	Difficult
Nine:	Extremely Difficult

Degrees of Success

Single (One)	Marginal
Double (Two)	Moderate
Triple (Three)	Complete
Quadruple (Four)	Exceptional
Quintuple (Five)	Phenomenal

Experience Point Chart

Type of Trait	Cost
New Ability	3
Gift	Level of Gift x 3
Gift from other breed/auspice/tribe	Level of Gift x 5
Rage	current rating
Willpower	current rating x 2
Ability	current rating x 3
Gnosis	current rating x 3
Attribute	current rating x 4

Renown

Feat

Renown Point Award

• Besting a Vampire, young	500 Glory
• Besting a Vampire, old	1000 Glory
• Besting a Vampire, ancient	2000 Glory
• Slaying a Vampire, young	2000 Glory
• Slaying a Vampire, old	3000 Glory
• Slaying a Vampire, ancient	5000 Glory
• Protecting tribe from menace	2000 Glory
• Defeating a spirit in spirit combat	100 Glory
• Protecting the earth from depredation (strip-mining, toxic waste, etc.)	500-2000 Glory
• Defeating a manifestation of the Wyrms	1000 Glory
• Protecting a helpless creature	100-1000 Honor
• Adhering to the codes of the Garou even at cost to oneself	100-2000 Honor
• Mediating a dispute fairly and impartially	100-1000 Honor
• Supporting an innocent being accused of a crime (who is later proven innocent)	2000 Honor
• Ending a great threat, without serious harm to the tribe or pack, through cunning	500-2000 Wisdom
• Besting a spirit in a riddle contest	100-1000 Wisdom
• Keeping the caern safe from humans through trickery or negotiation	100-2000 Wisdom
• Proposing a plan that worked	100-1000 Wisdom
• Accomplishing a mission in the Umbra	500 Wisdom

Crinos

(Wolf Man)

Str. +4, Sta. +3, Dex. +1, App. 0, Man. -1

Difficulty 6

Cover	Difficulty
Lying flat	+1
Running	+2
Behind pole	+3
Behind wall	+4
Head exposed	+5
Difficulty	Terrain
8	Flat and featureless, no cover (dive to the ground or crouch and run at angles).
7	Partial cover within running distance (3 yards).
6	Full cover within running distance (3 yards).
4	Full cover within diving distance (1 yard).
2	By moving back half a step, the combatant is back under full cover.

Maneuvers Table

Maneuver	Roll	Difficulty	Damage	#A
Bite	Dexterity + Brawl	7	Strength + 2	1
Overbear	Str + Brawl	Opp. Dex	Special**	1
Body Slam	Str + Brawl	Opp. Str	Special**	1
Evasive Act. (*)	Dodge + Wits	7	0	1
Fur Gnarl (*)	Per + Brawl	8	Special**	2
Hamstring (*)	Dex + Brawl	8	Str + Special**	1
Immobilize (*)	Dex + Brawl	6	Special**	1
Jaw Lock (*)	Str + Brawl	6	Special**	1
Kick	Strength + Brawl	6	Strength + 1	1
Leaping Rake	Dex + Brawl	8	Strength + 1	2
Punch	Dex + Brawl	6	Strength	1
Rake	Dex + Brawl	6	Brawl + 2	1
Taunt (*)	Manip. + Exp.	Varies	Special**	1

(*) — This maneuver may not be used by a character in a frenzy.

(**) Damage for special maneuvers found on pgs. 239-241

Combat:

Stage One: Initiative. Declare actions, roll Wits + Alertness (see Initiative Difficulty chart).

Stage Two: Attack. Roll Perception + Firearms (for Firearms), Dexterity + Melee (for weapons combat) or Dexterity + Brawl (for brawling & fighting maneuvers). May split dice pool for Dodge.

Stage Three: Resolution. Determine damage as per chart. Roll Soak (Stamina + 2, difficulty number varies.) Add to Soak dice the number of successes obtained from any Dodge roll.

Initiative Difficulties

Difficulty	Situation
2	Waiting in ambush for target
3	Weapon is ready
4	Weapon is in hand (but not aimed)
5	Target is very close by
6	Standard difficulty
7	Weapon must be drawn from hip-holster
8	Weapon is in sock, scabbard, pants leg, etc.
9	Weapon must be drawn from bag
10	Character is totally surprised

Weapons Chart

Weapon	Initiative	Accuracy	Parry	Damage	Conceal
Sap	-1	0	-1	Strength	P
Club	0	+1	0	Strength +1	T
Knife (*)	0	+2	+1	Strength +1	J
Foil	+3	+3	+1	Strength +2	T
Saber	+2	+1	+2	Strength +4	T
Axe	0	-1	0	Strength +4	N
Stake	0	+2	+2	Strength +2	T

(*) — includes Klaive

Firearms Chart

Weapon	Init	Accur	Range	Dam	Rate	Im	Recoil	Clip	Con
Revolver, Lt.	-1	+1	15	3	3	4	1	6	P
Revolver, Hv.	-2	+2	20	4	2	5	2	6	J
Pistol, Lt.	-2	+1	20	3	4	4	1	17+1	P
Pistol, Hv.	-3	+2	25	4	3	5	3	7+1	J
Rifle	-4	+4	200	4	1	5	2	5+1	N
SMG, Small*	-2	0	25	4	18	5	2	30+1	J
SMG, Large*	-3	0	50	5	21	6	2	30+1	T
Assault Rifle*	-4	+2	150	6	21	7	3	42+1	N
Shotgun	-4	+3	20	6	1	7	2	5+1	T
Shotgun, S-auto	-4	+3	20	6	3	7	2	8+1	T

* indicates that the gun is capable of three-round bursts, full auto and sweeps.

Werewolf Storyteller's Screen

Combat

Combat is probably the most complex system in the **Werewolf** game, yet it is not particularly tricky, especially with practice.

Initiative (who goes first)

Wits + Alertness (the difficulty depends on the readiness of the weapon); the winner of the contest declares her action last (thus getting to hear what everyone else is going to do) and performs it first (possibly taking out an opponent before he can act).

Attack

Firearms — Perception + Firearms

Melee — Dexterity + Melee

Brawl — Dexterity + Brawl

The difficulty of an attack roll depends on the proximity of the target, the visibility and footing, and various other factors, but is usually a six or seven.

Dodging: A character may forfeit some or all of his Dice Pool to dodge. This is accomplished by rolling Dexterity + Dodge; each success on this roll subtracts one from the opponent's successes.

Resolution

Damage: The number of successes is added to the Damage Factor of the attack (a set number for guns, based on Strength or Brawl for melee and hand-to-hand attacks) to determine the damage of the attack. Each level of damage takes away one of the opponent's Health Levels.

Soak: The defender may attempt to "suck up" some of the wounds by rolling Stamina + 2 against a difficulty of the weapon deadliness + 2. Each success on this roll reduces the damage of the attack by one. For each dodge success during the Attack Stage, add one die to the soak roll.

Combat in the Umbra

Garou are creatures of two beings, human and wolf. They are also creatures of two realms, the physical and the spiritual. By "stepping sideways," a Garou can physically enter the spirit realm. In the Umbra, a Garou can attack spirits and Banes with all the powers he possesses in the physical realm. He can choose to rake a Bane with his claws, slash it with a sword, or even shoot it with a gun. However, only natural weapons (claws, bite), or weapon that have been mystically treated, have an effect on a spirit in the Umbra. A Garou can take anything into the Umbra that has undergone the Rite of Talisman Dedication.

Spirits do not have Physical Attributes in the Umbra unless they have the Charm Embody (see below). Instead of attacking with claws or fists, they use their Rage. To attack a Garou in the Umbra with Rage, roll the spirit's Rage (difficulty 6, or 8 if the Garou is moving). The number of successes is the number of Health Levels of damage done. A Garou can soak this damage by rolling her Gnosis versus the spirit's Willpower, with the number of successes being the amount of damage soaked.

If the spirit botches its Rage roll, it loses a Rage point. There may also be another effect, depending on where or when the botch was rolled.

When Garou attack spirits in the Umbra, they can use the attack maneuvers of Rake or Bite (see the Maneuvers chart in **Werewolf**). The difficulty is +1 for all physical attacks in the Umbra. For example, Gnasher uses a Rake against a Bane. He rolls his Dexterity + Brawl versus a seven. The number of successes is the amount of Power points the spirit loses. Garou can spend Rage points to gain extra actions as usual, however.

A spirit can try to avoid this damage by rolling its Willpower, just as with a dodge roll. The difficulty is the attacker's Dexterity + 3. The number of successes rolled subtracts from the number of attack successes. A spirit cannot also attack in the same turn. It may, however, divide its Rage and Willpower pool (just as multiple actions are normally done), using the lowest Pool to divide from. A spirit does not get a soak roll.

A Garou can also use any magical weapon against a spirit, such as a Fang Dagger, a Silver Sword or a Bane Arrow. The Garou must still make a Gnosis roll to activate the fetish, but the difficulty is two less in the Umbra, although the minimum

difficulty is always the character's Rage. Remember that a Garou cannot activate a fetish (make a Gnosis roll) on the same round she spends Rage.

Chasing spirits in the Umbra: when a spirit tries to flee the battle, the Garou can chase it, for he is now physically in contact with its reality. Use the Pursuing rules in **Werewolf**, except that the fleeing spirit rolls its Willpower. The spirit begins with an automatic three successes, due to its ability to fly in the Umbra. If the spirit gets eight successes more than the Garou, it gets away, outdistancing its pursuer. If the Garou matches the spirit's successes, he moves alongside the spirit and may attack it. A spirit with the Charm Reform may simply dissipate instead, coalescing again elsewhere.

New Spirit Charm

Embodiment: This Charm allows the spirit to take physical form in the Umbra, and acts just like Materialize in every other way. Spirits often use this Charm to attack Garou who have stepped sideways onto the spirit plane, preferring to rake with claws rather than use their Rage.

New Gifts

Theurge and Uktena

Umbral Sight (Level Three): a Garou can spend a Gnosis point and roll Perception + Alertness, versus a difficulty equal to the Gauntlet of the area, to see into the Umbra. This is like Peeking, but from the other side, the physical realm. The ability lasts for the rest of the scene, or until the character moves to an area with a higher Gauntlet rating. Note that, while focused on the Umbra the character cannot see in the physical realm.

Uktena

Sideways Attack (Level Four): a Garou can (after using Umbral Sight, above) spend a Gnosis point to attack anything she sees in the Umbra. This can include spirits who are not Materialized. She rolls her normal attack maneuver roll (Dexterity + Brawl for a Rake attack). The difficulty is two higher than normal. Combat against spirits is resolved as above, in "Combat in the Umbra."

Moon Bridges

The distance a Moon Bridge can traverse depends on the caern where the gate is opened. If the Moon Bridge is not opened at a caern (such as by a Lune or other spirit), the distance is 1000 miles.

Caern Ranking

Caern Ranking	Distance Possible
1	1000 miles
2	2000 miles
3	3000 miles
4	6000 miles
5	10,000 miles

Using the Power of a Spirit

There are three ways that Garou can utilize the power of spirits. These ways are: spirit binding, talen creation and fetish creation.

Binding

Spirit binding is a result of the Rite of Binding. It forces a spirit to serve a particular Garou whether it wishes to or not. The spirit will use its Charms and its Power on behalf of the Garou in the Umbra. It can easily be forced into a talen or fetish (after the proper rite). Once within the talen or fetish, however, it becomes non-sentient and non-self-aware, devoting its full being to fulfilling the powers of that talen or fetish. A spirit always maintains its sentience while simply bound.

Talen Creation

Talens are one-shot mystical objects that are more common among the Garou than their more permanent siblings, fetishes. They are often created as part of a Moot and distributed to the attending Garou as needed. Talens can also be created separately by individual Garou. The power and effect that the talen has is based on the intent of the talen creator, not necessarily the spirit that is bound into it. Garou create talens using the Rite of Binding. Unlike fetishes, which are usable only by those who are attuned to them, talens may be used by anyone (including non-Garou).

A talen receives Gnosis equal to the bound spirit's Gnosis. One extra talen of the same type can be made for every success received on the Rite of Binding roll. For example, three successes will make four Bane Arrows. At the Storyteller's discretion, certain spirits can make multiple talens easier, such as Jagglings. These would add an automatic two or three extra talens to the total number. There is no Binding time limit, except that the talen may only be used once.

Fetish Creation

Rules on Fetish Creation are given in the **Werewolf** rulebook, page 192.

A Note About Spirits

In order for a Garou to create a specific kind of fetish or talen, he must first procure a spirit affiliated with the fetish or talen's intent. For example, a spirit of healing would not enter a fetish like a Fang Dagger or a talen like a Bane Arrow, although a spirit of war, pain, or death might. Below is a brief list of the better-known fetishes and talens and what kind of spirit might be needed for each.

Fetish

Fang Dagger
Harmony Flute
Phoebe's Veil

Spirit Whistle

Baneskin
Sanctuary Chimes
Monkey Puzzle
Spirit Tracer
Silver Sword

Requires a spirit of

War, Pain, Death, Snake-spirit
Peace, Calm, Water, Bird-spirit
Illusion, Shadow, Hiding, Chameleon-spirit
Screaming, Madness, Discord, Screech Owl-spirit
a Bane
Protection, Guardian, Turtle-spirit
Ghost, Illusion, Trickster
Hunting, Predator
War, or even an ancient Garou

Talens

Bane Arrow
Death Dust
Moon Glow
Moon Sign
Wyrn Scale

Nightshade

Requires a spirit of

War, Air, Pain
Death, Communication, Divination
Lune
Moon, Change, Wolf, Wyld
Bane scale, Destruction, other Wyrn spirit
Shadow, Night, Hiding, Darkness

Procuring Spirits

Garou can procure spirits by a number of means. If they encounter a spirit while in the Umbra, they can either attempt to bind it to them or negotiate with it to enter a fetish or talen as part of a rite. They can receive a spirit bound to an object as payment or a reward that they can then turn into a talen or a fetish. They can summon a spirit using the Rite of Summoning. They can reduce a spirit to 0 Power during spirit combat. Furthermore, high-ranked Theurges can use the Level Four Gift Spirit Drain to reduce spirits to 0 Power, or change the affiliation of a spirit using The Malleable Spirit (turning a spirit into a fetish requires a roll against a difficulty of 9). Remember that a fetish or talen created without the free consent of the spirit empowering it may be cursed.

It is much easier to convince a spirit to enter a talen than a fetish, because talens are by nature temporary.

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First Rank Gift Chart

Name	Tribe	Point	Roll	Difficulty	Effect
Aura of Confidence	Sha	1G	Cha+Subterfuge	Per+Empathy	No flaws are detectable
Balance	Sta	1G	n/a	n/a	Difficulties for climbing rolls are reduced by three
Beast Speech	Gal	1G	Cha+Animal Ken	6	Speak to animals
Blur of the Milky Eye	Rag	1W	Man + Stealth	8	Increased Per rolls to detect the Garou
Call of the Breeze	Wen	1G	n/a	n/a	A 20mph wind is directed by the Garou
Call of the Wyld	Gal	n/a	n/a	n/a	Summon others by howling
Camouflage	Wen	1G	n/a	n/a	The Garou increases all rolls to spot her by three. It is only usable in the wilderness
Control Simple Machine	Gla	1W	Man+Repair	7	The Garou is able to control simple mechanical devices, such as locks and buttons.
Cooking	Bon	1G	Wit+Survival	6&up	The Garou is able to make an edible mush from refuse
Create Element	1G	n/a	n/a	Gnosis	Create 1 cu.ft. of fire/air/earth/water
Fatal Flaw	Sha	1G	Per+Empathy	Wit+Subterfuge	Discover opponent's weakness and do one extra die of damage
Heightened Senses	Lup	1G	n/a	n/a	-3 to all Per difficulties
Inspiration	Ahr	1G	n/a	N/A	Add 1 success to any WP or Rage rolls made by companions
Lambent Flame	Sil	1W	n/a	n/a	All hand to hand attacks on the Garou are at -1. All missile attacks are at +1
Leap of the Kangaroo	Lup	n/a	Sta+Athletics	6	Double jumping distance
Mindspoke	Gal	1W	App. + Perform	WP/person	Silent communication
Mother's Touch	The	(1G)	Int+Medicine	Rage of Patient	Each success heals one wound level
Open Seal	Rag	1G	Gnosis vs. Gauntlet	varies	Open locked or closed device
Persuasion	Hom	1G	Cha + Subterfuge	6	Reduces difficulty of Social Rolls: 1/success
Razor Claws	Ahr	1R	n/a	n/a	Add 1 die of damage
Resist Pain	Phi	1G	n/a	n/a	Ignore all penalties for wounds
Resist Toxin	Fia	n/a	Sta+Survival	6	Aggravated wounds require Gnosis
Scent of Running Water	Rag	1G	n/a	n/a	No damage from disease or poison
Scent of Sweet Honey	Bon	1G	Wit+Survival	n/a	Masks scent
Sense Magic	Ukt	1G	Per+Enigmas	varies	Attracts vermin to opponent
Sense Wym	Met	n/a	Per + Occult	depends	Sense the presence of magic
Shroud	Ukt	1G	n/a	varies	Senses manifestations of the Wym
Smell of Man	Hom	n/a	n/a	n/a	For each success a 10'x10' area is covered in pitch-black darkness
Spirit Speech	The	1W	n/a	n/a	-1 die for all animals within 20 feet
The Falling Touch	Ahr	n/a	Dex+Medicine	Sta+Athletics	Communicate with spirits
Truth of Gaia	Phi	n/a	Int+Empathy	Man+Subterfuge	Sends opponent to the ground
					Detect lies

Name refers to the name of the Gift. Tribe refers to the origin of the Gift. Point is the amount of points required to use the Gift. Roll describes the appropriate roll to make. Difficulty is the difficulty to use the Gift. It may also describe the resistance roll of the Garou's opponent. The Effect column describes the effect of the Gift in play.

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