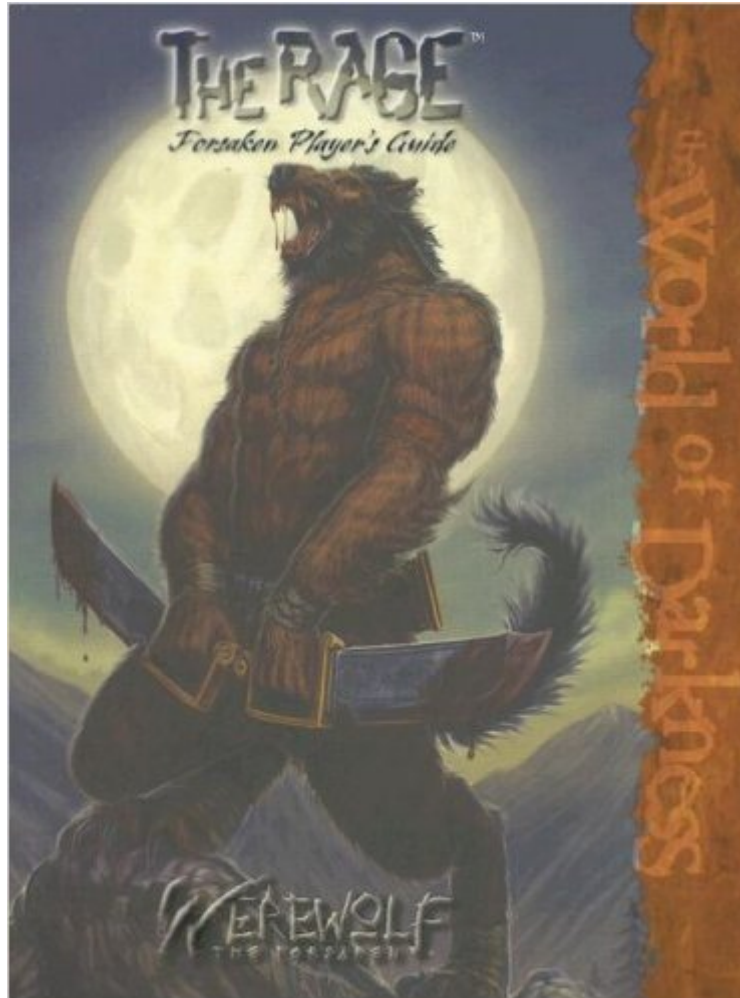


The book was found

Werewolf The Rage (PG) (Werewolf: The Forsaken)



Synopsis

The Savage Fury Unleashed The Forsaken have been pushed to the wall by their enemies. Now they push back. The tribes share their deadliest secrets with one another. Their packs teach one another the secrets of striking first and hardest. Around the world, the Forsaken reclaim what is theirs. Will you join them? A Character Book for Werewolf: The Forsaken

- An in-depth look at the tribes and tribe-less of the Forsaken, from their history and traditions to their weapons of war
- Numerous new options for character development, from new Merits and Gifts to a more detailed explanation of Harmony and pack tactics
- Information on playing the Forsaken at a larger scale, from pack alliances to details on Forsaken culture and concerns around the world

The Rage: Forsaken Player's Guide is a 220 page hardcover supplement for the World of Darkness game Werewolf: The Forsaken.

Book Information

Series: Werewolf: The Forsaken

Hardcover: 220 pages

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Product Dimensions: 8.3 x 0.8 x 10.9 inches

Shipping Weight: 2 pounds

Average Customer Review: 5.0 out of 5 stars See all reviews (4 customer reviews)

Best Sellers Rank: #453,897 in Books (See Top 100 in Books) #6 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #56 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

One thing that amazes me is the quality of supplements for Werewolf: the Forsaken. Pretty much everything released thus far has added depth and value to my games, and this one is no exception. Billed as the 'player's guide' for Werewolf, this book delivers exactly what it promises. The first part of the book goes into detail about each of the five Tribes of the Moon, exploring their individual culture, history, Auspice roles, and views on Renown, Harmony and Primal-Urge, as well as giving some sample story hooks. It has everything from mention of Blood Talon warriors who rode with the Mongols, to the roles assigned to Bone Shadow Irraka, to the Iron Master tradition of wearing

decorations in their fur. And so much more. This is all stuff that expands upon and compliments what was written in the core book. There's also a section on Ghost Wolves, explaining how and why Uratha choose the path, what their lives are like, and most intriguingly, options for STs to create a new 'sixth Tribe', with a few sample 'Tribes' included for good measure. Of course, as with everything else in the nWoD, this is all purely optional and STs can feel free to use or discard it as they see fit. The next chapter is named Meat, appropriately enough, and contains just that. It's full of optional new Merits, Flaws, Gifts, Rites, Fetishes and Talents. Tooth and Claw, a new Fighting Style Merit, is introduced, and each Tribe gets a new Gift list, as well as suggestions for further Gifts (though it's recommended the ST be careful to keep things balanced). I found the Weakness and Information Gifts especially intriguing, but there's almost a dozen to choose from! There's also examination of Harmony and, most importantly, pack structure, including new rules for using pack tactics!

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