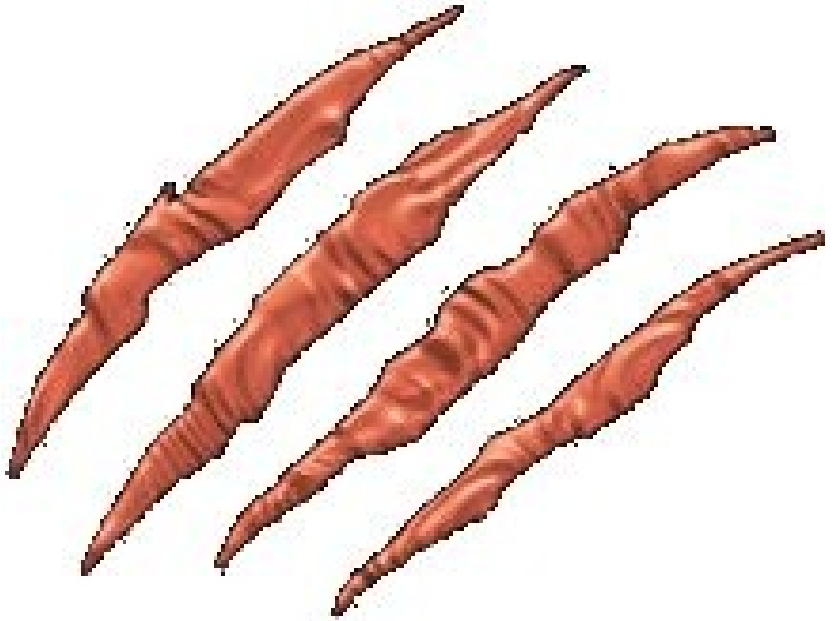


WEREWOLF : THE APOCALYPSE

for

RISUS: The Anything RPG



Written by Timothy Groves

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The World of Darkness

The World of Darkness is a complete role-playing environment, created by White Wolf. Up until about 2003, it was quite nice. Thereafter, it kind of backslid. I've not had a chance to play the latest version of Werewolf, so I cannot speak for how that game fared.

Largely, the World of Darkness is the world as we know it; just darker, more grimy, and with vampires and werewolves running about. Oh, and magic works. That sort of stuff. So you can basically use what you know about the world today as your background. If you want a more in-depth look at the World of Darkness, acquire some White Wolf books; my budget for this book is 32 pages.

Character Creation

Characters in **RISUS** Werewolf are created using ten six-sided dice, with no more than four dice in any one cliché. Both Hooks and Tales are permitted, granting one bonus die each if used. Clichés may be double-pumped, but certain clichés may not be purchased double-pumpable.

RISUS Werewolf uses the most strait-jacketed character-creation system of all the **RISUS** books I've written to date. Before distributing dice, the player must make three choices about his character. The Werewolf's Breed, Auspice and Tribe must all be selected, and will all consume dice. In fact, each of the above three choices can require the player to consume up to three dice, and if the player chooses the right (wrong?) combination, can leave the character with only one die for the remainder of character creation!

The good news is that each selection – Breed, Auspice and Tribe - will also grant the Garou one die in a Gift. So the character will actually gain three additional dice in Gifts. Plus, each Garou gains one die in Willpower, Gnosis and Rage, so in total, a Garou starts with sixteen dice.

What do you do if you get the same Gift more than once? Why, get additional dice in that Gift, of course! For each time that a Gift is granted in duplicate, gain one additional die in that Gift.

Suggested Hooks include the following:

- Physical or mental defects, such as missing limbs, blindness, or insanity;
- Taint of the Wyrm: Regardless of how many Rites of Cleansing that the Werewolf goes through, she will always have a minimum of one die of Wyrm Taint;
- Lost Cub: The Werewolf was not discovered as such for many years, and knows little of Garou society;
- Cursed: The Werewolf just happens to have bad luck, and once per game session, the GM can hose him for no apparent reason;
- Pack Survivor: The Werewolf survived the destruction of his Pack, but is viewed as a bringer of bad luck by other Werewolves.

Breed, Auspice and Tribe

These three traits make up the core of a Garou character. A Garou's Breed tells the ancestry of the Garou, either born of Man, or born of Wolf, or born of Garou. Auspice is the phase of the moon under which a Garou is born. Finally, the Werewolves are divided into thirteen Tribes, each with their own merits and flaws.

Breed

Werewolves do not breed true; it is necessary for a Garou to breed with either a Human or a Wolf if the offspring is to be healthy.

Homid

Garou born to human parents are usually raised in human society, and understand it well. It is a rare Homid who known much at all about wolves, and almost unheard of to know anything about Garou society. Homids do not change for the first time until in their teens, and are usually blissfully unaware of their heritage until this time. Upon first change, the newly Awakened Garou will be approached and told of her heritage.

If you choose to play a Homid, place one die in the Gnosis cliché and gain the Gift, Persuasion.

Lupus

Garou born to a wolf lead a lonely life for their first year. Other wolves react with a touch of distrust, sensing its nature. But upon his first change, the Garou will be driven from the pack. At this time, a nearby Cairn will meet with the newly-Awakened Lupus, and offer him a place in their Sept.

The Lupus know the ways of the Wolf, but are lacking in knowledge of Human ways. They may not start with any clichés that would be inappropriate for a Wolf.

If you choose to play a Lupus, place three dice in the Gnosis cliché and gain the Gift, Heightened Senses.

Metis

The Metis are those born of two Garou parents. They are always sterile, and always suffer from a deformity. But growing up within a Cairn gives them great knowledge of Garou society. No stigma attaches to the Metis; it is the parents who are shunned or punished for allowing their passions to overcome their reason. Metis may be full pack members, may accrue Renown, and may reach the highest Rank.

If you choose to play a Metis, place two dice in the Gnosis cliché and gain the Gift, Sense Wyrms. However, your character's Hook must be a physical deformity of some sort, for Garou never breed true with other Garou.

Auspice

Luna, the moon, holds a vital place in Garou mythology and religion, and the phase under which a Garou is born holds great meaning to the Changing Breed.

Ragabash – The New Moon, The Trickster

Pranksters and jesters, the Ragabash are born in the dark of the Moon. They seem unable to take anything seriously, and constantly push the boundaries of the Litany.

If you choose to play a Ragabash, place one die in the Rage cliché and gain the Gift, Blur of the Milky Eye.

Theurge – The Crescent Moon, The Seer

While all Werewolves can deal with the spirit realm, the Theurge have a close link with Spirits unequaled by any other Garou. They are the shamans and healers of Garou society.

If you choose to play a Theurge, place one die in the Rage cliché and gain the Gift, Sense Wyrms.

Philodox – The Half Moon, The Mediator

The Philodox are the judges and mediators of the Garou. They settle disputes and judge those Garou who have broken the Litany. They are known not for fairness, but for the honest attempt at fairness, which often commands more respect.

If you choose to play a Philodox, place two dice in the Rage cliché and gain the Gift, Scent of the True Form.

Galliard – The Gibbous Moon, The Moon Dancer

These are the bards and singers of the Garou. They alone can grant Renown to a Garou, allowing them to increase in Rank, and as such, are treated with great respect by all Garou. Plus, they are fearsome warriors in their own right.

If you choose to play a Galliard, place two dice in the Rage cliché and gain the Gift, Beast Speech.

Ahroun – The Full Moon, the Warrior

These are the mightiest of Garou warriors, those who take the fight straight to the Wyrms. Though the most powerful physically, they are also the most unstable emotionally.

If you choose to play an Ahroun, place three dice in the Rage cliché and gain the Gift, Razor Claws.

Tribes

At one time, there were sixteen Tribes of Garou. Now, their numbers have dwindled to twelve. Each of these twelve has its own distinct flavour, and determines both a character's Willpower and her selection of Gifts.

Many of the Tribes impose limitations on the clichés that may be chosen by the character. Take note of these restrictions if you should select such a Tribe.

Black Furies

The Furies are an all-female Tribe of Garou, who stand as much for women's rights as they do for preserving the Wyld. They hold themselves as the daughters of the Greek Goddess Artemis. Many live in idyllic glades, far from civilization; others have started to take the battle to the cities.

If you choose to play a Black Fury, place one die in the Willpower cliché and gain the Gift, Sense Wyrn.

Bone Gnawers

The Bone Gnawers are city wolves, living in the gutters and streets of cities. They are viewed by all the Tribes, including themselves, as the least of Garou. But none should underestimate their abilities at sheer survival.

If you choose to play a Bone Gnawer, place three dice in the Willpower cliché and gain the Gift, Toxin Resistance. Bone Gnawers may not start with Pure Blood or Wealth, though they may gain Wealth after character creation.

Children of Gaia

No Tribe is as trusted or respected as the Children of Gaia. They are peacemakers, and view violence as the last refuge of the incompetent. That said, they can also be fearsome warriors in their own right.

If you choose to play a Child of Gaia, place two dice in the Willpower cliché and gain the Gift, Resist Pain.

Fianna

Celtic Garou from the British Isles, the Fianna are party animals. But when not drinking, singing or carousing, they are some of the deadliest warriors among the Garou.

If you choose to play a Fianna, place one die in the Willpower cliché and gain the Gift, Persuasion.

Get of Fenris

The most destructive, Rage-filled, and vicious of the Garou, the Get of Fenris hold that they are the vanguard of the fight against the Wyrms, and the elite warriors of the Changing Breeds.

If you choose to play a Get of Fenris, place one die in the Willpower cliché and gain the Gift, Razor Claws. Get of Fenris may not start with or ever gain Followers.

Glass Walker

Like the Bone Gnawers, the Glass Walkers are city wolves. But where the Bone Gnawers dwell in the gutters, the Glass Walkers stride the corporate world, trying to change Humanity from within.

If you choose to play a Glass Walker, place one die in the Willpower cliché and gain the Gift, Control Simple Machine. Glass Walkers may not start with Pure Blood.

Red Talons

The Talons are a Tribe composed solely of Lupus breed. They advocate the destruction of Humanity, or at least a severe culling, for they feel that Humans, before any other creature, have harmed the Wyld.

If you choose to play a Red Talon, place one die in the Willpower cliché and gain the Gift, Wolf At The Door. Red Talons may not start with or ever gain Followers or Wealth, and their Kinfolk must be Wolves.

Shadow Lords

These Wolves would lead the Thirteen Tribes. Deception, backstabbing and exploitation are their ways, and when they do not lead, they do their best to seize the power behind the Alpha.

If you choose to play a Shadow Lord, place one die in the Willpower cliché and gain the Gift, Seizing The Edge. Shadow Lords may not start with or ever gain Followers.

Silent Striders

Werewolves travel in packs; it is their Lupine nature. Silent Striders do not. They wander the world alone, seeking adventure or enlightenment. Their hatred for Vampires exceeds that of any other Garou.

If you choose to play a Silent Strider, place one die in the Willpower cliché and gain the Gift, Silence. Silent Striders may not start with or ever gain Wealth.

Silver Fangs

Since time immemorial, the Silver Fangs have led the Garou. They are proud and noble, strong and wise. Sadly, they are also now somewhat inbred, and every Silver Fang carries the seed of madness within.

If you choose to play a Silver Fang, place one die in the Willpower cliché and gain the Gift, Falcon's Grasp. Silver Fangs must have at least one die in Pure Blood.

Uktena

The most diverse, culturally speaking, of the Garou, the Uktena are made up of primitives from all across the world. Magicians and mystics, they are mistrusted by other Garou, who fear they may have fallen to the Wyrms.

If you choose to play an Uktena, place one die in the Willpower cliché and gain the Gift, Sense Magick.

Wendigo

Garou of North American heritage, the Wendigo hate the European invaders of their homelands. They are masters of the woodlands, deeply spiritual, and tolerate no taint of Wyrms within their ranks.

If you choose to play a Wendigo, place two dice in the Willpower cliché and gain the Gift, Resist Pain. Wendigo may not start with Followers or Wealth, and cannot later gain Followers.

The Lost Tribes

There are four Tribes that cannot be selected for play: The Stargazers, who have left the War of Rage for reasons of their own; The White Howlers, who suffered corruption, torture and death while invading a nest of Banes; the Roanoake, who gave their lives as a Tribe to destroy a Wyrms plot; and the Bunyip, destroyed by the Garou themselves.

In addition to the above, there are also the Black Spiral Dancers. Turned to the Wyrms, and deformed and twisted by the corruption they revel within, the Black Spiral Dancers are hated and feared by all Garou, beyond any of their other foes.

Special Cliches

Certain clichés have special uses or purchase costs. Three of these, being Willpower, Gnosis and Rage, are detailed enough to require their own section. Those listed below are mostly specific to Garou, though Followers may have some of their own. None of these clichés except for Wolf may be purchased double-pumpable.

Ancestors. For Humans, ancestral memories is claptrap; for Garou, it is a fact of life. Dice of Ancestors may be rolled to contact an Ancestor Spirit; each die that comes up odd may be burned to boost another roll. These dice (which are, of course, re-rolled with the dice they are boosting) can be recovered fully at the next Moot that the character attends.

Fetish. This is a magical item, created by binding a Spirit to a mundane object. Ranks may be purchased at a cost of one per die. Each rank earns the Fetish two dice to spend on Cliches. Fetishes can gain all normal clichés, as well as Gifts. A Fetish is rolled as a Team Member when used.

Followers. Each die put into Followers allows you to place three dice worth of clichés into various Followers. The only limit on the number of Followers a character may have is the practical limit: Each Follower needs at least one die in at least one cliché. Followers may not have Ancestors, Gifts, Fetishes, Totem or Pure Blood, nor may they have Followers of their own. They may have double-pumpable clichés, at the usual cost.

Kinfolk. These are the same as Followers, save that they are related to the Garou. They may have Ancestors, Pure Blood or Totem.

Pure Blood. Your character is descended from renowned forebears. You may always roll your dice in Pure Blood as a Team Member when attempting a social challenge against another Garou, even a Black Spiral Dancer. You can also choose to 'Take The Hit' with Pure Blood ('Your actions shame your family name.') Pure Blood may not be improved through character advancement; the dice you start with are all you will ever have.

Totem. Also similar to Followers, this is a spirit that protects the Pack. As such, all Pack members may contribute dice to Totem. Unlike Followers, there are no restrictions on clichés the Totem may have. Also unlike Followers, there can only be one Totem per pack. Finally, each die put into Totem only gains the Totem itself one die. Totems almost never fight with (or for) a Pack, but can grant aid to a Pack in many other ways.

Wealth. A Wealth roll is required only if the Garou wishes to buy something quite expensive. Examples include: A computer (5), a good-quality firearm (10), a car (15), a solid silver sword (20), or a house (25). Unlike other rolls, failure does not result in the loss of a die. Rather, success causes the *permanent* loss of one die in Wealth. Loss of Wealth dice can be recovered only through character advancement.

Wolf. Just how to be a wolf, and survive as such. It is noted here because it is the *only* mundane cliché that a Lupus character may start with. It may be purchased double-pumpable at the usual cost of two per die.

Gnosis, Rage and Willpower

These three clichés are central to a Werewolf character; each Werewolf starts with at least one die in each, and can place more dice on these clichés should they wish during character creation.

Gnosis

Gnosis is a measure of the Garou's connection to the Wyld. It can be purchased at one die per rank, or double-pumpable at two dice per rank. Gnosis is used to trigger the Change. A roll against a Difficulty of ten for Crinos, Homid or Lupis forms, or against fifteen for Glabro or Hispo. Gnosis is also rolled when attempting to Breach the Gauntlet, and is sometimes required to activate certain Gifts.

Gnosis can be recovered by meditating in a Cairn. For every hour spent in a Cairn, doing nothing but meditating, the Garou will recover one die of Gnosis. A Garou will also recover one Gnosis at the beginning of each session. Rage and Gnosis may not be spent or rolled in the same turn.

Rage

Rage is the vestige of the primal beast that resides in every Garou. It can be purchased at one die per rank, but cannot be purchased double-pumpable. Rage may always be rolled as a Team Member in injuring combat, and dice may always be burned to add to another cliché roll in injuring combat. One Rage die may also be burned to instantly trigger the Change to any form the Garou desires, with no roll required.

To recover Rage, just get madder. A Garou may attempt to recover Rage under the following circumstances:

- When she first views the Moon each night;
- When first injured in a combat;
- When sufficiently enraged or humiliated, at the GM's discretion.

When given a chance to recover Rage, the player rolls his character's normal maximum Rage. Each die that comes up odd recovers one Rage, to the character's normal maximum. But should even one die come up showing a one, the character may Frenzy. Roll Willpower vs. the character's current Rage to resist entering the Frenzy. Rage and Gnosis may not be spent or rolled in the same turn.

Willpower

Willpower may be purchased at one die per rank. Willpower dice are sometimes burned to power Gifts. Willpower can also be used to boost dice pools. A die of Willpower may be 'burned' to add one die to any other cliché before the roll is made. Willpower rolls are also required to resist Frenzy.

Willpower dice are recovered completely whenever a story ends. In addition to this, one die may be recovered at the beginning of each session, or after any Moot that the character attends.

The Changing Breed

The Changing Breed number more than just Werewolves; there are also Werocats, known as Bastet; the Ratkin; the Gurahl, or Wrebears; and a few other types even more rare. But the Garou outnumber even the most numerous Changing Breed by at least a hundred to one.

The Change

This is, of course, the most central part of being Garou: Becoming a wolf. Garou may shift between five different forms. Shifting to any form requires one turn, and usually requires a Gnosis cliché roll.

Homid

In all ways humanoid, the Homid form offers no bonus dice. Taking Homid form is automatic for the Homid Breed, or a Gnosis vs. Difficulty 10 roll for other Breeds.

Glabro

A larger, more powerful form, the Glabro could pass for human, but has elongated canines and obvious claws. In Glabro form, a Garou can roll one bonus die in injuring combat. Taking Glabro form is a Gnosis vs. Difficulty 15 roll for all Breeds.

Crinos

The nine-foot, four hundred pound half-man, half-wolf form, a Crinos rolls three additional dice in injuring combat. They also provoke the Delerium in normal Humans. Taking Crinos form is automatic for Metis Breed, or a Gnosis vs. Difficulty 10 roll for other Breeds.

Hispo

A giant wolf form, not easily mistaken for a conventional Wolf. In Hispo, the Garou may roll one bonus die on any Wolf cliché check, and can move at double normal rate. However, no mundane cliché may be rolled except for Wolf. Taking Hispo form is a Gnosis vs. Difficulty 15 roll for all Breeds.

Lupus

In all ways lupine, the Lupus form offers no bonus dice, and the Garou may roll no mundane cliché except for Wolf. Taking Lupus form is automatic for the Lupus Breed, or a Gnosis vs. Difficulty 10 roll for all other Breeds.

Sleeping or becoming unconscious causes a Garou to automatically assume their Breed form. Also, any Garou may expend a Rage die to shift forms instantly and without a roll.

The Umbra

The Umbra is the realm of Spirits. It is the shadow realm that lies just beyond our own, mirroring it in many ways but separated from it by the Gauntlet.

Most of the Umbra is empty wilderness, with no life except for the spirits. Where cities stand in our world, the Umbra is empty wasteland, with the exception of the oldest, most emotionally-charged buildings.

Entering the Umbra is easy for the Garou. The Garou merely rolls her Gnosis against the local Gauntlet. A reflective surface helps; if the Garou has one nearby, she can add one die to her Gnosis roll. The table to the right gives the strength of the Gauntlet for many locales.

Gauntlet Strengths

- | | |
|----|------------------------------------|
| 1d | Cairns, ley lines or crop circles |
| 2d | Garou lairs or Faerie hangouts |
| 3d | Unspoiled forest or mountain pools |
| 4d | Rural areas or small towns |
| 5d | Cities and large towns |
| 6d | Downtown, in a Technocratic lair |

Rites

Garou have a great number of Magickal Rites; however, for the purposes of this game, only a few are covered, and few rules are needed to cover them.

Lesser Rite of Cleansing

This Rite must be cast by a Theurge. It requires an hour of cleansing rituals, and the Theurge must roll Gnosis vs. the target's Advancement Points in Wyrms Taint. When the Rite is complete, any Advancement Points that the subject of the Rite had in Wyrms Taint is removed.

However, the Cleansing is not without price to the subject; they must expend Advancement Points equal to the AP removed from Wyrms Taint. These AP may be spent from any other clichés.

Greater Rite of Cleansing

As with the Minor Rite, a Theurge is required. The Theurge must roll Gnosis vs. the subject's Wyrms Taint. On a successful casting, which takes an entire night, the subject permanently loses one die of Wyrms Taint. However, the subject will also lose one die, permanently, from any other cliché that he chooses!

Multiple Theurges may take part in a Rite, but one must be chosen as a leader; the rest serve as Team Members, contributing only their sixes.

The Litany

The Garou live under a strict code of law, called the Litany. Unfortunately, the Litany is honoured as much in its breaking as in its keeping during the End Times. However, the Elders still try to enforce the Litany as best they can.

Garou shall not mate with Garou. The first rule of the Litany, as the Garou cannot breed true; the results are always monsters.

Combat the Wyrn wherever it dwells. This rule, at least is still kept by most Garou, those some cubs do not see the point; the Wyrn is obviously winning.

Respect the Territory of Another. With urbanization on the rise, "Territory" is becoming a slippery term.

Accept an Honourable Surrender. Most Garou try to keep this law, but occasionally, "Accidents Happen."

Submission to Those of Higher Station. Many younger Garou will obey the Elders of their Pack, Sept or Tribe, but are unwilling to show other Elders the same respect.

The First Share of the Kill to the Greatest in Station. Oddly, it is the Elders that tend to abuse this law, by invoking it more often than they should.

Ye shall not eat the Flesh of Humans. Occasionally a Garou will lose control during Frenzy, but most Garou find this law perfectly acceptable. Red Talons are the main exception.

Respect Those beneath ye – All are of Gaia. Most younger Garou feel that if you are to submit to all those above you, and respect all those below you, you would spend your entire life grovelling.

The Veil shall not be lifted. Luckily, the Delirium keeps this from happening very often.

Do not Suffer Thy People to tend Thy Sickness. The Children of Gaia want this law stricken. Many Elders who find themselves no longer able to fight the Wyrn will return to human or lupine society and live out the rest of their days.

A Leader may be Challenged Any Time during Peace. On the other hand, a very powerful Alpha may be effectively immune to challenge.

A Leader may not be Challenged during Wartime. Some Alphas claim that the war against the Wyrn is neverending, and so avoid challenge.

Ye shall take no Action that Causes a Cairn to be Violated. Like the Veil, this Law is most strictly observed.

Gifts

Gifts are the magickal powers bestowed upon the Changing Breed. For the most part, they are taught by Spirits, though a Garou might be able to teach another Garou a low-ranking Gift. A character's initial Gifts are taught to them by their Spirit Mentor, who guides them through their Awakening.

Systems

The entry for each Gift lists its Rank, its Activation, and its Bonus. The Rank of the Garou limits the Rank of Gifts she can learn, and the Gift's Rank also increases the Difficulty to learn the Gift.

Each Gift grants a bonus of some sort, and requires an activation cost of some sort. In the interest of saving page space, the Gifts are each tagged with an activation, and an effect.

Activation

Cliché: Gifts with Activations of these sorts require the expenditure of one or more dice of the indicated type.

Cliché vs. Difficulty/Cliché: Gifts with Activations of these sorts require a roll to activate, against the listed Difficulty or against a roll of a target's cliché. This roll counts as an action, so the Gift cannot be used until the following round.

Difficulty/Cliché: Gifts with a bare Difficulty listed roll their own dice against the listed Difficulty, or against a roll of a target's cliché. This roll counts as an action, so the Gift cannot be used until the following round.

Constant: Gifts with this tag are always on, and always grant their bonus. No roll or expenditure is needed to activate the Gift. The Garou can choose to suppress the Gift at will, merely by stating that she is doing so.

Bonus

Bonus Dice: The Gift adds its dice into an appropriate cliché roll.

Bonus Points: Each die in the Gift grants a +1 to rolls with the appropriate cliché. This bonus may be combined with Bonus Dice.

Odd Dice: The Gift's dice are rolled, and any that come up odd can be re-rolled and added into *one* cliché roll. This roll counts as an action.

Teams: The Gift may be rolled as a Team Member.

Team Member: As with Teams, save that the character can choose to 'Take The Hit' with the Gift's dice as long as the Gift has two or more dice.

The Gifts in this book do not cover all the Gifts available; only a subset was selected, to save space. That pesky 32-page budget again.

Breed Gifts

These Gifts are sorted by Breed, and no Garou can learn Gifts outside of her Breed. Certain Gifts, however, are duplicated in other lists; there is no restriction on learning these Gifts, even though they appear in a Breed Gift list. For example, Sense Wyrms appear on several lists; a Homid Theurge could still learn Sense Wyrms (and, in fact, would start with it), even though Sense Wyrms appear in the Metis Breed Gift list.

Homid Gifts

Persuasion – Rank 1, Difficulty 10, Team. Allows a Garou to persuade others more easily. This Gift can be used in Social combat.

Jam Technology – Rank 2, 1d Gnosis, Team Member. Will render technology useless. Can be used in any combat in which the opponent is relying on some piece of technology.

Disquiet – Rank 3, Difficulty of Target's Willpower, Bonus Points. The target becomes morose and withdrawn. This Gift can be used in any form of combat, and lasts for the rest of the session.

Spirit Ward – Rank 4, Difficulty of Target's Spirit cliché, Bonus Dice. The Garou creates a ward that protects him against any Spirit. Can be used in any form of combat against a Spirit.

Assimilation – Rank 5, Difficulty 10 to 20, Bonus Dice. The Garou may seamlessly integrate with any culture. May be used in any combat save injuring combat, when the Garou is unfamiliar with the culture. Difficulty will be based on how alien the target culture is.

Metis Gifts

Sense Wyrms – Rank 1, Gnosis vs. Wyrms Taint, No Bonus. The Garou can *smell* the number of Wyrms Taint dice the target possesses.

Curse of Hatred – Rank 2, Gnosis vs. Willpower, No Bonus. This Gift will cause the target to lose one die each of Rage and Willpower.

Eyes of the Cat – Rank 3, 1d Willpower, Bonus Dice. The Garou can see in the dark. Bonus dice may be used when searching, or in injuring combat under bad light conditions.

Gift of the Porcupine – Rank 4, 1d Gnosis, Bonus Dice. The Garou's fur becomes sharp and spiky. Can be used in injuring combat, and grants +1 die above those in the Gift.

Gift of the Totem – Rank 5, 1d Gnosis, Bonus Dice. The Garou's Totem will directly intervene for the character. This intervention can take many forms, and as such can be used in any form of combat. This Gift will grant +1 die above those in the Gift when used.

Lupus Gifts

Heightened Senses – Rank 1, 1d Gnosis, Bonus Points. The Garou's senses become sharpened. May be used on any detection roll, or in any form of combat in which a target's concealment gives her a bonus.

Sense of Unnatural – Rank 2, Wolf vs. Target's highest cliché, Odd Dice. The Garou can sense if a target is somehow unnatural, be it mage, spirit, vampire, whatever. May be used in any form of combat.

Cat Feet – Rank 3, Constant, Teams. The Garou's balance becomes finely honed. This Gift may be used any time balance becomes an issue, and also may be rolled to resist damage from a fall.

Gnaw – Rank 4, Difficulty 15, Bonus Dice. The Garou can chew through anything! May be used in any form of combat where the Garou might use her teeth.

Elemental Gift – Rank 5, 1d Gnosis, Team Member. The Garou calls forth an Elemental to do battle! The Elemental acts as a Team Member with the cliché, Elemental (Garou's Gift Dice plus three dice).

Auspice Gifts

Like Breed Gifts, these Gifts are divided by Auspice; unlike Breed Gifts, it is possible to learn a Gift outside one's Auspice list. However, the character must find a Garou of the same Auspice as the Gift, of higher Rank than herself, and the character rolls one additional dice on the Improvement Roll to gain or improve the Gift.

Ragabash Gifts

Blur of the Milky Eye – Rank 1, Difficulty 10, Teams. The Garou becomes blurred and hard to notice. May be used when trying to be stealthy.

Sense of Prey – Rank 2, Constant, Odd Dice. The Garou can track any quarry, as long as she has at least passing familiarity.

Open the Moon Bridge – Rank 3, 1d Gnosis, Special. The Garou can open a Moon Bridge directly to the heart of any Cairn within 1,000 miles. Anyone can travel to the target Cairn merely by stepping into the Moon Bridge.

Luna's Blessing – Rank 4, Constant, Special. The Garou can soak damage from silver! This Gift will only function if the Moon is in a visible phase, and can be seen. The Garou will not take Aggravated Damage from silver weapons.

Thieving Talons of the Magpie – Rank 5, 1d Gnosis, Bonus Dice. The Garou can steal another's clichés. Each die gained when this Gift is activated is taken from one of the target's clichés. The Garou can steal another Garou's Gifts, Rage, Gnosis, or even steal Vampiric Disciplines or a Mage's Arete. The target loses the appropriate dice in the cliché, of course.

Theurge Gifts

Sense Wyrm – Rank 1, Gnosis vs. Wyrm Taint, No Bonus. The Garou can *smell* the number of Wyrm Taint dice the target possesses.

Name the Spirit – Rank 2, Willpower vs. Spirit cliché, No Bonus. The Garou can identify a Spirit, gaining the name of the Spirit's cliché, and the number of Rage, Gnosis and Willpower dice the Spirit possesses.

Pulse of the Invisible – Rank 3, Constant, Teams. The Garou can team this Gift with his Gnosis when looking across or breaching the Gauntlet. For more on the Gauntlet, see the section on page 12.

Spirit Drain – Rank 4, Gnosis vs. Spirit cliché, No Bonus. The Garou can drain a Spirit's cliché to replenish lost Willpower dice. If the Spirit loses all dice in its cliché due to this Gift, it is banished back to the Deep Umbra. The Garou can only gain dice up to its normal maximum, and the Spirit loses no more dice than the Garou gains.

Feral Lobotomy – Rank 5, Willpower vs. Willpower, No Bonus. For each die of Gnosis burned by the Garou, the target loses one *permanent* die from one cliché chosen by the Garou. These dice may only be recovered through character advancement. Bestial clichés, such as Wolf, may not be targeted by this Gift.

Philodox Gifts

Scent of the True Form – Rank 1, Difficulty 10, No Bonus. The Garou can detect the true form of any subject. No roll is needed to detect a Werewolf.

Strength of Purpose – Rank 2, Constant, Odd Dice. This Gift can only be used once per session. The dice in the Gift are rolled. Each die that comes up odd allows the Garou to recover one lost die of Willpower. The Garou can, of course, only recover Willpower to her normal maximum.

Wisdom of the Ancient Ways – Rank 3, Gnosis vs. Difficulty 10, Teams. The Garou may meditate, and call upon ancestral memories. This Gift may be used in any form of non-injuring combat. Meditation for this Gift is not possible within the framework of a combat, so the Gift should be used when combat is expected.

Roll Over – Rank 4, Willpower vs. Willpower, Team Member. The Garou has a commanding presence. The target must not attack the Garou, unless the Garou attacks the target, and the Garou may use the Gift in social combat.

Wall of Granite – Rank 5, 1d Gnosis, Team Member. This Gift summons an Earth Elemental in the form of a wall to protect the Garou. The Elemental will have dice equal to the Garou's dice in this Gift, plus three dice. The Elemental can take no action save to protect the Garou, and may 'Take the Hit' for the Pack even if the summoning Garou is not the Pack Leader.

Galliard Gifts

Beast Speech – Rank 1, Gnosis vs. 5, No Bonus. The Garou may speak with animals from fish to mammals. Each separate encounter requires a new roll, even with the same species.

Call of the Wyrms – Rank 2, Gnosis vs. Willpower, No Bonus. This Gift will summon a Wyrms creature. It is usually used to flush out such enemies. If no specific Wyrms creature is named, it will summon a Wyrms creature of a rank equal to the dice in this Gift.

Song of Rage – Rank 3, Gift vs. Willpower, Team Member. The target flies into a Frenzy; bonus dice apply to injuring combat with the target. If the target is a Garou, she will gain Rage equal to the dice in this Gift, to her normal maximum.

Bridge Walker – Rank 4, 1d Gnosis, Bonus Dice. The Garou creates a Moon Bridge with a range equal to her normal maximum Gnosis in miles. The Gift can be used in injuring combat, as a teleport attack, or merely for travel. The Moon Bridge can only be used by the Garou summoning it, and need not target a Cairn.

Fabric of the Mind – Rank 5, Willpower vs. Special, Team Member. The Garou can create a creature out of thin air, plucked from the imagination! The Difficulty for this Gift is equal to one die plus the number of dice above the dice in the Gift. For example, a Garou with this Gift at two dice could create a creature with four dice in clichés; she would roll her Willpower against three dice (one die base plus two dice for extra cliché dice.)

Ahroun Gifts

Razor Claws – Rank 1, Rage vs. 5, Teams. The Garou must spend one turn sharpening her claws (and making her Rage roll). This Gift Teams in injuring combat.

Spirit of the Fray – Rank 2, Constant, Odd Dice. This Gift gives the Garou lightning reflexes, and adds its Odd Dice to each injuring combat roll. Roll the Gift's dice once per combat.

Heart of Fury – Rank 3, Willpower vs. Rage, Bonus Points. This Gift may be used to stave off Frenzy; the Garou rolls his Willpower vs. his own Rage. Bonus dice are added to the Willpower check to avoid Frenzy. If Frenzy is avoided, however, the Garou gains an additional die of Rage (even above his normal maximum!) without having to check for Frenzy.

Stoking Fury's Furnace – Rank 4, Constant, No Bonus. Each time the Garou is hit in combat, she recovers one Rage automatically, without having to roll for Frenzy.

Strength of Will – Rank 5, 1d Willpower, Bonus Dice. Each Garou in the Pack recovers dice of Willpower, even beyond their normal maximum, equal to the character's dice in this Gift. This Gift may only be used once per session. Dice granted by this Gift above a character's normal maximum are lost at the end of the session.

Tribe Gifts

It is an easy matter for a Garou to learn a Tribal Gift from a Tribe not her own; merely find a Garou with the Gift who is willing to teach it.

Black Fury Gifts

Sense Wyrms – Rank 1, Gnosis vs. Wyrms Taint, No Bonus. The Garou can *smell* the number of Wyrms Taint dice the target possesses.

Curse of Aeolus – Rank 2, Gnosis vs. 10, Teams. The Garou summons a thick bank of fog, which obscures her enemies' sight. The Garou can still see through the fog. This Gift may be used in any combat where a bank of fog might help.

Coup de Grace – Rank 3, 1d Willpower, Bonus Dice. The Garou waits for the perfect time and place to strike. May be used in injuring combat only.

Wasp Talons – Rank 4, 1d Rage, Bonus Dice. The Garou can fire her claws like darts. May be used in injuring combat, and grants +1 die beyond those in the Gift due to the ranged attack. Claws take one full turn to regenerate; during this time, the Garou may not make claw attacks.

Wyld Warp – Rank 5, 1d Rage plus 1d Willpower, Team Member. The Garou summons a Wyld Spirit, who will alter the scenario as it sees fit. The result is usually beneficial. The Wyld Spirit will have clichés whose dice total the Garou's Gift dice plus four dice.

Bone Gnawer Gifts

Resist Toxin – Rank 1, Constant, Teams. The Garou can resist any form of poison. Even Wyrms toxins may be resisted with this Gift, though it will not protect at all against gaining Wyrms Taint points.

Odious Aroma – Rank 2, 1d Gnosis, Bonus Points. The Garou gives off a rank odour, that repulses anything within twenty feet. Given that this is a Bone Gnawer Gift, the Garou is probably pretty ripe already. May be used in any form of combat.

Friend in Need – Rank 3, 1d Willpower, Bonus Dice. The Garou can give dice from any cliché to another in his Pack, in amounts up to the dice in this Gift. These dice recover at whatever rate is normal for the cliché, but the target loses any bonus dice above his normal maximums at the end of the session.

Attunement – Rank 4, 1d Gnosis, Bonus Dice. The Garou can learn anything about the city he is within – rough population, Garou enclaves, secret tunnels, and so forth. This Gift does not work in the wilderness.

Survival – Rank 5, 1d Gnosis, Bonus Dice. The Garou gains bonus dice equal to her dice in this rank, plus two dice, to resist hunger, thirst, or any environmental hazards. Even Wyrms toxins may be resisted; when gaining AP in Wyrms Taint, the Garou may spend Gnosis to avoid gaining any AP in Wyrms Taint as he has dice in this Gift.

Children of Gaia Gifts

Resist Pain – Rank 1, 1d Willpower, Odd Dice. After spending 1d of Willpower, roll the Gift dice, and each die that comes up odd replaces one die lost to injuring combat in this scene only.

Luna's Armour – Rank 2, 1d Gnosis, Team Member. The Garou gains protection against attacks. Luna's Armour will automatically 'take the hit' for the Garou. May be used in injuring combat, but this Gift loans no dice to the Garou; it merely serves to protect.

Dazzle – Rank 3, Gnosis vs. Willpower, Special. The target of this Gift will stop and remain completely passive for the rest of the scene. This effect is canceled if the target is attacked.

Strike the Air – Rank 4, 1d Willpower, Team Member. The Garou gains two dice in addition to those in this Gift, which can be used to 'Take The Hit'. The Garou becomes unable to attack at all, but also becomes completely unstrikeable. If used to 'Take The Hit', the worst that can happen is that this Gift will cease to function and must be reactivated.

Halo of the Sun – Rank 5, 1d Gnosis, Bonus Dice. The Garou becomes haloed with solar light. In addition to her Bonus Dice, she gains three additional dice in injuring combat, and inflicts Aggravated Damage. Vampires take Aggravated Damage, resisted against the total Bonus Dice given by the Gift, just by being within line of sight to the Garou using this Gift.

Fianna Gifts

Persuasion – Rank 1, Difficulty 10, Teams. Allows a Garou to persuade others more easily. This Gift can be used in Social combat.

Glib Tongue – Rank 2, 1d Gnosis, Bonus Dice. Whatever the Garou says, the target will cheerfully agree with, even if it's gibberish. The Bonus Dice may be used to influence others nearby in social or mental combats, if it seems likely that the target agreeing with the Garou would be helpful.

Faerie Kin – Rank 3, Constant, Teams. The Garou has a touch of Faerie Blood, and has an easier time dealing with these people. This Gift may be used in social combats with Faerie.

Balor's Gaze – Rank 4, 1d Rage, Bonus Dice. The Garou merely glances at her target, and the target is stricken with pain. The effects allow the Garou to use her Bonus Dice in any form of combat.

Gift of the Spriggnan – Rank 5, 1d Gnosis, Bonus Points. The Garou can change his size, either up or down. This will grant bonus points equal to one per die, plus four, on any combat in which an altered size might be of some help.

Get of Fenris Gifts

Razor Claws – Rank 1, Rage vs. 5, Teams. The Garou must spend one turn sharpening her claws (and making her Rage roll). This Gift Teams in injuring combat.

Snarl of the Predator – Rank 2, Rage vs. Target cliché, Teams. The Garou can use this Gift to intimidate others. If successfully rolled, the Gift Teams with other clichés in social combat.

Might of Thor – Rank 3, 1d Rage plus 1d Willpower, Bonus Dice. The Garou gains Bonus Dice equal to this Gift's dice plus one die, for use in injuring combat.

Hero's Stand – Rank 4, Willpower vs. 10, Bonus Dice. When this Gift is activated, the Garou may not leave the spot she stands on, and cannot even be physically removed from it. Bonus Dice are added to injuring combat.

Horde of Valhalla – Rank 5, Special Cost, Team Member. The Garou may spend as much Willpower and/or Rage as she wishes, and calls forth a Horde of Wolves. The Horde will have two dice, plus as many dice as the Garou has in this Gift, plus as many dice as the Garou spent activating this Gift. There is no maximum on the number of dice that the Horde may have!

Glass Walker Gifts

Control Simple Machines – Rank 1, 1d Willpower, Bonus Points. The Garou gains the ability to control a simple machine – pulleys, levers, counterweights, and similar.

Cybersense – Rank 2, 1d Gnosis, Team Member. The Garou can exchange one normal sense for one mechanical sense – radar, infrared, sonar, whatever. May be used in any challenge or combat in which the Cybersense would be more helpful than a normal sense.

Control Complex Machine – Rank 3, 1d Willpower, Bonus Dice. As with Control Simple Machines, save that more complex machines – such as automobiles, computers, and so forth.

Attunement – Rank 4, 1d Gnosis, Bonus Dice. The Garou can learn anything about the city he is within – rough population, Garou enclaves, secret tunnels, and so forth. This Gift does not work in the wilderness.

Chaos Mechanics – Rank 5, Constant, Special. The Garou gains the ability to spend or roll both Rage and Gnosis in the same round. No more dice of either may be spent, if both are spent in one round, than the Garou has in this Gift.

Red Talons

Wolf At The Door – Rank 1, Wolf vs. Willpower, Odd Dice. The target of this Gift becomes fearful of the wild and unwilling to leave home. If forced to leave home, any creature may roll this Garou's Odd Dice before engaging the target in combat.

Sense of Prey – Rank 2, Constant, Odd Dice. The Garou can track any quarry, as long as she has at least passing familiarity. Odd Dice are re-rolled and added directly to any attempt to track.

Trackless Waste – Rank 3, 1d Gnosis, Bonus Dice. When this Gift is activated, an area in a two-mile radius becomes 'scrambled' against any form of mapping or direction-finding.

Gorge – Rank 4, Constant, Special. The Garou must choose one of Rage, Gnosis or Willpower when this Gift is learned. Dice in this Gift may be burned to replenish the chosen cliché, but may *only* be regained by burning dice in the chosen cliché. Basically, this Gift may function as a 'sump' for additional dice of the chosen cliché. One die per turn may be transferred in or out of the 'sump'.

Curse of Lycaeon – Rank 5, 1d Gnosis plus Gnosis vs. Willpower, Special. The target becomes a Wolf! Garou affected by this Gift shift to Lupus form involuntarily; a Human becomes a Wolf in form permanently. The Human chooses one cliché with dice equal to the Garou's Gift dice, or his highest cliché, whichever is lower. That cliché is changed into the Wolf cliché.

Shadow Lord Gifts

Seizing the Edge – Rank 1, 1d Gnosis, Special. All ties go to the Garou invoking this Gift.

Luna's Armour – Rank 2, 1d Gnosis, Team Member. Luna's Armour will automatically 'take the hit' for the Garou. May be used in injuring combat, but this Gift loans no dice to the Garou; it merely serves to protect.

Paralyzing Stare – Rank 3, 1d Gnosis, Bonus Dice. The gaze of the Garou can terrify *anyone*. May be used in any form of combat, but only if scaring the target would help.

Strength of the Dominator – Rank 4, Willpower vs. Rage, Special. The Garou can steal dice of Rage from the target, up to her dice in this Gift or as many as she is missing, whichever is less.

Obedience – Rank 5, Constant, Bonus Dice. The Garou projects an aura of leadership; when compelling another to do her bidding, the Garou may add the dice in this Gift to her cliché roll.

Silent Strider Gifts

Silence – Rank 1, Difficulty 10, Teams. May be used any time the Garou is attempting to remain unheard.

Messenger's Fortitude – Rank 2, 1d Gnosis, Special. The Garou can run at full speed, without need of sleep, food or water, for as many days as he has dice in this Gift. Once he reaches his destination, he has ten minutes to complete his business, then must sleep for as many days as he ran.

Great Leap – Rank 3, 1d Willpower, Bonus Dice. The Garou may add her Bonus Dice when attempting to leap.

Attunement – Rank 4, 1d Gnosis, Bonus Dice. The Garou must choose, when this Gift is learned, to have it apply to the city or to the wilderness. If selected for the city, the Garou can learn anything about the city he is within – rough population, Garou enclaves, secret tunnels, and so forth. When selected for the wilderness, the Garou gets more Wyld-oriented information, such as game population and water sources.

Reach the Umbra – Rank 5, Constant, Special. The Garou may instantly step into the Umbra (q.v., page 12) with no effort or roll. She may not, however, spend Rage in the same turn that this Gift is used.



Silver Fang Gifts

Falcon's Grasp – Rank 1, 1d Willpower, Bonus Points. May be used in any form of combat to maintain a grip on an object.

Empathy – Rank 2, 1d Gnosis, Team Member. The Garou gains an understanding of the motivations of each member of a group. May be used in any social combat involving a group.

Wrath Of Gaea – Rank 3, 1d Gnosis, Bonus Dice. May be used when attempting to intimidate Wyrms spawn. The Garou gains one additional bonus die when using this Gift.

Mastery – Rank 4, Constant, Teams. The Silver Fang projects an aura that compels obedience. May be used in any form of social combat.

Paws of the Newborn Cub – Rank 5, 1d Gnosis, Special. The Garou rolls Gnosis after spending the one initial one. Each six rolled suppresses one die of each of the target's supernatural cliches.

Uktena Gifts

Sense Magic – Rank 1, Constant, Teams. May be used when attempting to detect magic.

Spirit of the Bird – Rank 2, 1d Gnosis, Teams. The Garou may float in the air, and drop on an unsuspecting foe. May be used on the first round of injuring combat.

Invisibility – Rank 3, Gnosis vs. 10, Teams. May be used when attempting to hide.

Call Elemental – Rank 4, 1d Gnosis, Team member. The Garou summons an Elemental to fight with him in combat. The Elemental will have dice equal to the Gift, plus one.

Fetish Doll – Rank 5, 1d Gnosis, Special. Allows the Garou to create a doll that is spiritually linked to a target. The doll requires one week to create. The Uktena may roll damaging combat using the doll, as though the doll is the target. Damage inflicted by this Gift is Aggravated.

Wendigo Gifts

Camouflage – Rank 1, Difficulty 10, Teams. May be used any time the Garou is attempting to remain unseen.

Cutting Wind – Rank 2, 1d Willpower, Teams. The Garou calls forth a Spirit of Wind. May be used in injuring combat, or any time it might prove useful to have a strong wind. The Cutting Wind will have one more die than the Garou has in this Gift.

Bloody Feast – Rank 3, Gnosis vs. Cliche, Bonus Dice. The Garou must have bitten his target in the previous round to use this Gift, and then rolls Gnosis vs. his opponent's best cliché. On a success, the Garou gains Bonus Dice from this cliché, which may be used to boost injuring combat rolls, or burned to soak damage.

Chill of Early Frost – Rank 4, 1d Gnosis, Teams. The temperature in the area drops dramatically. The cold is used as a Team Member with two more dice than the Garou has in this Gift. It may be used in injuring combat, or in any other situation that a sudden drop in temperature would help.

Heart of Ice – Rank 5, 1d Gnosis, Special. The Garou may roll dice in this Gift to attack another, regardless of distance or protection! Further, the damage is automatically Aggravated, regardless of the target type.

Character Advancement

Character Advancement in **RISUS** Werewolf is tracked using Advancement Points (AP). Each cliché on the character's sheet can gain Advancement Points. In particular, an individual cliché will gain an AP under each of the two circumstances:

- The first time in the session that a Werewolf successfully uses the cliché at a non-trivial moment; and
- The first time in the session that a Werewolf rolls all sixes on a cliché roll.

In addition, each character can gain anywhere from one to eight "free" Advancement Points per session. These AP are "free" because they are not automatically assigned to any one cliché; however, before any Advancement Checks are made, the Garou must have no unassigned AP. AP can be assigned to any cliché with five dice or less, or to a new cliché not currently possessed by the character.

"Free" AP can be gained for the following:

- One for participating in the session;
- One for at least attempting to role-play the character;
- One if the character made a significant discovery;
- One if the character displayed heroic behaviour;
- One if the character solved a significant challenge;
- One to three if a Story was completed, based upon the difficulty of the Story.

The Advancement Roll

At the end of any session, a character may attempt an Advancement Roll for any cliché that has Advancement Points invested into it. This includes for new clichés, which are assumed to have one die for purposes of this roll. The character rolls the cliché's dice, and if he matches or goes under the total AP for the cliché, then the cliché increases by one die, and all AP are removed from the cliché. If, however, the Advancement Roll fails, the character will lose AP from the cliché equal to its current number of dice, or one if it is a new cliché.

Improving Gifts

Gifts are particularly hard to gain or improve. When rolling to improve a Gift, the character must roll dice equal to the Rank of the Gift as well as the dice he currently has in the Gift. When rolling to gain a new Gift, the Garou rolls one die plus dice equal to the Rank of the Gift.

This penalty may be offset by finding a Spirit willing to teach the character the Gift. A Spirit may reduce the Rank dice by one per die in the Gift that the Spirit possesses, though never below the dice the Garou possesses. Finding a Spirit to learn from can be an adventure by itself...

Renown and Rank

The role of the Galliard and the Ragabash come together in one important aspect of the Garou's life: Renown. As a Garou performs actions of Wisdom, Glory or Honour, the Galliard spreads the word of that Garou's Renown. And when a Garou believes he is worthy, he approaches the Ragabash to be put to the test, to improve his Rank.

Renown and Rank are handled under Character Advancement for the simple reason that they also use Advancement Points. But Advancement Points for Renown clichés are not gained through any of the above measures. Rather, each time a Garou meets a Galliard, she may recount the tales of her actions, and the Galliard will judge each action to decide if it is worthy of Renown. For each instance of such, the Galliard may grant from one to five Advancement Points, though never more than the dice in the Renown cliché being improved (or one, if the Garou has no dice in the Renown cliché being improved).

When a Garou's Glory, Honour or Wisdom have gained enough Advancement Points that she wishes to make an Improvement Roll, she may seek out a Ragabash to be put to the test. The Test may be role-played, if the GM wishes, but either way, it comes down to an Improvement Roll for the Renown cliché.

Losing Renown

Should a Garou do something dishonourable, cowardly or foolish, a Galliard can also remove AP from the appropriate Renown cliché. A particularly bad breach of Renown can even result in the loss of a full die of Renown. However, this can only be done by an Elder, Philodox or Galliard.

Rank

Besides serving as a measure of a Garou's influence within his Pack and Sept, Rank also serves as a limit on which Gifts may be granted to the Garou by the Spirits. The amount of Renown needed for each Rank varies by Auspice, as is summed up in the chart below.

Auspice	1 - Cliath	2 - Fostern	3 - Adren	4 - Athro	5 - Elder
Ragabash	1d	3d	6d	8d	12d
Theurge	1w	1g 2w	1g 1h 4w	2g 1h 5w	3g 3h 6w
Philodox	1h	3h	1g 4h 1w	2g 4h 2w	2g 5h 5w
Galliard	1g OR 1w	2g 1w	2g 2h 2w	3g 2h 3w	5g 2h 5w
Ahroun	1g	2g 1w	3g 2h 1w	4g 3h 1w	5g 5h 2w

d – Dice in any Renown g – Dice in Glory h – Dice in Honour w – Dice in Wisdom

Player characters are assumed to start at Rank 0 – Cub. They may place starting dice into Renown, but only sufficient to reach Rank 1.

Adversaries

The Garou have been engaged in a war with the forces of the Wyrms as long as even the Eldest can remember. And while many of their foes are the spirits of the Wyrms and the creatures they have corrupted, the Garou occasionally find themselves in combat with other supernatural beings as well.

Wyrms Taint

One of the most insidious problems with dealing with Wyrms creatures is the vile toxins, both physical and spiritual, that cling to them. This contamination is known as Wyrms Taint.

Creatures with the Wyrms Taint cliché can pass it along to others. Any time a creature loses dice from injuring combat, from an attack by a creature with Wyrms Taint, he or she will gain one Advancement Point in the cliché, Wyrms Taint, for every die that the attacker has in that cliché. At the end of any session in which any AP in Wyrms Taint were gained, the creature must make an Advancement Roll for the cliché. Rules for Advancement Points and Advancement Rolls are covered on page 25.

Whenever a creature gains dice in Wyrms Taint, she immediately rolls the cliché's dice. If even one die comes up a one, the creature becomes a Fomori. Should the new Fomori be a Player Character, the character is removed from play.

If a character should gain six dice in Wyrms Taint, it automatically becomes Fomori, with no roll required.

Just to make life a bit rougher for the Tainted individual, any Garou that knows that a creature is tainted may roll the creature's Wyrms Taint as a Team Member in social combat, though they may not spend lost dice from this Taint.

Removing Wyrms Taint

It is possible to reduce the amount of Taint that a creature has, provided that it has not yet gone Fomori.

As the roll required when gaining Wyrms Taint is an Advancement Roll, failure removes AP from the cliché equal to the dice already in the cliché, or one if the creature has no dice in Wyrms Taint. This represents the body and spirit naturally fighting off the physical and spiritual toxins.

A Lesser Rite of Cleansing will remove all AP in Wyrms Taint that the creature has gained. Dice already possessed in Wyrms Taint are not adjusted, however. A Greater Rite of Cleansing will remove one die of Wyrms Taint from the target creature.

Some Spirits of the Wyld can cleanse Wyrms Taint as well. For functional purposes, this is treated as a Rite of Cleansing.

Wyrms Spirits

Not all Spirits are benign; some have been warped to serve the Wyrms. Others have always been Wyrms Spirits, and have been driven insane along with their master.

All Wyrms Spirits will have the Spirit cliché, at a number of dice equal to the level of the Spirit. In addition, all Wyrms Spirits will have a number of Gifts, which may be chosen from any Breed, Tribe or Auspice list. In addition to the above, Wyrms Spirits will have dice in Wyrms Taint equal to their Rank.

Wyrms Spirits are often referred to as Banes.

Wyrms Gaffling: Spirit (1), Rank One Gift (1), Wyrms Taint (1)

Wyrms Juggling: Spirit (2), Rank One Gift (2), Rank Two Gift (1), Wyrms Taint (2)

Wyrms Hogling: Spirit (3), Rank One Gift (3), Rank Two Gift (2), Rank Three Gift (1), Wyrms Taint (3)

Wyrms Perceptor: Spirit (4), Rank One Gift (4), Rank Two Gift (3), Rank Three Gift (2), Rank Four Gift (1), Wyrms Taint (4)

Wyrms Lord: Spirit (5), Rank One Gift (5), Rank Two Gift (4), Rank Three Gift (3), Rank Four Gift (2), Rank Five Gift (1), Wyrms Taint (5)

Nexus Crawler: Spirit (6), Rank One Gift (6), Rank Two Gift (5), Rank Three Gift (4), Rank Four Gift (3), Rank Five Gift (2), Wyrms Taint (6)

Black Spiral Dancers

There are no foes more hated or feared among the Garou than the Black Spiral Dancers. Werewolves who have turned to the Wyrms, the Dancers are physically and mentally warped by the Wyrms's toxins.

Black Spiral Dancers are treated as Garou in all ways, save that they have their own Tribal Gifts.

Rat Head – Rank 1, Gnosis vs. 10, Special. The Dancer can squeeze through any opening that is at least one inch in diameter.

Patagia – Rank 2, Constant, Odd Dice. The Dancer may glide, and drop on an unsuspecting foe. May be used on the first round of injuring combat.

Foaming Fury – Rank 3, Constant, Special. Anyone bitten by the Dancer must roll Willpower vs. this Gift or enter the Frenzy.

Crawling Poison – Rank 4, Gnosis vs. Target cliché, Team Member. A target bitten by the Dancer is infected with this poison must fight off the poison as well as the Dancer.

Avatar of the Wyrms – Rank 5, 1d Gnosis plus 1d Rage, Bonus Dice. The Dancer becomes massive and powerful, and can roll dice in this Gift plus three additional as bonus dice.

Fomori

Fomori are humans (or occasionally animals) who have been twisted and deformed by Wyrms toxins. They are easily controlled by Wyrms Spirits and Black Spiral Dancers. Despite their deformities, they typically have fearsome physical attributes.

Some humans choose to become Fomori, trading their bodies' purity for power. These willing Fomori often serve as leaders among a gang of these monsters.

Human Fomori: Twisted Monster [5], Wyrms Taint (1)

Willing Fomori: Twisted Monster [3], Level One Gift (2), Level Two Gift (1), Level Two Gift (1), Wyrms Taint (1)

Wolf Fomori: Wolf [3], Twisted Monster (4), Wyrms Taint (1)

Weaver Spirits

The Weaver is the spirit of stasis, and is just as insane as the Wyrms. Though not a sworn foe of the Garou, its servants still show up from time to time to make the Garou's lives harder. They typically turn up in places where Chaos is running wild, and attempt to stop the chaotic influences.

Should a major source of chaos be detected, it is possible that the Pattern Spiders may call in a Hunter Spider to track down and terminate the cause.

Pattern Spider: Spirit (2), Resist Pain (2), Luna's Armour (1)

Hunter Spider: Spirit (4), Scent of Prey (4), Resist Pain (4), Razor Claws (3), Coup de Grace (2)

Wydlings

The chaotic children of Gaia, these spirits tend to sow havoc just with their very presence. Most Garou find them unsettling at best.

Normally, Wydlings are found only in the Deep Umbra. The Lesser Wydlings delight in pranking and confusing Garou, but Vortexes are dangerous foes who do not even realize the harm that they inflict.

Wyld Gaffling: Spirit (1), Rank One Gift (1)

Wyld Jagging: Spirit (2), Rank One Gift (2), Rank Two Gift (1)

Wyld Hogling: Spirit (3), Rank One Gift (3), Rank Two Gift (2), Rank Three Gift (1)

Wyld Perceptor: Spirit (4), Rank One Gift (4), Rank Two Gift (3), Rank Three Gift (2), Rank Four Gift (1)

Vortex: Spirit [6], Always inflicts Aggravated Damage

Mages

Mages are those with the ability to force the world to conform to their desires. The practitioners of Magick. Luckily, Mages and Garou rarely find reasons to disagree.

If you are not using **RISUS** Mage: The Ascension, a Mage's powers can be simulated using Gifts. Rather than burning required Dice in Rage, Gnosis or Willpower, the Mage may burn dice from any cliché that she possesses.

Dreamspeaker Mage: Spirit Knowledge (4), any two Theurge Gifts (3)

Hermetic Mage: Arcane Knowledge (3), Sense Magick (2), Cutting Wind (2), Invisibility (2)

Progenitor Mage: Biology [2], Resist Toxins (3), Cybersense (2), Might of Thor (1)

Verbena Mage: Wyld Knowledge (4), any three Gifts (2)

Superiors

The Superiors are genetically-created supermen. Unfortunately, they tend to be psychotic. They were created by the technocratic Mages known as the Progenitors, and are typically trained as assassins or soldiers.

Superior: Assassin [4], Crazy Psycho With No Real Reason To Live (3), Hook: Psychotic

The Marauders

The Marauders wish to re-integrate the supernatural into everyday life. They are also quite insane. Marauders are often found in the company of Wyld Spirits. Pattern Spiders hate them immensely, and will seek them out with intent to destroy them wherever they are found.

Marauder: Arcane Scholar (3), Any three Gifts (2), Follower (Spirit) (1)

The Nephandi

These Mages seek nothing more or less than the destruction of everything. Why? Because they believe that destruction is why the universe is here!

Yep. They're Wyrm Spawn.

Most Nephandi that a Garou will deal with are actually Barabbi: Human Mages that have been corrupted by a Nephandus.

Barabbi: Former Mage (1), any two Gifts (5), Wyrm Taint (1)

Vampires

These are the undead, the drinkers of blood. Werewolves and Vampires hate each other intensely, but few Garou are bold enough to challenge them within their cities. They can control minds, and use supernatural strength, and move really quick; all that Vampire sort of stuff.

If you are not using **RISUS** Vampire: The Masquerade, just assume that Vampiric supernatural powers are lumped into the Vampire cliché.

Vampires are organized into Clans, and each city will have a Prince. A Prince will try to avoid dealing with the Garou at all costs. Lesser Vampires, often known as Fledgelings, might try to take on a Garou.

Fledgeling Vampire: Vampire [4], Biker Buddy (2)

Vampire Prince: Vampire [6], Well-Respected Businessman (4), Power Behind the Scenes (3), Novelist (1)

Humans

Many Human agencies have become aware of the existence of the Garou, and seek them out for one reason or another. Garou assume that such attention is bad, and usually, they are correct.

Luckily, the amount of knowledge that these individuals have on the true nature of the Garou is at best spotty.

FBI Agent: Lawyer (3), Investigator (5), Former Military Man (2)

CIA Agent: Spy [4], Ladies' Man (2), Expert on Cocktails (1)

Corporate Werewolf Hunter: Garou Lore [1], Former Mercenary (5), Stockbroker (2), Licensed Big-Game Hunter (1)

The Delerium

Luckily, one thing keeps most normal Humans from bothering the Garou: The bone-curdling *panic* that set in upon seeing one.

Should a normal Human encounter a Garou in Glabro, Crinos or Hispo form, they roll their best cliché against the Garou's best cliché; the Garou may add any bonus dice for their alternate forms. Should the Human fail (which they almost always will), they will scream, flee, and need a change of underwear. They will also either forget the Garou, or try to rationalize it away. This is a simple challenge, not a Combat, so Gifts may not be used to boost the roll.

Awakened beings, such as Mages, are not affected by the Delerium.

Other Games by the Author

GURPS Caverns and Creatures – a 160-page fantasy role-playing supplement for the Generic Universal Role-Playing System. Just add a copy of GURPS Lite 3rd Edition, and start playing!

RISUS Star Wars – The cinematic feel of Star Wars, and the cinematic play-style of RISUS – a perfect match! Includes rules on The Force, alien races, gadgets and starships, all in only twelve statement-sized pages!

RISUS Vampire: The Masquerade – Everyone's favourite gothic horror game, boiled down to thirty-two statement-sized pages! Playing a Vampire was never this easy.

RISUS Mage: The Ascension – The world's ultimate Magick system, now playable in sixty seconds or less. Begin your quest to liberate the minds of the world, with this statement-sized thirty-two page guide to the Ascension War!

All games are completely free to download and play.

Check them all out at:

<http://www.tailkinker.net/rpg.htm>

RISUS was created by S. John Ross, of Cumberland Games (<http://www222.pair.com/sjohn/risus.htm>). This document mentions specific rules from **RISUS**, particularly the Teamwork Rules and elements of the Character Creation system, but does not directly quote from the **RISUS** rulebook. As such, it qualifies as a Type A, or **RISUS** Supplemental, document. The author would like to express his gratitude to Mr. Ross for such a neat game.