



WEREWOLF
THE WILD WEST

STORYTELLERS SCREEN

GLENN FABRY '97





WANTED FOR MURDER

For the perfidious
MURDER

of
**SHERIFF
MOSES
CLAYBURN**



5

**UPSTANDING
CITIZENS**

- of -
**PARADISE
HILL**

ISAIAH MORNIN KILL



REWARD



**WHITE WOLF
GAME STUDIO**

HEALTH LEVELS

Bruised:		You're scuffed up, but not hindered in any way.
Hurt:	-1	You're hurt a little, but still moving just fine.
Injured:	-1	You're hurting, but still moving all right.
Wounded:	-2	They took a piece out of you; you can walk but you can't run.
Mauled:	-2	You've been ripped up good and can barely keep on your feet.
Crippled:	-5	You're in real bad shape. The best you can do is drag yourself 'cross the ground.
Incapacitated:		You're down for the count, and can't move at all.

GUNFIGHT COMPLICATIONS

Cover	Difficulty
Lying flat (light)	+1
Wagon wheel (moderate)	+2
Barn door (good)	+3
Only head exposed (superior)	+4

FIREFIGHT COMPLICATIONS

Difficulty	Target	Damage	Special Effect
+2	Hand	no modifier	Drop weapon
+4	Eye	+3 dice	Blindness
+3	Head	+2 dice	Dazed
+1	Torso	+1 die	None
+3	Groin	+1 die	Stunned
+2	Leg	no modifier	Fall prone

THE GAUNTLET

Area	Typical Gauntlet
Great City	7
Most settlements	6
Well-traveled frontier	5
Unexplored wilderness	4
Typical caern	3
Powerful caern	2

TRAIT MODIFICATION BY FORM

Homid (Human)

Statistics Adjustments: None
Shift Difficulty: 6

Glabro (Near-Man)

Statistics Adjustments: Strength +2, Stamina +2, Manipulation -1, Appearance -1
Shift Difficulty: 7

Crinos (Wolf-Man)

Statistics Adjustments: Strength +4, Stamina +3, Dexterity +1, Manipulation -3, Appearance 0
Shift Difficulty: 6

Hispo (Near-Wolf)

Statistics Adjustments: Strength +3, Stamina +3, Dexterity +2, Manipulation -3, Appearance 0
Shift Difficulty: 7

Lupus (Wolf)

Statistics Adjustments: Strength +1, Stamina +2, Dexterity +2, Manipulation -3
Shift Difficulty: 6

JUMPING

Type of Jump	Feet Per Success				
	Homid	Glabro	Crinos	Hispo	Lupus
Vertical	2	3	4	5	4
Horizontal	4	4	5	6	7

RENOWN CHART

Ragabash

Rank	Any Combination
1 (Cliath)	3
2 (Fostern)	7
3 (Adren)	12
4 (Athro)	17
5 (Elder)	24

Theurge

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	0	3
2 (Fostern)	1	0	5
3 (Adren)	2	1	7
4 (Athro)	4	2	9
5 (Elder)	5	3	10

Philodox

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	3	0
2 (Fostern)	1	5	1
3 (Adren)	3	7	4
4 (Athro)	3	9	7
5 (Elder)	4	10	9

Galliard

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	0	1
2 (Fostern)	4	0	3
3 (Adren)	6	1	5
4 (Athro)	8	2	6
5 (Elder)	10	3	8

Ahroun

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	1	0
2 (Fostern)	5	3	1
3 (Adren)	7	5	1
4 (Athro)	9	7	2
5 (Elder)	10	8	3

FEATS OF STRENGTH CHART

Strength Rating	Feat	Weight (pounds)
1	Snap a slender branch	40
2	Break a chair	100
3	Break down a door	250
4	Break a 2" x 4" board	400
5	Bend jail-cell bars	650
6	Carry a Gatling gun	800
7	Flip a stagecoach	900
8	Lift a horse	1000
9	Punch through a cement wall	1200
10	Pry open a Wells Fargo safe	1500
11	Lift a draft horse	2000
12	Tear the roof off a shack	3000
13	Throw a small boulder	4000
14	Punch through a jail-cell wall	5000
15	Knock over a rail car	6000

FIREFIGHT COMPLICATIONS

Complication	Difficulty
Changing action	+1
Target immobilized	-2
Long range	+1
Point-blank range	4
Target behind light cover/lying flat	+1
Target behind moderate cover	+2
Target behind good cover	+3
Target behind superior cover	+4
Targeting/shooter moving	+1
Trick shot	See "Firefight Complications"

MELEE WEAPONS TABLE

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	V
Club	4	Strength + 1	L
Bowie Knife	4	Strength + 1	C
Hand axe	5	Strength + 2	C
Barstool	7	Strength + 3	N
Cavalry saber	6	Strength + 4	L
War axe	7	Strength + 5	N
Klaive	6	Strength + 2*	C
Grand Klaive	7	Strength + 4*	L

* This is a silver weapon; Garou cannot soak this damage.

* MOVEMENT RATES CHART *

Movement	Distance (yards per turn)				
	Homid	Glabro	Crinos*	Hispo	Lupus
Walk	7	7	7 (9)	10	14
Jog	12 + Dex	12 + Dex	12 (14) + Dex	Homid x 1.5	Homid x 2
Run	20 + Dex x 3	20 + Dex x 3	20 (22) + Dex x 3	Homid x 1.5	Homid x 2

* Number in parentheses applies when quadrupedal.

DELIRIUM CHART

Willpower % of Population Reaction

1	10%	Catatonic Fear: The lights are on, but nobody's home. This person can't react in any way save to curl into a fetal position as his mind shuts down.
2	20%	Panic: This person runs for dear life, often ignoring other dangers in an effort to escape the monster he has seen. This reaction is also common for cattle, buffalo and other herd animals, leading to serious trouble with stampedes.
3	18%	Disbelief: Some people just can't handle reality. This person refuses to believe what he sees, denying the existence of Garou and reacting violently to any attempts to convince him otherwise. This can lead to bullet wounds in the Savage West.
4	15%	Loco: Driven to a state of blind, berserk fear, this person must take some sort of action. He might try jumping from a window to escape, or attack the Garou, doing his best to kill the beast before it can hurt him or his loved ones. Staging attacks with anything more than a knife is beyond this person's ability, but teeth and nails — even human ones — can still hurt a Garou...sometimes.
5	13%	Terror: Fear can be a great motivator. This person is terrified, but able to rationalize what he sees. He flees in fear but is capable of defending himself, hiding or barring doors in an effort to escape.
6	10%	Conciliatory: This person does anything, offer any prize, to avoid being hurt. Though trying very hard to remain calm, this person is on the verge of total collapse.
7	7%	Controlled Fear: This person is either naturally strong-willed or is jaded enough to be immune to the effects of the Delirium. Though still scared, she acts rationally, fighting or fleeing as seems appropriate, and is fully capable of using weapons.
8	5%	Curiosity: Some people just can't resist a good mystery, no matter how dangerous. This person actually follows the Garou, studying its actions and trying to understand how such a thing can exist. To Garou, the curious observer is often the most dangerous victim of the Delirium. The shock of sights has driven some observers to begin hunting werewolves as a profession. Fortunately, most curious observers fall victim to the Veil before learning too much about Garou.
9	1.5%	Bloodlust: Some of the bravest, most determined individuals live in the West, as do some of the most deranged and greedy. A strange creature like a werewolf could make a man rich if he could bring it down. There's no fear in this person; he wants blood or evidence and he'll do anything he can to get it.
10	.5%	No Reaction/Blasé: This individual has nerves of steel or the brains of a cactus. She displays absolutely no reaction to the Garou's appearance. If spoken to, she responds as if she sees this sort of thing every day. Nothing new here, and certainly nothing worth fretting about.

BRAWLING CHART

Maneuver	Roll	Difficulty	Damage	Actions
Bite	Dex + Brawl	5	Strength + 1*	1
Body Slam	Dex + Brawl	7	Special	1
Claw	Dex + Brawl	6	Strength + 2*	1
Grapple	Dex + Brawl	6	Strength	1
Kick	Dex + Brawl	7	Strength + 1	1
Punch	Dex + Brawl	6	Strength	1
Special Maneuvers				
Hamstring	Dex + Brawl	8	Str + Special*	1
Leaping Rake	Dex + Brawl	8	Strength + 2*	2
Taunt	Man. + Exp.	Opp. Wits + 4	None	1

* This maneuver does aggravated damage.

EXPERIENCE CHART

Trait	Cost
Attribute	current rating x 4
Ability	current rating x 2
New Ability	3
Gift	Level of Gift x 3
Gift from other breed/auspice/tribe	Level of Gift x 5
Rage	current rating
Gnosis	current rating x 2
Willpower	current rating

DIFFICULTY OF RAGE ROLLS

Difficulty	Moon Phase
8	New
7	Crescent
6	Half
5	Gibbous
4	Full

If a Garou is in Crinos form, the difficulty is automatically reduced by one.



COMBAT SUMMARY CHART

Stage One: Initiative

- Roll Wits + Alertness (difficulty 4). The winner declares her action last (after she's heard everyone else's actions) and performs hers first.
- Declare Dice Pool division if performing multiple actions.
- Declare any Rage point expenditures (maximum of character's Dexterity rating).

Stage Two: Attack

- For firearms combat, roll Dexterity + Firearms. For thrown weapons and bows, roll Dexterity + Athletics.
- For melee (with weapons), roll Dexterity + Melee.
- For brawling (without weapons), roll Dexterity + Brawl.
- For Dodge: Roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's attack successes.

Stage Three: Resolution

- Roll damage as determined by weapon or maneuver (difficulty 6). Add attack success dice to damage Dice Pools for guns.
- Soak damage: Roll Stamina (difficulty 6).

GENERAL COMPLICATIONS

- Changing Actions:** The difficulty increases by one.
- Immobilization:** The difficulty to hit an immobilized target is decreased by two.
- Stunning:** When Health Level damage exceeds Stamina rating (after soaking), the target is stunned and cannot act in the next turn (a Rage point will counter this effect).

SPIRIT COMBAT TABLE

Stage One: Initiative

- As above, spirits roll Willpower for initiative.

Stage Two: Attack

- Roll Willpower (difficulty 6) unless a Charm is being used (refer to the Charm description).
- Dodge: Willpower (difficulty 6), or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

- Roll Rage (difficulty 6); one Health Level of aggravated damage is inflicted per success (Garou can soak this with a Gnosis roll, difficulty 6); one Power point per success is lost if the target is a spirit.
- Soak damage: Spirits cannot soak damage.

