



# character creation summary

## CONCEPT

(P. 84)

*What Garou character will you be?*

## AUSPICE

(PP. 55-58)

*Choose the auspice you were born under:*

**Ragabash (New Moon):** Questioners of tradition, Gadflies of the Garou

**Theurge (Crescent Moon):** Spirit-talkers, Visionaries, and Ritualists

**Philodox (Half Moon):** Judges and Arbiters of the Garou

**Galliard (Gibbous Moon):** Storytellers, Lorekeepers, and Heralds

**Ahroun (Full Moon):** Warriors and Champions

## TRIBE

(PP. 58-81)

*Choose the tribe you joined. Your tribe assigns a Favor and Ban plus 2 dots to one Renown: Wisdom (W), Honor (H), or Glory (G).*

**Black Furies:** Pursue justice at all cost (G)

**Bone Gnawers:** Remain unnoticed to discover secrets (H)

**Children of Gaia:** Pursue higher knowledge and heal wounds (W)

**Galestalkers:** Relentlessly track your enemies and bring them down (H)

**Ghost Council:** Uncover hidden knowledge and court dangerous allies (W)

**Glass Walkers:** Master technology and human methods of outsmarting enemies (W)

**Hart Wardens:** Defend and nurture territory (G)

**Red Talons:** Serve untamed nature with fang and claw (H)

**Shadow Lords:** Dominate enemies and allies through strength or guile (G)

**Silent Striders:** Wander the land and explore the spirit wilderness (W)

**Silver Fangs:** Assume leadership through ancient pacts with Garou and spirits to (H)

**ATTRIBUTES**

(PP. 85-88)

*Allocate dots to each: 4, 3, 3, 3, 2, 2, 2, 2, 1.***Physical****Strength:** Exertion of force by the power of your muscles**Dexterity:** Agility, grace, eye-hand coordination**Stamina:** Toughness, resilience, endurance**Social****Charisma:** Charm, magnetism, strength of personality**Manipulation:** Eloquence, persuasiveness and verbal guile**Composure:** Self-control, cool, calm head**Mental****Intelligence:** Memory, reasoning, intellect**Wits:** Attentiveness, intuition, spur-of-the-moment decision-making**Resolve:** Focus, concentration, attention**HEALTH AND WILLPOWER**

(P. 88)

*Health = 3 + Stamina**Willpower = Composure + Resolve***SKILLS**

(PP. 88-97)

*Choose a distribution of Skills and assign those dots to each skill. If you have a hard time choosing, work backwards.**If you're happy with 10 different skills, choose Specialist. If you need 15 different skills, choose Balanced. If you need 19 different skills, choose Jack-of-all-Trades.***Specialist (10 Different Skills):** One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1**Balanced (15 Different Skills):** Three Skills at 3; five Skills at 2; seven Skills at 1**Jack of all trades (19 Different Skills):** One Skill at 3; eight Skills at 2; ten Skills at 1*Each skill is generally (but not exclusively) used with Physical (P), Social (S), or Mental (M) Attributes***Academics:** Humanities and liberal arts, book learning (M)**Animal Ken:** Animal handling and communication (S)**Athletics:** Running, jumping, climbing (P)**Awareness:** Senses, being aware of your surroundings, spotting threats (M)**Brawl:** Unarmed combat of all types (P)**Craft:** Crafting, building, shaping (P)**Drive:** Operating vehicles (P)**Etiquette:** Politeness in social settings (S)**Finance:** Handling, moving, and making money (M)**Firearms:** Using ranged weapons, such as guns and bows (P)**Insight:** Determining states of mind and motives (S)**Intimidation:** Getting another person to back down (S)**Investigation:** Following clues, solving mysteries (M)**Larceny:** Breaking and entering, guarding against that (P)**Leadership:** Directing and inspiring others (S)**Medicine:** Healing injuries, diagnosing disease (M)**Melee:** Armed hand-to-hand combat (P)**Occult:** Secret lore, both real and unreal (M)**Performance:** Putting on a show, dance, or act (S)**Persuasion:** Convincing others (S)**Politics:** Handling, moving, and making government (M)**Science:** Knowledge and theory of the physical world (M)**Stealth:** Not being seen, heard, or recognized (P)**Streetwise:** Understanding the ins and outs of criminal and urban society (S)**Subterfuge:** Tricking others into believing you (S)**Survival:** Remaining alive in adverse surroundings (P)**Technology:** Understanding and using modern technology, computers, and online activity (M)**ADVANTAGES AND FLAWS**

(P. 97-105)

*Assign 7 dots of Advantages (Merits or Backgrounds) and 2 dots of Flaws.***Merit****CAERN**

(P. 97)

**• Caern Access:** Allowed access to another sept's caern**•••• Awakened Caern:** Part of a sept warding a caern**Flaw (•) Caern Pariah:** Unwelcome at all local caerns**DAY JOB**

(P. 98)

**• Day Job:** One-die bonus to conceal your Garou nature**•• Corroborated Day Job:** two-die bonus to conceal your Garou nature**LINGUISTICS**

(P. 98)

**• Linguistics:** Knowledge of one additional language

**Flaw (••) Illiterate:** Unable to read or write, limits to Academics and Science

## LOOKS

(P. 98)

- **Clement Lupus:** Humans consider your lupus to be a type of dog
- **Beautiful:** Add one extra die to all appropriate Social dice pools
- **Stunning:** Add two extra dice to relevant Social dice pools
- Flaw (••) Repulsive:** Lose two dice from relevant Social dice pools
- Flaw (•) Ugly:** Lose one die from relevant Social dice pools

## SAFE HOUSE

(PP. 98–99)

- **Obscure Safe House:** Attempt to find you suffer a 2-dice penalty
- **Secure Safe House:** 2-dice bonus to notice or resist intruders

## SUBSTANCE ABUSE

(P. 99)

- Flaw (••) Hopeless Addiction:** 2-dice penalty if not indulging regularly
- Flaw (•) Addiction:** 1-die penalty if not indulging regularly

## SUPERNATURAL SITUATIONS

(P. 100)

- **Moon-Quickened:** Regain 1 point of Superficial Willpower the first time you howl at the moon each night
- **Moon-Riled:** Gain an additional point of Rage the first time you howl at the moon each night
- Flaw (•) Folkloric Bane:** You take Aggravated damage from a source associated with folklore
- Flaw (•) Folkloric Block:** You have difficulty touching or passing an item associated with folklore
- Flaw (•) Folkloric Tell:** An element of folklore heralds your true nature; 1-die penalty to social tests when others realize your nature
- Flaw (••) Crone's Curse:** You age rapidly; your Health is 2 + your Stamina instead of 3 + your Stamina
- Flaw (••) Moon-Thrall:** You must change to glabro or hispo the first time you see the moon each night

## Backgrounds

### ALLIES

(P. 101)

- to ••• **Allies (Effectiveness):** Human associates or friends
- to •• **Allies (Reliability):** How often your ally can be called upon (*requires Effectiveness •+*)

**Flaw: (• to ••) Enemy:** Humans actively working against you  
**Flaw (•) Stalker:** Someone follows you for the wrong reason

## CONTACTS

(P. 102)

- to ••• **Contacts:** The information sources you possess

## FAME

(P. 102–103)

- to •••• **Fame:** How well-known you are among humans
- Flaw (••) Infamy:** You are known for a terrible deed
- Flaw (•) Dark Secret:** Your terrible deed is mostly a secret
- Flaw (•) Infamous Partner:** Your known associate committed a terrible deed

## LORESHEET

(PP. 103, 294–299)

- to •••• **Varies:** Ties to events or faction; each merit from a Loresheet is purchased separately; Loresheet merits do not need to be taken in any specific order; can only purchase merits from one Loresheet

## MASK

(P. 103–104)

- to • **Mask:** A false identity with documentation
- Zeroed:** You don't have any real records of your identity (*requires Mask •*)
- Cobbler:** You can forge or source a false identity (*requires Mask •*)

**Flaw (••) Person of Interest:** Personal info is known by many agencies

**Flaw (•) Serial Error:** Background checks turn up with red flags

## MENTOR

(P. 104)

- to •••• **Mentor:** Someone who advises and supports you
- Flaw (• to ••) Adversary:** A rival Garou who wants to hurt you

## RESOURCES

(P. 104–105)

- to •••• **Resources:** Wealth, belongings, and income
- Flaw (•) Destitute:** No money or home

## SPIRIT PACT

(P. 105)

- to •••• **Spirit Pact:** A spirit ally you've made promises to
- **Companion:** The spirit is always nearby (*requires: Spirit Pact •*)
- **Host:** The spirit can interact with the physical world (*Requires Spirit Pact •*)

**Flaw (•) Pact Condition:** The pact requires regular performance (or avoidance) of a particular action (*requires Spirit Pact •*)

## TALISMAN

(PP. 106, 188–190)

- to •••• **Talisman:** An item with power

**RENNOW**

(PP. 106–107)

Assign two dots to the Renown associated with your tribe.  
 Assign one dot to one of the other two Renown categories.  
**Glory:** A history of violent or otherwise dramatic triumphs  
**Honor:** A history of justice, righteousness, and respect  
**Wisdom:** A history of sound judgment and thoughtfulness

**STARTING GIFTS**

(PP. 145–189)

Choose three starting gifts (Total Renown 3 or less): one Native Gift, One Auspice Gift, and one Tribe Gift. Each gift relies on Wisdom (W), Honor (H), or Glory (G).

**Native Gifts**

(PP. 146–147)

**Catfeet:** Gain a supernatural sense of balance (H)  
**Eyes of the Owl:** See in the dark (W)  
**Hare's Leap:** Leap great distances (G)  
**Penumbral Senses:** Perceive the spirit and mundane worlds (W)  
**Raging Strike:** Deal extra damage with Brawl attacks (G)  
**Staredown:** Cause humans and animals to get out of your way (H)

**Auspice Gifts****RAGABASH GIFTS**

(PP. 149–150)

**Blissful Ignorance:** Stand unseen (W)  
**Crow's Laughter:** Mockery causes Superficial Willpower damage (H)  
**Gremlins:** Cause a device to malfunction (G)  
**Spider's Song:** Eavesdrop on electronic communication (W)

**THEURGE GIFTS**

(PP. 152–153)

**Ensnare Spirit:** Stop a spirit and make it susceptible to further Gifts (H)  
**Mother's Touch:** Heal other physical, living creatures (G)  
**Shadow Sense:** Sense unseen creatures and the supernatural (W)  
**Sight from Beyond:** Prophetic visions (W)

**PHILODOX GIFTS**

(PP. 155–156)

**Ancestral Conviction:** Persuade other Garou (H)  
**Gaia's Candor:** Determine if a target believes what they say (G)  
**Porcupine's Reprisal:** Damage those who harm you (G)  
**Sense the True Form:** Detect a creature's supernatural nature (W)

**GALLIARD GIFTS**

(PP. 158–159)

**Animal Magnetism:** Bonus to Social tests against humans (G)  
**Howl of Assembly:** Call other Garou to you and fortify those who heed your call (H)  
**Song of Rage:** Grant Rage to your pack (G)  
**Song of Serenity:** Lower your pack's Rage (H)

**AHROUN GIFTS**

(PP. 161–162)

**Halt the Coward's Flight:** Slow a fleeing target (H)  
**Rapid Shift:** Quickly change form (G)  
**Razor Claws:** Deal extra damage with claws (G)  
**Sense Danger:** Detect traps, ambushes, and surprises (W)

**Tribe Gifts****BLACK FURIES GIFTS**

(P. 164)

**Curse of Aeolus:** Summon fog (G)  
**Halt the Coward's Flight:** Slow a fleeing target (H)  
**Porcupine's Reprisal:** Damage those who harm you (G)

**BONE GNAWER GIFTS**

(P. 166)

**Blissful Ignorance:** Stand unseen (W)  
**Rapid Shift:** Quickly change form (G)  
**Sight from Beyond:** Prophetic visions (W)  
**Odious Aroma:** A terrible stench keeps others away (H)

**CHILDREN OF GAIA GIFTS**

(P. 167)

**Brother's Scent:** Become overlooked in a crowd (H)  
**Mother's Touch:** Heal other physical, living creatures (G)  
**Sense the True Form:** Detect a creature's supernatural nature (W)  
**Song of Serenity:** Lower your pack's Rage (H)

**GALESTALKER GIFTS**

(PP. 168–159)

**Camouflage:** Become harder to see (H)  
**Ensnare Spirit:** Stop a spirit and make it susceptible to further Gifts (H)  
**Lacerating Wind:** Chill or unbalance enemies (H)

**GHOST COUNCIL GIFTS**

(P. 170)

**Augur:** View another location (W)  
**Sense Danger:** Detect traps, ambushes, and surprises (W)  
**Blackout:** Extinguish a light source (W)

**GLASS WALKER GIFTS**

(P. 171)

**Animal Magnetism:** Bonus to Social tests against humans (G)  
**Gaia's Candor:** Determine if a target believes what they say (G)  
**Skinbind:** Store an item as a tattoo (W)  
**Spider's Song:** Eavesdrop on electronic communication (W)

**HART WARDEN GIFTS**

(PP. 172–173)

**Crow's Laughter:** Mockery causes Superficial Willpower damage (H)  
**Sacred Boundary:** Ward a boundary and become alerted if it is crossed (G)  
**Blessed Brew:** Infuse a beverage that strengthens allies resolve (G)

**RED TALON GIFTS**

(P. 174)

**Hidden Killer:** Hide evidence of a kill (H)  
**Razor Claws:** Deal extra damage with claws (G)  
**Render Down:** Corrode an object (H)

**SHADOW LORD GIFTS**

(PP. 175–176)

**Fatal Flaw:** Discover how best to injure a target (G)  
**Icy Chill of Despair:** Terrify those around you other than your pack (G)  
**Shadow Sense:** Sense unseen creatures and the supernatural (W)

**SILENT STRIDER GIFTS**

(PP. 177–178)

**Fetch Bounty:** Locate an object (W)  
**Speech of the World:** Understand any modern language (W)  
**Whispered Passage:** Dampen noises around you (W)

**SILVER FANG GIFTS**

(PP. 178–179)

**Howl of the Assembly:** Call other Garou to you and fortify those who heed your call (H)  
**Pack Instinct:** Gain a sense of your pack's health and wellbeing (H)  
**The Silver Compact:** Avoid damage from spirits and the possessed (H)

**STARTING RITES**

(PP. 180–187)

Choose a single Rite. Common rites are associated with one type of Renown: Wisdom (W), Honor (H), or Glory (G).

**Common Rites**

(pp. 180–186)

**Abjuration:** End a spiritual possession (H)  
**Rage:** Increase participants' Rage (G)  
**Tranquility:** Reduce participants' Rage (W)  
**Contrition:** Make amends with a spirit or cast chagrin off (H)  
**The Forgetful Record:** Corrupt electronically or physically recorded information (W)  
**The Living Caern:** Maintain a caern (W)  
**Shadow Passage:** Enter the Umbra (Any)  
**Dedication:** Spiritually attune to clothing (None)  
**Kinseeking:** Find a nascent Garou (W)  
**Spirit Summoning:** Call a spirit to you (H)  
**Binding:** Tie a spirit to a location, object, or person (G)  
**Shame:** Exacerbate chagrin (None)

**Patronage:** Enjoy a Patron spirit's favor (Varies)  
**Celebration:** Restore Willpower after a victory (H)  
**Caern Building:** Awaken a dormant caern or dominate a hostile one (W)  
**The Wolf Reborn:** Help a participant regain the ability to shapeshift (Varies)  
**The Whispering Field:** Attune to the area around a caern (W)  
**The Shrouded Glen:** Hide a caern from others (W)

**Social Rites**

(p. 187)

**Passage:** Help fledgling Garou join society  
**Satire Rite:** Warn another Garou of their bad behavior  
**Accomplishment:** Honor another Garou's victory  
**Gathering for the Departed:** Honor the dead  
**The Winter Wolf:** Help the aged and infirm find an honorable death

**TOUCHSTONES**

(p. 108)

Choose one to three humans (or wolves with the Storyteller's permission) as Touchstone.