

Werewolf: the Apocalypse Character Creation Guide

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Version 0.2

Update history:

0.3: Added reminders of which Skills and Knowledges cannot be taken by lupus. Added notes about age of First Change. I also added the "Spark of Life" section.

0.2: Added my e-mail address and White Wolf copyright info. Added page reference numbers to the guide. I thought about adding more description to each item but that would be a heck of a lot of typing and also probably be more than fair use and bridge into copyright violation. I removed Gifts from *Rage Across the Heavens*, as they seemed inappropriate for starting characters. I also removed Black Spiral Dancer Gifts and Gifts from specific camps as they also seemed inappropriate for starting characters. In addition, I removed Merits and Flaws from *Dark Ages Vampire* that the *Dark Ages Werewolf* book did not specifically prohibit, but seemed ... not useful for Garou (such as Can't Cross Running Water) and took a closer look at the other Merits and Flaws. I included Supernatural Companion despite the mention of it in "Revision Notes," as it seems to appear in many other books. Finally, I added a new font for the page header and put it in the header! These are supposed to be the fonts that are used in the Werewolf Revised book.

0.1: I tried to stick as close to canon as possible, though with some things I had to make guesses or assumptions based on missing information or possibly different names for the same thing in different books. I tried to abide by the "Revision Notes" in the *Player's Guide to Garou* in regards to Merits and Flaws.

Garou

- I. Character Concept
 - A. Concept
 1. Age of First Change, which normally happens during adolescence.
 1. Homid: Ages 10 to 16 (usually earlier in females).
 2. Metis: Ages 8 to 10
 3. Lupus: Ages 1 to 2
 2. Age at Beginning of Chronicle, normally:
 1. Homid: Ages 14 to 18.
 2. Metis: Ages 10 to 12.
 3. Lupus: Ages 2 to 3.
 - B. Breed
 1. Homid
 2. Metis
 1. Choose Metis Deformity
 - a. Albino (PG1-30, West-111, PG2-27, GotC-100, WWR-60)
 - b. Bad Hearing (WW1-107)
 - c. Bestial Reflection (PG1-30)

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- d. Birthmarks (SG2-64)
- e. Blind (GotC-103, WWR-60, PGG)
- f. Cleft Lip (WW1-107, WW2-86, GotC-101, DA2-51)
- g. Conjoined Twin Syndrome (GotC-101)
- h. Deaf (GotC-102, PGG-169)
- i. Deformed Tail (WW2-86, West-111, GotC-103, WWR-61, DA2-51)
- j. Deranged (WW1-106, WW2-86, West-111, GotC-101, WWR-60, DA2-51, PGG-169)
- k. Evil Eye (PGG-169)
- l. Facial Feature Drift (West-111)
- m. Fragile Claws (PG1-30, PG2-27, GotC-101, PGG-169)
- n. Hairless (WW1-107, WW2-86, West-111, GotC-102, WWR-60, DA2-51)
- o. Hard of Hearing (West-111, GotC-102)
- p. Hemophilia (GotC-102)
- q. Hideous (GotC-102, PGG-169)
- r. Hooves (PG1-30, West-111, PG2-27, GotC-102)
- s. Horns (PG1-31, CoG1-54, West-111, PG2-27, GotC-102, WWR-60)
- t. Human Face (WW1-107, WW2-86, GotC-102, DA2-51)
- u. Hunchback (WW1-106, WW2-86, West-111, PG2-27, GotC-102, WWR-60, DA2-51)
- v. Hyperacute Senses (PG1-31, PG2-27, GotC-102, PGG-169)
- w. Hyperallergic (GotC-102)
- x. Lamé (GotC-103, PGG-169)
- y. Long Ears (CoG2-80)
- z. Loose Teeth (PG1-31)
- aa. Mange (Bastet-88)
- bb. Mashed Face (Bastet-88)
- cc. Misshapen Jaw (Bastet-88)
- dd. Mute (GotC-102, PGG-169)
- ee. No Claws (WW1-107, WW2-86, GotC-101, DA2-52)
- ff. No Ears (GotC-102)
- gg. No Sense of Smell (GotC-102, WWR-61)
- hh. One Eye (GotC-103)
- ii. Oversized Limbs (WW2-86, GotC-103, DA2-52)
- jj. Palsy (West-111, PG2-27, GotC-103)
- kk. Physical Deformity (GotC-103)
- ll. Poor Sight (GotC-103, PGG)
- mm. Puny (PG1-31)
- nn. Reek (WW1-106, WW2-86, Bastet-88, GotC-101, DA2-52, PGG-169)
- oo. Restricted Forms (GotC-103)
- pp. Scaly Skin (CoG2-80)
- qq. Seizures (GotC-103, WWR-61)
- rr. Serpent's Tongue (PG1-31)
- ss. Silver Sensitivity (PG1-31, PG2-27, GotC-103, PGG-169)
- tt. Third Eye (PG1-31, PG2-27, GotC-103, SG2-64)

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- uu. Tough Hide (PG1-31, PG2-27, GotC-103, WWR-61)
- vv. Wasting Disease (GotC-103, WWR-61)
- ww. Weak Immune System (PG2-27, GotC-103, WWR-61)
- xx. Weak Musculature (GotC-103)
- yy. Whiskerless (Bastet-88)
- zz. Widely Spaced Eyes (WW1-106)
- aaa. Withered Limb (WW1-106, WW2-86, Bastet-88, West-111, GotC-103, WWR-61, DA2-51)

3. Lupus

C. Auspice

1. Ragabash
2. Theurge
3. Philodox
4. Galliard
5. Ahroun

D. Tribe

1. Black Furies
2. Bone Gnawers
3. Children of Gaia
4. Fianna
5. Get of Fenris (Fenrir)
6. Glass Walkers (Warders of Men, Tetrasomians, Iron Riders)
7. Red Talons
8. Shadow Lords
9. Silent Striders
10. Silver Fangs
11. Uktena
12. Wendigo

E. Nature and Demeanor*

1. Choose one Archetype for each of Nature and Demeanor.
 1. Alpha (PG1-12, PG2-22, DAR-24, PGG-172 [aka (DA) Autocrat])
 2. Autist (PG1-12)
 3. Barbarian (DAR-24)
 4. Beta (WWC-86, PGG-173 [aka (West) Packmate])
 5. Bravo (PG1-12, PG2-22, PGG-173)
 6. Builder (PG1-15, WWC-86, PG2-22, PGG-173 [aka Maker, (West) Entrepreneur])
 7. Bureaucrat (PG2-22, PGG-174)
 8. Caregiver (PG1-12, PG2-23, DAR-24, PGG-174 [aka (DA) Caretaker])
 9. Celebrant (PG2, DAR-25, PGG-174)
 10. Competitor (PG1-12, PG2-23, PGG-174)
 11. Confidant (PG1-12, PG2-23, PGG-174)
 12. Conformist (PG1-13)
 13. Conniver (PG1-13, WWC-87, PG2-23, PGG-174 [aka (West) Swindler])
 14. Cub (PG1-12, PG2-24, PGG-174)
 15. Curmudgeon (PG1-13, PG2-24, PGG-174)

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16. Defender (DAR-25)
17. Deputy (WWC-85)
18. Deviant (PG1-13, WWC-87, PG2-24, CS-113, PGG-175 [aka (West) Scoundrel, (Pure) Contrary])
19. Director (PG1-14, PG2-24, PGG-175)
20. Elitist (WWC-85)
21. Enigma (WWC-86)
22. Explorer (WWC-86, PG2-24, PGG-175)
23. Fanatic (PG1-14, WWC-87, PG2-24, PGG-175 [aka (West) True Believer])
24. Gallant (PG1-14, PG2-24, DAR-25, PGG-175)
25. Gambler (WWC-86)
26. Hedonist (PG1-16, PG2-24 [aka Reveler])
27. Idealist (WWC-86)
28. Judge (PG1-15, WWC-85, PG2-25, DAR-25, PGG-175 [aka (West) Arbitrator])
29. Leech (WWC-86)
30. Lone Wolf (PG1-15, PG2-25, PGG-175)
31. Loyalist (WWC-86)
32. Martyr (PG1-15, PG2-25, PGG-175)
33. Masochist (PG1-15)
34. Omega (WWC-86, PG2-24, PGG-176 [aka Follower])
35. Penitent (PG1-15, DAR-26)
36. Predator (PG1-15, PG2-26, PGG-176)
37. Rebel (PG1-15, PG2-26, DAR-26, PGG-176)
38. Reluctant Garou (PG1-16, PG2-26, PGG-176)
39. Show-Off (PG1-16, PG2-26)
40. Soldier (CS-114, PGG-176 [aka (Pure) Warrior])
41. Survivor (PG1-16, PG2-26, DAR-26)
42. Teacher (WWC-87, Gurahl-79, DAR-26 [aka (DA) Pedagogue, (West) Patron])
43. Traditionalist (PG1-16, PG2-26, PGG-176)
44. Trickster (PG1-14, PG2-25, DAR-25, PGG-177 [aka (DA) Jester])
45. Visionary (PG1-16, PG2-26, PGG-177)

II. Select Attributes

- A. Prioritize the three categories: Physical, Social, and Mental (7/5/3). Note that all Attributes start with one dot before you add any.
- B. Choose Physical Traits:
 1. Strength (WW1-120, WW2-102, West-126, WWR-107, DAR-27)
 2. Dexterity (WW1-121, WW2-102, West-126, WWR-107, DAR-27)
 3. Stamina (WW1-121, WW2-103, West-126, WWR-107, DAR-27)
- C. Choose Social Traits:
 1. Charisma (WW1-121, WW2-103, West-126, WWR-108, DAR-27)
 2. Manipulation (WW1-121, WW2-103, West-127, WWR-108, DAR-28)
 3. Appearance (WW1-122, WW2-103, West-127, WWR-108, DAR-28)
- D. Choose Mental Traits:
 1. Perception (WW1-122, WW2-104, West-128, WWR-109, DAR-28)
 2. Intelligence (WW1-122, WW2-104, West-128, WWR-110, DAR-28)

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3. Wits (WW1-123, WW2-104, West-128, WWR-110, DAR-29)

III. Select Abilities

A. Prioritize the three categories: Talents, Skills, and Knowledges (13/9/5). Secondary Abilities may only be chosen with freebie points.

B. Choose Talents:

1. Alertness (WW1-123, WW2-105, West-129, WWR-111, DAR-30)
2. Athletics (WW1-123, WW2-105, West-129, WWR-111, DAR-30)
3. Brawl (WW1-124, WW2-105, West-129, WWR-111, DAR-31)
4. Dodge (WW1-124, WW2-105, West-129, WWR-111, DAR-31)
5. Empathy (WW1-124, WW2-105, West-129, WWR-111, DAR-31)
6. Expression (WW1-125, WW2-106, West-130, WWR-112, DAR-31)
7. Intimidation (WW1-125, WW2-106, West-130, WWR-112, DAR-32)
8. Primal-Urge (WW1-126, WW2-106, West-130, WWR-113, DA2-79)
9. Streetwise (WW1-125, WW2-106, WWR-113)
10. Subterfuge (WW1-125, WW2-106, West-131, WWR-113, DAR-33)

C. Choose Skills:

1. Animal Ken (WW1-127, WW2-107, West-131, WWR-114, DAR-33)
2. Crafts (West-131, PG2-29, DA1-97, WWR-114, CS-111, DAR-34)
 1. Cannot be taken by beginning lupus characters without freebie points.
3. Drive (WW1-126, WW2-107, WWR-114)
 1. Cannot be taken by beginning lupus characters without freebie points.
4. Etiquette (WW1-127, WW2-107, West-131, WWR-115, DAR-35)
 1. Cannot be taken by beginning lupus characters without freebie points.
5. Firearms (WW1-126, WW2-107, West-131, WWR-115)
 1. Cannot be taken by beginning lupus characters without freebie points.
6. Leadership (WW1-128, WW2-107, West-132, WWR-115, DAR-32)
7. Melee (WW1-126, WW2-107, West-132, WWR-115, DAR-35)
8. Performance (WW1-127, WW2-107, West-132, WWR-116, DAR-36)
9. Stealth (WW1-127, WW2-108, West-132, WWR-116, DAR-36)
10. Survival (WW1-128, WW2-108, West-132, WWR-117, DAR-37)

D. Choose Knowledges:

1. Computer (WW1-130, WW2-108, WWR-117)
 1. Cannot be taken by beginning lupus characters without freebie points.
2. Enigmas (WW1-129, WW2-108, West-133, WWR-117, DA2-79)
3. Investigation (WW1-129, WW2-109, West-133, WWR-117, DAR-38)
4. Law (WW1-129, WW2-109, West-133, WWR-118, DAR-39)
 1. Cannot be taken by beginning lupus characters without freebie points.
5. Linguistics (WW1-129, PG1-34, WW2-109, SS1-48, West-133, PG2-33, DA1-99, WWR-118, CS-111, DAR-39)
 1. Cannot be taken by beginning lupus characters without freebie points.
6. Medicine (WW1-129, WW2-110, West-133, WWR-118, DAR-40)
7. Occult (WW1-130, WW2-110, West-134, WWR-118, DAR-40)
8. Politics (WW1-130, WW2-110, West-134, WWR-119, DAR-40)
 1. Cannot be taken by beginning lupus characters without freebie points.
9. Rituals (WW1-130, WW2-110, West-134, WWR-119, DA2-82)

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10. Science (WW1-130, WW2-110, West-134, WWR-119)

1. Cannot be taken by beginning lupus characters without freebie points.

IV. Select Advantages

A. Choose Backgrounds (5):

1. Allies (WW1-131, WW2-111, West-134, Heng-161, WWR-120, DAR-42)

2. Ancestors (WW1-132, WW2-111, SG1-49, West-136, WWR-120, DA2-82 [aka Past Life])

1. Ancestors are not available to Bone Gnawers, Glass Walkers or Silent Striders.

3. Clout (SL2-65)

1. Clout is a Shadow Lord Background.

4. Contacts (WW1-132, WW2-111, West-135, Heng-161, WWR-120, DAR-43)

1. Contacts are not available to Get of Fenris, Red Talons, or Wendigo.

5. Cult (SL1-50, Possess-103 [aka Cultist Allies])

1. Cult is a Shadow Lord Background

6. Equipment (PT-17, Weaver-42, Fomor-21, Kin-49, Possess- 104, PGG-202)

7. Fate (PGG-169)

8. Favors (PT-17, Fomor-21, Kin-50, PGG-202)

9. Fetish (WW1-133, WW2-111, Fomor-21, Bastet-85, West-135, WWR-121, Possess-104, DA2-83)

10. Hunting Grounds (DA2-84)

1. Hunting Grounds are a Dark Ages Background.

11. Influence (PT-16, DAR-43)

1. Influence is a Dark Ages Background.

12. Kinfolk (WW1-133, WW2-111, West-136, Heng-161, Gurahl-87, WWR-121, DA2-84)

13. Mentor (WW1-133, WW2-111, West-136, Heng-162, Gurahl-87, WWR-121, DAR-44, PGCB-101)

1. Mentor is not available to Glass Walkers, Shadow Lords, or Silent Striders.

14. Numen (PG1-35, Bastet-84, PG2-34, PGG-170 [aka Familiar Spirit])

15. Pure Breed (WW1-131, WW2-111, Kin-51, West-136, WWR-121, DA2-85, PGG-203)

1. Pure Breed is not available to Bone Gnawers or Glass Walkers.

2. Silver Fangs must have a minimum of 3 in Pure Breed.

16. Resources (WW1-132, WW2-111, Kin-51, West-137, DA1-99, WWR-122, CS-113, DAR-44)

17. Retainers (DAR-45)

1. Retainers are a Dark Ages Background.

18. Rites (WW1-134, WW2-111, West-137, WWR-123, DA2-85)

19. Spirit Heritage (PGG-171)

20. Spirit Network (Auspice-58)

21. Totem (WW1-134, WW2-111, West-137, WWR-123, DA2-85, PCGB-163)

22. Touched (PGG-171)

B. Choose Gifts (3).

1. Choose one Rank 1 Gift from Breed.

1. Homid

a. Climb like an Ape (City-112)

b. Dead-Eye (WWC-70)

c. Gaia's Embrace (WWC-70)

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- d. Jam Weapon (West-139, CoG2-66 [aka Jam Gun])
 - e. Master of Fire (WWR-133, DA2-112)
 - f. Persuasion (WW1-172, WW2-114, West-139, WWR-133, DA2-122)
 - g. Shape Smoke (FS-7)
 - h. Smell of Man (WW1-172, WW2-114, WWR-133, DA2-112)
 - i. Stench and the City (City-112)
 - j. Commanding Voice (West-139)
2. Metis
 - a. Create Element (WW1-172, WW2-115, Combat-80, West-141, WWR-135, DA2-113)
 - b. Primal Anger (WWR-135)
 - c. Sense Wyrms (WW1-172, WW2-116, West-141, WWR-135, DA2-113)
 - d. Shed (PG1-36, FS-8, PG2-35, DA2-114, PGG-185)
 3. Lupus:
 - a. Cousin's Coat (FS-8)
 - b. Find Water (Wolf-51, WWC-76 [aka (West) Water Sense])
 - c. Hare's Leap (WW1-174, WW2-117, Combat-80, West-142, WWC-115, WWR-136, F2-72, DA2-115 [aka (West) Jackrabbit Jump, (Aust) Leap of the Kangaroo, (F) Salmon Leap])
 - d. Heightened Senses (WW1-174, WW2-117, West-142, WWR-136, DA2-115)
 - e. Ley Lines (PG1-39, PG2-40, DA2-116, PGG-191)
 - f. Prey Mind (PGG-185)
 - g. Sense Prey (Wolf-51, DA1-102, WWR-136)
 - h. Sense Wyld (Umbra1-137, Umbra2-133)
2. Choose one Rank 1 Gift from Auspice.
 1. Ragabash
 - a. Blur of the Milky Eye (WW1-175, WW2-118, West-143, WWR-137, DA2-117)
 - b. Fool's Gold (FS-8)
 - c. Hush (Auspice-33)
 - d. Open Seal (WW1-175, WW2-118, WWR-137)
 - e. Scent of Running Water (WW1-174, WW2-118, West-142, WWR-137, DA2-117)
 - f. Snow Running (DA1-102, GoF2-75, DA2-117)
 - g. Spider's Song (West-143)
 2. Theurge
 - a. Airt Perception (Auspice-56)
 - b. Mother's Touch (WW1-175, WW2-119, West-144, WWR-138, GW2-80, DA2-119)
 - c. Sense Chiminage (Auspice-57)
 - d. Sense Weaver (Umbra1-137, West-156, Umbra2-133, GW2-87)
 - e. Sense Wyld (Umbra1-137, Umbra2-133)
 - f. Sense Wyrms (WW1-172, WW2-116, West-141, WWR-135, DA2-113)
 - g. Spirit Speech (WW1-175, WW2-119, West-145, WWR-138, DA2-120)
 - h. Umbral Tether (PG2-36, PGG-186)

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3. Philodox
 - a. Aura of the Just (WWC-72)
 - b. Ma'at's Feather (PGG-187)
 - c. Moon Lore (Auspice-79)
 - d. Resist Pain (WW1-176, WW2-120, West-146, WWR-139, DA2-121)
 - e. Scent of the True Form (WW1-176, WW2-120, West-146, WWR-139, DA2-121)
 - f. Smell Fear (Wyrms1-75, Wyrms2-106)
 - g. Strength of Vision (FS-8)
 - h. Truth of Gaia (WW1-176, WW2-121, West-146, WWR-139, DA2-121)
 - i. Wrongful Death (Ghost-101)
 4. Galliard
 - a. Beast Speech (WW1-177, WW2-122, West-148, WWR-140, DA2-124)
 - b. Call of the Wyld (WW1-177, WW2-122, West-148, WWR-140, DA2-124)
 - c. Dreamchaser (WWC-72)
 - d. Memory Circle (PGG-187)
 - e. Mindspeak (WW1-177, WW2-122, West-148, WWR-141, DA2-125 [aka (DA) Waking Dream])
 - f. Perfect Recall (Auspice-101)
 - g. Primal Song (WWC-72)
 5. Ahroun
 - a. Empathy of Hatred (Auspice-122)
 - b. Falling Touch (WW1-179, WW2-123, Combat-81, WWR-142, DA2-126 [aka The Falling Touch])
 - c. Inspiration (WW1-178, WW2-123, West-149, WWR-142, DA2-126, SS2-75)
 - d. Pack Tactics (Auspice-122)
 - e. Razor Claws (WW1-178, WW2-123, West-149, WWR-142, DA2-126, CS-114 [aka (Pure) Knife Claws])
 - f. Spur Claws (PGG-188)
 - g. Steadfast (WWC-73)
 - h. Trick Shot (West-149, WWR-149)
3. Choose one Rank 1 Gift from Tribe.
1. Black Furies
 - a. Arion's Burden (PGG-189)
 - b. Breath of the Wyld (WWR-143, DA2-128 [aka (Ren) Persephone's Soul])
 - c. Heightened Senses (WW1-174, WW2-117, West-142, WWR-136, DA2-115)
 - d. Man's Skin (DA1-103, DA2-128)
 - e. Owl Speech (BF1-41)
 - f. Sense Wyld (Umbra1-137, Umbra2-133)
 - g. Sense Wyrms (WW1-172, WW2-116, West-141, WWR-135, DA2-113)
 - h. Song of the Seasons (West-151)
 - i. Watchful Eyes (BF2-65)
 2. Bone Gnawers
 - a. Cardboard Mansion (PG2-38, PGG-190)

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- b. Cooking (WW1-180, WW2-125, West-152, WWR-144, DA2-129 [aka (West) Stone Soup, (DA) Cookery])
 - c. Declamation (BG2-67)
 - d. Desperate Strength (BG2-67)
 - e. The Hungry Hound (BG1-43, DA1-104, BG2-65 [aka Nose of the Hungry Hound, (DA) Trail of the Larder])
 - f. Kitchen Chemistry (BG2-68)
 - g. The Mark (BG2-67)
 - h. Play Possum (WWC-73)
 - i. Resist Toxin (WW1-181, WW2-127, West-154, WWR-144, DA2-129)
 - j. Scent of Sweet Honey (WW1-180, WW2-125, Combat-81, FS-9, DA2-129 [aka (DA) Scent of the Honeycomb])
 - k. Smell of Success (BG2-66)
 - l. Stench and the City (City-112)
 - m. Tagalong (WWR-144)
 - n. Urban Ward (BG2-66)
3. Children of Gaia
- a. Eve's Blessing (DA1-105, DA2-131)
 - b. Jam Weapon (West-139, CoG2-66 [aka Jam Gun])
 - c. Mercy (WWR-145)
 - d. Mother's Touch (WW1-175, WW2-119, West-144, WWR-138, GW2-80, DA2-119)
 - e. Nature's Bounty (FS-9)
 - f. Resist Pain (WW1-176, WW2-120, West-146, WWR-139, DA2-121)
 - g. Swallow Rage (CoG2-66)
 - h. Water-Conning (CoG2-65)
4. Fianna
- a. Distract the Fool (DA2-134)
 - b. Faerie Light (F1-48, DA1-105, WWR-146, F2-72, DA2-134)
 - c. Firewater Kiss (FS-9)
 - d. Persuasion (WW1-172, WW2-114, West-139, WWR-133, DA2-122)
 - e. Primal Song (WWC-72)
 - f. Resist Toxin (WW1-181, WW2-127, West-154, WWR-144, DA2-129)
 - g. Salmon Leap (WW1-174, WW2-117, Combat-80, West-142, WWC-115, WWR-136, F2-72, DA2-115 [aka Hare's Leap, (West) Jackrabbit Jump, (Aust) Leap of the Kangaroo])
 - h. Sense Fae (WWC-74)
5. Get of Fenris
- a. Hunter's Harmony (DA2-132)
 - b. Razor Claws (WW1-178, WW2-123, West-149, WWR-142, DA2-126, CS-114)
 - c. Resist Pain (WW1-176, WW2-120, West-146, WWR-139, DA2-121)
 - d. Safe Haven (West-155, GoF2-75)
 - e. Sigurd's Stride (PGG-191)
 - f. Snow Running (DA1-102, GoF2-75, DA2-117)

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- g. Visage of Fenris (WWR-147, DA2-132)
- 6. Glass Walkers
 - a. Breath of the Wyld (WWR-143, DA2-128 [aka (Ren) Persephone's Soul])
 - i. Used by Tetrasomians.
 - b. Control Simple Machine (WW1-183, WW2-129, West-156, DA1-110, WWR-148, DA2-142 [aka (DA) Artisan's Command])
 - i. Used by Warders of Men, Tetrasomians and Iron Riders.
 - c. Diagnostics (WWR-149)
 - d. Gift of Salt (DA1-110, DA2-142)
 - i. Used by Warders of Men.
 - e. Persuasion (WW1-172, WW2-114, West-139, WWR-133, DA2-122)
 - i. Used by Warders of Men.
 - f. Rope Tricks (WWC-75, GW2-87)
 - i. Used by Iron Riders.
 - g. Sense Weaver (Umbra1-137, West-156, Umbra2-133, GW2-87)
 - i. Used by Iron Riders.
 - h. Skyscraper Vision (GW2-75)
 - i. Smith's Blessing (DA1-110)
 - i. Used by Warders of Men.
 - j. Trick Shot (West-149, WWR-149)
 - k. Tune of Orpheus (GW2-86)
 - i. Used by Tetrasomians.
 - l. Weaver's Eyes (City-113)
 - m. Well-Oiled Running (FS-9, GW2-78)
 - i. Used by Iron Riders.
- 7. Red Talons
 - a. Babble (PG1-41)
 - b. Beast Speech (WW1-177, WW2-122, West-148, WWR-140, DA2-124)
 - c. Eye of the Hunter (RT1-47, West-157, RT2-64)
 - d. Find Water (Wolf-51, WWC-76 [aka (West) Water Sense])
 - e. Hidden Killer (RT2-65)
 - f. Howl to the Pack (RT2-67)
 - g. Purify Meat (RT2-65)
 - h. Scent of Running Water (WW1-174, WW2-118, West-142, WWR-137, DA2-117)
 - i. Wolf at the Door (WWR-149, DA2-136)
- 8. Shadow Lords
 - a. Aura of Confidence (WW1-184, WW2-131, West-159, WWR-150, DA2-137)
 - b. Aura of Nobility (WWC-76)
 - c. Brand of Suspicion (FS-10)
 - d. Fatal Flaw (WW1-184, WW2-131, Combat-82, West-159, WWR-150, DA2-138)
 - e. Rains of Mercy (PGG-194)
 - f. Seizing the Edge (WWR-150, DA2-138)

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- g. Whisper Catching (SL2-66)
- 9. Silent Striders
 - a. Faceless Stranger (FS-10)
 - b. Grim Resolve (WW1-178, WW2-123, West-149, WWR-142, DA2-126, SS2-75 [aka Inspiration])
 - c. Heavens' Guidance (DA1-109, DA2-139, SS2-74)
 - d. Sense Wyrms (WW1-172, WW2-116, West-141, WWR-135, DA2-113)
 - e. Silence (PG1-37, WWR-151)
 - f. Speed of Thought (WW1-185, Caerns-13, WW2-132, West-160, WWR-151, DA2-140)
 - g. Tireless Running (SS2-74)
 - h. Trailblazer (WWC-71)
- 10. Silver Fangs
 - a. Dramatic Entrance (FS-10)
 - b. Eminent Domain (West-160)
 - c. Eye of the Falcon (SF1-49, DA1-109, DA2-141, SF2-66)
 - d. Falcon's Grasp (WWR-152, U2-65)
 - e. Ice Dance (SF1-49, SF2-66)
 - f. Lambent Flame (WW1-185, WW2-133, Combat-82, FS-10, WWR-152, DA2-141)
 - g. Sense Wyrms (WW1-172, WW2-116, West-141, WWR-135, DA2-113)
- 11. Uktena
 - a. Implacable Grip (WWR-152, U2-65 [aka Falcon's Grasp])
 - b. Moonstruck Path (CS-117)
 - c. Pull Water (CS-118)
 - d. Sense Magic (WW1-187, WW2-137, West-163, WWR-152 [aka (West) Sense Medicine])
 - e. Sense Secrets (WWC-74)
 - f. Shroud (WW1-187, WW2-135, Combat-82, West-163, WWR-152, DA2-185 [aka (West) Cloud of Night])
 - g. Spirit Speech (WW1-175, WW2-119, West-145, WWR-138, DA2-120)
 - h. Strut (U2-64)
- 12. Wendigo
 - a. Buffalo Hide (FS-12)
 - b. Call the Breeze (WW1-187, WW2-136, West-164, WWR-153, SF2-69)
 - c. Camouflage (WW1-187, WW2-136, WWR-154)
 - d. Dead Stick (PGG-196)
 - e. Claw-to-Thumb (WWR-152, DA2-141, W2-73 [aka Empathy])
 - f. Hawk's Guidance (FS-12)
 - g. Ice Echo (W2-59)
 - h. Lift-Your-Leg (W2-59)
 - i. Nose-to-Tail (W2-58)
 - j. Resist Pain (WW1-176, WW2-120, West-146, WWR-139, DA2-121)
 - k. Snow Sight (CS-118)
 - l. Song of the Seasons (West-151)

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m. Truth of the Hunted (WWC-78)

C. Choose Renown by Auspice (3 Permanent): Glory, Honor, and Wisdom.

1. Ragabash: Any Combination.
2. Theurge: 3 Wisdom
3. Philodox: 3 Honor
4. Galliard: 2 Glory and 1 Wisdom
5. Ahroun: 2 Glory and 1 Honor

V. Finishing Touches

A. Record Rage by Auspice.

1. Ragabash: 1
2. Theurge: 2
3. Philodox: 3
4. Galliard: 4
5. Ahroun: 5

B. Record Gnosis by Breed.

1. Homid: 1
2. Metis: 3
3. Lupus: 5

C. Record Willpower by Tribe.

1. Black Furies, Fianna, Get of Fenris, Glass Walkers, Red Talons, Shadow Lords, Silent Striders, Silver Fangs, or Uktena: 3.
2. Bone Gnawers, Children of Gaia, or Wendigo: 4.

D. Record Rank.

1. Starting characters all begin at Rank 1.

E. Spend freebie points (15).

1. Attributes cost 5 points per dot.
2. Primary Abilities cost 2 points per dot.
3. Secondary Abilities cost 1 point per dot.
 1. Secondary Talents
 - a. Awareness (Bastet-81)
 - b. Barter (CS-111)
 - c. Gesture (U2-63)
 - d. Instruction (PG1-31, PG2-28, PGG-177)
 - e. Interrogation (SL1-50)
 - f. Intuition (Kin-48)
 - g. Larceny (West-130, DA1-96)
 - h. Legerdemain (DAR-32)
 - i. Mimicry (PG1-32, PG2-28, PGG-178)
 - j. Search (PG2-29, PGG-178)
 - k. Stickball (U2-63)
 - l. Style (Bastet-81)
 - m. Swimming (PG1-32, PG2-32, PGG-179)
 - n. Ventriloquism (PG1-32, PG2-29, PGG-179)
 - o. Wrestling (F2-70)
 2. Secondary Skills

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- a. Acrobatics (Bastet-82)
 - b. Archery (PG1-32, PG2-29, DA1-97, DAR-34, PGG-179)
 - c. Boating (CS-111)
 - d. Commerce (DAR-34)
 - e. Demolitions (PG1-33, PG2-29, PGG-180)
 - f. Disguise (PG1-33, PG2-30)
 - g. Escape Artistry (PG1-33, PG2-30 [aka Escapology])
 - h. Fast-Draw (PG1-33, PG2-30)
 - i. Fishing (Gurahl-86)
 - j. Gambling (PG2-30, PGG-181)
 - k. Gossip (Corax-69)
 - l. Hypnotism (PG1-33, PG2-30)
 - m. Indoctrination (Fomor-21)
 - n. Iskaku (CoG2-81)
 - o. Kailindo (PG1-34, PG2-31, PGG-181)
 - p. Klaive Dueling (PG2-31, PGG-181 [aka Klaivaskar])
 - q. Lockpicking (Bastet-82)
 - r. Mediation (CoG2-81)
 - s. Meditation (PG1-34, PG2-31, PGG-181)
 - t. Pilot (PG2-32, PGG-182)
 - u. Repair (WW1-126, WW2-108, PGG-182)
 - v. Ride (West-132, DA1-97, DAR-36)
 - w. Seafaring (Rokea-63, PGCB-160)
 - x. Stargazing (SG1-50, SG2-64)
 - y. Tactics (PGCB-160)
 - z. Traps (PG2-32, PGG-182)
 - aa. Wood Lore (ST1-63 [for lupus only])
3. Secondary Knowledges
- a. Academics (DA1-97, DAR-37)
 - b. Animal Lore (CS-111)
 - c. Area Knowledge (PG1-34, PG2-33, PGG-183)
 - d. Bureaucracy (Kin-48)
 - e. Cosmology (PG2-33, PGG-183)
 - f. Cryptography (Corax-69)
 - g. Culture (Bastet-82, West-133)
 - h. Ecology (Gurahl-86)
 - i. Feng Shui (SG1-49)
 - j. Garou Astrology (Heaven-110)
 - k. Healing (CS-111)
 - l. Hearth Wisdom (DAR-38)
 - m. Herbalism (PG1-34, PG2-33, CS-111, PGG-183)
 - n. Lore (F1-48, Bastet-83, U1-47, Nagah-70, F2-70 [aka Faerie Lore, Khurah Lore, Nunnehi Lore])
 - o. Navigation (Corax-69, PGCB-160)
 - p. Poisons (PG1-34, PG2-33, PGG-184)

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- q. Seneschal (DAR-41)
 - r. Theology (DAR-41)
 - s. Traditions (CS-113)
 - t. Tribal Lore (U1-46, CS-112, U2-64 [aka Nation Lore])
 - u. Wood Craft (ST1-63)
 - v. Wood Lore (ST1-63 [for homid and metis only])
 - w. Wyrms Lore (PG1-34, PG2-33, PGG-184)
4. Backgrounds cost 1 point per dot.
 5. Gifts cost 7 points per Gift. Only Rank One Gifts may be chosen.
 6. Rage costs 1 point per dot.
 7. Gnosis costs 2 points per dot.
 8. Willpower costs 1 point per dot.
 9. Up to 7 points of Merits* may be purchased.
 1. Astrological†
 - a. Adaptable Nature (2; Heaven-129)
 - b. Battle Prowess (3; Heaven-127)
 - c. Born Leader (1; Heaven-128)
 - d. Eyes of Eshtarra (4; Heaven-127)
 - e. Fire Within, The (2; Heaven-127)
 - f. Friend of Sorcery (5; Heaven-128)
 - g. Good Instincts (3; Heaven-129)
 - h. Hidden Talent (3; Heaven-129)
 - i. Inner Sight (2; Heaven-127)
 - j. Jupiter Midsky (4; PG1-29, Heaven-131)
 - k. Jupiter Rising (7; PG1-29, Heaven-131)
 - l. Luck of the Road (2; Heaven-128)
 - m. Mars Midsky (5; PG1-29, Heaven-131)
 - n. Mars Rising (6; PG1-29, Heaven-130)
 - o. Mercury Midsky (2; PG1-28, Heaven-130)
 - p. Mercury Rising (3; PG1-28, Heaven-130)
 - q. Mitanu's Tongue (2; Heaven-127)
 - r. Mother's Insight (4; Heaven-128)
 - s. Resigned Spirit (2; Heaven-129)
 - t. Venus Midsky (3; PG1-29, Heaven-130)
 - u. Venus Rising (4; PG1-29, Heaven-130)
 2. Mental
 - a. Berserker (2; PG1-17, WWC-58, PG2-10, PGG-163)
 - b. Calm Heart (3; PG1-19, WWC-61, PG2-12, PGG-163)
 - c. Code of Honor (2; WWC-58, PG2-10, PGG-163)
 - d. Combat Expertise (2; Auspice-124)
 - e. Common Sense (1; PG1-19, WWC-61, PG2-12, DAV-305, PGG-163)
 - f. Concentration (1; PG1-19, WWC-61, PG2-12, DAV-305, PGG-163)
 - g. Cool in Battle (2; Auspice-103)

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- h. Eidetic Memory (2; PG1-19, PG1-151, WWC-61, Bastet-87, PG2-12, Mokole-71, DAV-305, PGG-163 [aka Perfect Recall or Photographic Memory])
 - i. Iron Will (3; PG1-19, WWC-61, PG2-12, PGG-163 [aka Untamable])
 - j. Jack-of-All-Trades (3; PG1-21, WWC-63, PG2-14, PGG-163)
 - k. Light Sleeper (2; DAV-305)
 - l. Lightning Calculator (1; PG1-19, PG2-12)
 - m. Self-Confident (5; PG1-19, WWC-61, PG2-12 [aka Self-Confidence])
 - n. Time Sense (1; PG1-19, DAV-305 [aka (DA) Celestial Attunement])
 - o. Tranquil Soul (3; SG2-82)
3. Physical
- a. Acute Sense (1; DA1-100)
 - b. Alcohol Tolerance (1; GoF1-46, GoF2)
 - c. Ambidextrous (2; PG1-20, WWC-63, PG2-14, DAV-303, PGG-159)
 - d. Bad Taste (2; PG1-26, WWC-68, PG2-20, DA2-86)
 - e. Compensatory Senses (3; GotC-104)
 - f. Daredevil (3; PG1-20, WWC-63, PG2-14, PGG-159)
 - g. Diverse Fighting Style (4; Auspice-124)
 - h. Double-Jointed (1; PG1-26, WWC-68, PG2-20, PGG-158)
 - i. Fair Glabro (2; PG1-26, WWC-69, PG2-20, DA2-86, PGG-159)
 - j. Huge Size (4; PG1-26, WWC-69, PG2-21, DAV-303, PGG-159)
 - k. Lack of Scent (2; PG1-26, WWC-69, PG2-20, DA2-86, PGG-159)
 - l. Longevity (1; PG1-27, WWC-69, PG2-21)
 - m. Metamorph (7; PG1-27, WWC-69, PG2-21, GotC-105, PGG-159 [aka Effortless Shift])
 - n. Mixed-morph (1, 5; PG1-27, WWC-68, PG2-20, DA2-86, PGG-159 [aka Partial Shift])
 - o. Natural Weapons (3-4; RT1-51)
 - p. Perfect Balance (1; WWC-63, PG2-14, PGG-159)
 - q. Physically Impressive (2; GoF1-47)
 - r. Prosthesis (3; GotC-105)
 - s. Sea Legs (1; BDT-126)
 - t. Strong Lungs (1; BDT-126)
 - u. Unobtrusive (2; DA2-87)
 - v. Unusually Fertile (1; BF2-87)
 - w. Voice of the Songbird (3; F1-47)
 - x. Wolf Sight (1; PGG-159)
4. Social
- a. Animal Magnetism (1; PG1-20, WWC-63, PG2-13, DA2-86, PGG-161)
 - b. Caern Child (5; BF2-87)
 - c. Camouflage (2; W2-82)
 - d. Camp Affinity (2; BF2-87)
 - e. Crusader (1; DAV-306)
 - f. Debt of Gratitude (1-3; DAV-306 [Dark Ages Merit])
 - g. Diplomatic Immunity (3; SL1-54)

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- h. Distant Sire (1; CoG2-75)
 - i. Elder's Favor (1-3; PG1-24, WWC-67, PG2-18, PGG-162 [aka Favor])
 - j. Family Support (1; PGG-162)
 - k. Gregarious (2; GoF2-86)
 - l. Homid Ancestor (2; RT2-78)
 - m. Human Tribal Status (2-4; U1-46)
 - n. Infectious Courage (5; Auspice-124)
 - o. Intertribal Fosterage (1; CS-125)
 - p. Mentor / Feared Mentor (2-3; SL2-82)
 - q. Mewa Birthmarks (1; SG2-82)
 - r. Nobility (1-5; DA1-100 [Dark Ages Merit])
 - s. Notable Heritage (2; SF1-48, SF2-85)
 - t. Noted Messenger (3; SS1-48)
 - u. Phantom Mask (2; GotC-104)
 - v. Pitiabie (1; PG1-21)
 - w. Prestigious Mentor (1; DAV-306)
 - x. Reputation (2; PG1-24, WWC-67, PG2-18, DA2-87, PGG-162)
 - y. Struggling (1; BG2-79)
 - z. Supporter (2; CoG1-54, CoG2-76)
 - aa. Unnoticed (2; GotC-105)
 - bb. Winter Garou (4; RT2-79)
5. Supernatural
- a. Ancestor Ally (1; PG1-21, WWC-64, PG2-14, DA2-88, PGG-165)
 - b. Arcane Resistance (2,4,5; DAV-307)
 - c. Celestial Guidance (1; Heaven-126)
 - d. Celestial Sensitivity (2; Heaven-126)
 - e. Elemental Affinity (7; CS-126)
 - f. Ghost Sight (4; SS2-87)
 - g. Gift of Wepauwet (5; SS2-87)
 - h. Guardian Angel (6; PG1-22, WWC-65, PG2-15)
 - i. Heart of Sasquatch (3; CS-126)
 - j. Horn of the Unicorn (1; CoG1-54)
 - k. Immune to Wyrms Emanations (6; PG1-23, PG2-16, PGG-166)
 - l. Lucky (4; PG1-23, WWC-64, PG2-15, DAV-307, PGG-165 [aka Luck])
 - m. Moon-Bound (2; PG1-23, WWC-64, PG2-15, PGG-165)
 - n. Moon-paint (5; City-124)
 - o. Natural Channel (3; PG1-23, WWC-65, PG2-15, DA2-88, PGG-166)
 - p. Reborn Sage (1-2; SG1-50)
 - q. Second Sight (2-6; F2-83)
 - r. Seldom Sleeps (2; F2-83)
 - s. Shame (2; BG2-80)
 - t. Silver Tolerance (7; PG1-23, WWC-65, PG2-16, Mokole-72, DA2-88)
 - u. Spirit Magnet (2; PGG-165)
 - v. Spirit Mentor (3; DAV-307)
 - w. Spirit Parent (6; W1-48)

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- x. Spirit Rapport (4; DA2-88)
 - y. Supernatural Companion (3-4; PG1-24, WWC-65, PG2-15, Mokole-71, DA1-100, BG2-80 [aka Vampire Companion, (DA) Vampire Ally, (BG) Ratkin Buddies])
 - z. Thunder's Child (5; SL2-82)
 - aa. True Faith (7; Fomor-23, WWC-65, PG2-16, PGG-166)
 - bb. True Love (4; PG1-24, PG2-14, DAV-307, PGG-165)
10. Up to 7 points of Flaws* may be chosen, giving additional freebie points.
- 1. Astrological†
 - a. Braggart (2; Heaven-128)
 - b. Earthbound (3; Heaven-127)
 - c. Errant Mind (1; Heaven-128)
 - d. Foul Temper (2; Heaven-129)
 - e. Incurable Flirt (2; Heaven-128)
 - f. Indolent Will (4; Heaven-129)
 - g. Intrigue Junkie (1; Heaven-129)
 - h. Jupiter Descending (6; PG1-29, Heaven-131)
 - i. Mars Descending (6; PG1-29, Heaven-131)
 - j. Mercury Descending (3; PG1-29, Heaven-130)
 - k. Mitanu's Retrograde Curse (3; Heaven-127)
 - l. Reluctant Warrior (2; Heaven-127)
 - m. Sadness of Hakahe (1; Heaven-128)
 - n. Sokhta's Minor Madness (2; Heaven-127)
 - o. Suspicion Magnet (4; Heaven-129)
 - p. Thoughtless Heart (2; Heaven-129)
 - q. Uncontrollable Appetite (2; Heaven-127)
 - r. Venus Descending (2; PG1-29, Heaven-130)
 - 2. Mental
 - a. Ability Deficit (5; PG1-21, WWC-63, PG2-14, PGG-165)
 - b. Absent-Minded (3; PG1-19, WWC-62, PG2-13)
 - c. Ahimsa (4; CoG2-76)
 - d. Amnesia (2; PG1-19, WWC-62, PG2-12, Ratkin-75, DAV-305, PGG-164)
 - e. Bitter (2; W1-48)
 - f. Burned Out (3; CoG1-54, CoG2-76)
 - g. Callous (4; DA2-87)
 - h. City-Panic (1; City-124)
 - i. Compulsion (1; PG1-17, WWC-58, PG2-10, PGG-164)
 - j. Confused (2; PG1-19, PG2-12)
 - k. Curiosity (2; WWC-59, PG2-11)
 - l. Dark Moments (4; CS-127)
 - m. Deep Sleeper (1; DAV-305)
 - n. Deranged (3; WWC-60, PG2-11, DAV-305, PGG-165 [aka Derangement])
 - o. Devil's Own (5; DA2-87)
 - p. Docile (1-3; CoG2-76)
 - q. Driving Goal (1; PG1-17, WWC-61, PG2-11)

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- r. Easily Frightened (3; SL2-82)
 - s. Gullible (2; SL2-83)
 - t. Harano Prone (4; SF2-85)
 - u. Hatred (3; PG1-17, WWC-61, PG2-12, PGG-165)
 - v. Lost Homid (2; BG2-81)
 - w. Low Self-Image (2; PG1-17, WWC-59, PG2-11)
 - x. Naïve (1; CoG1-54, CoG2-76)
 - y. Nightmares (1; PG1-18, WWC-59, PG2-10, DAV-305, PGG-164)
 - z. Pack Mentality (2; PG1-18, WWC-60, PG2-11, DA2-87, PGG-164)
 - aa. Phobia (2, 3; PG1-18, WWC-59, PG2-11, BG2-81, PGG-164 [aka Phobia (Mild), Phobia (Severe)])
 - bb. Scarred (2; Auspice-124)
 - cc. Short Fuse (2; PG1-18, WWC-60, PG2-11, DA2-87, PGG-164)
 - dd. Shy (1; PG1-18, WWC-59, PG2-11, DA2-87, PGG-164 [aka (West) Skittish])
 - ee. Soft-Hearted (1; PG1-18, WWC-59, PG2-11, PGG-164 [aka Soft Hearted])
 - ff. Speech Impediment (1; PG1-18, WWC-59, PG2-11, DA2-87, PGG-164)
 - gg. Territorial (3; PG1-19, WWC-61, PG2-12, DAV-305, PGG-165)
 - hh. Vegan (1; CoG2-76)
 - ii. Vengeful (2; PG1-19, WWC-60, PG2-11, DAV-305, PGG-164 [aka Vengeance])
 - jj. Weak-Willed (2; PG1-20, WWC-62, PG2-13, PGG-165 [aka Weak Willed])
3. Physical
- a. Addiction (3; DAV-304)
 - b. Animal Musk (1; PG1-26, PG2-21, DA2-87, PGG-159)
 - c. Anosmia (1; BG2-81)
 - d. Asthma (1; DA2-87)
 - e. Bad Sight (3; PG1-20, PG2-13, PGG-161)
 - f. Blind (6; PG1-20, WWC-62, PG2-13, DAV-304, PGG-161)
 - g. Deaf (4; PG1-20, WWC-62, PG2-13, Mokole-72, DAV-304, PGG-161)
 - h. Deformity (3; PG1-26, Fomor-23, WWC-69, PG2-21, PGG-161)
 - i. Disfigured (2; PG1-26, WWC-69, PG2-21)
 - j. Double Jeopardy (5; GotC-105)
 - k. Hard of Hearing (1; PG1-20, WWC-62, PG2-13, PGG-159)
 - l. Infertile (1, 3; BF2-87)
 - m. Lame (3; PG1-27, WWC-69, PG2-21, DAV-304, PGG-161)
 - n. Monochrome Vision (1; PG1-20, WWC-62, PG2-13, PGG-159 [aka Color Blind, Color Blindness])
 - o. Monstrous (3; PG1-27, WWC-70, PG2-21, DAV-304, PGG-161)
 - p. Motion Sickness (1; BDT-126)
 - q. Mute (4; PG1-27, WWC-70, PG2-21, DAV-304, PGG-161)
 - r. No Partial Transformation (1; PG1-27, WWC-69, PG2-21, DA2-87, PGG-160)
 - s. One Arm (3; PG1-27, WWC-70, PG2-21, PGG-161 [aka One-Armed])
 - t. One Eye (2; PG1-20, WWC-62, PG2-13, PGG-160 [aka One-Eyed])
 - u. Short (1; PG1-27, WWC-69, PG2-21, DAV-303, PGG-160)

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- v. Slow Healing (3; DAV-304)
 - w. Strict Carnivore (1; PG1-27, WWC-69, PG2-21, DA2-87, PGG-160)
 - x. Unable to Swim (2; BDT-126)
 - y. Wolf Years (5; PG1-27, WWC-70, PG2-21, DA2-87, PGG-161)
4. Social
- a. Anti-Wyrmbringer Bias (1; U1-46)
 - b. Blabbermouth (2-3; CS-126)
 - c. Camp Enmity (2; BF2-87)
 - d. Charach (1; CoG2-76)
 - e. Conniver (1; SL2-82)
 - f. Dark Secret (1; PG1-17, WWC-58, PG2-10, DAV-306, PGG-162)
 - g. Disconcerting (2; Bastet-87)
 - h. Drama Queen (3; W2-82)
 - i. Enemy (1-5; PG1-24, WWC-67, PG2-18, DAV-306, PGG-162)
 - j. Foreigner (1; DA2-88 [Dark Ages Flaw])
 - k. Hubris (1-4; SF1-48, Auspice-124, SF2-85)
 - l. Human Attention (1, 3, 5; RT2-79)
 - m. Hunted (3; PG1-25, WWC-68, PG2-20, Mokole-74, DAV-306, PGG-162)
 - n. Infamous Mentor (1; DAV-306)
 - o. Intolerance (1; PG1-17, WWC-59, PG2-10)
 - p. Kinslayer (2; Apoc-213)
 - q. Metis Child (4; PGG-163)
 - r. Mistaken Identity (1; DAV-306)
 - s. Mixed Heritage (1-2; GoF1-46)
 - t. Notoriety (3; PG1-24, WWC-67, PG2-18, DA2-88, PGG-162)
 - u. Oathbreaker (4; DAV-307)
 - v. Original Sin (1; SL1-54)
 - w. Outsider (2; Kin-53)
 - x. Outspoken Pagan Heretic (4; DAV-307 [Dark Ages Flaw])
 - y. Persistent Parents (2; PG1-25, PG2-19, DA2-88, PGG-162)
 - z. Proselytizer (1; CoG1-54)
 - aa. Taint of Suspicion (3; U1-46)
 - bb. Tangential (1; Auspice-103)
 - cc. Tenderfoot (1; WWC-68)
 - dd. Twisted Upbringing (1; PG1-24, WWC-67, PG2-18, PGG-162)
 - ee. Unsited to Tribe (3; CS-126)
 - ff. Witch Kin (2; CS-126 [Pure Lands Flaw])
 - gg. Wolf's Obsession (4; DA2-88)
5. Supernatural
- a. Banned Transformation (1-6; PG1-21, WWC-65, PG2-16, DA2-89, PGG-166)
 - b. Cursed (1-5; PG1-22, WWC-66, PG2-16, DAV-308, PGG-166)
 - c. Dark Fate (5; PG1-22, WWC-67, PG2-18, DAV-309, PGG-168)
 - d. Demon Hounded (1-4; DAV-308 [Dark Ages Flaw])
 - e. Enraged Ancestor (4; SG2-81)

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- f. Foe from the Past (1-3; PG1-22, WWC-66, PG2-16, DA2-88, PGG-166)
- g. Forced Transformation (1-4; PG1-22, WWC-66, PG2-16, DA2-88, PGG-166)
- h. Freak Magnet (4; SS1-48)
- i. Geas (1-5; F1-48, F2-83, DA2-89, PGCB-164)
- j. Haunted (3; DAV-309)
- k. Insane Ancestor (1; PG1-23, WWC-66, PG2-17, DA2-89, PGG-167 [aka Insane Past Life])
- l. Jackal's Blood (5; BG2-81)
- m. Mark of the Predator (2; PG1-23, PG2-17, DA2-89, PGG-167)
- n. Pain of the Past (4; F1-48)
- o. Pierced Veil (3; PG1-23, WWC-67, PG2-18, PGG-168)
- p. Sign of the Wolf (2; PG1-23, WWC-66, PG2-17, DA2-89, PGG-167)
- q. Slip Sideways (1; PG1-24, WWC-66, PG2-17, DA2-89, PGG-167)
- r. Taint of Corruption (7; PG1-24, PG2-18, PGG-168)
- s. Umbral Vertigo (3; Heaven-126)
- t. Witch Finder (3; CS-127 [Pure Lands Flaw])
- u. Wotan's Curse (2; GoF2-86)

VI. Spark of Life

- A. Appearance
- B. Specialties
- C. Quirks
- D. Motivations
- E. Normal Identity
- F. The Pack
- G. The Prelude

VII. Book List

- A. Abbreviation | Book Title | Product Code | ISBN | Year Published
 - 1. AM | *Axis Mundi: The Book of Spirits* | WW3067 | 1-56504-315-4 | 1996
 - 2. Amazon | *Rage Across the Amazon* | WW3104 | 1-56504-061-9 | 1993
 - 3. Ananasi | *Ananasi* | WW3082 | 1-56504-359-6 | 2000
 - 4. Apoc | *Apocalypse* | WW3999 | 1-58846-323-0 | 2004
 - 5. App | *Rage Across Appalachia* | WW3107 | 1-56504-313-8 | 1995
 - 6. Art | *The Art of: Werewolf: The Apocalypse* | WW3803 | 1-58846-302-8 | 2000
 - 7. Auspice | *Book of Auspices* | WW3812 | 1-58846-315-X | 2003
 - 8. Aust | *Rage Across Australia* | WW3106 | 1-56504-127-5 | 1994
 - 9. Bastet | *Bastet* | WW3037 | 1-56504-335-9 | 1997
 - 10. BDT | *World of Darkness: Blood-Dimmed Tides* | WW3350 | 1-56504-354-5 | 1999
 - 11. BF1 | *Black Furies Tribebook* | WW3051 | 1-56504-093-7 | 1994
 - 12. BF2 | *Tribebook: Black Furies* | WW3851 | 1-56504-389-8 | 2001
 - 13. BG1 | *Bone Gnawers Tribebook* | WW3052 | 1-56504-094-5 | 1994
 - 14. BG2 | *Tribebook: Bone Gnawers* | WW3852 | 1-58846-300-1 | 2001
 - 15. Caerns | *Caerns: Places of Power* | WW3201 | 1-56504-066-X | 1993
 - 16. City | *Book of the City* | WW3811 | 1-58846-310-9 | 2002

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17. CoG1 | *Children of Gaia Tribebook* | WW3053 | 1-56504-141-0 | 1994
18. CoG2 | *Tribebook: Children of Gaia* | WW3853 | 1-58846-303-6 | 2002
19. Combat | *World of Darkness: Combat* | WW3206 | 1-56504-316-2 | 1996
20. Corax | *Corax* | WW3077 | 1-56504-337-5 | 1998
21. CotBL | *Chronicle of the Black Labyrinth* | WW3404 | 1-56504-314-6 | 1996
22. CS | *Croatan Song* | WW3112 | 1-56504-388-X | 2000
23. DA1 | *Werewolf: The Dark Ages* | WW3800 | 1-56504-357-X | 1999
24. DA2 | *Dark Ages: Werewolf* | WW20005 | 1-58846-284-6 | 2003
25. DAR / DAV | *Dark Ages Basic Rules [PDF] / Dark Ages: Vampire* | WW20000 | 1-58846-276-5 | 2002
26. Egypt | *Rage Across Egypt* | WW3114 | 1-58846-301-X | 2001
27. F1 | *Fianna Tribebook* | WW3054 | 1-56504-325-1 | 1994
28. F2 | *Tribebook: Fianna* | WW3854 | 1-58846-306-0 | 2002
29. Fomor | *Freak Legion: A Players Guide to Fomori* | WW3066 | 1-56504-350-2 | 1995
30. FS | *Frontier Secrets* | WW3701 | 1-56504-341-3 | 1997
31. Ghost | *Ghost Towns* | WW3703 | 1-56504-343-X | 1998
32. GoF1 | *Get of Fenris Tribebook* | WW3055 | 1-56504-326-X | 1995
33. GoF2 | *Tribebook: Get of Fenris* | WW3855 | 1-58846-312-5 | 2002
34. GotC | *Guardians of the Caerns* | WW3212 | 1-56504-360-X | 2000
35. Gurahl | *Gurahl* | WW3079 | 1-56504-339-1 | 1998
36. GW1 | *Glass Walkers Tribebook* | WW3056 | 1-56504-327-8 | 1995
37. GW2 | *Tribebook: Glass Walkers* | WW3856 | 1-58846-308-7 | 2002
38. Heaven | *Rage Across the Heavens* | WW3110 | 1-56504-309-X | 1999
39. Heng | *Hengeyokai: Shapeshifters of the East* | WW3063 | 1-56504-338-3 | 1998
40. HK | *Hammer and Klaive* | WW3813 | 1-58846-317-6 | 2003
41. Kin | *Kinfolk: Unsung Heroes* | WW3074 | 1-56504-308-1 | 1997
42. Mexico | *Tales from the Trails: Mexico* | WW3705 | 1-56504-345-6 | 1999
43. Mokole | *Mokolé* | WW3081 | 1-56504-306-5 | 1999
44. MW | *Monkeywrench: Pentex* | WW3203 | 1-56504-060-0 | 1994
45. Nagah | *Nagah* | WW3084 | 1-56504-348-0 | 2001
46. Nuwisha | *Nuwisha* | WW3076 | 1-56504-336-7 | 1997
47. NY | *Rage Across New York* | WW3100 | 1-56504-040-6 | 1992
48. Outcast | *World of Darkness: Outcasts: A Players Guide to Pariahs* | WW3065 | 1-56504-312-X | 1995
49. Pentex | *Subsidiaries: A Guide to Pentex* | WW3211 | 1-56504-358-8 | 2000
50. PG1 | *The Werewolf Players Guide* | WW3202 | 1-56504-057-0 | 1993
51. PG2 | *Werewolf Players Guide Second Edition* | WW3108 | 1-56504-352-9 | 1998
52. PGCB | *Players Guide to the Changing Breeds* | WW3807 | 1-58846-318-4 | 2003
53. PGG | *Players Guide to Garou* | WW3806 | 1-58846-313-3 | 2003
54. PL | *Past Lives* | WW3814 | 1-58846-319-2 | 2003
55. Possess | *Possessed* | WW3810 | 1-58846-307-9 | 2002
56. PT | *Project Twilight* | WW3064 | 1-56504-310-3 | 1995
57. Rage | *Rage: Warriors of the Apocalypse* | WW3403 | 1-56504-318-9 | 1996

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58. Ratkin | Ratkin | WW3080 | 1-56504-342-1 | 1999
59. Rokea | Rokea | WW3083 | 1-56504-364-2 | 2001
60. RoP | Rite of Passage | WW3002 | 1-56504-037-8 | 1992
61. RT1 | Red Talons Tribebook | WW3057 | 1-56504-328-6 | 1995
62. RT2 | Tribebook: Red Talons | WW3857 | 1-58846-309-5 | 2002
63. Russia | Rage Across Russia | WW3105 | 1-56504-077-5 | 1993
64. Saga | Who's Who Among Werewolves: Garou Saga | WW3401 | 1-56504-140-2 | 1994
65. Sc1 | Storyteller's Screen | WW3001 | 1-56504-035-X | 1992
66. Sc2 | The Werewolf Storytellers Screen Second Edition | WW3601 | 1-56504-113-5 | 1994
67. SF1 | Silver Fangs Tribebook | WW3060 | 1-56504-331-6 | 1997
68. SF2 | Tribebook: Silver Fangs | WW3860 | 1-58846-316-8 | 2003
69. SG1 | Stargazers Tribebook | WW3061 | 1-56504-332-4 | 1997
70. SG2 | Tribebook: Stargazers | WW3861 | 1-58846-320-6 | 2003
71. SL1 | Shadow Lords Tribebook | WW3058 | 1-56504-329-4 | 1995
72. SL2 | Tribebook: Shadow Lords | WW3858 | 1-58846-311-7 | 2002
73. SR | The Silver Record | WW3210 | 1-56504-307-3 | 1999
74. SS1 | Silent Striders Tribebook | WW3059 | 1-56504-330-8 | 1996
75. SS2 | Tribebook: Silent Striders | WW3859 | 1-58846-314-1 | 2003
76. ST1 | Werewolf Storytellers Handbook | WW3205 | 1-56504-131-3 | 1994
77. ST2 | Werewolf Storytellers Handbook [Revised] | WW3804 | 1-58846-304-4 | 2002
78. STC | Werewolf Storytellers Companion | WW3802 | 1-56504-323-5 | 2001
79. U1 | Uktena Tribebook | WW3062 | 1-56504-333-2 | 1998
80. U2 | Tribebook: Uktena | WW3862 | 1-58846-321-4 | 2003
81. UABRM | Under A Blood Red Moon | WW3102 | 1-56504-049-X | 1993
82. Umbra1 | Umbra: The Velvet Shadow | WW3204 | 1-56504-076-7 | 1993
83. Umbra2 | Umbra | WW3111 | 1-56504-361-8 | 2001
84. Van | Dark Alliance: Vancouver | WW3103 | 1-56504-059-7 | 1993
85. VF | Valkenburg Foundation | WW3101 | 1-56504-047-3 | 1993
86. W1 | Wendigo Tribebook | WW3078 | 1-56504-334-0 | 1998
87. W2 | Tribebook: Wendigo | WW3863 | 1-58846-322-2 | 2003
88. Weaver | Book of the Weaver | WW3209 | 1-56504-311-1 | 1998
89. West | Werewolf: The Wild West | WW3700 | 1-56504-340-5 | 1997
90. Wolf | Ways of the Wolf | WW3050 | 1-56504-044-9 | 1993
91. WoR | A World of Rage | WW3213 | 1-56504-362-6 | 2000
92. WW1 | Werewolf: The Apocalypse | WW3000 | 1-56504-027-9 | 1992
93. WW2 | Werewolf: The Apocalypse Second Edition | WW3600 | 1-56504-112-7 | 1994
94. WWC | The Wild West Companion | WW3704 | 1-56504-344-8 | 1998
95. WWR | Werewolf: The Apocalypse [Revised] | WW3801 | 1-56504-365-0 | 2000
96. Wyld | Book of the Wyld | WW3113 | 1-56504-367-7 | 2001
97. Wyrms1 | Book of the Wyrms | WW3200 | 1-56504-041-4 | 1993
98. Wyrms2 | Book of the Wyrms Second Edition | WW3109 | 1-56504-356-1 | 1998

* Indicates optional.

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† My shorthand for the Planetary and Zodiacal Merits and Flaws.

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