

GWB ADDENDUM: WEREWOLF THE APOCALYPSE 20th Anniversary Edition (W20)

Effective Date: 1 August 2018

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This addendum is organized into the following Sections:

- I. **ERRATA AND ADDITIONAL BOOKS**: A listing of errata and books specifically sanctioned for this genre.
- II. **CHARACTERS**: Basic rules for Apocalypse Characters.
- III. **GAROU TRIBES**: Rules pertaining to the concordiat Tribes.
- IV. **FERA BREEDS**: Rules pertaining to the Fera.
- V. **TRAITS**: Rules pertaining to Werewolf-specific Abilities, Backgrounds, Merits, Flaws, etc.
- VI. **GIFTS AND RITES**: Rules pertaining to Gifts and Rites.
- VII. **STORYTELLER RULES AND CLARIFICATIONS**: Optional rules and other settings information.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

I. ERATTA AND ADDITIONAL BOOKS

All: The National Office reserves the right to make use of the included Storyteller characters, unless otherwise noted.

† Though sanctioned for play, the history and settings in this book are not necessarily those of the chronicle.

A. W20 Book of the Wurm

B. W20 Changing Breeds: Traits and items listed are available only to the associated Breeds.

C. W20 Kinfolk: A Breed Apart

D. W20 Rage Across the World †

E. W20 Umbra: The Velvet Shadow

II. CHARACTERS

A. Background

1. Current Age

- a. **Homid**
 - i. Age 16 and under: Not sanctioned.
 - ii. Age 125 and above: High Approval.
- b. **Lupus**
 - i. Age 1 and under: Not sanctioned.
 - ii. Age 25 and above: High Approval.
- c. **Metis**
 - i. Age 4 and under: Not sanctioned.
 - ii. Age 50 and above: High Approval.

2. Age at First Change

- i. Homid after age 25: High Approval.
- ii. Lupus after age 5: High Approval.
- iii. Metis after age 15: High Approval.

3. Starting Rank

- a. **Cubs:** Characters that start as Cubs (Rank zero) are not required to select a Tribe. If a Tribe is not selected at start, it may be selected after the character's Rite of Passage; however, a Tribe cannot be selected if it includes Background requirements or limitations which the character does not meet (e.g., you cannot select the Silver Fang Tribe without any Pure Breed Traits).
- b. **Adren:** High Approval.
- c. **Athro:** High Approval.
- d. **Elder:** not sanctioned at character creation.
- e. **Lost Rank:** Characters may have lost Rank in the past, but to retain Rites, Gifts, or Renown from that lost Rank is High Approval.

4. **Starting Renown:** A character's starting Renown is the minimum amount necessary to achieve its starting Rank.

5. **Organizations**
 - a. **Ahadi** [Changing Breeds]: Reserved for the National Office.
 - b. **Beast Courts** [Changing Breeds]: Top Approval.
 - c. **Silver Pack**: Current or former membership: Top Approval.
- B. **Type**:
 1. **Kinfolk**: Approved at same level as their specific Tribe or Breed.
 2. **Lupus**: Mid Approval.
 3. **Ronin**: per antagonist character types.
 4. **Skin Dancers** (current or former): per antagonist character types.

III. GAROU TRIBES

A. Tribal Camps

1. Player characters may enter play as a member of a Camp at the same approval level to join during play (listed below).
2. Camp Gifts can only be taught to Camp members.
3. Player characters may have been a member of a Camp in the past at Low Approval, but by changing camps, you lose the benefits of the previous camp. Characters may not retain Camp Gifts from a camp to which they no longer belong.
4. **Fang Breakers**: per antagonist character types.

B. Black Fury

1. **Males**: must be Metis; High Approval.
2. **Camps**
 - a. **Temple of Artemis**: High Approval.

C. Black Spiral Dancers (current or former): per antagonist character types.

D. Bone Gnawer

1. **Camps**
 - a. **Man Eaters**: per antagonist character types.

E. Bunyip: Reserved for the National Office.

F. Children of Gaia

1. **Camps**
 - a. **Aethera Inamorata**: High Approval.
 - b. **Bringers of Eternal Peace**: per antagonist character types.
 - c. **Seekers of the Lost Tribes**: High Approval.

G. Croatan: Reserved for the National Office.

H. Fianna

1. **Camps**
 - a. **Mother's Fundamentalists**: per antagonist character types.
 - b. **Tuatha de Fionn**: High Approval.

I. Get of Fenris

1. **Camps**
 - a. **The Glorious Fist of Wotan**: Lupus only; High Approval.
 - b. **The Hand of Tyr**: High Approval.
 - c. **Mjolnir's Thunder**: High Approval.
 - d. **Swords of Heimdall**: per antagonist character types.
 - e. **Valkyria of Freya**: Female only.

J. Glass Walker

1. **Lupus**: High Approval.
2. **Camps**
 - a. **Cyber Dogs**: High Approval.
 - b. **Dies Ultimae**: High Approval.
 - c. **Mechanical Awakening**: Reserved for the National Office.
 - d. **Wise Guys**: Mid Approval.

K. Red Talons

1. **Homid**: Top Approval.
2. **Camps**
 - a. **Dying Cubs**: High Approval.
 - b. **Kucha Ekundu**: Top Approval.
 - c. **Logde of the Predator Kings**: Lupus only; per antagonist character types.

L. Shadow Lords

1. Camps

- a. **Bringers of Light:** High Approval.
- b. **Judges of Doom:** Philodox only; High Approval.
- c. **The Masks:** Reserved for the National Office.
- d. **Revolutionary Guard:** High Approval.
- e. **Society of Nidhogg:** Reserved for the National Office.

M. Silent Striders

1. Camps

- a. **Bitter Hex:** High Approval.
- b. **Eaters of the Dead:** per antagonist character types.

N. Silver Fangs

1. Houses

- a. Joining a House based outside your geographical area: High Approval.
- b. **House Austere Howl:** Australia is considered part of this house's geographical area.

2. Lodges

- a. **Moon Lodge:** High Approval for Ahrouns and Philodox.
- b. **Sun Lodge:** High Approval for Galliards and Theurges.

3. Camps

- a. **The Gray Raptors:** High Approval.
- b. **The Ivory Priesthood:** Theurge only; High Approval.
- c. **Masters of the Seal:** High Approval.

O. Stargazers

1. Camps

- a. **Ana-gamin:** Reserved for the National Office.
- b. **The Metastatic Birth:** per antagonist character types.
- c. **Ouroboreans:** High Approval.

P. Uktena

1. Camps

- a. **Path Dancers:** High Approval.
- b. **Society of the Bitter Frost:** per antagonist character types.
- c. **Wyld Children:** High Approval.

Q. Wendigo

1. Camps

- a. **The Secret Hoop:** per antagonist character types.

R. White Howlers: Reserved for the National Office.

IV. FERA BREEDS

- A. **Ajaba:** High Approval.
- B. **Ananasi:** High Approval.
- C. **Bastet:** High Approval
- D. **Camazotz** [Changing Breeds]: Not sanctioned.
- E. **Corax:** High Approval.
- F. **Gurahl:** High Approval.
- G. **Grondr** [Changing Breeds]: Not sanctioned.
- H. **Kitsune:** High Approval.
- I. **Mokolé:** High Approval.
- J. **Nagah:** High Approval.
- K. **Nuwisha:** High Approval.
- L. **Ratkin:** High Approval.
- M. **Rokea:** High Approval.
- N. **Yeren** [Book of the Wyrm]: per antagonist character types.

V. TRAITS

A. Abilities

1. **Intuition** [Kinfolk]: Kinfolk only.

B. Backgrounds

1. **Discouraged Backgrounds:** High Approval.

2. **Restricted Backgrounds:** Not sanctioned.
 3. **Equipment** [Kinfolk]: Items provided by this Merit remain subject to the Universal approval levels for firearms, explosives, and vehicles.
 4. **Fetish**
 - a. ● to ●●●: Low Approval
 - b. ●●●● or ●●●●●: High Approval
 - c. ●●●●● ●+: Not sanctioned.
 - d. Wyrms fetishes: per antagonist character types, and only for use by such characters.
 - e. Custom fetishes are not sanctioned at this time.
 5. **Mentor:** Mentors will not teach out-of-Tribe Gifts. Learning a Gift from a mentor includes all the disadvantages of learning Gifts from another Garou. Mentors can teach Rites of the same level as the Gifts they can teach.
 6. **Mnesis** [Changing Breeds]: High Approval.
 7. **Pack Status** [Rage Across the World]: this pooled Background does not cost XP.
 - a. **Approval:**
 - i. ● to ●●●: Low Approval
 - ii. ●●●●: High Approval, with at least 1/3rd of sept packs in support.
 - iii. ●●●●●: High Approval, with at least 2/3^{rds} of sept packs in support.
 - b. **Stripping:**
 - i. ● (expulsion): Mid Approval, with unanimity of sept packs.
 - ii. ●● or ●●●: Mid Approval, with at least 2/3^{rds} of sept packs in support.
 - iii. ●●●● or ●●●●●: High Approval, with at least 1/3rd of sept packs in support.
 8. **Pure Breed**
 - a. **Approval:**
 - i. ● or ●●: Low Approval
 - ii. ●●● or ●●●●: High Approval.
 - iii. ●●●●●: Top Approval.
 9. **Rite:**
 - a. Advancing in Rites during play is done with the Master of the Rite's supervision. Characters that attempt to learn Rites that the Master of the Rite has not approved result in a loss of Wisdom Renown.
 - b. Characters that attempt to learn Rites above their rank result in a loss of Wisdom Renown.
 10. **Sable:** Ronin only.
 11. **Secrets** [Changing Breeds]: The secrets known are determined by the ST (with approvals as appropriate per Universal Addendum section III and areas of ST authority).
 12. **Sept Status** [Rage Across the World]: this Background does not cost XP.
 - a. **Approval:**
 - i. ● to ●●●: Low Approval
 - ii. ●●●●: High Approval, with at least 1/3rd of sept members in support.
 - iii. ●●●●●: High Approval, with at least 2/3^{rds} of sept members in support.
 - b. **Stripping:**
 - i. ● (expulsion): Mid Approval, with unanimity of sept members.
 - ii. ●● or ●●●: Mid Approval, with at least 2/3^{rds} of sept members in support.
 - iii. ●●●● or ●●●●●: High Approval, with at least 1/3rd of sept members in support.
 13. **Wallow** [Changing Breeds]:
 - a. **Approval:**
 - i. ● to ●●●: Low Approval
 - ii. ●●●● or ●●●●●: Mid Approval.
- C. Merits & Flaws**
1. **Tribal Merits and Flaws:** These can only be taken by members of the appropriate Tribe.
 2. **Immune to Wyrms Emanations:** High Approval.
 3. **Metamorph:** High Approval.
 4. **Notable Heritage:** High Approval.
 5. **Step Sideways** [Changing Breeds]: High Approval (Low Approval for Swara).
 6. **Supernatural Companion:** High Approval.
 7. **Taint of Corruption:** High Approval.
 8. **Umbral Affinity** [Changing Breeds]: High Approval.

D. Renown

1. **Earning Renown:** Increasing permanent Renown requires either the Rite of Accomplishment or successful challenge of an elder.

VI. GIFTS AND RITES

A. Gifts

1. **General**
 - a. **Out-of-Tribe Gift:** High Approval. Requires vouching to the teacher by an Athro or higher for Level One, Two, or Three Gifts, or by an Elder for Level Four or Five Gifts.
 - b. **Out-of-Breed/Auspice Gift:** Not sanctioned.
 - c. **Level Six Gifts:** Top Approval.
 - d. **Wurm Gifts:** per antagonist character types.
2. **Gifts Affected by the Addendum**
 - a. **Epidemic Contagion:** Each use is Top Approval.
 - b. **Gaia's Breath:** Top Approval.
 - c. **Ghost Danae:** High Approval.
 - d. **Shadow Walk:** Each use is High Approval

B. Rites

1. **General**
 - a. **Ahadi Rites:** Top Approval.
 - b. **Wurm Rites:** per antagonist character types.
2. **Rites Affected by the Addendum**
 - a. **Rite of Dancing:** High Approval.
 - b. **Rite of the Fetish Egg:** High Approval.
 - c. **Rite of Fighting the Death Bear:** Top Approval.
 - d. **Rite of Memory Theft:** High Approval.
 - e. **Rite of Sacred Rebirth:** per antagonist character types.
 - f. **Sing Back the Dead:** Top Approval both to learn and per use.

VII. STORYTELLER RULES AND CLARIFICATIONS

A. Optional Rules:

1. **Werewolf the Apocalypse 20th Anniversary Edition**
 - a. Extras (p254).
 - b. Merits and Flaws (p471).
 - c. Pack Initiative (p267).
 - d. Renown for Kinfolk (p385): see expanded chart in **Kinfolk: A Breed Apart** (p62).
2. **Kinfolk: A Breed Apart**
 - a. Kinfolk Numina (p58): High Approval.
3. **Rage Across the World**
 - a. Pack Status (p22).
 - b. Sept Status (p23).

- B. **Caerns:** Each city (domain) may have one Caern of rank one, two, or three without need of any additional approval. High Approval is required for a city to have a rank four Caern, or a second Caern. Top Approval is required for a city to have a rank five Caern, or three or more Caerns.