



Werewolf Players Guide (Werewolf - the Apocalypse)

By Matt Wagner

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A book teeming with new information on Garou, including details about pack structure, moots and the mysteries of each tribe. Other shapeshifters are introduced, from allied wereravens to hostile werecats. Includes new Gifts, rites, fetishes, talents and totems, character Traits such as Merits and Flaws and essays on storytelling in the game of savage horror.

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