

# WEREWOLF THE APOCALYPSE - CHARACTER GENERATION (nWOD)

## SOME DEFINITIONS TO START WITH

- Rage** Used to gain extra actions in combat, remain active when wounded and sometimes to aid shape-shifting. The downside is that a high Rage can trigger Frenzy (berserker fight or flight).
- Gnosis** Used to activate many Gifts (spells) and to enter the spirit world. Everyone does this, **shamans** do it a lot.
- Willpower** Spend to give extra dice, boost your resistance to spells/psychic stuff, avoid Frenzy, and activate a few Gifts.
- Primal Urge** The skill used to shapeshift, and to do instinctive animal behaviour, such as tracking by scent.
- Gifts** The Werewolf equivalent of Vampire disciplines.
- Renown & Rank** Your status in werewolf society

## STEP 1: TRIBE

Everyone is **Fianna** tribe. Your werewolf heritage comes primarily from the Celtic and pre-Celtic peoples of Europe. This tribe gives you a starting **Willpower** of 2 and also 4 '**Background**' points (to spend later on in step 8 on specifically Werewolfy merits).

## STEP 2: PICK A BREED

- Choose from:
- |              |  |                                 |               |
|--------------|--|---------------------------------|---------------|
| <b>Homid</b> | Raised by humans, your mum is a human        |                                 | base Gnosis 1 |
| <b>Metis</b> | Raised by Tribe, both parents are werewolves | Product of 'incest', low status | base Gnosis 3 |
| <b>Lupus</b> | Raised by wolves, your mum is a wolf         | Very unusual in the UK          | base Gnosis 5 |

**Homids** have been raised by humans. Your choice is:

- You were raised by **kinfolk** (you need to buy at least 1 point in the Kinfolk background/merit). These are people who carry the werewolf gene and are (peripherally) part of werewolf (Garou) society. They will NOT have told you anything about werewolves, though you might have begun to suspect some of your other relatives are a bit strange...
- You are a **Lost Cub**. You were born to parents who carry the werewolf gene, but were unaware of it (recessive for several generations) and were not part of kinfolk or Garou society. The Tribe has tracked you down with the help of the spirit world. Hopefully they found you before you went through your First Change and wreaked havoc...

**Metis** have 2 werewolf parents - this counts as incest under Garou law. Metis are sterile and have an obvious deformity or abnormality. They are bottom of the social heap. Metis are raised by the tribe, or fostered by kinfolk on tribal lands. Your Mum may still be around, or may have gone to a glorious death to wipe out the shame of conceiving you. Your Dad is NOT from the local branch of the Fianna. He might be from a distant Fianna sept or be from another tribe altogether (see list further on).

ALL METIS HAVE TO TAKE A FLAW - see list below.

Metis Flaws part two - you don't have to take one from the list. We can make something up. It has to be something with a game mechanic effect and is always visible to werewolves, even if humans don't notice it. So taking 'hairless' as an example - humans might assume you shave your head/legs/armpits/chest, but werewolves will know the difference and when you shapeshift you will be a bald werewolf. Whatever you choose will NOT be mistaken for a battle scar. e.g. a Garou missing an ear because it was ripped off in a fight can easily be distinguished from a Garou who was born with only one ear.

**Lupus** will have been born to a she-wolf in a zoo, wildlife park, circus or something of that kind. So you will have no experience of living in the wild and no experience of human society (apart from zookeepers and tourists gawking at you). You lived the first part of your life as an animal, and have no practice (yet) at taking human form. **Only 1 Lupus in the party please.** Having no Lupus characters is fine.

| The Metis Flaws    | Game Mechanics - what dice rolls does this mess up   |
|--------------------|--|
| Albino             | Extreme albinism. You have to wear sunglasses and wear protective clothing or take dice penalties.     |
| Bestial Reflection | Your reflection is always of your Crinos form. It's very difficult to pass unnoticed in human society! |
| Cleft Lip          | Surgery fixed your human form, but in other shapes you've got a permanent snarl. -2d friendly social.  |
| Hairless           | Your fur is mangy, patchy or absent. Can't take Pure Breed background. -1d to                          |

|                        |  |
|------------------------|--|
|                        | Social (except intimidate).  |
| Hooves                 | Feet are hooves in Crinos form. 1d penalty to social rolls around Garou (only prey have hooves!)           |
| Human Face             | You retain your human face in wolf and near-wolf forms. -1d to social in those forms.                      |
| Hunchback              | 1d penalty to all Dexterity and all Social rolls.  |
| Lame                   | 2d penalty to any rolls where movement is important  |
| Malformed Tail         | Stubby or over-long , giving you back problems. -1d Dex rolls, and -1d to Social with Garou in wolf forms. |
| Musk                   | You smell like a predator. -1d to Social rolls with humans where your smell is obvious, -2d for animals.   |
| No Claws or Wolf Teeth | You cannot inflict aggravated damage.  |
| One Arm                | 2d penalty to any task which would normally require 2 hands  |
| Oversized limbs        | Your limbs are disproportionate, like kangaroo legs or ape arms. 1d penalty to Dex and all Social rolls.   |
| Puny                   | Extremely small and/or scrawny. 1 fewer Health levels than normal. Ahrouns bully you a lot.                |
| Silver Sensitivity     | Silver does an extra damage per turn of contact, even in Breed form. Lose 2 Gnosis when carrying it.       |
| Third Eye              | 1d penalty on any rolls involving appearance. And you'll have to hide it from humans.                      |

### STEP 3: PICK AN AUSPICE (the phase of the moon you were born under)

|                              |                 |   |        |
|------------------------------|-----------------|---|--------|
| Choose from: <b>Ragabash</b> | (Dark of Moon)  | Trickster (prankster, gets the sneaky, thievery type gifts) | Rage 1 |
| <b>Theurge</b>               | (Crescent Moon) | Seer (shaman, does spirit world stuff)                      | Rage 2 |
| <b>Philodox</b>              | (Half Moon)     | Ritualist (Lawgiver, honourable, leader in peace time)      | Rage 3 |
| <b>Galliard</b>              | (Gibbous Moon)  | Moon Dancer (Artist/Bard, warrior, inspiring leader)        | Rage 4 |
| <b>Ahroun</b>                | (Full Moon)     | Warrior (the combat monster, leader in wartime)             | Rage 5 |

- It would be useful if everyone picked **a different Auspice**.
- I'll give you some NPC pack members to cover whatever auspices you are missing.

### STEP 4: PICK A VIRTUE AND A VICE

Virtues and Vices are what get you Willpower points back. When you RP your virtues and vices and put yourself at risk in some way by doing so or it costs you in some way, you can either get back 1 Willpower you just spent (during a scene) or may get all your Willpower back (GM decision when in the session this happens).

| Virtues   | Vices   |
|---|---|
| <b>Charity</b> - sharing stuff, helping people. A millionaire giving someone £10 doesn't count; you have to give at cost to yourself. | <b>Envy</b> - gain something important from a rival or get one over on them   |
| <b>Faith</b> - you forge meaning from chaos and tragedy though your belief in something (not necessarily religion).                   | <b>Gluttony</b> - indulge your insatiable appetite for something to the exclusion of anything else - drugs, alcohol, kleptomania, gambling - at risk/cost to yourself or a loved one.   |
| <b>Fortitude</b> - standing up for your beliefs during adversity or pressure to change them.  | <b>Greed</b> - never satisfied with what you have. Gain something at the cost of someone else, and at potential risk to yourself.   |
| <b>Hope</b> - when you refuse to let others give in to despair.   | <b>Lust</b> - uncontrolled desires (for sex or similar stuff to gluttony list) without consideration for the needs or feelings of others. <b>And we're into very problematic territory here, White Wolf! We probably need a replacement for this one!!!</b> |
| <b>Justice</b> - you do the right thing, protect the innocent, confront inequity, etc.  | <b>Pride</b> - ego the size of a planet, belief you are right, bossing people around for your own ego, or doing things for adulation.   |
| <b>Prudence</b> - wisdom and restraint to resist  | <b>Sloth</b> - avoiding doing a difficult task but still  |

|   |  |
|---|--|
| temptation and avoid unnecessary risks now, even if it costs you later.   | achieving your goal. Like when you get someone else to do it for you.  |
| <b>Temperance</b> - moderation in all things, avoid extremes and impulses | <b>Wrath</b> - unwarranted or inappropriate anger, like road rage, when doing so is dangerous. Starting a pointless fight because someone spilled your pint counts, but 'normal' combat doesn't. |

### STEP 5: ASSIGN DOTS TO ATTRIBUTES

All attributes start at **one dot**. The attributes are:

- Physical (strength, dexterity, stamina)
- Social (presence, manipulation, composure)
- Mental (intelligence, wits, resolve)

5 additional points to spend in your primary Attribute category.

4 additional points to spend in your secondary Attribute category.

3 additional points to spend in your tertiary Attribute category.

Then because you are werewolves, everyone gets **1 extra dot** to spend in a PHYSICAL attribute of your choice.

### STEP 6: SPEND POINTS ON SKILLS

Skill categories are Mental, Physical and Social.

Because you are werewolves, first of all everyone gets **1 dot** to spend in Primal Urge skill.

11 points to spend in your first category

7 points to spend in your second category

4 points to spend in your third category

**Note: To buy the fifth dot in a skill costs 2 skill points.**

### STEP 7: CHOOSE THREE SKILL SPECIALTIES

A skill speciality gives 1 bonus dice when the speciality is relevant. (see lists of specialities in the core book). You can assign the specialities to any skill you have a dot in. You can take multiple specialities in one skill.

### STEP 8: MERITS (AND BACKGROUNDS)

Your **4 tribal background points** can only be spent on 'werewolf' merits.

You also get **7 merit points** which you can spend on normal merits and/or 'werewolf' merits.

For those who want **Rites** (most likely the Theurge/shaman), then your score in Rites tells you how **many** Rites you've got and your Occult is the skill you use to enact the Rite AND is also the max **level** of Rite you can take.

| Werewolf Merits        |   | Points Cost                          |
|------------------------|---|--------------------------------------|
| Fetish                 | A magical item, inherited from some deceased werewolf relative.   | 1 to 5                               |
| Kinfolk                | Human relatives who carry the werewolf gene. They know werewolves exist and help you deal with the mundane world. | 1 to 5                               |
| Mentor                 | One of the pack elders guides and advises you.  | 1 to 5                               |
| Past Life              | Call on ancestral memories to give a bonus to a dice roll.  | 1 to 5                               |
| Pure Breed             | Adds to your status in werewolf society   | 1 to 5                               |
| Rites                  | Magic rituals, a bit like the Vampire ones.   | 1 to 5                               |
| Totem                  | Spirit guide for your pack  | You can't take this in character gen |
| Normal Merits - Mental |   |                                      |
| Common Sense           | GM makes a roll and tell you if what you are doing is dumb  | 4                                    |
| Danger Sense           | +2 to Wits + Composure to detect ambushes   | 2                                    |

|                                 |  |                                    |
|---------------------------------|--|------------------------------------|
| Eidetic Memory                  | Photographic memory (dice roll needed in stress situations)  | 2                                  |
| Encyclopaedic Knowledge         | 1 dot + Wits to recall "factoid" on subject outside your normal experience   | 4                                  |
| Holistic Awareness              | Can speed up healing of patients under your care   | 3                                  |
| Language                        | An extra language. More dots = more fluent   | 1 to 3                             |
| Meditative Mind                 | No penalties to meditating/trancing in stress situations   | 1                                  |
| <b>Normal Merits - Physical</b> |  |                                    |
| Ambidextrous                    | No penalty for using your off hand   | 3                                  |
| Direction Sense                 | Innate sense of direction  | 1                                  |
| Disarm                          | Use your weapon to disarm another, instead of damage.  | 2 pt. Prerequisite DEX 3, Weapon 2 |
| Fast Reflexes                   | +1 Initiative per dot  | 1 or 2                             |
| Fleet of Foot                   | +1 Speed per dot   | 1 to 3                             |
| Fresh Start                     | Use you action to change your position in the Initiative   | 1                                  |
| Iron Stamina                    | Reduces negative modifiers for fatigue & wounds.   | 1 to 3. Prereq STA 3 or RES 3      |
| Iron Stomach                    | Eat dodgy food without ill effects. +2d Surv, +3d Sta at times   | 2                                  |
| Natural Immunity                | +2d Stamina to resist toxin or disease   | 1                                  |
| Quick Draw (choose weapon)      | Draw and attack with a weapon at no penalty.   | 1 point. Prerequisite DEX 3        |
| Strong Back                     | +1d to lift or carry heavy things  | 1 point. Prerequisite STR 2        |
| Strong Lungs                    | Good at holding your breath. +2 to STA on chart p49.   | 3 points. Prerequisite Athletics 3 |
| Stunt Driver                    | Drive and do another action at the same time, e.g. shoot.  | 3 points. Prerequisite DEX 3       |
| Toxin Resistance                | +2d to Sta rolls to resist drugs, poisons (you can't get drunk).   | 2 pts. Prerequisite STA 3          |
| <b>Normal Merits - Social</b>   |  |                                    |
| Allies (buy multiple times)     | People/groups willing to help you. You buy different groups separately (e.g. police, university, unions). The more dots, the bigger the favours the group will do for you. | 1 to 5 per ally type               |
| Barfly                          | Get into best nightspots with quick words or timely bribe  | 1                                  |
| Contacts                        | Contacts only supply info, they don't do tasks. One area per dot, e.g. hackers, big business, couriers. Dice rolls required.   | 1 to 5                             |
| Fame (human society)            | Pick area of fame, e.g. athlete, politician, performer. +1d per dot to Socialise/Persuasion with folk impressed by celebs. Drawback: easily recognised by public.          | 1 to 3                             |
| Inspiring                       | Rally others once per session to give Willpower back   | 4 points. Prerequisite PRES 3      |
| Resources                       | Your disposable income. (0 dots covers basic needs).   | 1 to 5                             |
| Status (buy multiple times)     | Status in human society, e.g. politics, military, banks, church  | 1 to 5                             |
| Striking Looks                  | Bonus to Presence or Manipulation when using your looks  | 2 (for +1d) or 4 (for +2d)         |

## STEP 9: GIFTS

See below for Gift choice and see separate doc for table of effects and game mechanics. You get **three gifts**:

- One Gift for your Breed.
- One Gift for your Auspice
- One Gift for your Tribe

Note - if your character breed is **Metis**, I'm bending the rules to allow you to pick a Tribal gift from your dad's tribe instead of restricting you to just Fianna gifts. This will only happen ONCE. Basically this is your one chance to take a non-Fianna gift.

| <b>BREED, AUSPICE OR TRIBE</b>   | <b>GIFT NAME</b>  |
|--|---|
| Homid (breed)  | Persuasion<br>Smell of Man  |
| Metis (breed)  | Create Element<br>Scent of the True Form<br>Sense Wyrn<br>Shed        |
| Lupus (breed)  | Find Water<br>Heightened Senses<br>Leap of the Kangaroo<br>Sense Prey |
| Ragabash (auspice)   | Blur of the Milky Eye<br>Open Seal<br>Scent of Running Water          |
| Theurge (auspice)  | Mother's Touch<br>Sense Wyrn<br>Spirit Speech                         |
| Philodox (auspice)   | Ice Dance<br>Resist Pain<br>Scent of the True Form<br>Truth of Gaia   |
| Galliard (auspice)   | Beast Speech<br>Call of the Wyld<br>Mindspeak                         |
| Ahroun (auspice)   | Falling Touch<br>Inspiration<br>Razor Claws                           |
| <b>Fianna</b> (tribe) - the Homid and Lupus PCs have to pick from this list)                               | Faerie Light<br>Persuasion<br>Resist Toxin                            |
| <b>Other Tribes - the Metis can pick a Tribal gift from one of these</b>                                   |   |
| <b>Bone Gnawers</b> (urban poor & homeless)  | Cooking<br>Nose of the Hungry Hound<br>Scent of Sweet Honey           |
| <b>Children of Gaia</b> (Indian subcontinent and East Asian heritage)                                      | Mother's Touch<br>Resist Pain   |
| <b>Get of Fenris</b> (Anglo Saxon and Norse ancestry)  | Razor Claws<br>Resist Pain  |
| <b>Glass Walkers</b> (urban, but not poor or homeless)   | Control Simple Machine<br>Persuasion                                  |
| <b>Shadow Lords</b> (eastern European ancestry)  | Aura of Confidence<br>Fatal Flaw                                      |
| <b>Silent Striders</b> (Roma/Irish Travellers or Middle Eastern, African, or Indian subcontinent heritage) | Sense Wyrn<br>Speed of Thought  |
| <b>Silver Fangs</b> (aristocracy and upper class of any of Europe, Middle East or Asia)                    | Eye of the Falcon<br>Ice Dance<br>Lambent Flame                       |
| <b>Stargazers</b> (Indian subcontinent and East Asian heritage)  | Balance<br>Sense Wyrn   |

The Black Furies (all female) tribe also exist in the UK, but they give away/kill male cubs at birth so they can't be your Dad...

### STEP 10: DERIVED ATTRIBUTES & OTHER STUFF

- Defence = the **lowest** of Dex or Wits
- Health = Stamina + Size
- Initiative = Dex + Composure
- Size = 5 in human form
- Speed = Strength + Dex + 5 (in human form)

Willpower = Resolve + Composure + the 2 points being Fianna Tribe gave you  
 Renown Leave blank for now. You'll earn renown as you do great deeds.  
 Rank 0

### STEP 11: FREEBIE POINTS

There are **10 extra points** to be spent anywhere at the following rates:

Attribute New dots x 5  
 Skill New dots x 3  
 Skill Speciality 3 dots per speciality  
 Gnosis 2 points per dot  
 Rage 1 point per dot  
 Merits New dots x 2

### STEP 12: FLAWS - OPTIONAL

You don't get any points for taking flaws, but they are another way to get Willpower back - if and when they mess up your life. Rulebook p217-219.

| Flaw                | Effect  |
|---------------------|---|
| Addiction           | You are hooked on some substance/behaviour. You can't satisfy Gluttony vice with an Addiction.  |
| Amnesia             | Part of your life is blank. GM will supply details now and then.  |
| Coward              | Afraid of unknown situations as well as actual dangerous and fighty stuff. (Sounds plot-avoiding).  |
| Forgetful           | You need to make dice rolls to remember some details, e.g. which book to rescue from burning library  |
| Dwarf               | Adult size is 4, so reduce your Health by 1. Metis can't take this - take Puny instead.   |
| Hard of Hearing     | -2d to any Hearing based rolls. You only get xp if not hearing something caused you trouble.  |
| One Eye             | All penalties for ranged attacks are doubled. If driving in heavy traffic/chases, then any 1s you roll cancel out successes on a one for one basis, and 10s do not explode.   |
| Poor Sight          | -2d to any sight-based perception based rolls. You only get xp if not seeing something caused you trouble.  |
| Aloof               | Uncomfortable in social settings, avoid crowds and interaction as much as possible. (Sounds plot-avoiding).   |
| Behaviour Blind     | Oblivious to common social cues about other people's feelings. You can't detect sarcasm or innuendo or realise when you are boring people. You may need an Empathy skill roll to figure out other people's feelings or immediate motives. |
| Embarrassing Secret | You must hide your secret or suffer ostracism from your peers. If the secret gets out, this flaw can be converted into Notoriety (if that makes sense).   |
| Notoriety           | You or your family/organisation are known in human society for some heinous deed/s, regardless of whether you did it or not. For example, you belong to the Mafia, or your company exploits its employees and caused some deaths.         |

### FINALLY...

- You need a **human name** (yes even a Lupus needs something for the NPCs to call him). You will earn your werewolf name during the game, based on your deeds or misdeeds.
- Pick a **human age** (between 16 and 26)
- Think of descriptions of your human, wolf and Crinos (Howling movie type wolf-man) forms. Fur colour and things like that. Reddish fur and coal black fur are both common among the Fianna, as well as all the normal wolf colours.