

WEREWOLF THE APOCALYPSE: EXPERIENCE AND RENOWN (nWOD)

Type	Experience point costs to increase it
Attribute	New level x 5
Skill	New level x 3
Skill speciality	3 points to buy a new speciality
Gift from your own breed, auspice or tribe	New level of Gift x 3 (You'll need someone to teach you)
Gift from another breed, auspice or tribe	New level of Gift x 5 (You'll need someone to teach you)
Rage	Current rating
Gnosis	Current rating x 2
Willpower	New dots x 3
Merit/Background (apart from Totem)	New dots x 2. (Some Merits can only be bought during character gen)
Merit/Background - Totem	The party communally contribute xp to build the pack Totem

RENOWN

When you accumulate 10 temporary Renown **and** a higher Rank Garou has performed the *Rite of Accomplishment* for you, you can convert them to permanent Renown.

To advance in Rank, you must accumulate enough Permanent Renown and challenge an Elder and best them in some contest. They get to pick the contest. If you fail, you cannot challenge the same Elder again for that Rank advancement.

Ragabash	Glory	Honour	Wisdom	Notes
Rank 1 (Cliath)	0	0	1	Plus an additional 2 in any combination – total 3.
Rank 2 (Fostern)	1	1	2	Plus an additional 3 in any combination – total 7.
Rank 3 (Adren)	2	2	3	Plus an additional 5 in any combination – total 12.
Rank 4 (Arthro)	5	2	4	Plus an additional 7 in any combination – total 18.
Rank 5 (Elder)	8	4	5	Plus an additional 11 in any combination – total 28.
Theurge				
Rank 1 (Cliath)	0	0	3	
Rank 2 (Fostern)	1	0	5	
Rank 3 (Adren)	2	1	7	
Rank 4 (Arthro)	4	2	9	
Rank 5 (Elder)	5	3	10	
Philodox				
Rank 1 (Cliath)	0	3	0	
Rank 2 (Fostern)	1	5	1	
Rank 3 (Adren)	3	7	4	
Rank 4 (Arthro)	3	9	7	
Rank 5 (Elder)	4	10	9	
Galliard				
Rank 1 (Cliath)	2	0	1	
Rank 2 (Fostern)	4	0	3	
Rank 3 (Adren)	6	1	5	
Rank 4 (Arthro)	8	2	6	
Rank 5 (Elder)	10	3	8	
Ahroun				
Rank 1 (Cliath)	2	1	0	
Rank 2 (Fostern)	5	3	1	
Rank 3 (Adren)	7	5	1	
Rank 4 (Arthro)	9	7	2	
Rank 5 (Elder)	10	8	3	