

MES Werewolf the Forsaken Addendum: Appendix 1
Wolf Blooded Family Creation Guide
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Basic Creation Guidelines

1. Decide the theme of your family. Where did they come from? Do they know about the People? Are they attached to a particular Tribe? How often does one of them become a werewolf?
2. Choose a family name
3. Choose a benefit for your family. It may be a one or two free merits, discounted merits, or skill specialties.
4. Choose a flaw - this can be an actual Flaw, a mild derangement, higher costs for merits, or loss of 10 again on certain draws.

Approved Families

The Family Black (Player Created)

Known Surnames

Black, Blaca, Blake, Blanc, Duff, Blackwell, Blackgate, etc.

Typical Auspices

Irraka and Cahalith are the most common, though Elodoth make up a small number. Ithaeur and especially Rahu are rare.

Typical Tribes

Almost all of the Blacks gravitate towards the Iron Masters. Some small outliers join the Bone Shadows and Hunters in Darkness.

Typical Coalitions

Almost all Blacks are members of the Word Keepers, with some members of the Disaffected or Lunar Consulate.

Family History/Themes

While the personal interpretation can vary from family branch to family branch, the members generally see political and intellectual advancement as the primary goal. For the Blacks, though the Oath may remain unchanged, the

world around werewolves changes daily and the family long ago decided it was better to shape that direction than be unwillingly dragged along by the flow of time. As such, family members are far more likely to be inventors, philosophers, or artisans than fighters. While typically only 1 or 2 in every 10 children will go on to experience the first change, ignorance is considered the ultimate sin within the family, resulting in nearly, if not all, wolf-blood members being aware of the World of Darkness. Those that do change are by a large majority members of the Iron Masters, though exceptions do occasionally occur and, in the name of the grand experiment that is progress, are rarely discouraged by the family. Many tribes outside the Iron Masters may be wary of initiating a family member, however. Withholding knowledge that is asked for by another family member in the name of progress is considered a sin within the family, making the maintenance of tribe secrets a highly questionable thing between close family members.

Originating in renaissance England (rumored, in fact to be distant relatives of Sir Thomas More himself), the family has longed considered themselves revolutionaries and innovators. The first branches of the family came over to North America during the endeavours of Queen Elizabeth I to establish a permanent English settlement in present-day North Carolina. The insistent drive for exploration and knowledge served the family well, as the Black ancestors soon pushed further inland, giving into the call of mapping the new land over setting up hearth and home. This allowed them to be one of the few families for that voyage to still be accounted for from the lost Roanoke Colony.

Following this unintended narrow escape, the Blacks spread across North and South America, members of the family often among the first to expand into a new territory or try a new form of industry as the industrial revolution fully hit the America's. Thus, though the family as a whole doesn't see itself as noble or hold any shared wealth, several branches of the family have been wealthy since an ancestor struck it rich in the gold rush or made a fortune in railroads or the textile trade (or, in some cases, since the original importing of Tobacco to Europe). Not every branch is as fortunate, however, with many still in financial ruin ever since Grandpa spent every last dime on his latest invention that he could just never get to work or on a political campaign that he could never seem to win. Family members acting as eternal students, and thus spending a life accumulating great deals of knowledge with an equal amount of debt along with it, is also not terribly uncommon in the modern era.

While individual bloodlines tend to keep a good account of direct descendants (think family bibles handed down with the direct bloodline tree kept up to date in the back cover), following the immigration to the America's much of 'extended family' connections were lost. Some members may go on ancestral pilgrimages to England to visit the original seat of the Blacks in Dartford, where a few members of the family still remain, but a full listing of

every Black member is non-existent. Typically, if someone claims to be kin and upholds the intellectual ideals of the family, their belonging is seldom questioned..

Mechanical Advantage

The Blacks received Trained Observer at three dots for free, Good Time Management for free [regardless of meeting prerequisites], Trained Memory for free, and Meditative Mind for free.

Family Weakness

Due to their focus on mental and social aspects, all Blacks gain the 'Flaw: Impossible Standard' from *Ventrue: Lords of the Damned*, pg. 107.

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Blackhawk Family (Player Created)

Known Surnames

None

History Theme

The family does not hail themselves from a single tribe but from many. While they tend to be more Ithaeur they do deviate to others. The start came when the Europeans started to come over on boats. The first fears came when the realization came that they did not respect the way the Indians did. The Blackhawk family were ones who were willing to do battle for the spirits and keep them well fed. They started to draw a bargain with the spirits. They would watch the wolf blooded and in return the werewolves would help protect the spirits and grow them. Through their efforts the fears the spirits had only increased when the Black Hawk family would be wiped out in an area. Once the native Americans were not wiped out and were pressed into American society they were treated as second class citizens but they were pressed into jobs like accountants and other such jobs as it seems they were blessed when they were wolf blooded. Once equal rights were called they were brought in and able to own properties. The werewolves seem to slowly build communities with spirits while the wolf blooded build their small communities in support.

Family Benefit

For Uratha: Half cost for Spirit Chambers, Fighting style (like pack tactics), and Retainers (specifically wolf blooded).

For Wolf blooded: Half cost for Retainers, Allies and Resources.

Family Flaw

Spirit Kings are well known by spirits. They may come and ask them for things at any time or at least the spirits believe so. If a spirit king does not spend time around spirits once a month (ie one down time a month must be devoted to them) or they start to take a -2 to all their actions as things seem to fall apart until they spend a downtime interacting with them (-2 per month, up to a -5). For the wolf blooded they have to have interactions with at least 1 non uratha per month and do something with their community. IF they do not they suffer a -2 as all their actions seem to fall apart (-2 per month, up to a -5).

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Corvus Family (Player Created)

Known Surnames

Crowe, Crow, Croe

History Theme

Corvus family settles in Polk City Iowa. The first ancestor, Clinton Corvus, to be turned begins line after the Civil War. It is in battle that he is turned. The family pack with the Crows and his court is established. As part of agreement. Members of the family have to protect the court and become warriors of the earth.

Corvus Family - The family originates from England. The ancestor was born in the America's and fought in the civil war for the north. This family had strong ties to this countries founders and truly believed in the American Way. Consider themselves Noble. Head of Corvus Family: Paul Corvus.

O'Mally Family - The family originates from Ireland. Moved to the America's after the potato Famine seeking the American Dream. They take their culture and drinking very seriously. Most members of this family are in Law enforcement. They party hard, but follow the rules. Order and Justice are their creed. Head of the O'Mally Clan: Thomas O'Mally.

Stone Family - This family originates from South America. They were the slaves of the Corvus Family but were set free after the civil war. In order to prove they were Equals the Corvus family made them Clan leaders. They have deep ties that run back from the beginning. Most members practice Voodoo and other supernatural cultures. Tend to give off Bad Vibes when upset or angered. Head of the Stone Clan: Lindsey Stone.

Johnson Family - This family comes from England as well. They showed up sometime in the 1900s. The family values education and a majority of their

leaders are teachers, and researchers. They seek knowledge and wisdom of all else. Very Intelligent. Head of the Johnson Clan: Baker Johnson.

Rigley Family - A mix of multiple cultures including Russian and Jewish backgrounds. The family consist of accountants and bankers. They handle a majority of family fiances that help in allocating funds when necessary. Known to be cheap and frugal with their money. Head of the Rigley Clan: Marilyn Rigely.

Family Benefit

Due to the families close connection the Spirits and the Shadow Realm, all members of the family have Luxury 00 and Occult Specialty (Spirits).

Family Flaw

Notoriety Flaw – The Family Business is something that comes with being part of it. Even if you disowned yourself, it keeps creeping along. You can either stand up and accept who you are or run away...either way The Family name carries itself forward. You have to work harder than others to overcome this problem.

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Ivanoff Family (Player Created)

Known Surnames

Ivanoff, Mikhailovich, Ivarsen, Tsukino, Norling, Angaiak, North

History Theme

The Ivanoff line started with a Russian Storm Lord who was part of Vitus Bering's crew when it first sailed to Alaska and claimed it for the Tsar. The Storm Lord, an Irraka named Mikhail Ivanoff, liked what he saw in both the harsh beauty of Alaska and a comely Aleut girl he met during Bering's first contact with the Alaska Natives. Ivanoff stayed and he his new wife began to be fruitful and multiply. Over the generations the Ivanoffs have become a culturally diverse group interbreeding with indigenous Alaska Natives, Russian settlers, Norwegian fisherman and Japanese fortune seekers. The Uratha seed has stayed strong in the family and most continue to join the Imnir after their First Changes. The Ivanoffs have spread across the Western part of North America but their stronghold continues to be Alaska and the Pacific Northwest.

Associated Tribe(s):

Storm Lords

Common Locales

Alaska, Pacific Northwest, Western US and Canada

Family Traits

Ivanoffs tend to have dark hair and grey eyes regardless of their ethnic mix. They are a hardy and robust people, skinny Ivanoffs are unheard of. Ivanoffs have a reputation for being pig-headed contrarians, telling one they can't do something is almost a guarantee that they will do it.

Family Benefit

Ivanoffs gain the Quick Healer and Iron Stomach Merits for free.

Family Flaw

Members of the family all suffer from the Irrational Defiance derangement (Ventrue: Lords of the Damned p. 108).

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Ketiwa Family (NST Created)

Known Surnames

Ketiwa, Eagle, Storm, Wolf

History Theme

Fox/Sauk Native American Tribal Family, Several off-shoots exist since all of the movement that has transpired and has pervaded itself into Familial Tribes throughout North America and even individuals who have found their way into other regions with Shamanism. Wolf-blooded of the family have been known Practitioners of the Shaman Tradition.

Family Benefit

Due to the families close connection the Spirits and the Shadow Realm, all members of the family have Ephemeral Reckoning OOOO and Occult Specialty (Spirits) **for free**.

Family Flaw

Shadow Addiction [Book of Spirits (Pg 111)]- the families bond to the shadow is such that even if they no longer suffer withdrawal symptoms, the flaw does not end. Those who change find that its only been an extension of what they've always been, part of both worlds.

Makarov Family (NST Created)

Known Surnames

Markov, Maximov, Makarov, Asimov, Lavrov

History Theme

A Russian Storm Lord family. The Makarovs were primarily in Russia until the 1800s, when they began to spread into other areas. They found themselves spreading throughout Eastern Europe. When more and more immigration began to occur, families began moving to the United States. When they began to come over they brought with them the ideals of Family, Honor, and Loyalty. They also brought with them their leadership and know-how with dealing with both sides of the world, both sides of the law, and both sides of the Gauntlet.

Family Benefit

All members of the family have Luxury OO, get -1 xp **per dot** on Territory, **Resources** and Retainer merits

Family Flaw

Notoriety Flaw - The Family Business is something that comes with being part of it. Even if you disowned yourself, it keeps creeping along. You can either stand up and accept who you are or run away...either way The Family name carries itself forward. You have to work harder than others to overcome this problem.

Redfield Family (Player Created)

Known Surnames

Redwoods, Bumpkins, Ferals, Fangs

History Theme

The Redfield family itself is said to have developed from the first French fur trappers to come to northern Michigan. Mating with local Ojibwa and Crow women they produced half breed children, and some even settled down and made families. A mix of country bumpkin and native spiritualist they developed in the back roads of America, the deep wildernesses and cabin communities. At first it was easy. America was young and untamed, the wilds holding endless possibilities for the family. It could even be said that the age of expansion was their golden age, providing the family the chance to spread and grow until dozens of independent branches existed all over the country. But, the wilderness grows thinner and thinner, and the law begins to make the lifestyle of the family illegal or immoral. So, the family dwindles, holding out in pockets across the country, each working to stay hidden another year, to maintain their life, and to create more Uratha for the Forsaken cause.

Lifestyle

Living off the land in basic cabins and homes they live like wolves from birth. Learning to fight, track, survive and breed as a wolf. Few members of the family are trained in dealing with the outside world so they may be the ambassadors to it, further education only occurring when it becomes clear one is about to change, and hence will need some knowledge of how to survive in the increasingly human dominated world. Here those who are wolf kin live in full knowledge and harmony with their Uratha family, marriages seldom leaving the family save for a few outsiders brought in every generation. Fiercely tight knit members of this family favor loyalty and simplicity over everything. For this reason any area which hosts a Redfield Uratha is likely to somewhere host a Redfield commune, the Uratha seldom going far from their home commune.

Family Benefit

Due to this families close connection with the wilderness and with each other each receive a reduced -1 xp per dot to the cost of the following merits: Allies (Redfield Family), Holistic Awareness, Iron Stomach, Mentor (Family members only), Outdoorsman.

Family Flaw

Those within the family find relating to those outside the family rather difficult, hampering any progress they make toward establishing outside friends by nature of their animalistic tendencies. All members of the family must spend an additional 1xp for the following merits: Contacts, Allies (Groups outside the family), Retainer, Resources, Mentor (Non-Family Members).

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Sampson Family (ST Created)

Known Surnames

Sampson, Miyamura, Marquez

History Theme

The descendents of John Leslie Sampson, an Iron Master Rahu, seem to follow in his own lusty footsteps, gladly breeding with anyone, regardless of ethnic origin. The family is a hodgepodge of Anglo, Black, Hispanic, and various Native American tribes, with the first generation of Asian influx becoming active now. The Sampsons gleefully adopt any cultural traditions that strike their fancy, and their family gatherings are often maddening and confusing to outsiders. The current matriarch of the family is Ma Sampson, a

daughter of John Leslie, rumored to be over 150 years old. Most Sampson Uratha join the Iron Masters, Blood Talons, or Bone Shadows (Bone Shadow Sampsons are usually regarded as a bit...strange, and considered downers at parties). The Sampsons have a virtual lock on Albuquerque, NM, controlling more territory than any other family there, but have little influence outside the major metropolitan area (Albuquerque to Santa Fe).

The Sampsons are relatively new, being the result of an Anglo newcomer, John Leslie Sampson, marrying into the original Pueblo family in 1825. The Pueblo family (whose name is now largely forgotten) was almost extinct at that point, and Sampson brought new blood to it, causing it to spring back to great numbers within two generations. All current members of that family now descend directly from Sampson.

Family Benefit

Given the degree to which the Sampsons have immersed themselves into human society, they pay half xp for the Allies, Contacts, and Status merits (non-supernatural only).

Family Flaw

Inferiority Complex - Sampsons generally feel they have something to prove, and have difficulty turning down challenges. A Sampson must succeed on a Resolve + Composure test to avoid accepting any dare or challenge that isn't obviously suicidal.

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Traveller Family (NST Created)

Known Surnames

O'Conner, O'Connell, Conner, Conway, Traveller

History Theme

A collection of immigrant families that split off from their ancestral roots nearly a thousand years ago make up the bulk of this group. It is not unheard of for outsiders to join the family through marriage, but one primary thing remains true to the different groups that are slowly moving about America...they are tight knit and woe to those who inspire hatred in them. The majority of them do speak English, but a fair portion of them also know their own travelling Cant. It is not unusual to find a large group of them joining up with travelling road shows, circuses and similar events. They are private about how many there are and whom they are connected to. No wonder the Uratha found them helpful with keeping the Herd from knowing.

Family Benefit

Travellers get a cost break of -1 xp **per dot** on the following: Languages, Allies, Contacts, Anonymity and Well Travelled.

Family Flaw

Without exception, all Travellers suffer (or embrace, depending on who you ask), the Derangement of Wanderlust. this Derangement can be found in Changeling: the Lost. in Wolfbloods, it can not advance past this stage. Werewolves can potentially suffer "Hisil-Calling", A Severe Derangement similar to "Hedge-Calling" [Changeling: The Lost Pg 215] if they are subject to Harmony loss and Degeneration. It is not possible to overcome the Wanderlust, regardless of Harmony or Morality level.