

Basic Die Rolling

Step

Rule

1. The Roll

- Every action requiring a roll uses **two dice**:
 - **Will Die**: Your skill and intent.
 - **Rage Die**: A Werewolf's all-consuming fury.
- Standard Roll
 - **Will (d12) + (whatever stat is listed)**
 - vs **Rage (d12) + Rage** score
- Roll both dice at the same time.

2. Outcome

- **Will die rolls higher** → **Success** (action works)
- **Rage die rolls higher** → **Failure** (gain 1 **Rage**, and if in Combat, check for **Frenzy**) and the GM makes a **Move**.
- **Tie** (*without modifiers*) → **Critical Success** (spectacular success, gain 1 **Gnosis** (max +3))

3. Advantage & Disadvantage

- *Advantage*: Roll two **Will Die** and take the best result..
 - *Disadvantage*: Roll two **Will Die** and take the worst result.
- Note**: They do not stack; one cancels the other. Disadvantage rolls cannot crit.

4. Roll Reset

- Each roll is independent — no carryover from previous rolls.

TRIBE

Your Garou (Werewolf) hails from a lineage that has helped guide you after the change. *Choose one:*

- The Black Furies:** An almost all female tribe, servants of the Wyld and defenders of women. Gift: Song of the Seasons
- Bone Gnawers:** Drifters, vagrants, they are survivors who garner little respect. Gift: Odious Aroma
- Children of Gaia:** Seekers of unity and defenders of humanity. Heal before harm. Gift: Mother's Touch
- Fianna:** Immigrants from the British Isles, they violently protect the land settled by their Kinfolk. Gift: Resist Toxin
- Get of Fenris:** Honorable but ferocious berserkers who still preserve their Norse tribal culture. Gift: Safe Haven
- Iron Riders:** The least trusted among other Garou, this tribe has embraced human technology. Gift: Sense Weaver
- Red Talons:** An all lupus tribe that has come to the New World to protect it from the human pioneers who would destroy it. Gift: Eye of the Hunter
- Shadow Lords:** A Domineering and demanding tribe, they seek to wrest leadership from the Silver Fangs. Gift: Fatal Flaw
- Silent Striders:** Mysterious travelers who possess secret knowledge of the Spirit and mortal worlds. Gift: Speed of Thought
- Silver Fangs:** Nobility among Garou. Blindingly prideful. Gift: Eminent Domain
- Stargazers:** Searchers of enlightenment and truth. Gift: Balance
- Uktena:** Native American, capable mystics. Gift: Cloud of Night
- Wendigo:** Wage war to drive the European invaders from North America, another American tribe. Gift: Call the Breeze

BREED

Werewolf breed determines if the werewolf is aware of technology and how attuned to nature the werewolf is. Your natural form is in **BOLD**. Choose one:

- Homid:** Starting Gnosis: 1 You were **HUMAN** before the change and raised in their society. Gift: Jam Gun
- Lupus:** Starting Gnosis: 3 You were raised in the wilds as a **WOLF**. While human technology might be foreign to you, you are attuned to nature.

Gift: Gnaw

- Metis:** Starting Gnosis: 2 Your parents were both Garou. Your natural form is the hybrid **CHRINOS**. You grew up with your tribe and understand Garou culture. Gift: Eyes of the Cat

AUSPICE

The phase of the moon you were born under. A werewolf's auspice determines their role in the pack, and guides their gifts and rage. Choose One:

- Ragabash (New Moon: Trickster):** **Rage:1** Gift: Hide in Plain Sight
- Theurge (Crescent Moon: Seer):** **Rage:2** Gift: Sight From Beyond
- Philodox (Half-Moon: Mediator):** **Rage:2** Gift: Mend the Forked Tongue
- Galliard (Gibbous Moon: Dancer):** **Rage:2** Gift: Distractions
- Ahroun (Full Moon: Warrior):** **Rage:3** Gift: Razor Claws

WEREWOLF

RAGE

Rage is a measure of a character's passion, as well as his capacity for all-consuming fury. When channeled, it can power them to extraordinary feats, or regret. It is also the force that allows them to shapeshift between human and wolf. **Your current Rage score is always added to your Rage die (exception: Brawl/Melee).**

Using Rage:

- **Changing Forms:** Spend 1 point to change instantly, without needing to roll
- **Brawl/Melee:** Add Rage to your Will die instead of your Rage die.
- **Recovering From Immobilization:** Spend 1 point to automatically break free from any type of immobilization: Binds, Magic, Pinned down etc.
- **Intimidate** with Advantage
- **Remaining Active (see Conditions):** Voluntarily enter Frenzy to keep fighting after being critically wounded. At the end of the scene, lose all Rage and choose a **Scar**.
- **Frenzy: Roll vs Rage** to resist going into Frenzy when taking damage from Fire, Silver, or if you've been humiliated in some way.
 - On a Failure, transform(Chrinos) and gain Rage equal to your **Auspice Rage** and fight until every threat is killed. A Garou in Frenzy is often unable to control herself. The player must **Roll vs Rage** each turn as she can no longer tell friend from foe. A success ends the Frenzy.

Gaining Rage: (Rage can never be higher than 3 unless otherwise noted) Gain 1 point of Rage each time you fail a roll. Gain 1 Rage the first time you see the moon each night. Gain 1 point of Rage on the first turn of combat.

GNOSIS

Gnosis represents the link between the Garou and the Sacred Mother (Gaia); it's the spirit half of a werewolf that balances out the flesh. It's used to activate Gifts, and travel into the Spirit World. Carrying Silver reduces your Gnosis by 1 for each silver item.

Using Gnosis:

- **Use a Gift: Roll + Gnosis** to activate any Gift On a success, the Gift works as written On a failure, choose one:
 - Attract the attention of a nearby Spirit
 - Lose 1 **Gnosis** (min 0)
 - Unable to make **Gnosis** rolls for the rest of the scene
- **Enter the Umbra:** The Umbra is the spiritual world, parallel to reality. Gaze into any reflective surface and:
Roll + Gnosis to enter the Umbra. On a success, you pass into the Spirit World without issue. You may spend 1 **Gnosis** to bring someone that you are touching (and willing) with you. On a failure: choose one:
 - It takes a while (you arrive at the end of the scene)
 - Lose 1 **Gnosis** (min 0), but arrive immediately



WEREWOLF

Will vs Rage

(Wild West)

Character Creation:

Name (Choose a name for your character)

Look (Decide what your character looks like: Gender, Race, clothing style, etc)

Starting Character Stats (Add 1 to one of these)

Physical 1, Social 0, Mental -1

Determine starting Rage by Auspice

Determine starting Gnosis by Breed

Intro

- » Who are you?
- » How long have you been on the road?
- » What is the best part of the change?
- » What did your first change cost you?

Gear

- » A bag with your personal belongings
- » 2 practical weapons
 - Revolver (ranged, close, loud, reload, concealable)
 - Bowie Knife (hand, concealable)
 - Tomahawk (hand)

NOTES

Name: _____

Look: _____

Rage:

Gnosis:

Armor:

Experience:

STATS

Physical	Social	Mental
----------	--------	--------

ADVANCES

Gain 1 Experience at the end of any session that you failed a roll or received a condition.

Gain 1 Experience at the end of every session.

Spend 5 Experience to Advance.

With each Advance:

+1 new Skill/Specialty

Clear **Corruption track**

Every 3 advances instead:

Increase your **Rank**

+1 to any stat (max +3)

Advance 3 basic moves

Erase a **Scar**

Add a new **Werewolf** move

WEREWOLF MOVES

You get these:

The Transformation: When you want to change into another form, **Roll vs Rage:** (You do not have to roll to change into your **Breed form**)

In **Chrinos Form:** You gain natural weaponry (inflict the **Bleeding Condition** on hit opponents) you gain 2 armor and your attacks are **Forceful**
In **Wolf Form:** You gain natural weaponry and +1 to **Gnosis rolls**

- On a Success: Transform instantly
- On a Failure: Transform and gain 1 Rage, but (choose one):
 - It takes a while and causes you great pain (slow)
 - Destroy or attack something immediately
 - Check for **Frenzy**

Hunt (Wolf Form Only): When you decide to hunt someone, **Roll+Gnosis. On a success:** You know exactly where to find them and can follow their scent

On at critical: Take +1 on rolls involving the subject of the hunt for this session.

On a failure: Someone unpleasant finds you first or you find yourself in a bad spot while on the trail

Vulnerability: Silver, Fire and Supernatural Damage ignore Garou *Regeneration* and *Toughness*.

Regeneration: Garou may spend **Rage** to recover Physical Conditions but not while in their breed form (unless Metis)

Werewolf Toughness: Garou ignore most physical damage almost immediately. Only Fire, Silver and supernatural damage seem to injure a Garou. If the damage was NOT from one of those sources

Roll vs Rage:

- On a Success: The damage is ignored as the Garou seemingly shrugs it off, instantly healing even grievous wounds.

Choose one more:

Alpha Dog: (May only be chosen by one player in a group) The Alpha of the pack may issue orders or commands to his packmates. These commands must be obeyed to the best of the pack-mates ability, or face banishment. The Alpha may choose to banish a pack member. Pack members may contest for the Alpha position, but failure often leads to banishment.

Pack Mentality: Non-Alpha pack members are automatically granted this Move. Take +1 when acting on orders from the Alpha. Take +1 when attacking the same target as a pack-mate.

Lock Jaw: When you bite an opponent, you may lock your jaw onto them, causing the Injured Condition until your grasp is removed. You may take no other physical action while locked on.

Moon-Blessed: Carrying silver no longer reduces your Gnosis.

Moon-Bound: +1 to Gnosis rolls when your moon Auspice phase is present and you can see it.

Partial Shift: You can transform individual body parts while in Homid form without needing to make a roll..

Natural Channel: No roll required to enter the Spirit World.

Strength of the Pack: Give your Rage to any other pack member.

Animal Magnetism: Animals aren't spooked by your presence. (This move is required to own a horse).

Sense Wyrms: The Garou can sense Corruption and the presence of the the Wyrms around him.

Rank (choose in order, every 3 advances):

- Cliath:** Your starting Rank.
- Fostern:** Take the next Gift from your Breed, Auspice and Tribe.
- Legend:** Take the next Gift from your Breed, Auspice and Tribe



CORRUPTION



The Taint of the Wyrms always lingers. Garou can sense the Wyrms (Corruption) in their area. A Garou with **Sense Wyrms** can smell the corruption on any creature in the area (Scene) and can track the source without needing to make a roll. Garou only mark corruption when siding with the Wyrms for any reason. (Typical examples include: Making a deal with a Wyrms tainted creature, causing pollution or harming Gaia in some way, allowing a Wyrms tainted creature to live etc). Mark one Corruption for each offense. The Garou succumbs to the Wyrms once the Corruption track is full and becomes a Black Spiral Dancer. Corruption may be removed at the GM's discretion, typically involving some sort of repentance or rite by the Garou.

SKILLS

These are abilities that your character has trained. Choose 2, and underline one *specialty* per skill.

When your *specialty* comes into play in the story, you may roll with **Advantage** to determine the outcome:

- Brawl:** hand-to-hand combat training: *Disarming, Martial Arts (Kalindo), Grappling, Dodge*
- Riding:** talented riding under pressure: *Jumping over objects, Quick Mount, Rope Tricks, Chasing*
- Firearms:** training with firearms: *Fast-Draw, Gun-Smithing, Fast Reload, Trick Shots*
- Melee:** training with hand-held weapons: *Dueling, Throwing, Focused Defense, Repair*
- Stealth:** sneaking and hiding: *Hide, Move Silently, Shadowing, Ambush*
- Larceny:** Lawless practices: *Lock-Picking, Pickpocketing, Counterfeit, Cheating*
- Medicine:** training in health and first aid measures: *Surgery, First-Aid, Recovery, Toxins*
- Occult:** understanding of Lore: *Umbra-Lore, Folk-Tales, Rituals, Infernalism*
- Social:** social intrigue and manipulation: *Subterfuge, Animal Kinship, Interrogation, Etiquette*

BACKGROUNDS

Traits your character has acquired through history and story. At character creation, choose two, others may be added based on story actions and outcomes as determined by the GM.

- Allies:** people or other beings that are willing to help your character.
- Pure Breed:** Your lineage and Pedigree among Garou (respected).
- Past Life:** A mystical connection to your ancestors (advantage on Gnosis rolls when consulting an ancestor spirit)
- Rites:** Knowledge of magical Garou rituals.
- Resources:** significant financial assets and income (wealthy)
- Fetish:** A magical object containing a bound spirit.

END MOVE

When you die, or retire your character, anyone in the scene you wish to protect escapes and reaches safety, no matter the odds.

TAGS

- **Lethal:** Kills bystanders and NPCs without defenses (armor, cover), players hit with lethal damage cannot select the **Bruised** condition for this attack
- **Close:** Any range within throwing distance
- **Magick:** Type of effect that can only be resisted with supernatural resistance (magic armor, regeneration etc)
- **Area:** Effect covers the immediate area in a scene
- **Slow:** Takes up a player's turn, no other action can be performed
- **Suppression (firearms):** As long as you continue to attack with **Firearms**, targets become **Reluctant Aggressors** until you fail a roll or take any other action besides firing.
- **Loud:** Attracts attention, disperses bystanders

CONDITIONS

When you are injured, choose and mark a Condition according to the type of harm you've taken. Conditions do not need to be marked in any kind of order. If you're wearing **Armor**, you may choose to mark it instead of a Condition. **Armor** typically only works to prevent one type of harm (Physical), though you may discover or create other types of armor. Once **Armor** is marked, it must be repaired before it can be marked again. Conditions are removed with their corresponding **Resolution**, or by **spending 1 Rage, or 1 Experience** to cancel one Condition as it's gained. Also, it should be noted that events in the Story can inflict Conditions directly, without giving the player the choice of which to mark. The GM decides how to cancel or resolve Story-based Conditions as appropriate.

Note on Physical Conditions: Combat is messy and not always straightforward. Though the "**Bruised**" Condition has no immediate effect, it cannot be chosen again as a Condition until it's been **Resolved**. A character can be bruised several times in combat (taking Disadvantage on their next roll to quickly Resolve the Condition), but ultimately, multiple injuries will stack up in a single devastating attack or instance, forcing another choice.

Physical:

- Bruised/Flesh Wound** - You are dazed, and unable to think straight. **Resolution:** Take **Disadvantage** on your next roll.
- Bleeding** - You are bleeding profusely from an open wound. You are unable to take **Advantage** on any roll due to pain/blood loss. **Resolution:** Spend a full turn recovering (bandage, magickal healing etc) and then mark **Bruised**
- Injured** - You have suffered a significant physical injury. Your movement is restricted (+slow) unless assisted and suffer -1 to all physical rolls. **Resolution:** Remains until the end of the Scene, then select the **Broken** condition.
- Frenzy** - You are immediately pushed into **Frenzy (see Remaining Active)**. **Resolution:** Taking Fire, Silver or Supernatural damage ends the Frenzy and triggers your **End Move**.

Social:

- Broken** - You can barely muster up the will to do your job anymore. Emotionally intense situations make you flinch and back down. **Disadvantage** on **Social** rolls. **Resolution:** Backing down from a confrontation resolves this Condition.
- Leveraged** - Your character has been blackmailed, tricked, or convinced into doing what someone else wishes. **Disadvantage** on **Social** rolls that do NOT involve the subject of the Leverage. **Resolution:** Complete the requested task, or turn the tables on the inflictor.
- Reluctant Aggressor** - You're pinned down or don't want to hurt your opponent, but you're going to anyway. **Disadvantage** on all combat rolls that do not involve the opponent directly. **Resolution:** Defeat the opponent or succeed in a roll with **Disadvantage** against the opponent.

Mental:

- Shaken** - Something has frightened your character extensively. **Disadvantage** on any rolls involving the subject of what has frightened you. **Resolution:** Opt to fail a roll involving the subject of your fear, or succeed at the roll despite the **Disadvantage**.
- Spooked** - You've witnessed something that captivates you and demands your attention. **Disadvantage** on Mental rolls. **Resolution:** Opt to do something that hinders the group or complicates things while pursuing your fascination.
- Fugue** - Your mind has shut down. You are prone to blackouts and lost time. Failing any Mental roll means you blackout and lose control of your character for the scene. **Resolution:** Critical on any applicable Mental roll removes the condition as you finally regain yourself.

SCARS

After triggering **Remaining Active (Frenzy)**, a player may instead choose to turn any Physical wound into a **Scar** by making it permanent. Doing this means the character is not killed as a result of the beating and instead some other fiction is chosen by the player and GM. Flesh Wounds and bruises leave permanent damage or aches and pains that persist even after healing. Arm or Leg wounds could cause the loss of the Arm or Leg entirely (amputation). Bleeding **Scars** instead leave permanent Mental Conditions as the character tries to cope with the aftermath of combat. **Scars** can be removed on every 3rd Advance, or possibly by some other story driven event (Cybernetics?).

GIFT DESCRIPTIONS (Roll + Gnosis to activate Gifts: See Gnosis rules)

AUSPICE GIFTS (Choose in order):

Ragabash:

- **Hide In Plain Sight:** The werewolf becomes completely invisible to all senses, but must remain completely still or end the effect. This Gift is taught by a Lizard-Spirit.
- **Bald-Faced Lie:** Those within earshot accept the Ragabash's most blatant lies as truth, at least until the end of the scene. This Gift is taught by a Fox-Spirit.
- **Thieving Talons:** This Gift lets the Ragabash steal what could never have been hers - the powers of others - and use them herself. Steal 1 ability until the end of a scene. This Gift is taught by a Vengeance or Trickster-Spirit.

Theurge:

- **Sight From Beyond:** When danger stalks the Garou, or momentous events are in the offing, visions come to him without warning. The Garou may interpret these visions as he wishes, but they cannot be called; they come of their own accord. This Gift may be activated by the GM at no cost to the player. This Gift is taught by a Crow-Spirit.
- **Spirit Speech:** The Garou is constantly aware of all that the Spirits do around her, without needing to pierce the veil of the Spirit world. This Gift may be activated by the GM at no cost to the player. The effect lasts for an entire scene if activated by the player. This Gift is taught by any spirit.
- **Wisdom of Patience: When you wait to use a Basic Move at a cost** (ie. giving the enemy time to attack etc) you automatically succeed at it.. If the move is advanced, you succeed as if you rolled a critical.

Philodox:

- **Mend the Forked Tongue:** The Garou can command the target to speak the truth. This gift is taught by a Snake-Spirit.
- **Unspoken Word:** The Garou reveals a personal secret to each packmate (alone in private) and they share one with her. As long as the secrets are kept, he and his packmates can communicate telepathically. This Gift is taught by a Night-Spirit.
- **Corpse Witness:** You can communicate with the recently deceased. You may ask it three questions and it will answer to the best of its ability. This Gift is taught by a Spirit of Death or Truth.

Galliard:

- **Distractions:** The Garou can distract or call attention to himself either annoyingly or enchantingly. Those nearby, chosen by the Garou, will focus their attention on him, at least for a moment. This gift is taught by a Coyote-Spirit.
- **Beast Speech:** The werewolf may speak with animals. This Gift is taught by a Nature-Spirit.
- **Shadows in the Fire Light:** The Galliard spins a tale involving a subject and narrating the scene, and for that scene, the subject performs the actions as the Galliard dictates them. The subject need not understand or even hear the Garou. This Gift is taught by a Chimerling.

Ahroun:

- **Razor Claws:** The Garou sharpens his claws on some hard surface, for the rest of the scene, opponents he wounds must choose the **Bleeding Condition** (if not already chosen) which can not be resolved for the scene. This Gift is taught by a Cat-Spirit.
- **Spirit of the Fray:** The Garou can attack first in any given turn. This Gift is taught by a Cat-Spirit.
- **Sun Dance:** The Garou calls on his ties with the Sun and becomes immune to all natural forms of fire, and can ignite small parts of himself and keep them burning until the end of the scene. This Gift is taught by a fire elemental or Sun-Spirit.

BREED GIFTS (Choose in Order):

Homid:

- **Jam Gun:** The Garou can cause any type of gun to jam or misfire with this Gift. The gun becomes unusable for 1 scene. This Gift is taught by a Wyld-Spirit.
- **Weave of Steel:** The Garou can mystically reinforce any man made structure or material, giving planks the strength of steel or steel the toughness of diamond. This Gift is taught by a Weaver-Spirit.
- **Reshape Object:** The Garou can reshape once-living (but not undead) material into various objects. The new form will still resemble the old material, but in a new shape. Branches may become a bow and arrows, animal hides become clothing or armor etc. This Gift is taught by a Weaver-Spirit.

Lupus:

- **Gnaw:** The Garou may strengthen her jaws to the point that, given time, she can chew through just about anything. This Gift is taught by a Wolf-Spirit.
- **Scent of Sight:** The werewolf can rely on his sense of smell as well as if it were sight, or better. He can attack invisible creatures or find his way in absolute darkness. This Gift is taught by a Wolf-Spirit.
- **Song of the Great Beast:** If in the deep wilderness, miles away from civilization, the Garou can howl and summon an ancient creature that walked the Earth in ages past. What comes is up to the GM's discretion, but can be anything from a Sasquatch, a Loch-ness Monster, or even a T-Rex. This Gift is taught by a Nature-Spirit.

Metis:

- **Eyes of the Cat:** The werewolf may see clearly in pitch darkness. His eyes glow lambent green while this Gift is active. This Gift is taught by a Cat-Spirit.
- **Burrow:** The Garou can burrow a tunnel into the earth. Others can follow the Garou through it, but it's cramped, allowing for only 1 person to crawl through at a time. This Gift is taught by a Mole-Spirit.
- **Gift of the Porcupine:** This Gift allows the Metis' fur to become sharp like the quills of a porcupine. Opponents striking the Garou with bare fists/claws automatically receive the **Bleeding Condition** (if not already selected) per successful hit. This Gift is, of course, taught by a Porcupine-Spirit.

TRIBAL GIFTS (Choose in Order):

Black Furies:

- **Song of the Seasons:** By calling the Mother into her heart, no matter how hot the sun or bitter the wind, the Fury feels as comfortable as spring-time. This Gift is taught by a Weather-Spirit.
- **Wasp Talons:** The Fury can actually fire her claws from her fingertips (**Bleeding**/close). The Fury is unable to make claw attacks or use this Gift again until she Regenerates. This Gift is taught by a Wasp-Spirit.
- **Kneel:** By pointing her claw or finger at a male target, a Fury can force him to his knees. The Fury activates this Gift when rolling **Intimidation**. This gift is taught by one of Pegasus' Brood.

Bone Gnawers:

- **Odious Aroma:** The Garou can greatly amplify her own natural body odor, creating a debilitating stench. For the duration of the scene, all beings nearby take -1 in any social interaction with the Garou. This gift is taught by a Skunk-Spirit.
- **Run for Ground:** Using this gift, the Garou can duck into a shaded area and pop out in another shaded area nearby. This Gift is taught by a Prairie dog-Spirit.
- **Gluttony:** The Garou can open his jaws and swallow inanimate objects whole, only to be belched up later (at no cost). This Gift is taught by Goat-Spirit.

Children of Gaia:

- **Mother's Touch:** The Garou can heal the wounds of others magically (but not herself) (1 **Condition** is removed per successful roll). This Gift is taught by a Unicorn-Spirit.
- **Calm:** The Child of Gaia can pull the hate right out of a body with a touch. This Gift also can prevent Frenzy and removes 1 Rage point if used on Garou. This Gift is taught by a Unicorn-Spirit.
- **Spirit Friend:** The werewolf has learned to project a feeling of tranquility and friendship to Spirits. Unless mad or corrupt, the Spirit will generally treat the Garou with courtesy. This Gift is taught by a Unicorn-Spirit.

Fianna:

- **Resist Toxin:** When activated, the Garou takes no ill effects from poisons of any sort, and may purge them from his body. This Gift is taught by a Toad-Spirit.
- **Howl of the Banshee:** When activated, the Garou's howl frightens, intimidates, or suppresses nearby opposition, even in the Spirit World. This Gift is taught by a Banshee-Spirit.
- **Mirage:** This Gift conjures a static illusion which can fully affect all senses. Enhanced senses may see past the illusion. This Gift is taught by a Trickster-Spirit.

Get of Fenris:

- **Safe Haven:** The Garou physically marks an area as his temporary territory and knows if anything suffering Wyrms-Taint enters. This Gift is taught by an Owl-Spirit.
- **Halt the Coward's Flight:** The Garou may hinder all fleeing foes. Any rolls made to escape have disadvantage for the scene. This Gift is taught by one of Fenris' brood.
- **Honorable Death:** The Garou expends all of his Gnosis and summons Fenris' favor, choosing an opponent in the scene. For the duration of the scene, she suffers no wound penalties and won't die until his opponent is dead. Once the battle is over, an avatar of Fenris comes down to devour the body of the Garou, taking all of his worldly possessions with him. Obviously this Gift can only be used once and is taught by an Avatar of Fenris.

Iron Riders:

- **Sense Weaver:** This Gift allows the Garou to sense the presence of the Weaver. It is a supernatural sense that tends to manifest as a feeling of walking through cobwebs. This Gift is taught by a technological-Spirit.
- **Repel Metal:** The Garou can repel small ferrous metals in his immediate area, sending them flying away. This is no good against lead bullets, but works very well against pistols and knives. This Gift is taught by a spirit of magnetism.
- **The Iron Horse:** With this Gift, the Garou can listen to anything happening anywhere along a rail track once he puts his ear to it. Also, while running between two rails, the Garou can move at double speed without tiring, and gains +1 to all Physical rolls when touching the rails. This Gift is taught by an Iron-Spirit.

Red Talons:

- **Eye of the Hunter:** The Garou can examine a group and determine which are the strongest and weakest members. This Gift is taught by a Wolf-Spirit.
- **Beast Speech:** The Garou may communicate with any living creature. This Gift is taught by a Nature-Spirit.
- **Nature's Vengeance:** When attacked in the forest (or any area with a decent amount of foliage) **Roll + Gnosis - On a Success** Nature beckons without haste to fight for you, **On a Failure:** the line of who is friend and foe becomes blurry causing it to attack all around. This Gift is taught by a Nature-Spirit.

Shadow Lords:

- **Fatal Flaw:** The Shadow Lord can pick apart his enemy's weakness, gaining **advantage** in a fight vs one opponent this scene. This Gift is taught by a Stormcrow.
- **Shadow Cutting:** The Garou spits into his opponent's shadow and can then attack the opponent's shadow for the duration of the scene. The shadow can only be harmed with silver or natural weaponry. This Gift is taught by a Night-Spirit.
- **Shadow Pack:** The Garou splits into shadowy duplicates. Only one is real. Creatures attacking the Shadow Lord roll with **disadvantage** until the end of the scene. This Gift is taught by a Night Spirit.

Silent Striders:

- **Speed of Thought:** The Garou may double her landspeed. This Gift is taught by a Horse-Spirit.
- **Leap the Chasm:** The Garou may leap incredible distances in one bound. This Gift is taught by a Jackrabbit-Spirit.
- **Gate of the Moon:** At night, with a visible moon, the Garou can open a Moon Bridge to travel instantly to any location he's visited. This travel can be extended to others with a successful **Roll + Gnosis** per traveller. This Gift is taught by a Lune-Spirit.

Silver Fangs:

- **Eminent Domain:** The Garou using this Gift gives others pause when entering a room. Crowded rooms fall silent, and the weak-hearted fall back from her presence. This Gift is taught by a Falcon-Spirit.
- **Gaia's Favor:** The Garou may invoke Gaia's patronage whenever he attempts to do something. Take advantage on your next roll. This Gift is taught by a Falcon-Spirit.
- **Whelp the Insolent:** The Fang prevents her victim from using special or supernatural abilities. The effect lasts for one turn. This Gift is taught by a Falcon-Spirit.

Stargazers:

- **Balance:** The Garou is able to walk along any narrow or precarious path without slipping or falling. This Gift also allows the Garou to walk without leaving tracks and move at normal speed over quicksand, water, mud, snow or ice. This Gift is taught by a Wind-Spirit.
- **Singleness of Purpose:** The Garou may, after meditating, cleanse her spirit and mind of all distractions and passions. The Garou may convert any amount of Rage into Gnosis at that moment. This Gift is taught by an Ancestor-Spirit.
- **Wisdom from the Heavens:** After gazing at the open sky for an hour, the Stargazer asks a question and an answer is delivered upon her. This Gift is taught by a Chimerling.

Uktena:

- **Cloud of Night:** The Garou calls into being a cloud of impenetrable darkness. This Gift is taught by a spirit of Night.
- **Flight of the Raven:** The werewolf gains the power to hover and float in the air, and fly at up to 20mph for an hour. This Gift is taught by any bird-Spirit.
- **Fist of the Winds:** The Garou can shove away unliving substances weighing up to 500lbs without making physical contact for one turn. This Gift is taught by an air or earth elemental.

Wendigo:

- **Call the Breeze:** The werewolf may summon a strong, chill wind and direct it wherever he wishes. The wind disperses clouds, vapors, and insects and is strong enough to push foes from a distance. This Gift is taught by a Wendigo-Spirit.
- **Winter Frost:** The werewolf chants for an hour, summoning the spirits of winter winds that whistle and shriek through the area. The temperature drops below freezing and brings upon full winter snow as far as the Garou can see, lasting until sunrise or sunset. This Gift is taught by a winter-spirit.
- **Call the Cannibal Spirit:** The werewolf chants and dances for a full hour under the night sky, and summons the avatar of Great Wendigo himself. The avatar **hunts** a victim of the Garou's choosing to eat his heart. If the Avatar is defeated or the Garou changes his mind before the hunt is complete, the Avatar returns to hunt the summoner. This Gift is taught by a Wendigo Avatar.

Physical Basic Moves

Alertness/Dodge/Awareness

When you act despite an imminent threat or obstacle,

tell us how you do it. Then roll....

- +Physical if you endure or power through it
- +Mental if you employ quick or out-of-the-box thinking
- +Social if you use charm or social grace

On a success the threat doesn't come to bear.

On a failure avoid the threat only if you make a costly sacrifice or ugly choice, the GM will tell you which.

(Advanced) On a critical success avoid the threat **and** gain a fleeting insight or resource – ask the GM one question about the situation, threat, or environment and get a truthful answer, or discover a useful detail/object that can help later in the scene.

Melee/Brawl

When you turn to violence, roll + Physical + Rage.

On a success, you inflict a **wound** as established by the fiction

On a failure, the GM makes a move and you choose:

- You take the hit: suffer any unmarked Physical Condition.
- You're pinned or restrained — they grapple you, hold you at knifepoint, or otherwise immobilize you.

(Advanced) On a critical success you inflict a wound and choose one:

- They drop or lose use of a key item, or weapon
- Your strike disorients them, the GM reveals an unintended weakness, secret, or vulnerability and you gain **Advantage** on your next Melee attack

Firearms/Archery

When you attack from afar, roll+Physical.

On a success, you inflict a **wound** as established by the fiction

On a failure the GM makes a move and you have Disadvantage on your next Firearms/Archery roll as you reload or switch weapons (unless you have **Fast Reload**)

- Missed opportunity — the target dives for cover or slips away into concealment.
- You're pinned down by counter fire: take the **Reluctant Aggressor** condition

(Advanced) On a critical success, you inflict a wound **and** control the battlefield – choose one:

- Pin your target down (**Suppression**)
- Your shot ricochets or interacts with the environment in a way that changes the scene (drops cover, breaks lights, cuts a rope, etc.)

Social Basic Moves

Subterfuge

When you try to mislead, distract, or trick someone, roll +Social.

On a failure – The GM makes a move, and your deception backfires or leaves evidence.

On a success – They are fooled, at least for a moment, pick 2:

- You create an opportunity
- You expose a weakness or flaw
- You confuse them for some time
- You avoid further entanglement

(Advanced) On a critical success – Same as above **and** you leave behind a **false trail** or **implanted belief** of your choice. The target will act on this misinformation until it's disproven, potentially changing their behavior or the situation in your favor.

Intimidation

When you coerce information from someone through force, roll+Social.

On a success – Hold 3.

On a failure – The GM may make a move but you still gain 1 Hold.

During this conversation – Spend Hold 1-for-1 to ask them any questions that they may reasonably know the answer to.

(Advanced)

On a critical success – Same as a **success and** you learn something the target did not intend to reveal – a slip of the tongue, body language tell, or emotional reaction that hints at deeper truths. The GM must provide a significant piece of information or clue that was outside your original line of questioning.

Mental Basic Moves

Enigmas and Academics

When you consider what you know about a subject,

ask the GM one question about it, answer the questions below and roll+Mental with +1 for each “Yes”. Roll with advantage if you have a specialty that is relevant to the subject:

- Is this the first time you've encountered this subject?
- Do you have a specialty in a skill group relevant to the subject?
- Have you had access to a book or record of information about the subject?

On a success – The GM will answer the question without any context or follow up

On a critical success – The GM will tell you detailed useful information. You and your allies roll with **Advantage** when first acting on this information.

(Advanced)

On a failure – The GM makes a move, but you're wiser for it. In addition to the normal **+1 Exp** for failing a roll 1/session, get an additional **+1 Exp** 1/session for this roll.

Investigate

When you closely investigate a scene, ask

the GM one question about it and roll+Mental.

On a success, the GM answers your question truthfully.

On a critical success Same as above, **and** you and your allies roll with **Advantage** when first acting on this information. Additionally, you may notice a hidden element in the scene that others would miss entirely. This discovery may provide a tangible item, resource, or lead that can be acted on later in the story.

(Advanced)

On a failure the GM makes a move, but answers your question truthfully as well

