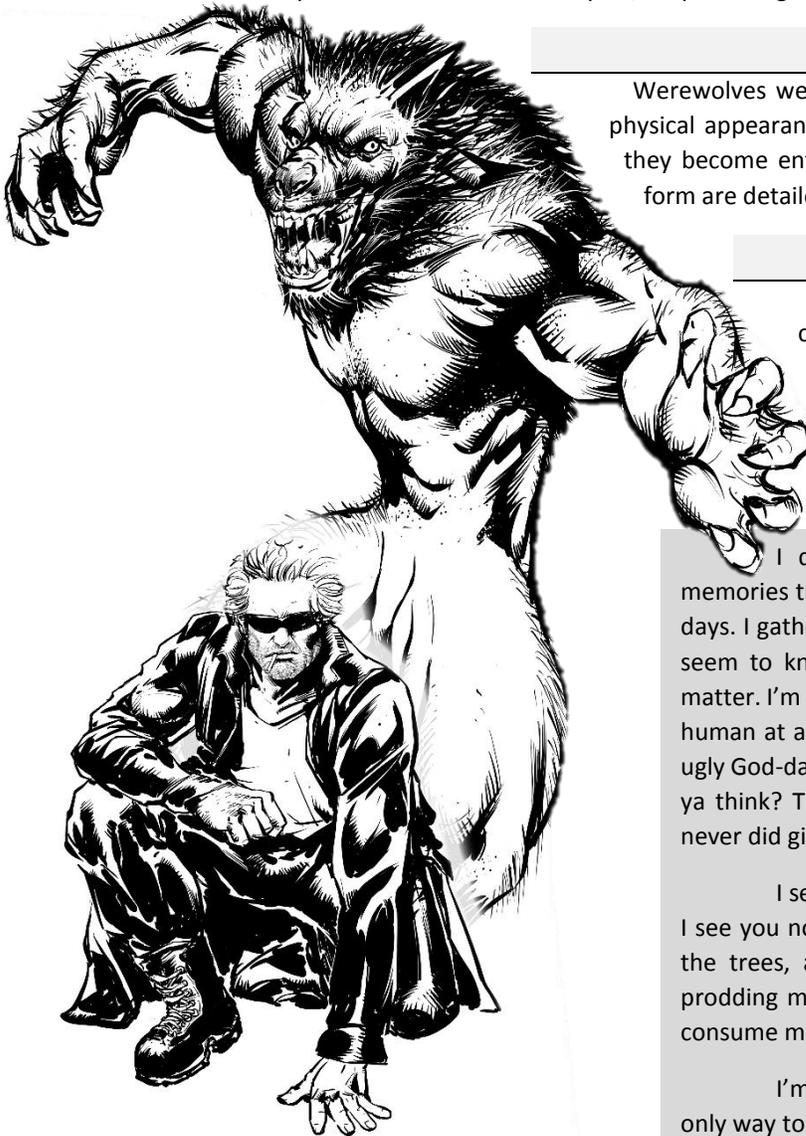


# WEREWOLF

Sometimes a human dies and their soul is not worth the debt they have accrued in life. When this happens, they are often better suited as an agent in the physical world than in the spiritual coffer of a Loa. Loas are unable to come into the physical realm without severe consequence and because of this they rely on human souls to handle their business. They bargain with deceased human souls, granting them a new life in return for their obedience and reverence. The human soul is spliced with an animal soul and the resulting creature is a fearsome, savage and loyal monster more than capable of doing any of the Loa's heavy lifting. The memories of their past life slowly fade away but they are able to call on powers from their animal spirit, shapeshifting into a fierce beast.



## Physical Description

Werewolves were once human and in their human form they retain the physical appearance that they had in life. When they shapeshift, however, they become entirely new creatures. The physical characteristics of each form are detailed in that form's description.

## Creating a Werewolf Character

When creating a werewolf character players should choose the Werewolf Race Perk, any Role they wish and a Talent Perk (no starting Class Perk). They may choose a Weakness, but they may not choose Scrawny or Delicate and they must choose a Talent Perk for the Weakness.

I don't remember much about my life before. Sure, memories trickle in now and then, but they're getting scarce these days. I gather I was some sort of criminal, or a cop or something. I seem to know the counterfeiting game inside and out. Doesn't matter. I'm sure it won't be long before I forget that I was ever even human at all. I do remember the deal I was made though, and his ugly God-damned face... What do you mean "whose face?" Who do ya think? The devil, of course. At least that's my best guess. He never did give me a name

I see his cocky crooked smile in every full moon as clear as I see you now. I hear his voice whenever the wind blows through the trees, and when the hunger comes... I feel his cold claws prodding me and pushing me to do things. I have to obey or it'll consume me. That's what it feels like anyway.

I'm in way over my head and doing his dirty work is the only way to quiet his call and kill the hunger, even if it's just for the night. Heh, I'd give you some cliché bullshit about being cursed, but I know I did this all to myself; nobody else to blame. The scary thing is the more it happens the more I welcome it. It's like the merciful killing of a wounded animal. Hell, after a while, you don't just welcome it... you love it, and you can't wait to be consumed by it.

-Nevada

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## Creating a Werewolf Character cont.

Starting skills are selected based on the werewolf's new life, not their old human life (i.e. they should have no skills from their old life, only things they've learned as a werewolf: Brawl, Investigate, etc.). Additionally, they select 5 special skills that represent their old life's skill set. These should be recorded separately either in Notes or at the bottom of the skill list. Werewolf characters start with 5 Past Life Dice to use these skills with (see Fading Memory below and Past Life in the Special Abilities section). In addition to Past Life they also start with a Shapeshifting Dice pool with 3 dice (see Shapeshifting below).

### Views

**Outlook:** Eat, sleep, wake up with nightmares, eat, hunt, eat...

**Bokor:** I don't understand these guys at all. One minute they're all over my case about "balance" the next their tipping their top hat at me.

**Church:** Haven't stepped foot in a church for a decade. Or more... not sure.

**Extremist:** I run into these guy once in a while. Annoying little punks but they sometimes have good information and don't cause me too much grief.

**Humans:** I used to be one, can't remember when though. Nowadays I hunt them when they step out of line.

**Khepri:** These guys are untouchable... so much good karma floating around you can taste it. I can't wait till one of them goes bad and needs to be taken out.

**Loa:** I've heard about them once or twice, but I'm not sure what to make of them. Kinda sounded like my boss. If so, they're assholes.

**Puritans:** Freaky evangelist group. For humans, they sure are strong. I avoid them at all costs.

**Soul Magic:** You mean the voodoo crap those bokors use? Dunno what it is or how they do it. I just know it hurts.

**Vampires:** Usually if I stay out of their way, they stay out of mine. Sometimes though... things get a little messy.

**Sample Concepts:** Brooding Anti-Hero, Callous Enforcer, Reluctant Executioner, Ruthless Lap Dog, Sadistic Lone Wolf

## Converting a Character to a Werewolf

When a character is converted into a werewolf character their Race Perk is changed to Werewolf and they lose any static effects or abilities tied to that Race Perk (aside from Skills or HP that were granted), their current skills are noted and they are allowed to select 5 new skills like a starting character. They are then given 5 Past Life Dice for their old life's skills. If they already have Past Life Dice, they lose all previous Past Life Dice and any effects attached to them.

## Fading Memory

The memories of a werewolf's previous life slowly slip away as they continue living as a werewolf. Often times a werewolf will keep trinkets of their past life as treasures even though they don't remember where they came from or what they mean. Whenever the character attempts to use a skill from their previous life they may spend 1 Past Life die. If they don't or cannot, they must make the roll untrained. Whenever a werewolf gets a new skill slot from advancing in Experience Level, they record it like normal but their Past Life Dice are decreased by 1. Once a werewolf loses all Past Life Dice, all of their previous life's skills are forgotten.

## Shapeshifting Dice

All werewolves have a Shapeshifting Dice Pool that starts at 3 and increases as they progress as a character. The more Shapeshifting Dice a werewolf has, the more they are able to control their change and avoid certain issues that arise. Shapeshifting Dice are consumed when spent and regained by gorging on raw or rare meat and resting. Dice are refreshed at a rate of 1 die per full meal and 4 hours of rest. If a werewolf spends all of their Shapeshifting Dice they become susceptible to The Hunger (see below) and all Intellect and Knowledge skill rolls are at +1 Target Number. Shapeshifting Dice are used to pay for Shapeshifting Special Ability Effects such as Battle Form, Beast Form, Rage, Regenerate, Run Down, Stalk and Wolf Form. Additionally, werewolves can use Shapeshifting Dice to avoid a frenzy. As a werewolf gains Shapeshifting Dice, they unlock new powers or bonuses. These are detailed in the chart on the following page.

# Shapeshifting Effects

Shapeshifting is a werewolf's primary Special Ability and gives them an edge against the dark and sinister powers that undoubtedly wish them harm. It is used to transform parts of their body to become closer to their animal spirit, or to be a combination of human and beast. Shapeshifting effects start immediately after the costs are paid. Werewolves can shift into Human Form for free at will (except during a frenzy, see Frenzy on the following page). When shapeshifting, clothing and items carried in Human Form shapeshift with the body except in the case of special spiritually enhanced relics.

## Shapeshifting Abilities by Dice Pool

- 3:** Unlocks **Beast Form** and **Rage**
- 4:** Unlocks **Stalk** and **Wolf Form**
- 5:** Unlocks **Battle Form** and **Regenerate**
- 6:** Unlocks **Run Down**, can speak in **Beast Form**
- 7:** No Focus Penalty while using **Regenerate**, can use basic gear in **Beast Form**
- 8:** **Beast Form** and **Rage** Focus Penalty reduced to -1
- 9:** No Focus Penalty in **Battle Form** and **Run Down**
- 10:** Can transform different parts of the body into different forms and use any skill/gear in any form (*within reason*)

## Battle Form

A Werewolf's Battle Form is a partial transformation somewhere between their Human Form and Beast Form (see below). It is used when a werewolf needs a little extra strength and speed but does not want to reveal their true nature. In this form finger nails grow into sharp claws, body hair thickens up and muscle mass increases slightly. Overall they remain mostly human looking aside from the claws. In this form the werewolf can use basic gear as long as it doesn't require fine manipulation (e.g. playing a guitar or braiding a rope, etc.).

### Cost

2 Move Actions

### Effect

Transform: -2 Focus, +1 Strength, +1 Speed, Claw Attack 1/1/3

## Beast Form

This form is the classic werewolf figure of myths and legends: a muscular, vicious, snarling, half-human/half-beast. Body hair becomes thick and long, the jaw elongates to a snout and the teeth become long fangs. Fingers gnarl into half paws tipped with sharpened claws. The feet extend as the legs shorten and the ears grow to a furry point. Height is increased by 8-24" and weight increases by 50%. While in this form the werewolf is unable to speak or use most gear aside from armor that fits their increased size or special gear designed especially for werewolves.

### Cost

1 Shapeshifting Die and 2 Move Actions (1 Move Action when shifting from Battle Form)

### Effect

Transform: -2 Focus, +1 Strength, +1 Stamina, +3 Speed, Claw Attack 1/1/3, Bite Attack 2/2/3, werewolf gains the Terror Perk (CR Moderate) and heals damage equal to their Stamina Dice

## Rage

This effect allows the werewolf to call on its base primal instincts and nature, increasing their strength, stamina, speed and resilience for a short time.

### Cost

1 Shapeshifting Die and 1 Move Action

### Duration

Until all enemies have fled or have been defeated or the werewolf is incapacitated or exhausted

### Effect

-2 Focus, +1 Strength, +1 Stamina, +2 Speed, +1 DR for every 2 Max Shapeshifting dice, can make 2 claw attacks each turn, afterwards the werewolf shifts back into human form and is at -2 Strength and Stamina until rested

## Regenerate

Regenerate allows the werewolf to shapeshift injured areas of their body to heal Normal or Permanent Damage over time.

### Cost

1 Shapeshifting Die

### Maintenance

1 Skill Action each turn (plus 1 Shapeshifting Die each turn to heal Permanent Damage)

### Duration

A number of turns equal to the werewolf's max Shapeshifting Dice

### Effect

Heals 1 Normal Damage per Stamina Die each round or 1 Permanent Damage each round if Shapeshifting Dice are spent to maintain the effect

### Run Down

This is a partial transformation that taps into the natural speed of the animal spirit, subtly changing the body to achieve a huge burst of velocity.

### Cost

1 Shapeshifting Die and 1 Skill Action

### Duration

A number of turns equal to the werewolf's max Shapeshifting Dice

### Effect

Transform: -1 Focus, +5 Speed

### Stalk

This ability allows the werewolf to use their animal spirit's instinctual ability to hunt and stalk their prey, giving them an edge when they need to move silently and ambush their victims.

### Cost

1 Shapeshifting Die and 1 Skill Action

### Duration

1 Scene or until detected

### Effect

Footsteps make no sound, +2 dice to all Stealth skill rolls

### Wolf Form

The werewolf can also take the form of an oversized wolf. The appearance of this form is identical to a wild, quadrupedal wolf indiscernible from other wolves except its unnaturally large size. While in this form gear and most skills cannot be used and the werewolf is unable to speak (except through growls and barks) to humans.

### Cost

1 Shapeshifting Die and 2 Skill Actions

### Effect

Transform: +1 Stamina, +5 Speed, Bite Attack 1/2/3, +1 dice to all Stealth skill rolls

## Frenzy

There are times when a werewolf will lose all self-control and turn into a mindless, bloodthirsty fiend. This can happen for several reasons and is known as a 'frenzy'. When a werewolf goes into a frenzy they instantly shift into Beast Form (regardless of their Shapeshifting Dice Pool) and their player loses control of them. The Narrator steps in and they take actions motivated by a single goal depending on the cause of the frenzy. While in this state the werewolf is unable to speak or using any skills other than Combat or Athletics skills. Once the goal is accomplished or the werewolf becomes incapacitated, they shift into human form and they take enough Temporary Damage to exhaust them, ending the frenzy.

### The Call

Loa need agents in the physical realm to handle their affairs and they employ werewolves for these tasks. Werewolves are susceptible to the call of their Loa master and are drawn to a particular area to wait for instructions. When this happens it requires a Moderate Focus Test to ignore, otherwise they must make every effort in their power to get to the area for their assignment. The call is especially powerful during the Silver Moon (full moon) when the Loa have more influence over the physical world. During this time the call is so powerful that it can force a werewolf into a frenzy. In the frenzy the werewolf sees only their master's will and aim to have it done at all costs. To avoid this frenzy the werewolf may spend a Shapeshifting Die to attempt a Hard Focus Test. If successful they can ignore the call and stay in whatever form they wish. If it fails they may retry by spending another Shapeshifting Die.

### The Hunger

Another great power that a werewolf can succumb to is their near-insatiable hunger. If a werewolf spends all of their Shapeshifting Dice, or they have not eaten in 24 hours, they become susceptible to frenzy. Every hour they are without food or dice they must make an Easy Focus Test to avoid going into a frenzy. This roll increases in challenge by one level every 2 hours. Loud noises (such as gunshots or explosions, honking horns, etc.), bright lights, extreme pain or frustration (e.g. failing at a skill roll repeatedly) can also trigger a roll. Shapeshifting Dice can be spent to try to avoid the frenzy with another roll. During the frenzy the werewolf's only goal is to gorge themselves on raw meat, especially the fresh heart of a recently slaughtered victim.