



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, 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

(PP. 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

RENOWN**(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)**Staretdown:** 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 (W)**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.*