Werewolf: the Apocalypse
Character creation Chart
By Laura M. Henson

The Werewolf: the Apocalypse Free introduction Kit does a good job of summarizing the werewolf world but the actual character creation rules are so simplified that they have little to do with the actual Storyteller system. For example, each tribe is given a power that is actually only one of several gifts a character may choose. To correct this I am writing this so that the Garou are compatible with the Basic Rules already given. Simply read the Introduction Kit then use this chart to make werewolves compatible with the Basic Rules.

● Character Concept, Attributes, and Abilities
Same as in human characters. Because lupus garou grew up as an animal they cannot have the abilities of Computer, Drive, Etiquette, Firearms, Law, Linguistics, Medicine, Politics, and Science.

● Step Two: Choose Breed
Instead of choosing a Maturity level werewolves choose their breed. This is because most Garou grow up as normal humans or wolves and do not know that they are werewolves until they are in their late teens - or at around 16 in homids and 2 years in lupines.

**Homid:** Born as a human from a human mother you grew up thinking you were a normal man or woman.
Initial Gnosis: 1
Beginning gifts: Persuasion, Smell of man

**Metis:** Born from the union of two Garou, all metis are malformed and sterile. One deformity must be chosen at character creation. Possible deformities are given below.
Initial Gnosis: 3
Beginning gifts: Create Element, Sense Wyrm

**Lupus:** Born in the wilderness from a wolf mother you grew up thinking you were a normal canine.
Initial Gnosis: 5
Beginning gifts: Heightened senses, Leap of the Kangaroo

3 Black Furies: one homid, one a metis with an overlong tail, and one lupus.
List of Possible Metis Deformities

**Hunchback:** -1 to all Dexterity and social rolls.

**Gorilla arms or Kangaroo legs:** +1 to the difficulties of all dexterity and social rolls.

**Withered arms:** +2 to all dexterity difficulties plus only half speed in crinos, hispo, of lupus form.

**Hairless:** all social dice pools are reduced by one and you cannot have the background of Pure breed.

**Human face:** when in animal form you are such an ugly doggy that most strangers will think you are a Black Spiral Dancer of Demon of some sort.

**No claws:** you do not have a claw attack.

**Musk:** you stink - +1 to all social rolls with human increasing to +2 with animals and strange Garou.

**Malformed Tail:** Stubby or reptilian your tail screws up your balance and causes back pain - +1 to all dexterity and social rolls when in crinos, hispo, or lupus form.

● **Step Three: Choose Auspice**

The Free introduction kit does a good job of describing the Auspices, look there for more information.

**Ragabash: The New Moon- Trickster**
Initial Rage: 1
Beginning Gifts: Blur of the Milky Eye, Open Seal, Scent of Running Water.
Beginning Renown: 3 in any combination

**Theurge: The Crecent moon- Shaman**
Initial Rage: 2
Beginning Gifts: Mother's Touch, Sense wyrm, Spirit Speech.
Beginning Renown: 3 Wisdom

**Philodox: Half Moon - Judge**
Initial Rage: 3
Beginning Gifts: Resist Pain, Scent of the true form, Truth of Gaea
Beginning Renown: 3 Honor

**Galliard: Gibbous Moon - Moon Dancer**
Initial Rage: 4
Beginning Gifts: Beast Speech, Call of the Wyld, Mindspeak
Beginning Renown: 2 Glory, 1 Wisdom

**Ahroun: Full Moon - Warrior**
Initial Rage: 5
Beginning Gifts: Razor claws, Inspiration, The falling touch
Beginning Renown: 2 Glory, 1 Honor

● **Step Four: Choose Tribe**

The Free introduction kit does a good job of describing the tribes, look there for more information.

**Black Furies:** black furred Amazon warriors originally from Greece.
Initial Willpower: 3
Backgrounds: no restrictions
Beginning Gifts: Heightened Senses, Sense Wyrm

**Bone Gnaawers:** City dwelling garou who take the form of jackals or mongrel dogs.
Initial Willpower: 4
Backgrounds: no Pure breed, Past Life, or Resources
Beginning Gifts: Cooking, Scent of Sweet honey

**Children of Gaea:** Peaceful Werewolves from India
Initial Willpower: 4
Backgrounds: no restrictions
Beginning Gifts: Mother’s Touch, resist Pain

**Fianna:** The werewolves of Celtic myth
Initial Willpower: 3
Backgrounds: no restrictions
Beginning Gifts: Persuasion, Resist Toxin

**Get of Fenris:** The werewolves of Norse myth
Initial Willpower: 3
Backgrounds: no Contacts or Mentor
Beginning Gifts: Razor claws, Resist Pain

**Glass Walkers:** The werewolves of the Machine Age
Initial Willpower: 3
Backgrounds: no Mentor, Past Life or Pure Breed
Beginning Gifts: Control simple machine, Persuasion

**Red Talons:** These werewolves originally bred with the Indian dhole and African Wild Dog, they are the only pure lupus tribe and are hell-bent on destroying all humanity.
Initial Willpower: 3
Backgrounds: no Allies, Contacts, or Resources, their only kinfolk are canine
Beginning Gifts: Beast Speech, Scent of running water.

**Shadow Lords:** Power loving wolves from Transylvania
Initial Willpower: 3
Backgrounds: no Allies or Mentor
Beginning Gifts: Aura of confidence, Fatal Flaw

**Silent Striders:** The werewolves of Egyptian myth, based on the Ethiopian Wolf
Initial Willpower: 3
Backgrounds: no Past Life or Resources
Beginning Gifts: Sense Wyrm, Speed of thought

**Silver Fangs:** The werewolves of Russian myth, the great white spirit wolves of Siberia
Initial Willpower: 3
Backgrounds: must have at least three background points spent on Pure breed
Beginning Gifts: Lambent Flame, Sense Wyrm

**Stargazers:** The werewolves of the Orient
Initial Willpower: 5
Backgrounds: no Allies, Fetish, or Resources
Beginning Gifts: Balance, Sense Wyrm
Uktena: The werewolves of the southern USA and central America, based on the Red and Mexican wolves
Initial Willpower: 3
Backgrounds: no restrictions
Beginning Gifts: Sense Magic, Shroud

Wendigo: The werewolves of north America, based on the Arctic and Canadian Timber wolves.
Initial Willpower: 4
Backgrounds: no Contacts or Resources
Beginning Gifts: Call the breeze, Camouflage

# Spend Freebie Points

<table>
<thead>
<tr>
<th>Trait</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Attributes</td>
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<tr>
<td>Abilities</td>
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<tr>
<td>Gifts</td>
<td>7 per gift (first level only)</td>
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<tr>
<td>Rage</td>
<td>1 per dot (see below)</td>
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<tr>
<td>Gnosis</td>
<td>2 per dot</td>
</tr>
<tr>
<td>Willpower</td>
<td>1 per dot</td>
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# New Backgrounds

Werewolves have the following backgrounds that they share with normal human characters: Allies, Contacts, items (called Fetish by the Garou), Mentor, and Resources. The other human backgrounds cannot be bought by werewolves, instead werewolves have the following backgrounds instead.

Kinfolk: These are your relatives that, while they carry the Garou gene, cannot transform into werewolves. Unlike pure bred humans and wolves, kinfolk are immune to the delirium (see Antagonist chapter).

- 2 kinfolk.
- 5 kinfolk.
- 10 kinfolk.
- 20 kinfolk.
- 50 kinfolk

Past Life: by concentrating some werewolves can regain memories from the spirits of their ancestors. Once per game session a werewolf with this background may roll his Past Life at a difficulty of 8 (10 if trying to contact a specific ancestor). Each success allows him to add one dice to the dice pool of any ability— even one that the character does not possess. He literally taps into ancestral memories. On a botch the character is possessed by the ghost of an ancestor who will keep possession of the body until he finishes some task.

Pure Breed: How close your bloodline is to the Progenerator Wolf, similar to status. Each point of Pure Breed adds an extra dice to all social rolls (including challenges) to other garou.

Rites: Rites are the magic of the werewolves. A garou buys rites just as a magic user buys spells with two
minor rites being bought per dot. Rites are similar to the clerical spells of d&d in that the magic comes from the gods but unlike clerical spells the effects are not instant but take from several minutes to several hours to enact. Most rites require at least two people to enact them (the exceptions are minor rites and rites of dedication) one of which must be the rite master. A garou cannot buy any rite of a level higher than his Rituals ability.

Totem: This background allows a pack to choose a pack Totem. A pack Totem gives every werewolf in its pack certain powers called Traits. All of a totem’s wolves are also supposed to do certain things called bans and if the ban is ever broken the totem may abandon its pack. The points in this background possesses by every member of the pack are added together to express the strength of the totem’s avatar. For example if there are three members in a pack and one has 3 points in totems, one 2 and the third only 1 than the totem chosen by the pack must cost 6 points or less. Any extra points left over gives the totem one extra power such as the ability to materialize outside the Umbra, the ability to speak to the characters without them having to learn the gift Spirit Speech and extra power the totem can use when materialized.

For Example lets say the above pack chose Mongoose for their totem, mangooses Statistics are:

**Mongoose: Totem of War Background Cost: 6**
Mongoose is the great snake killer, symbolizing the fight against the Wyrm. He is a small and swift killer, hunting alone or in groups, and deftly avoiding the venomous fangs of his quarry.

**Traits:** Followers of Mongoose gain an additional point of Dexterity (even if this takes them above 5) and +3 to any Dodge pools.

**Bans:** Followers of Mongoose must kill any snakes they come across.

A pack with this totem would get one extra point of dexterity and +3 to dodge dice pools but must kill any snake they find, even simple garter snakes, or Mongoose will take away his powers.

● Gifts and Rites ●

A complete listing of every Werewolf gift published for the basic tribes can be found in the Werewolf Gifts Folder. A sample selection of Rites will also be provided to get you started. The human magic user gift Familiar spirit should also be available to replace the Familiar background from Werewolf 2nd edition.

● Renown & Rank ●

All garou characters start at Rank one with the starting renown given above, to rise in rank the following experience points are needed:

**RAGABASH**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Any Combination</th>
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<tbody>
<tr>
<td>1 (Cliath)</td>
<td>3</td>
</tr>
<tr>
<td>2 (Fostern)</td>
<td>7</td>
</tr>
<tr>
<td>3 (Adren)</td>
<td>12</td>
</tr>
<tr>
<td>4 (Athro)</td>
<td>17</td>
</tr>
<tr>
<td>5 (Elder)</td>
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**THEURGE**

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<tr>
<th>RANK</th>
<th>Glory</th>
<th>Honor</th>
<th>Wisdom</th>
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<td>1 (Cliath)</td>
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<td>0</td>
<td>3</td>
</tr>
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<td>0</td>
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<td>1</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
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<td>3</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>4 (Athro)</td>
<td>3</td>
<td>9</td>
<td>7</td>
</tr>
<tr>
<td>5 (Elder)</td>
<td>4</td>
<td>10</td>
<td>9</td>
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### GALLIARD

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<tr>
<td>1 (Cliath)</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
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<td>4</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>3 (Adren)</td>
<td>6</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>4 (Athro)</td>
<td>8</td>
<td>2</td>
<td>6</td>
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<tr>
<td>5 (Elder)</td>
<td>10</td>
<td>3</td>
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### AHROUN

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● Shapechanging ●

In the true W:TA rules a character rolls Stamina + Primal-Urges to shift shape. Each success indicates how far the werewolf shifted in that turn; for example a garou in human form needs 3 successes to reach crinos form, if on a later turn he wants to take lupus form he needs another three successes: one for crinos form, one for hispo and one for his final lupus shape. Alternately he can spend a Rage point to shift to the desired form automatically.

Movement on all four legs is faster than normal and given in brackets [], it is calculated as follows:

Bites the Wind is in lupus form, she has a dexterity of 3, she runs at a speed of 30 yards per turn or $3 \times 3 = 9 \times 2 = 18 + 22 = 30$. A character may run at full speed for a number of consecutive turns equal to stamina.

**Homid**
- Attributes: no change

**Glabro**
- Attributes:
  - Str +2
  - Sta +2
  - App -1
  - Man -1

**Crinos**
- Attributes:
  - Srr +4
  - Dex +1
  - Sta +3
  - App always 0
  - Man -3

**Hispo**
- Attributes:
  - Str +3
  - Dex +2
  - Sta +3
  - Man -3

**Lupus**
- Attributes:
  - Str +1
  - Dex +2
  - Sta +2
  - Man -3

Incites Delirium

+1 bite damage

-2 to all Perception Difficulties

**Movement**
- Walk = 7
- Jog = 12 + dex
- Run = 20 + (dex x 3)

**Difficulty**: 6

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  - Sta +2
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  - Dex +1
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  - App always 0
  - Man -3

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- Attributes:
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  - Dex +2
  - Sta +3
  - Man -3

**Lupus**
- Attributes:
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  - Dex +2
  - Sta +2
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● Rage ●

Rage in the official game is usually not used to shape shift. Instead it is used both like the Action Points of human characters and to fuel the anger placed inside every werewolf by Wyrm itself.

When the Wyrm first went mad Gaea held a moot in which all the triat gave the newly created werewolves a gift to help them defeat the corrupted Wyrm. The Wyld gave them Gnosis, the Weaver gave them Willpower and the last uncorrupted fragment of the original Balancer Wyrm gave them their Rage. Like all gifts of the Wyrm, however Rage has grown corrupted over time. In certain cases the anger within gets to strong and the garou must make a Rage roll. These times are:

When under the thrall of very strong emotions (anger, fear, embarrassment, lust etc.)
When the character has been severely insulted or wronged.
Being taunted by an enemy
Injured by silver

The difficulty depends on the phase of the moon: 8 = New moon, 7 = crescent moon, 6 half moon, 5 gibbous moon and only 4 for a full moon. If in Crinos form the difficulty is decreased by one.

Frenzy: if a Rage roll results in 4 or more successes than the werewolf “Hulks Out” into a frenzy. During a frenzy she s a wild animal fighting to kill everything in its way. A berseark garou will immediately assume Crinos or Hispo form and fight to kill, even attack his pack mates or innocent human bystanders in his fury. Garou in a frenzy cannot think clearly enough to use any weapon except for their teeth and claws and cannot spend gnosis or use gifts. Werewolves whose Rage scores exceed their Gnosis scores do not remember anything that happened during the frenzy and fall unconscious afterwards. On a botched Rage roll the Garou succumbs to a Fox frenzy in which it will attack only until it can get away, in which case it will run until exhausted.