

The Camarilla Werewolf the Forsaken Character Quickstart Guide

This character quickstart guide will help you make a player character (PC) for the Camarilla’s sanctioned chronicle in the World of Darkness. It assumes that you’re making a Werewolf PC for the Forsaken venue. Follow the instructions and fill in the fields as appropriate. You should have a copy of *World of Darkness (WoD)* and *Werewolf the Forsaken (WtF)* handy, or a friend who’s very familiar with those books. Fairly standard by-the-book character concepts can be immediately approved by your Storyteller for play; for more unusual and rare things, you will need to get special approvals. Your Storyteller can give you more information about that process.

First enter a few details about yourself.

| | |
|-----------------------|--------------------------|
| Player Name: | Membership ID: |
| Email Address: | Membership Class: |

Now progress through the following steps to make a Werewolf the Forsaken PC:

Step 1:

First choose your character’s names. A deed name is usually earned by a werewolf soon before or during tribal initiation. Examples include “Knife-to-the-Back,” “Winterborn,” or “Bleeding-Edge.” Pick a concept for your PC; this can be something as simple as ‘intrepid adventurer’ or ‘angst-filled loner’, or something more elaborate. For creature type, it’s most likely ‘Werewolf’ (if not, we’re working on quickstart guides for mortals/wolf-blooded and other supernatural types as well). The PC’s age at metamorphosis or “first change” will give you an idea of how long your character has been active as a werewolf. Your character’s Virtue and Vice determine the best and worst elements of her nature – if you role-play out your Virtue and Vice, your storyteller (ST) is likely to reward you with more experience points (XP), or similar bonuses.

| | |
|--|---|
| Character Name: | Deed Name: |
| Concept: | Creature Type: |
| Current Age: | Age at First Change: |
| Virtue: | Vice: |
| Pick 1 Virtue and 1 Vice (See WOD pages 100-105 for more info): | |
| Virtues: Charity, Faith, Fortitude, Hope, Justice, Prudence, Temperance. | Vice: Envy, Gluttony, Greed, Lust, Pride, Sloth, Wrath. |

Step 2:

Pick Your Attributes and distribute by darkening in the dots:

Prioritize your Attributes: the primary category (e.g. Social) gets five free dots to spend amongst the three Attributes in it, the secondary gets four, and the tertiary three. The first dot in every Attribute is free and darkened, but to get the fifth dot in an Attribute costs two of your dots at character creation.

| Mental: | Physical: | Social: |
|-----------------------|--------------------|-----------------------|
| Intelligence ●○○○○ | Strength ●○○○○ | Presence ●○○○○ |
| Wits ●○○○○ | Dexterity ●○○○○ | Manipulation ●○○○○ |
| Resolve ●○○○○ | Stamina ●○○○○ | Composure ●○○○○ |

Select Skills and Skill Specialties: distribute points by darkening in the dots:

Prioritize your Skill categories (the first dots aren't free in Skills, unlike Attributes): The primary category gets 11 dots to spend in it, the secondary gets 7 and the tertiary gets 4. The fifth dot in any Skill costs 2 dots at character creation.

Then take three Skill Specialties (e.g. Fencing as a specialty of Weaponry, details on WoD p. 54) of your choice and write them below the appropriate category's column. Skill Specialties add +1 to a challenge in which that particular Skill Specialty comes into play; more than one Skill Specialty can be taken per Skill, but they don't stack for a single challenge. You can't start with any Skill above five.

| Mental | Physical | Social |
|------------------------|--------------------|-----------------------|
| Academics ○○○○○ | Athletics ○○○○○ | Animal Ken ○○○○○ |
| Computer ○○○○○ | Brawl ○○○○○ | Empathy ○○○○○ |
| Crafts ○○○○○ | Drive ○○○○○ | Expression ○○○○○ |
| Investigation ○○○○○ | Firearms ○○○○○ | Intimidation ○○○○○ |
| Medicine ○○○○○ | Larceny ○○○○○ | Persuasion ○○○○○ |
| Occult ○○○○○ | Stealth ○○○○○ | Socialize ○○○○○ |
| Politics ○○○○○ | Survival ○○○○○ | Streetwise ○○○○○ |
| Science ○○○○○ | Weaponry ○○○○○ | Subterfuge ○○○○○ |

Step 3:

Since you're playing a werewolf, select your auspice and tribe from the lists below. Auspice is based on the phase of the moon during the PC's first change. Your character's auspice will grant a measure of supernatural aptitude for certain tasks as well as providing a sense of the character's place in a pack. A character's auspice does not change.

A free Specialty is gained at character creation in one of three Skills based on your character's auspice, in addition to the standard Specialties available. You must have at least one dot in one of these three Skills to gain an auspice Specialty. There's no award otherwise.

| Auspice | Stereotype | Specialty |
|----------------|--|---------------------------------|
| Rahu | determined, aggressive, warlike | Brawl, Intimidation, Survival |
| Cahalith | passionate, thoughtful, expressive | Crafts, Expression, Persuasion |
| Elodoth | discerning, observant, even-tempered | Empathy Investigation, Politics |
| Ithaeur | contemplative, foresightful, spiritual | Animal Ken, Medicine, Occult |
| Irraka | inquisitive, contrary, resourceful | Larceny, Stealth, Subterfuge |

Tribe is subject to the werewolf character's (and player's) choice. Each tribe is associated with a ban, which dictates acceptable behavior within the tribe. You can decide that your character hasn't joined a tribe, and is currently considered a "Ghost Wolf." Ghost Wolves have yet to join a tribe, have no particular reason to join a given tribe, or reject the idea of swearing allegiance to a tribal totem. These Ghost Wolves walk the dangerous yet somewhat freer path of the tribeless. More details regarding each tribe can be found in WtF pages 84-101.

| Tribe | Stereotype | Ban |
|---------------------|---------------------------------------|---|
| Blood Talons | warriors, defenders, champions | <i>"Offer no surrender that you would not accept."</i> |
| Bone Shadows | shaman, wise men and women, seers | <i>"Pay each spirit in kind."</i> |
| Hunters in Darkness | stalkers, assassins, guardians | <i>"Let no sacred place in your territory be violated."</i> |
| Iron Masters | innovators, progressives, improvisers | <i>"Honor your territory in all things."</i> |
| Storm Lords | commanders, aristocracy, alphas | <i>"Allow no one to witness or tend your weakness."</i> |
| Ghost Wolves | loners, outcasts, independents | <i>none</i> |

Renown

Renown dictates the level of Gifts to which you have access and indicates social status within werewolf society. Assign one dot to each primary Renown based on your character’s auspice and tribe, and a third dot to a Renown of your choice. Note that a Ghost Wolf receives Renown for auspice, but not for tribe.

| | |
|----------------|--------------------------------|
| Cunning | Irraka and Iron Masters |
| Glory | Cahalith and Blood Talons |
| Honor | Elodoth and Storm Lords |
| Purity | Purity and Hunters in Darkness |
| Wisdom | Ithaeur and Bone Shadows |

Choose Gifts

Choose one Gift from a list associated with your character’s auspice, one from a list associated with your character’s tribe, and one from a list of your choice. The only lists from which you *cannot* choose Gifts are those that are synonymous with auspices other than your own: Full Moon (Rahu), Gibbous Moon (Cahalith), Half Moon (Elodoth), Crescent Moon (Ithaeur) and New Moon (Irraka). Your highest-dot Gift cannot exceed your character’s highest primary Renown. Although Ghost Wolves do not have a Tribe, they still are allowed three dots of Gifts, and may choose from the Father Wolf or Mother Luna lists for their “Tribal” Gift.

| | |
|----------------------------|--------------------------------------|
| Blood Talons | Inspiration, Rage, Strength |
| Bone Shadows | Death, Insight, Warding |
| Hunters in Darkness | Elemental, Nature, Stealth |
| Iron Masters | Knowledge, Shaping, Technology |
| Storm Lords | Dominance, Evasion, Weather |
| Ghost Wolves | Father Wolf, Mother Luna |
| Rahu | Dominance, Full Moon, Strength |
| Cahalith | Gibbous Moon, Inspiration, Knowledge |
| Elodoth | Half Moon, Insight, Warding |
| Ithaeur | Crescent Moon, Elemental, Shaping |
| Irraka | Evasion, New Moon, Stealth |

An alternative to choosing a Gift at character creation is the Rituals trait. The “free” pick with which you can normally choose a Gift from any list is traded for a single dot in Rituals. No more than one dot can be acquired at character creation. In addition to allowing your character access to purchase one-dot Rites, one dot in Rituals grants your character a free, single, one-dot rite, as chosen from those offered on pp. 147 - 165.

If you have purchased a dot in Rituals, you may purchase additional one-dot rites during character creation using Merit points (in Step 4 below). Each Merit dot invested in this fashion purchases an additional one-dot rite.

| Gifts / Rites Chosen | |
|-----------------------------|--|
| | |
| | |
| | |

Step 4:

Primal Urge

A werewolf's starting (free) Primal Urge is always 1. At character creation, an additional dot of Primal Urge may be bought at the cost of 3 of your starting 7 Merit points (in Step 4 below). You may purchase up to two points of Primal Urge (for a total of 3) in this manner using 6 of your 7 starting Merit points. Regardless of how much Primal Urge you buy with starting Merit points, additional levels may be bought by spending the level of Primal Urge you're buying times eight in XP (in Step 5, below). This can be done both at character creation and once your character is in play. Intervening levels must also be bought, e.g. to go from Primal Urge 3 to Primal Urge 4 is 32XP. To go from Primal Urge 3 to Primal Urge 6 is 120XP (32+40+48). Consult the following chart for effects of Primal Urge:

Characters should discuss the effects of Primal Urge with their STs. More details on Primal Urge can be found in WtF pages 75-76.

| <i>Primal Urge</i> | <i>Attribute/Skill Maximums</i> | <i>Max Essence/ Max Essence per Turn</i> | <i>Social Penalty</i> | <i>Essence Bleed</i> |
|--------------------|---------------------------------|--|-----------------------|----------------------|
| 1 | 5 | 10/1 | -1 | - |
| 2 | 5 | 11/1 | -1 | - |
| 3 | 5 | 12/1 | -2 | - |
| 4 | 5 | 13/2 | -2 | - |
| 5 | 5 | 14/2 | -3 | - |
| 6 | 6 | 15/3 | -3 | 1 / day |
| 7 | 7 | 20/5 | -3 | 1 / 12 hours |
| 8 | 8 | 30/7 | -4 | 1 / 10 hours |
| 9 | 9 | 50/10 | -4 | 1 / 8 hours |
| 10 | 10 | 100/15 | -5 | 1 / 4 hours |

Merits

Select 7 points worth of Merits (up to 6 of which can be spent on Primal Urge 2 and 3). Venue Merits are listed with base dot cost. Prerequisites are also listed where applicable with a 'pre' followed by what is needed on the character before the Merit can be bought. Some Merits are 'Creation Only' (marked as 'CO' below), which means that unlike other Merits, they can only be bought with the seven Merit points during this stage of character creation. If a Merit is labeled 'special', you will need to talk to your Storyteller about details pertaining to taking it, e.g. who/what your Allies are and what they do.

For any Merits (listed here or in newer books) which offer variable dot costs, the fifth costs two dots to purchase at character creation (see Chapter 5 of WoD for more information).

Mental Merits

| | | |
|----------------------------------|--|---------------------------|
| Common Sense ●●●● (CO) | Danger Sense ●● | Eidetic Memory ●● (CO) |
| Encyclopedic Knowledge ●●●● (CO) | Holistic Awareness ●●● | Language (● to ●●●) |
| Meditative Mind ● | Unseen Sense ●●● *pre (Mortals only) Wits ●● | |

Physical Merits

| | | |
|--|--|--|
| Ambidextrous ●●● (CO) | Disarm ●● | Direction Sense ● |
| Fighting Finesse ●● *Dex ●●● and Weaponry ●●* | Brawling ● *pre: Strength ●● and Brawl ●* | Fast Reflexes (● or ●●) *pre Dexterity ●●●* |
| Fighting Styles: | | |
| Boxing (● to ●●●●●) *pre Strength ●●●, Stamina ●●, and, Brawl ●●* | Kung Fu (● to ●●●●●) *pre Strength ●●, Dexterity ●●, Stamina●●, and Brawl●●* | Two Weapons (● to ●●●●) *pre Dexterity ●●● and Weaponry ●●●* |
| Fleet of Foot (● to ●●●) *pre Strength ●●* | Fresh Start ● *pre Fast Reflexes ●●* | Giant ●●●● (CO) |
| Gun Slinger ●●● *pre Dexterity ●●● Firearms ●●● | Iron Stamina (● to ●●●) *pre Stamina ●●● or Resolve ●●● | Iron Stomach ●● *pre Stamina ●● |
| Natural Immunity ● *pre Stamina ●● | Quick Draw ● *pre Dexterity ●●● | Quick Healer ●●●● *pre Stamina ●●●● |
| Strong Back ● *pre Strength ●● | Strong Lungs ●●● *pre Athletics ●●● | Stunt Driver ●●● *pre Dexterity ●●● |
| Toxin Resistance ●● *pre Stamina ●●● | Weaponry Dodge *pre Strength ●● &Weaponry● | |

Social Merits

| | | |
|---|------------------------------------|----------------------------------|
| Allies (● to ●●●●●) (special) | Barfly ● | Contacts (● to ●●●●●) |
| Fame (● to ●●●) | Inspiring ●●●● | Mentor (● to ●●●●●) |
| Resources (● to ●●●●●) | Retainer (● to ●●●●●) (special) | Status (● to ●●●●●) (special) |
| Striking Looks (●● or ●●●●) | | |
| -- Please Consult <i>WoD</i> for specifics on prerequisites involving Status pages 116-117 -- | | |

Werewolf Specific Merits

Fetishes can only be purchased with Merit dots during character creation. While they can also be acquired in game, they can not be purchased with XP. The Totem merit is shared by all members of the pack; each member who contributes Merit points to Totem reaps the benefits, and the totem becomes stronger. See Werewolf the Forsaken pages 79 for more information on these merits, and pages 186-195 for systems to create a pack totem.

| | |
|--------------------|-------------------------|
| Fetish (● to ●●●●) | Totem (varies, special) |
|--------------------|-------------------------|

Step 5:

Determine starting experience by taking your current Membership Class (MC) times 10 and adding 10 exp (e.g. a total of 20XP to spend if you're MC1). New players are MC1 – you can easily increase your MC by taking part in Camarilla-sponsored activities (ask your coordinator). You can spend your MC XP according to the costs below; you can't get any more than five dots in any Attribute, Skill or Merit. MC XP may be spent on non-Affinity Gifts. After fully creating their character, members may permanently remove any dots or XP from their sheet if they so wish if, for instance, it doesn't fit their concept.

Experience Points to be spent at Creation: _____

How much XP does everything cost?

| Experience Point Costs | |
|---|--|
| Attribute | New Dots x 5 (10/15/20/25) |
| Skill | New Dots x 3 (3/6/9/12/15) |
| Skill Specialty | 3 Experience Points |
| Affinity (Auspice, Tribe, Common) Gift or Rituals | New Dots x 5 (5/10/15/20/25) |
| Other Gift* | New Dots x 7 (7/14/21/28/35) |
| Rite | Rite Dots x 2 (2/4/6/8/10) |
| Merit (except Totem) | New Dots x 2 (2/4/6/8/10) |
| Totem Merit | 3 Experience Points per Dot |
| Primal Urge | New Dots x 8 (16/24/32/40/48/56/64/72/80) |
| Primary(Auspice, Tribe) Renown | New Dots x 6 (6/12/18/24/30) |
| Other Renown | New Dots x 8 (8/16/24/32/40) |
| Harmony | New Dots x 3 (6/9/12/15/18/21/24/27/30) |
| Willpower | 8 Experience Points |

To buy up several points in most things like Merits, Skills, Attributes, or Primal Urge (e.g. from 0 to 3 or from 1 to 4) requires you to pay the cost for each intervening dot. Buying a new four-dot Merit requires XP to be spent for the first, second, third and fourth dot (2 + 4 + 6 + 8 = 20XP). Rites only cost the level of that Rite x 2 in XP. Totem Merits only cost 3 XP per dot.

Note that Ithaeur characters have reduced costs for Rituals, New Dot x4, and Rites, Rite Dot x1, per the "Ritual Master" auspice ability (WtF, page 82).

For each purchased level of renown, the PC gets one free Affinity Gift of the same level. For each purchased level of Rituals, the PC gets one free Rite of the same level.

The level of Gifts can never exceed a character's highest Primary Renown. Likewise, the level of Rites can never exceed a character's level in Rituals. Gifts need not be purchased in the sequence that they're listed, but cost an extra 3 XP per level skipped.

| Items Bought With Experience Points | |
|-------------------------------------|--|
| | |
| | |
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| | |

Step 6:

After adding everything bought with XP, determine your character's Advantages. No optional rules (from Forsaken or WoD) are used for sanctioned character creation in the Camarilla, such as dropping Harmony for more XP. Advantages are derived from your character's Attributes as follows:

| | |
|--|-------------------------------------|
| Size (Base of 5, see page 94 of WOD for more info) | Health (Stamina + Size) |
| Speed (Strength + Dexterity +5) | Willpower (Resolve + Composure) |
| Initiative (Dexterity + Composure) | Harmony (7 for starting characters) |
| Defense (the lower of Dex or Wits) | Starting Essence (Harmony) |

If the character qualifies, he may enter one of his tribe's lodges, societies within the tribe that are dedicated to a particular facet of the tribe's totem and activities. Only the lodges fully described in WtF, pages 199 through 204 are available. Also, the Lodge of the Hunt is not available to PCs.

Enter all of your character's details on the character sheet on the next page and have it signed by your direct Storyteller to have it approved for play. If your Storyteller notes that the character requires Mid or higher approval, you should also go to the online Camarilla Approvals DB, create a login, and enter your character there: <http://camarilla.white-wolf.com/approvals/>. Further resources can be found on the Camarilla's Forsaken website at <http://camarilla.white-wolf.com/Forsaken/>, which will include spreadsheet XP logs and more detailed character sheets.

There are global in-character and out-of-character email lists for the Camarilla, often a very good place to look for connections for your character. <http://camarilla.white-wolf.com/mailman/listinfo/> links to most of them. Similarly, information on in-character IRC channels can be found at <http://camarilla.white-wolf.com/~irc/>.

Werewolf the Forsaken
The Camarilla

| | |
|----------------------------|-----------------------------|
| Players Name: | Membership ID: |
| Email Address: | Membership Class: |
| Direct Storyteller: | Chapter Coordinator: |
| Storyteller Email: | Coordinator Email: |

| | |
|------------------------|---------------------|
| Character Name: | Concept: |
| Tribe/Auspice: | Lodge: |
| Age: | Primal Urge: |
| Virtue: | Vice: |

| <i>Mental Attributes</i> | <i>Physical Attributes</i> | <i>Social Attributes</i> |
|--------------------------|----------------------------|--------------------------|
| Intelligence ●○○○○ | Strength ●○○○○ | Presence ●○○○○ |
| Wits ●○○○○ | Dexterity ●○○○○ | Manipulation ●○○○○ |
| Resolve ●○○○○ | Stamina ●○○○○ | Composure ●○○○○ |

| <i>Mental Skills</i> | <i>Physical Skills</i> | <i>Social Skills</i> |
|------------------------|------------------------|-----------------------|
| Academics ○○○○○ | Athletics ○○○○○ | Animal Ken ○○○○○ |
| Computer ○○○○○ | Brawl ○○○○○ | Empathy ○○○○○ |
| Crafts ○○○○○ | Drive ○○○○○ | Expression ○○○○○ |
| Investigation ○○○○○ | Firearms ○○○○○ | Intimidation ○○○○○ |
| Medicine ○○○○○ | Larceny ○○○○○ | Persuasion ○○○○○ |
| Occult ○○○○○ | Stealth ○○○○○ | Socialize ○○○○○ |
| Politics ○○○○○ | Survival ○○○○○ | Streetwise ○○○○○ |
| Science ○○○○○ | Weaponry ○○○○○ | Subterfuge ○○○○○ |

| <i>Gifts & Rites (Rituals: ○○○○○)</i> | <i>Merits</i> |
|---|---------------|
| | ○○○○○ ○○○○○ |
| | ○○○○○ ○○○○○ |
| | ○○○○○ ○○○○○ |
| | ○○○○○ ○○○○○ |

| Health | Harmony |
|---|----------------|
| ○○○○○○○○○○○ □□□□□□□□□ | 10 ○ |
| Willpower ○○○○○○○○○○○○○ □□□□□□□□□□ | 9 ○ |
| Essence □□□□□□□□□□ □□□□□□□□□□ | 8 ○ |
| Size: Speed: | 7 ○ |
| Initiative Mod: Defense: | 6 ○ |
| | 5 ○ |
| | 4 ○ |
| | 3 ○ |
| | 2 ○ |
| | 1 ○ |

