

## **Werewolf the Apocalypse**

A Story about werewolves—allowing players to take part in an epic tale of righteous rage fuelling an endless war to destroy corruption and stem the upcoming ecological disaster that the selfishness of humans has brought upon the world. It's a violent, savage, and very physical story about fighting what may very well be a hopeless war against the corporate greed that threatens to ruin Mother Earth...and yet the war must be fought, because the alternative—surrender—is unthinkable. The universe is broken, and the *Wyrms*—the fundamental element of decay in the cosmos—is lost in the depths of madness, seeking to destroy reality. Caught between wolf and man, spirit and flesh, werewolves—the *Garou*—are the doomed heroes of this story.

Werewolves and shapeshifts of various other animals (Fera) now work together after a greater threat has brought previously hidden or warring parties together, 13 great Cairns remain across the world and new shard caerns are being fought over, stolen, guarded as the new hope for Gaia to be saved. Great bonds can be formed with in packs and new families built from unexpected starts, rivalries from to see who is the top dog.

### **Local Pitch for game setting**

The Great Caern of Silver Tara, Ireland has produced it's most recent shard seed and you have been charged with finding somewhere safe and secure location to start a new Sept. Political stalemates, alliances and rivalries has meant your group has ended up with the seed, not as any ones favourite but more as no one's worst choice, The planned area for the caern being somewhere just north of London, offering support to both those who wish to live in the city and those more happy in the country side. The question now is exactly where are you going to build your new home and what totem will you call to protect it. Some are questioning putting something as valuable as the seed in the hands of the young but somehow it has still happened.

The players represent the young and upcoming of the tribes that have been sent to make a new sept, one that doesn't suffer from the rivalries of old. You will be able to draw from all the Tribes and nearly all the Fera to build you characters and packs

### **Wider setting and rules**

I am pitching to personally run 2 local games set in the old world of darkness using the new bynight studios Werewolf the Apocalypse rules and setting. I am happy and open to working with other STs interested in running wider linked werewolf games.

The games I run will likely both be run out of one sept being founded and a shard seed being planted (unless player numbers allow for two separate groups). I am happy to have Fera in my game but will be looking to try and maintain at most a 50/50 split of Werewolves to Fera, preferring more Werewolves than Fera. And would ask players if they have played a

Fera and lose their character to next play a werewolf to try and give more people a chance to play the rare and new Fera option(this is a request not a rule).

Exp wise I have two options in mind and would be wanting player feedback as to what they would prefer.

- 1) Flat exp probably 8 exp a month, exp is award at a flat rate and everyone gets it whether they have attended the game or not, so if they are creating a new character or just keeping an existing one going everyone will always be on the same amount of exp.
- 2) Attendance gained exp (probably 4 per game/DT) with a graduated exp cap on characters.

Amount of Total XP Earned after character gen	Amount Character May Earn in a Month
<100	10
101-200	8
201-300	6
301-400	4
400+	2

New characters would be awarded a bonus starting exp equal to the 25% of the total exp that is in the chronical, for new characters this will exp will not count as earned and not affect the exp they can gain each month. If an existing character's total exp drops below the amount exp you would get when creating a new character, they are awarded exp to bring them up to this number this exp will not count as earned and not affect the exp they can gain each month.

#### Rarity of Tribes and Fera

To help structure how rare and how likely certain Tribes and Fera are in the Sept there will be a Merit points cost.

Common Tribes – No merit costs

Black Fury

Bone Gnawer

Children of Gaia

Fianna

Get of Fenris

Glass Walker  
Shadow Lords  
Silent Striders  
Silver Fangs  
Stargazers

Uncommon – 2 Merits points

Uktena  
Corax  
Kitsune

Rare – 4 Merit points

Wendigo  
Red Talons  
Nuwisha  
Ajaba  
Gurahl  
Ananasi  
Bastet  
Rokea