

New to the Blood

Prelude:

We're Tricking You

To start off with, we're going to play a nasty, dirty little trick. Hopefully your players won't be too disgusted with you that they'll still be in the mood to play. Start off by having some vampire books out, they'll think that they're going to be playing vampire, but we know better, don't we? Have your players sketch out some character ideas on a piece of paper. They should have a name and some ideas about their characters mortal lives. A job, family, where they were born, etc. Tell your players that we'll do character sheets later... we're starting off with a prelude to their undead lives. Their characters won't be familiar with each other and so each character is in a different location, possibly even a different city. As such, take each player into a different room and set up a different setting for each.

Some ideas for settings would be at their favorite bar, at home in bed, walking down the street, in a changing room trying on clothing, at work while being hounded by the boss, it really doesn't matter. Just every day places for every day people.

Wherever the characters may be, the situations will be somewhat similar. If a character is at home in bed, have him/her startled by a dream about running in the wilderness. When they go for a glass of water have a roommate walk in on them and begin asking what's wrong. Tell the player that his character is unable to calm down from the dream and inform them that their vision is slowly turning red and all they can make out are blurred shapes. When the First Change is over have the character be sitting in the middle of the floor, practically naked with

only a few shreds of clothing still on and covered in blood. Have a middle-aged Native American standing in the doorway insisting that the character follows him. The Native American takes the character's hand and steps sideways into the Umbra. As this will be the first time that your players have ever experienced the Spirit World really play up what their character's are feeling when they finally breach the Gauntlet.

Every character will have a similar First Change; some will kill loved ones, while others will find themselves bathed in the blood of strangers. Still one may even be attacked by Black Spiral Dancers which forces the Change. All the characters will be herded by the Native American into the Umbra, across moon bridges, and finally to a cabin in the woods.

After you finish each character's First Change, take them to the area where you will be playing the rest of this game. And while you are off walking another character through the Change, encourage the players in the cabin to get to know each other, have them talk about what happened to each, etc.

Act One: Introductions

After the last character has been found and brought back to the cabin (and the character sheets have been filled out) have the Native American introduce himself as *Jacob Runs-With-Spirits* Nahimana, a Theurge from the Uktena tribe. In the next week of game time, the characters will learn how to shape shift, step sideways, and a few other important things about werewolf society.

After this crash course in Garou society is over with, the pack must now

travel south to meet up with the Fianna tribe before their Moot begins.

Act Two: Revelry, Sweet Revelry

Three days of travel and the pack must stop for rest. Have them stop by a flowing stream. Have *Runs-With-Spirits* take some time while they rest to tell them about the Fianna.

After a little get to know you time have a character roll [Perception + Enigmas] (difficulty 8) to spot a carving on the tree. It's the Fianna tribal symbol. This is the border of their territory. Have the characters announce their presence by howling, and wait for a response. The response comes almost immediately and the characters again set off. By nightfall they will enter a field with tents set up, bonfires lit, and food cooking. The sounds of wolves fighting and howling as well as bagpipes, fiddles, and singing fills the air.

The characters are greeted by the tribal Chieftain for this Caern, Sean *Heavy-Axe* O'Connor, a Fianna Ahroun, and follow him to the central bonfire to announce their arrival. *Heavy-Axe* tilts his head back and lets out a loud, terrifyingly beautiful howl and the others stop their activities. The characters are then to share their names, tribal affiliations, and auspices.

Once the characters finish their recitals they follow *Heavy-Axe* back to the chieftain's tent for instructions in the Litany and Garou etiquette. Then the characters are free to roam the campgrounds, drink, dance, and socialize with the other Garou for the remainder of the night.

Act Three: Rites of Passage

In the morning the characters are awakened by *Runs-With-Spirits* and *Heavy-Axe*. It is time for the characters to prove their worth and perform their Rites of

Passage. *Heavy-Axe* explains to them that normally each tribe would take their cubs on their own unique trials, but times are tough and the Apocalypse draws ever so close, so now a single trial will have to suffice. He explains to them that the sept's Theurges have noticed a surge of Banes and other malevolent spirits in the area and just last night their patrols spotted several suspicious looking people in the forest surrounding the sept's territory. The players are to form a search party and find what is causing the increase of Banes in the area and, if possible, who the people spotted in the forest were. The players are given a map with a location marked on it (supposedly where the Banes have been gathering), a compass, and food for the journey ahead.

Act Four: Waltz of the Black Spiral Dancers

After a days hike the characters make it to a cave. The cave simply reeks of blood and sewage. If the characters hop over to the Umbra they will see that the cave is much larger and a permanent shadow seems to linger around the area. Banes are seen traveling into the cave from all around. They seem too preoccupied with whatever is drawing them into the cave than the players' characters.

After a few minutes of navigating the cave, several [Perception + Survival] rolls (difficulty 8), the characters stumble onto some Black Spiral Dancers. They're performing their version of the Rite of Caern Building. They are coating the walls of the cave with used motor oil, sewage, blood, and other such pollutants.

Once the characters are noticed all of the Dancers (except the Ritemaster) engage the characters. The Banes will not attack, they are too enraptured by the defilement of this pure land and the Ritemaster has to keep her concentration on building the Caern.

Once all of the other Dancers have been killed or otherwise incapacitated, the Ritemaster turns to face the characters. When she does this the Caern disperses and totally evaporates the surrounding Banes as well as dealing her 3 levels of Aggravated damage (for being closest to the erupting Caern) and all other characters (upon failure of a [Wits + Dodge] roll difficulty 8 to dodge) 1 level of Aggravated damage.

After the last Black Spiral Dancer is dead the characters head back to the sept.

Act Five: A Grand Homecoming

When the characters arrive a revel is thrown in their honor and they are accepted as new members of Garou society. They will receive praise and a soft bed to sleep in tonight (as well as a permanent point in each, Glory, Honor, and Wisdom, additional temporary points may be added if a character did something extra to earn it). They will also be taught their first Gifts and Rites as well as receive the Sash of Clouded Vision for halting a possible Black Spiral Dancer incursion. It seems they were probably building a Caern so close to the sept to open a moon bridge close enough to allow for mass invasion.

Sash of Clouded Vision

Gnosis 5

This talen is a sash of black watch tartan with a night spirit bound into it. The wooden brooch has the Umbra glyph carved into it. When the tartan is worn the character's body becomes shadow. Only a watcher searching actively for the user can make a roll to spot the wearer (difficulty 9). This effect lasts only an hour. After an hour is up the brooch shatters and the wearer becomes visible again. Additionally, if the wearer chooses to enter the Umbra while the talen is still in effect, he doesn't

need to make a roll and needs no reflective surface to cross over into, regardless of the area's gauntlet rating. Once the wearer crosses over, however, the brooch shatters and the sash becomes useless.

WEREWOLF THE APOCALYPSE™

Name: *JACOB NANIMANA "RUNS-WITH-SPIRITS"*
 Player: *NON-PLAYER CHARACTER*
 Chronicle:

Breed: *HOMID*
 Auspice: *THEURGE*
 Tribe: *UKTENA*

Pack Name:
 Pack Totem:
 Concept: *WANDERER*

Attributes

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●●●●●	Charisma	●●●●●	Perception	●●●●●
Dexterity	●●●●●	Manipulation	●●●●●	Intelligence	●●●●●
Stamina	●●●●●	Appearance	●●●●●	Wits	●●●●●

Abilities

<i>Talents</i>		<i>Skills</i>		<i>Knowledges</i>	
Alertness	●●●●●	Animal Ken	●●●●●	Computer	●●●●●
Athletics	●●●●●	Crafts	●●●●●	Enigmas	●●●●●
Brawl	●●●●●	Drive	●●●●●	Investigation	●●●●●
Dodge	●●●●●	Etiquette	●●●●●	Law	●●●●●
Empathy	●●●●●	Firearms	●●●●●	Linguistics	●●●●●
Expression	●●●●●	Leadership	●●●●●	Medicine	●●●●●
Intimidation	●●●●●	Melee	●●●●●	Occult	●●●●●
Primal-Urge	●●●●●	Performance	●●●●●	Politics	●●●●●
Streetwise	●●●●●	Stealth	●●●●●	Rituals	●●●●●
Subterfuge	●●●●●	Survival	●●●●●	Science	●●●●●

Advantages

<i>Backgrounds</i>		<i>Gifts</i>		<i>Gifts</i>	
PURE BREED	●●●●●	SMELL OF MAN	1	JAM TECHNOLOGY	2
RITES	●●●●●	SPIRIT SPEECH	1	SIGHT FROM BEYOND	2
ANCESTORS	●●●●●	SHROUD	1	BANISH TOTEM	3
	●●●●●	MASTER OF FIRE	1		
	●●●●●	MOTHER'S TOUCH	1		

Renown

Glory

●●●●●●●●●●

□□□□□□□□□□

Honor

●●●●●●●●●●

□□□□□□□□□□

Wisdom

●●●●●●●●●●

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Rank

□□□□□□□□□□

Rage

●●●●●●●●●●

□□□□□□□□□□

Cincks

●●●●●●●●●●

□□□□□□□□□□

Willpower

●●●●●●●●●●

□□□□□□□□□□

Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Experience

□□□□□□□□□□

WEREWOLF THE APOCALYPSE™

Homid

No
Change

Difficulty: 6

Cilabro

Strength (+2) 5
Stamina (+2) 5
Appearance (-1) 1
Manipulation (-1) 1

Difficulty: 7

Crimae

Strength (+4) 7
Dexterity (+1) 4
Stamina (+3) 6
Appearance 0
Manipulation (-3) ∅

Difficulty: 6

Hispo

Strength (+3) 6
Dexterity (+2) 5
Stamina (+3) 6
Manipulation (-3) ∅

Difficulty: 7

Lupus

Strength (+1) 4
Dexterity (+2) 5
Stamina (+2) 5
Manipulation (-3) ∅

Difficulty: 6

INCITE DELIRIUM IN HUMANS

Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Battle Scars: _____

Metis Deformity: _____

Fetishes

Item: _____ Level _____ Gnosis _____
Power: _____
Item: _____ Level _____ Gnosis _____
Power: _____
Item: _____ Level _____ Gnosis _____
Power: _____
Item: _____ Level _____ Gnosis _____
Power: _____

Rites

RITE OF THE QUESTING STONE Mystic Lv 1
RITE OF TALISMAN DEDICATION Mystic Lv 1
RITE OF BINDING Mystic Lv 1
BREATH OF GAIA MINOR
PRAYER FOR THE PREY MINOR

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1/A
Body Tackle	Dex+Brawl	7	Special/B
Claw	Dex+Brawl	6	Strength+1/A
Grapple	Dex+Brawl	6	Strength/B
Kick	Dex+Brawl	7	Strength+1/B
Punch	Dex+Brawl	6	Strength/B

A=Aggravated Damage

B=Bashing Damage

Armor: _____