

Rage Across the Pacific Northwest

A Werewolf: the Apocalypse Chronicle

Section A: House Rules

Standard rules are followed except where a house rule contradicts them, in which case the house rule applies.

Aging: Garou age slower than standard humans, with a maximum age of just over 200 years old. Their unique regenerating powers retard aging.

Blood Bonds: Garou and Kinfolk are not able to ingest Vampire Vitae and will spit it up. It is impossible for a Garou or Kinfolk to be ghoulled or blood bonded.

Restrictions: Subject to Storyteller Approval

Please note all of the following are restricted, requiring storyteller approval to play. This does not mean that you cannot use these, only that my approval is required first.

Tribes: Red Talons, Shadow Lords, Silver Fangs, Stargazers, and Wendigo

Backgrounds: Fetish over 2, Resources over 3, Totem (I pick your totem, you do not)

Abilities: Any ability over 4, Demolitions, Iskakku, Kalindo, Klaivaskar, Lore (Wyrms), and Poisons

Willpower: No higher than 6.

Merits and Flaws: All Merits and Flaws are subject to storyteller approval.

Section B: Character Creation

Standard character creation rules are followed with the following exceptions and additions.

Freebies: You have 30 freebie points, not 15.

Backgrounds: Characters must purchase at least one dot of both Ancestors and Pure Breed for this chronicle. If you are playing a tribe that has restrictions on these backgrounds, you may ignore them.

Combat Abilities: You may start with no more than 7 combined dots in combat abilities (Brawl, Dodge, Firearms and Melee) without a solid reason and storyteller approval.

Totem: I will be picking your totem, not you. You must have at least one dot in Totem to be part of a pack.

Lore: All characters must have at least one dot in either Tribal or Garou lore, and more is suggested and helpful.

Approval: I will be reviewing your character sheets prior to game play, and will make suggestions and changes at this time. I have final veto power on any part of your sheet but will work with you to make changes that are acceptable to both of us.

Twinking: A word on this: don't. Overly specializing in a small selection of skills is bad form, and I have a habit of calling for strange rolls in games. Characters that don't have at least a small selection of diverse skills will be changed until they are a bit more "realistic."

Backgrounds: Please make sure your character has a decent background and a reason for traveling to the Pacific Northwest, specifically Oregon. I am more than willing to help you with background issues and Oregon culture and ideas, as I live in Portland.

Restricted Concepts: Drug Dealer, Hooker, Ignorant Garou, "Combat Monkey," blatant fictional character rip-offs.

Section C: Background Information

What follows is a small primer about where we will be playing. The game takes place in the Pacific Northwest, but will start in Portland Oregon. Characters will be traveling all over the Pacific Northwest, which include Oregon, Washington, Parts of Western Canada and California. Jaunts down to Mexico are also not uncommon.

Expectations

Player vs. Player: I expect a heroic amount of player to player interaction. I ask a lot of players when it comes to actually roleplaying a character and that characters place in the pack.

Players vs. Storyteller: Again, I expect a heroic amount of player interaction on this front. A lot will be asked of you, but it will also be rewarded.

Player vs. World: On this level the world isn't super nasty. In return for my high expectations of character interaction I tend to pull some punches in this area. It is generally expected that I won't kill a character unless you have acted in a very stupid manner of the story line calls for it (and if this is the case you will be informed ahead of time and your death will be beautiful). That being said, I will not hesitate to toy with your emotions and make your life a general hell. I won't kill you, but there are worse things than death.

World vs. World: The world tends to be rather dark and a bit nasty. Dark things occur and the apocalypse will be happening. Though bright spots can be found, so not all is lost.

Style: I tend to get a bit graphic with some descriptions of violence and other less savory aspects. Sexual violence tends to be glossed over and I also tend to avoid graphic descriptions of rape, prejudice and other volatile issues. They happen, but are rarely described. If at my descriptions make you uncomfortable at any time please inform me and I will change my style to fit what makes you comfortable.

The Garou Guide to the Pacific Northwest

Oregon

Oregon is perhaps one of the better states in which to be Garou. The state has a good environmental record of conservation and protection. The wide-open spaces of Eastern Oregon mean plenty of room to roam and the rivers teem with wildlife.

The two exceptions to this rule are the Columbia River and Logging. Oregon is a timber state, and as such, they do a lot of logging. Many Garou spend their lives monkeywrenching logging operations. The Columbia river is highly polluted and foul. Though efforts are now under way to clean it up, it may be too little too late.

Oregon has many rumors of strange animals, such as Bigfoot. Most of these "Bigfoot sightings" are actually mortal rationalizations of a Garou in Chrynos. Many strange happenings have been reported in Oregon, from Bigfoot to UFOs. Oregonians tend to take these reports both with a grain of salt and a bit seriously. Many would not hesitate to investigate such matters further.

Most Oregonians have a bit more respect for the land than others. They tend to buy organic foods and protest clear cutting. While not all Oregonians are this way, enough are that the stereotype holds true.

The Pacific Northwest tends to receive a good deal of rain. Most of the winters in Oregon are a damp affair, with rain falling almost daily. Western Oregon tends towards evergreens and daily rainstorms with the Pacific Ocean on the horizon. Eastern Oregon is high desert, and tends to receive less rain and more snow. Oregon is a mountainous state, with the Cascade Mountain Range separating Eastern and Western Oregon.

Portland

Portland, Oregon is a large town (nearly half a million people in Portland proper). The people of Portland tend to be liberal and earth friendly. Crime rates are low and political activism is high. Portland boasts a robust park system, including Forest Park, which spans nearly 400 acres of land. Portland holds a good tech industry and a large population of fine artists. The main leisure activity is drinking coffee in coffee houses and going to art museums. It also boasts a monthly city-wide art show called First Thursday. As one might imagine this takes place on the first Thursday of every month.

Oregon Caerns

Misty Waters Caern

Location: Multnomah Falls (Roughly 30 miles east of Portland, Oregon on I84)

Rank: 4

Type: Enigmas (Wisdom)

Totem: Uktena

Population: 21 Garou

Bawn: 800 acres

Gauntlet: 3

This large Caern is the biggest in Oregon. The bawn extends for miles to the east and south, and the anchor head is located at Multnomah Falls. This Caern is highly protected and prized by Garou and only the best hold positions in this Caern. It is lead by Uktena of the Tchinooke tribe.

Moon Bridge: A Moon bridge connects the Misty Waters Caern to the three other Caerns in Oregon.

Rose City Caern

Location: Forest Park, Portland

Rank: 2

Type: Streetwise (Wisdom)

Totem: Father Matthews

Population: 9 Garou

Bawn: 350 acres

Gauntlet: 4

This small Caern is the only one in Portland. Located in Forest Park, it is overseen by the Portland City Spirit, Father Matthews. The few Garou who hold this Caern are desperately trying to keep it pure and out of the Wyrms' clutches. Very few Garou have a wish to ally themselves with this Caern, as it typically means low renown. Rumor has it that those Garou who are of little note are often sent to this Caern.

Blue Waters Caern

Location: Crater Lake

Rank: 3

Type: Strength (Glory)

Totem: Bear

Population: 15 Garou

Bawn: 800 acres

Gauntlet: 3

This pure and pristine Caern has its anchor head on Wizards Island. This is a considered a deep honor to guard, as it is one of the more pristine Caerns in Oregon. Few Cliath are sent to this area without good cause.

Table Rock Caern

Location: Table Rock (Southwest of Baker City, Oregon)

Rank: 2

Type: Humor (Wisdom)

Totem: Coyote

Population: 6 Garou, 3 Nuwisha

Bawn: 350 acres

Gauntlet: 4

This small Caern is located at the peak of Table Rock. It holds has few visitors and is guarded by a few Garou and Nuwisha. It has remained fairly untouched, as most of Eastern Oregon is open and untamed.