Analysis of Garou Statistics in Werewolf: the Apocalypse

There's a wealth of characters drawn up in Werewolf: the Apocalypse, from the template characters at the end of every tribebook to the movers and shakers in "Rage Across" titles. I became interested in what exactly these characters said about the writers' perceptions of various groups. Thereafter I set about assembling data on every Garou I could find statted throughout the game's long life, from first edition on through W20. It allowed me to examine the demographics of characters brought to life, as well as their average stats.

What follows are examinations of the demographics and stats of major character types - gender (female and male - I could find no firmly nonbinary characters), breed, auspice and tribe. Demographics are basically raw, all characters I could find that were written up and weren't duplicates (i.e. a later-edition stat block of the same character) are included. The stat averages themselves are weighted to account for different rank distributions in different groups (i.e. how Bone Gnawer NPCs tend to be lower ranks on average than the Silver Fangs).

The vast majority of this project will be of interest to those who like data, but the section on ranks has a more practical use - giving guidance to making higher-ranking NPCs for your stories. If that's what interests you, navigate to the "Building Veterans" section and proceed from there!

Template Character Demographics

The original version of this project folded template characters into the general population of actual NPCs, but I've ultimately decided to grant them their own examination simply because their situation is so different. Template characters, for those familiar, are those playable characters offered at the end of tribebooks (among a few other locations). Unlike NPCs in Rage Across books and so on, these are not characters designed to be useful to a Storyteller in a chronicle. Instead, they are designed to inspire a desire to play, and illustrate the variety within a tribe. They also were made as sets with rules - not ironclad rules, but rules nonetheless.

The general rules for these sets are as follows:

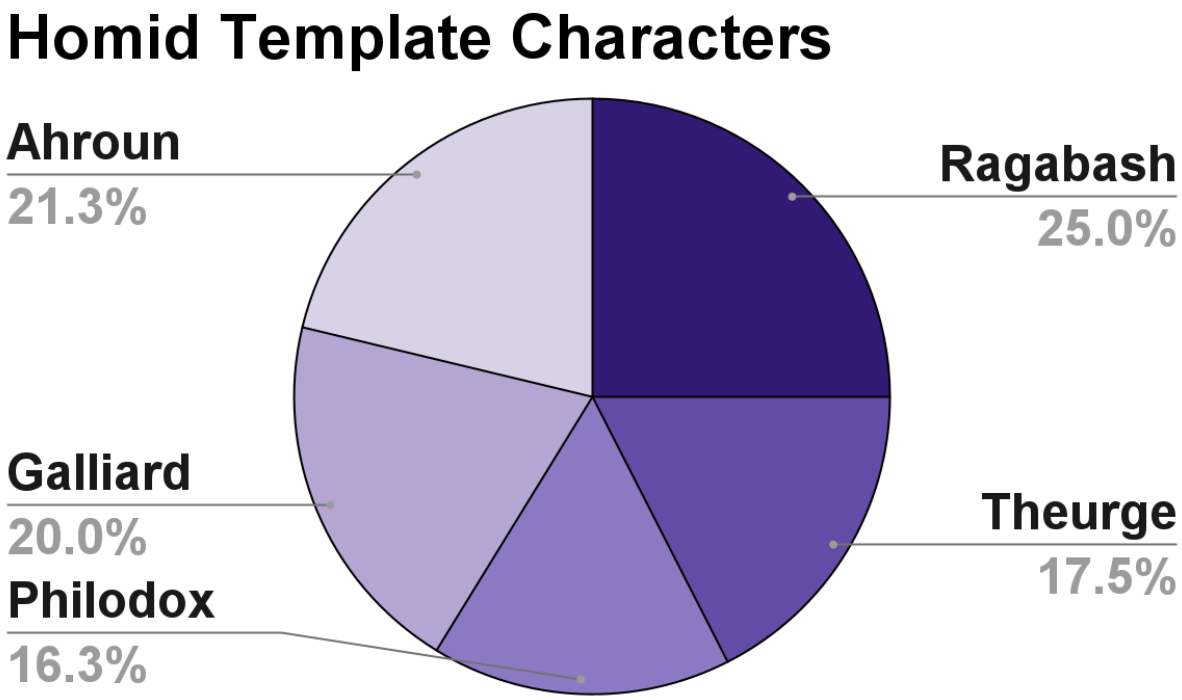
1. They are nigh-universally created in a set of five with each of the auspices represented.
2. They tend largely to be created with three homids, one crinos-born, and one lupus.
3. The majority of sets are monotribal as they come from the back of tribe books.
4. They are always (at least in the original English versions) written about in the second-person, typically leaving them with no clear "intended" gender beyond what is implied by the art (provided they are depicted in Homid or Glabro). Precious few have definitive references to the character's gender directly (e.g. by mentioning the character growing into a young woman).

Exceptions to the above rules are as follows:

- Outcasts: A Players Guide to Pariahs covers outsider characters of various splats, and so only has room to offer two werewolves - a homid Ragabash (of Stargazer stock) and a crinos-born Theurge (of Fianna origins).
- Rite of Passage follows the rules regarding auspices and breeds, but is not beholden to any tribe and so chooses a smattering - one Child of Gaia, one Get of Fenris, one Glass Walker, one Shadow Lord and one Older Brother.
- Tribebook: Bone Gnawers Revised, for whatever reason, has only two homids, one crinos-born and *two* lupus - though one of the lupus is arguably written more as a traumatized homid than a proper lupus.
- The original Tribebook: Glass Walkers and Tribebook: Shadow Lords both chose to eschew their allotment of one lupus to create another homid character. The Revised versions went with the usual loadout.
- Unsurprisingly the Red Talons tribebooks do not follow the breed standards. Tribebook: Red Talons went for one crinos-born and four lupus while Tribebook: Red Talons Revised went flush with lupus.
- Tribebook: Stargazers and Tribebook: W****** Revised both swapped their allotted crinos-born out for a second lupus.
- Ways of the Wolf understandably went for five lupus. Unbeholden to any tribes, it went for a Child of Gaia, a Fianna, a Younger Brother, a Red Talon, and a Shadow Lord.

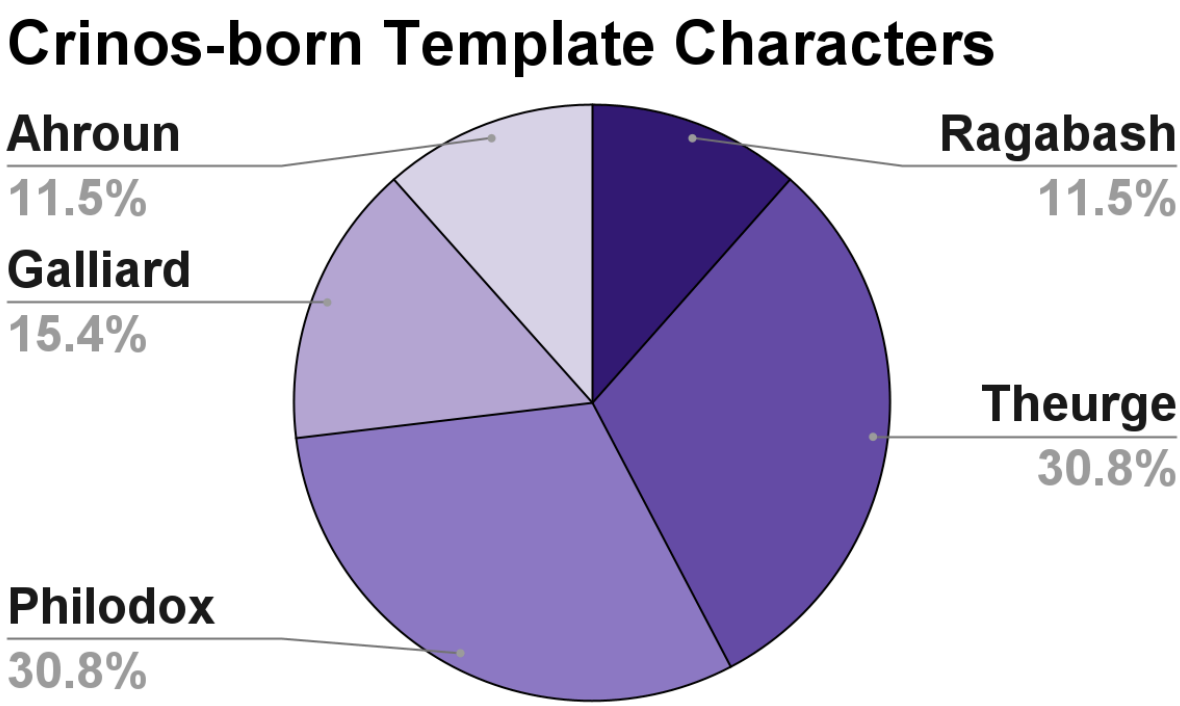
Even with these exceptions, the data is fairly regular. Of 147 template characters, 80 are homid (54%), 26 are crinos-born (18%) and 41 are lupus (28%). This is a little off from the 60%-20%-20% "ideal" spread but not tremendously so. So, given that things are so regular and predictable, is there any information to be drawn from the demographics of the template characters? Given that gender isn't an avenue here, nor is tribe really (given how equally the tribes are distributed through the templates), that leaves us with distribution of breeds through the auspices.

Homid



Given that each auspice “should” be at about 20% if things were distributed equally, and indeed Ahroun and Galliard hover around there for homids, others diverge further. Theurge representation is a little low, and Philodox even more so - and their difference seems to have been shunted to Ragabash. If I had to hazard a guess, I would say that the deficiency of Philodox and Theurge here is a symptom of something we will see in the Crinos-born section. That the difference is made up almost exclusively in Ragabash is of note however. Perhaps authors find it easier to write human-born werewolves taking up the New Moon role, particularly as tricksters and defiers of tradition.

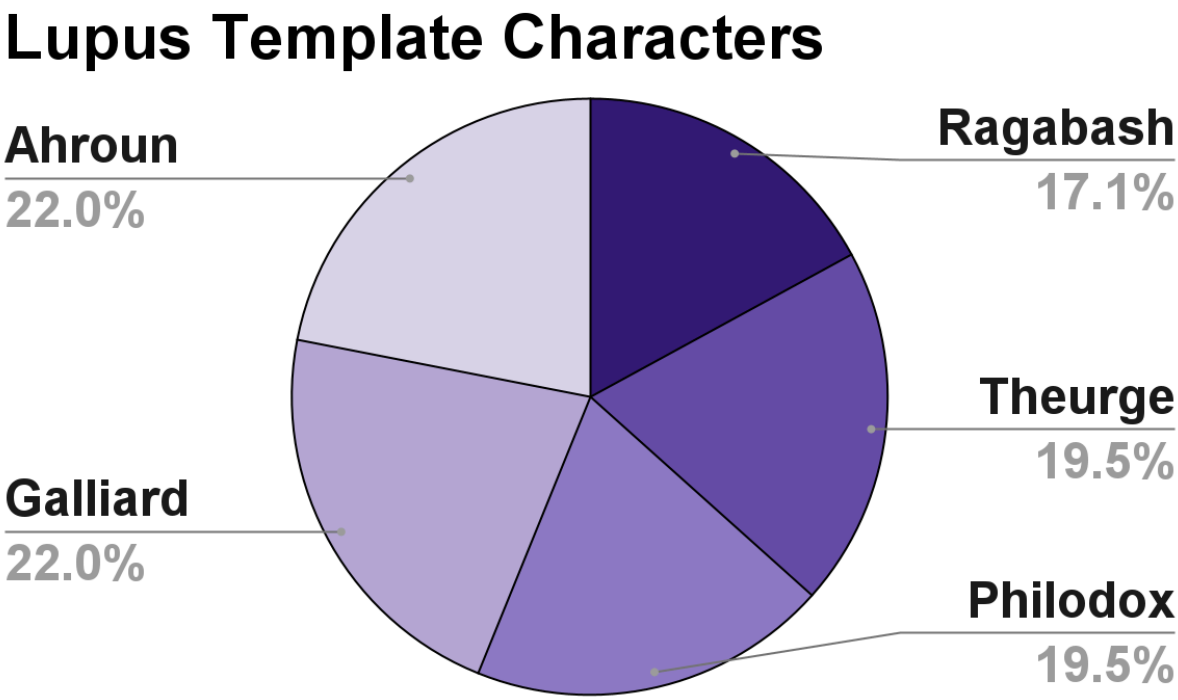
Crinos-born



Crinos-born are where we can truly see divergence from the 20% even spread one might anticipate. Theurge and Philodox are nearly 3 times as common as Ahroun and Ragabash, and Galliards fare scarcely any better than the New and Full Moons.

I believe that the implementation of Crinos-born as Theurges and Philodox is the single biggest driver of imbalance among template characters as a whole, and the most deliberate choice made. An outsider with a disability is a common trope for more mystic characters, and so an easy slot for Theurges. And Philodox, as the auspice of balance, seem an obvious fit with the Crinos-born who walk the line between human and wolf while truly being neither.

Lupus



Lupus, like homid, is not terribly off-balance. There is a slight deficiency in Theurge and Philodox owing to the crinos-born tendency noted last section. Ragabash lags further, likely for the reason hypothesized in the section on homids (i.e. that many authors found it easier to create trickster and tradition-defying homids than lupus). This leaves a slight tendency toward Galliard and Ahroun that is most likely just a symptom of the frequency with which homids and crinos-born take up the first three auspices.

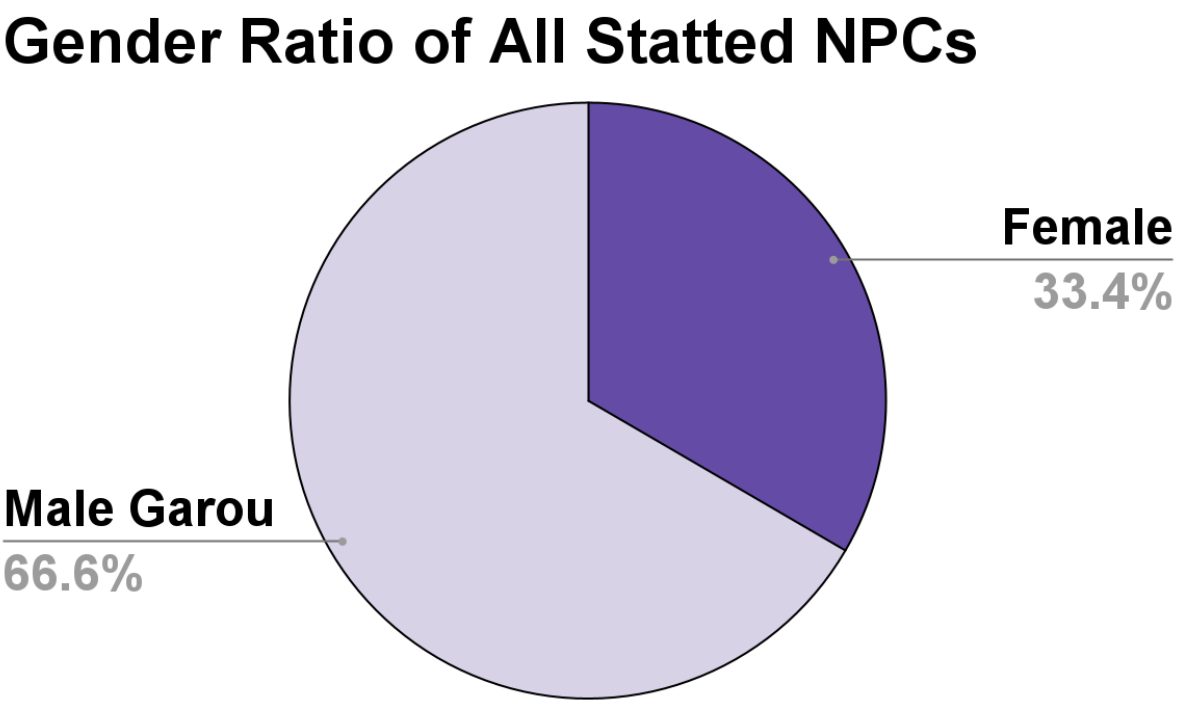
NPC Demographics

If Template characters are made for players, NPCs are made for Storytellers - tools to be used in a campaign. This is a slight oversimplification of course, both types serve to flesh out what a representative of a given group can be and so are of use to both groups, but overall an NPC is of more importance to a Storyteller. Setting and campaign books (e.g. “Rage Across” books) are the traditional source for NPCs, as they’re where an NPC is of most use. Other major sources include Rage: Warriors of the Apocalypse (a book of nothing but NPCs!) and the Revised era tribebooks.

Though some may simply be a well fleshed-out character that will serve the story’s progress but are not particularly of note within their sept, and even those of low rank typically have aspirations or bigger parts to play than one might imagine. Still, most NPCs are movers and shakers within their area.

NPCs also have considerably more freedom in their creation than the more strictly-enforced sets of Template characters. Genders, breeds and auspices seem to be largely up to the discretion of the author; there is a tendency to have a variety of tribes represented in most books (tribebooks are an obvious exception) but that is not a particularly strong rule either.

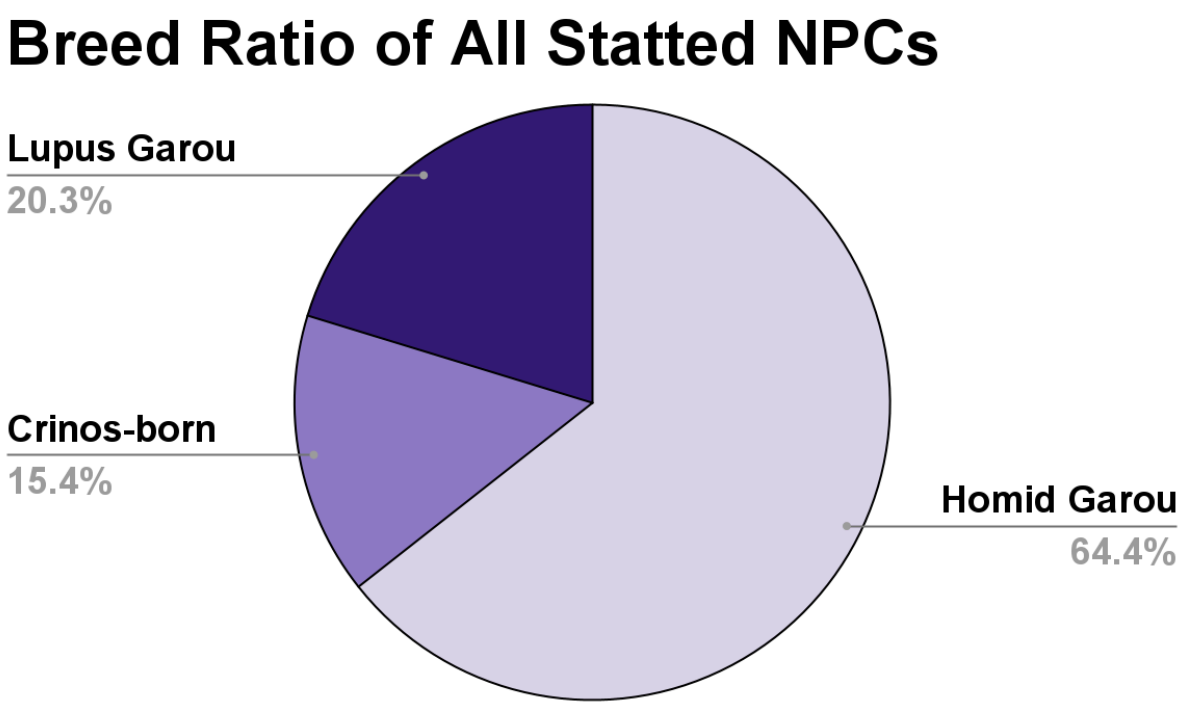
Gender



The first major demographic peculiarity is in gender. All NPCs I identified fell either under male or female or unknown - I could confirm none as nonbinary. I derived gender from the pronouns used for them regardless if the game stressed them being intersex. And, well, there's no avoiding it - male characters outnumber female characters two-to-one among statted NPCs. But there's more we can discern than just that - we can look at how male and female characters differ by their expression in breeds, auspices, tribes and ranks. A table detailing all of this can be found here, but I will provide some interesting tidbits below:

- **Female Garou** are more likely to be written as homid than the overall population. They have a slight tendency toward the "middle auspices" (Theurge, Philodox and Galliard). Understandably, a full 21% of statted NPCs with female pronouns are Black Furies. The only other tribes where female Garou are more common than the average are Children of Gaia and Older Brother's tribe. Female Garou are more likely to be of "middle ranks", Fostern through Athro; they are less commonly Cliath, Elder and none of the 8 "Legends" included in my data set are female. (Note: While Zhyzhak has a rank 6 stat block in Apocalypse, this is an expression of her in the context of an Apocalypse scenario and is basically a vessel for the Wyrm rather than a werewolf at that point, so I opted not to include her. She would be the only female Legend.)
- **Male Garou** are more likely to be written as crinos-born or lupus than the average. They lean toward Ragabash and Ahroun comparatively. Since the Black Furies "eat up" so many of the already-fewer female characters, male representation in most tribes exceeds the overall average. This is particularly true among the Get of Fenris and Shadow Lords. Male characters are a little more commonly Cliath or Elder than female characters are. All eight Legends in my data set are male.

Breed



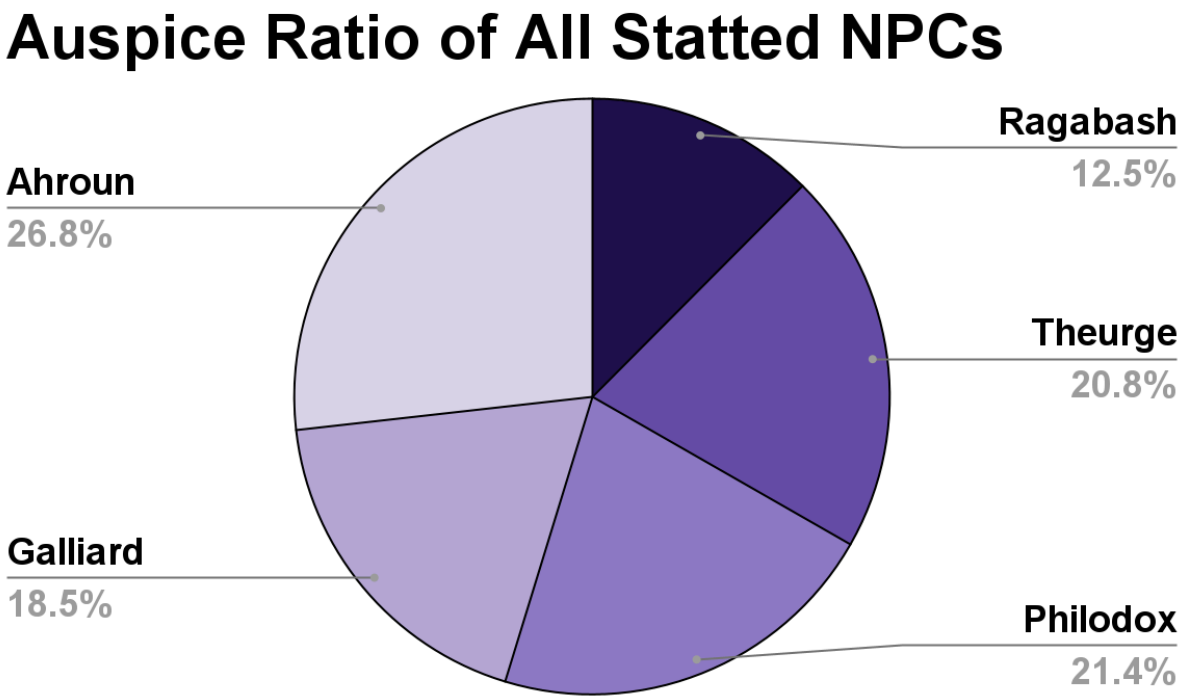
Breed is very simple - I was able to clearly identify all statted NPCs as one of the three. As expected, homid Garou are much more common than the other two, though still a far cry from the 8-to-1 ratio of homid to lupus mentioned in the modern-day core books. Crinos-born are relatively few even compared to lupus. As before, a table detailing all this data can be found here, but I will provide some interesting tidbits below:

- **Homids** are more strongly identified with being female than the overall population. Similar to what we saw in the Template section, homid Garou are more likely to be Ragabash than the average. Homid Garou generally define what is "average" for most of the tribes, but are particularly commonly Fianna, Glass Walkers or Shadow Lords, with a lesser tendency toward Black Furies, Silent Striders, Stargazers and Younger Brother. They are far less likely to be Black Spiral Dancers than the average NPC, and to a lesser extent less likely to be Get of Fenris. Homids have a slight advantage in appearing in ranks 4 and 5.

- **Crinos-born** are more typically male than the average. Also similar to the Template section, they are more likely to be Theurge or Philodox. They have a slight deficiency in Ahroun representation. Crinos-born are *highly* skewed by tribe. A full **41%** of crinos-born NPCs are Black Spiral Dancers; of the Gaian tribes, they are most strongly identified with the Bone Gnawers, and to a lesser extent the Get of Fenris. Among all other tribes they are more rarely represented, and in some cases (Red Talons, Younger Brother) not represented at all! They are highly identified with lower ranks, Cliath through Adren being their strongest showings.

- **Lupus** are more likely to be male than the average. They are a little more likely to be Theurge, Philodox or Galliard. Unsurprisingly, 22% of all lupus are Red Talons. Other tribes where they appear more often than average include Get of Fenris and Older Brother, and to a lesser extent Children of Gaia, Silver Fangs, and Younger Brother. Lupus are more strongly represented as Elders or Legends than the average.

Auspice



All but one Garou in my data had one of the five normal auspices; there is only one available with a Beast Courts auspice that is therefore omitted.

An equal distribution of auspices would have each at 20%; as you can see, this is mostly the case except for Ahroun being over-represented and Ragabash under-represented by that metric. As before, a table detailing all this data can be found here, but I will provide some interesting tidbits below:

- **Ragabash** are slightly more inclined to be male than the average, and considerably more likely to be homid than crinos-born or lupus. They're very well represented as Bone Gnawers, and to a lesser extent Glass Walkers. By comparison, they're quite rare among the Black Furies, Children of Gaia, Fianna, Shadow Lords, and Silver Fangs all. They're overwhelmingly written as being pre-Elder in Rank, with a particularly strong showing in Fostern; none of the written Legends are Ragabash.

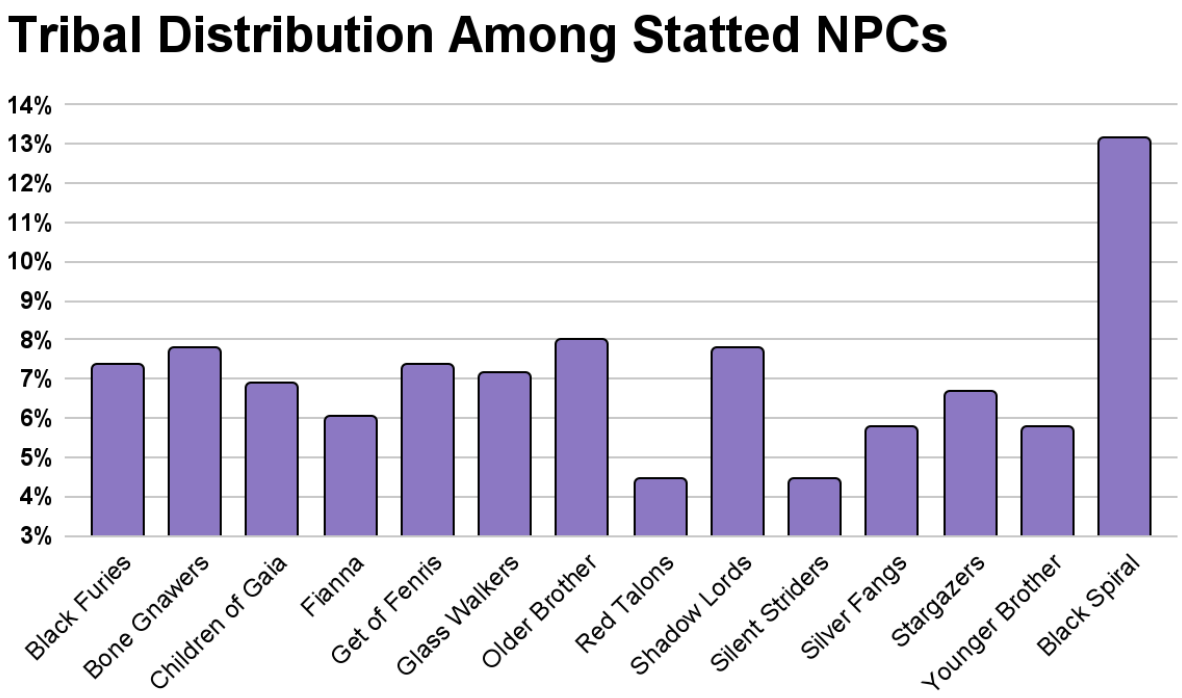
- **Theurges** are a little more likely to be female than the overall population, and considerably more likely to be crinos-born. They're slightly more likely to be lupus as well, leaving homid to lag behind. They're exceedingly well represented among the Glass Walkers and Older Brother, and to a lesser extent among the Get of Fenris and Shadow Lords. Meanwhile, they are fairly rare among the Bone Gnawers, Silent Striders, Silver Fangs and Stargazers. Their Rank distribution is fairly normal, with only slight preferences for Adren and Elder at the expense of Fostern and Athro. Two of the eight Legends in my data set are Theurges.

- **Philodox** also are a little more likely to be female, and have a slight tendency toward being Crinos-born or to a lesser extent lupus. They're *strongly* represented among the Shadow Lords, and to lesser degree among the Glass Walkers. They're rarer among the Bone Gnawers, Fianna, Older Brother, Silver Fangs, Younger Brother and Black Spiral Dancers. This auspice is more often Athro or Elder than the average Garou, but none of them are Legends.

- **Galliards** are the last auspice to have a slight edge on the average population regarding female representation. They're fairly average on breed distribution, being only a little more likely to be lupus and a little less likely to be crinos-born. The tribes it most exceeds expectations in would be the Silent Striders and the Black Spiral Dancers; it shows up less often than one might anticipate among the Get of Fenris, Glass Walkers and Shadow Lords. As regards Rank, it exceeds the average in Adren and Athro, but lags considerably in Cliath. Two of the eight Legends in my data set are from this auspice.

- **Ahroun** are the other auspice that skews male compared to the average. Its breed distribution is fairly regular. Meanwhile, as expected it shows up as Get of Fenris more than the average, and to a lesser degree in Fianna, Silver Fangs and Younger Brother. The Full Moon auspice is less well-represented among the Glass Walkers, Older Brother and Shadow Lords. This auspice splits its Rank leanings with a slight edge in Cliath matched by a similar slight excess in Elders. Fully half of the eight Legends in my data set are Ahroun.

Tribes



Tribal breakdown is a little looser than breed and auspice. Early editions were less clear on what a Ronin was or how joining the Black Spiral Dancers functioned, and often listed someone's former tribe versus their current one and made it unclear if they were still a member of their former tribe or not. In those cases I considered them as being of "no tribe". There are also a few White Howler templates and NPCs in my data, but too few to really be of note here. Also note that Hakken are included among the Shadow Lords and Boli Zouhisze among the Glass Walkers.

The most obvious thing is the sheer number of Black Spiral Dancers, but this is to be expected - antagonists are useful characters to have written out fully for a storyteller. The other tribes cluster mostly between 6% and 8% of the total, with Red Talons and Silent Striders notably lagging behind the others. As before, a table detailing all this data can be found here, but I will provide some interesting tidbits below:

- **Black Furies**, obviously, are mostly female with 94% of statted NPCs being so. They have more homid than one might expect, and actually rather few lupus compared to the average. They are more commonly Ahroun than average, largely at the expense of their Ragabash population. They also tend to come in two flavors: Rank One rabble-rouser, and Rank 4 or 5 veteran.
- **Bone Gnawers** skew much more male than the average population, and are more likely to be crinos-born than most (particularly compared to other Gaian tribes). They are *strongly* identified with being Ragabash, and rather rarely Theurges or Philodox. Rat's children tend to be low-ranking Cliath or Fostern.
- **Children of Gaia** are the tribe with the most female representation after the Black Furies. Contrary to what lore would imply (with them being cited as a common adopter of crinos-born from all tribal origins), they are less likely to be crinos-born than most. They tend strongly toward

the auspice of balance, Philodox, and lag slightly in Ragabash and Theurges. They tend to be of middling rank, strongly identified with Adren and to a lesser extent Athro.

- **Fianna** tend more male than the average, and are *strongly* homid-dominated. Surprisingly, they lag far more in lupus representation than crinos-born. Defying expectations further, Ahroun is actually the auspice they excel in most compared to the general population, though they also make a strong showing with Galliards. Ragabash and Philodox are sorely underrepresented by comparison. They have very strong representation among the Adren and Elders compared to other ranks.

- **Get of Fenris** also skew male, and have a higher percentage of crinos-born and lupus among their ranks than the other tribes. As expected, Ahroun is by far their most-represented auspice (at 42% of the Fenrir's population vs 27% of the general!). In spite of this, they actually also have fairly average representation of Philodox and Ragabash; it's Theurges and especially Galliards that they lack. They tend to be rank 2 or rank 4, though they are also one of the fortunate tribes to have a Legend among their ranks.

- **Glass Walkers** are actually about on par when it comes to gender distribution; but as one might imagine, they are well-dominated by homids. They are more commonly the lower-Rage auspices of Ragabash, Theurge and Philodox; they are rarely Ahroun and even more rarely Galliards. They appear more often as Fostern and Athro than other ranks, particularly lagging in Adren.

- **Older Brother** is the third most likely to be female after Black Furies and Children of Gaia. They have strong lupus representation, and overwhelming Theurge representation - 39% of their number versus 21% of the average. This particularly cuts into their Ahroun numbers, and to a lesser extent their Philodox. They are most strongly identified with rank 3.

- **Red Talons**, like lupus in general, are more likely to be male than most. All statted Red Talon NPCs are lupus, and they strongly tilt toward higher-Rage auspices. Philodox are particularly common, and to a lesser extent Ahroun and Galliard. Theurges are notably rare as NPCs. Red Talon characters are far more likely to be Fostern than the general population, though they do count one of the rare Legends among their number.

- **Shadow Lords** skew dramatically in a lot of ways. They actually bear the distinction of having the highest percentage of male characters of any tribe, at 86% versus the average of 67%. They *also* have the highest percentage of homid characters (89% versus the average of 64%). They have the highest percentage of Philodox of any tribe (34% vs 21% average) and also a healthy percentage of Theurges. They skew toward higher ranks, Adren through Elder, but also have one of the few Legends written.

- **Silent Striders** are only slightly more likely to be male than the average population. They're about average on lupus representation, but slightly more likely to be homids at the expense of crinos-born. They have a strong showing of Galliards, and to a lesser extent Philodox and Ragabash, but very few Theurges. They're considerably more likely to be Cliath than most, though Adren are also fairly common.

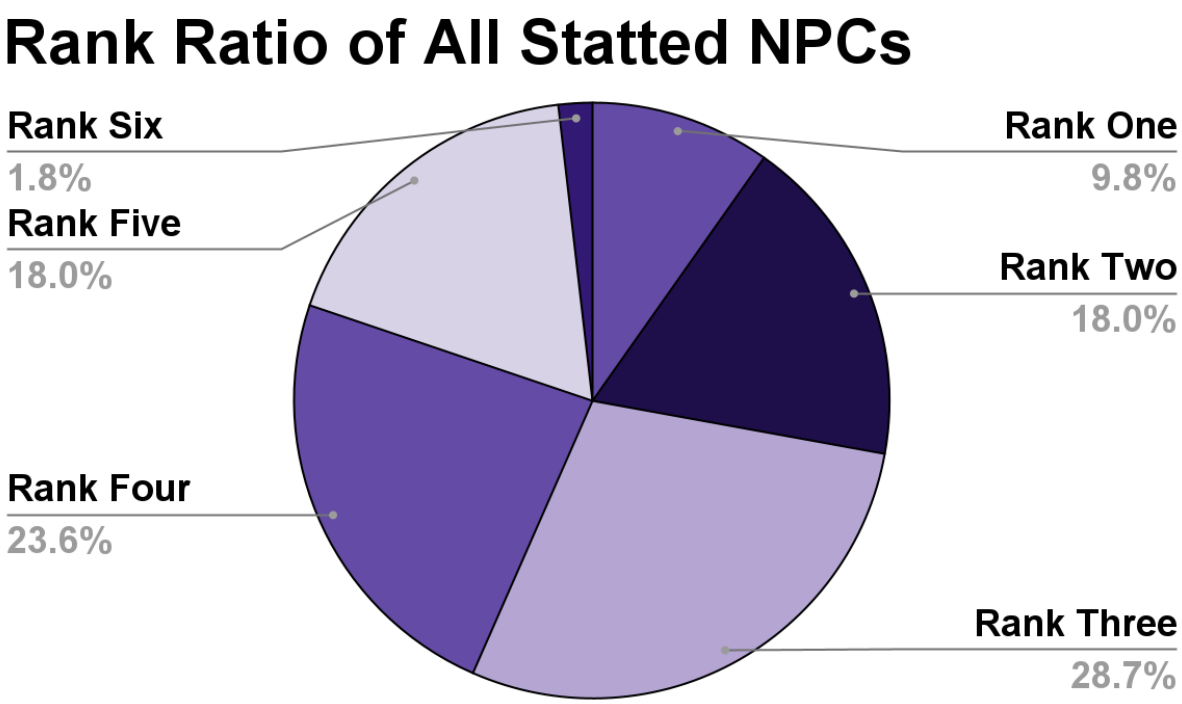
- **Silver Fangs** skew more male than average. They're fairly low on crinos-born, and skew heavily toward Galliard and especially Ahroun (38% of their population!). Unsurprisingly, Silver Fang NPCs are more likely to be high-ranking Elders - and have the lowest percentage of Cliath of any tribe. Three of the eight Legends in my data set are Silver Fangs, making them well over-represented in that regard.

- **Stargazers** are more likely to be male than most, and lag considerably in non-homid breeds. They are more often Philodox or Galliard than is typical, lagging in Ahroun and especially Theurges. They are more often high-ranking Athros and Elders than others.

- **Younger Brother** are also more often male than the average. There are actually *no* crinos-born of the tribe in my data set, leaving them to excel in homid and lupus both. They're highly likely to be Ahroun (38% of their number), but also surprisingly above-average in Ragabash numbers. Their Philodox representation is particularly low among the other auspices. Their rank representation is scattered, being slightly more likely to be Cliath or Fostern or potentially Athro; they have relatively few Elders, but do have one of the few Legends written.

- **Black Spiral Dancers** are only slightly more likely to be male than the average, but their crinos-born constitute 47% of their population, dwarfing the highest percentage among the Gaian tribes (Bone Gnawers at 23%) easily! They are fairly typical in their auspice distribution, being only a little high on Galliards and a little low on Philodox and Ahroun. Their rank tends lower, with Fostern and Adren well-represented.

Rank



Rank also sometimes was a mystery - occasionally you'd have NPCs listed as being of one rank but have Gifts of a higher rank in their lists. I used my best discretion to clarify or omit these few outliers. Adren and Athro are best-represented, with Fostern and Elders coming in next, then Cliath, and trailing well behind are, of course, the esteemed Legends. As before, a table detailing all this data can be found here, but I will provide some interesting tidbits below:

- **Cliath** are much more likely to be male and crinos-born than the general population. They're most strongly identified with Ragabash, then Ahroun and Philodox. Galliards are fairly less likely to be Rank 1. They have strong representation among the Black Furies, Bone Gnawers and Silent Striders; they are found weldom among the Children of Gaia, Stargazers and especially rare among the Silver Fangs.
- **Fostern** skew slightly female, and also are a little more likely to be crinos-born, mostly at the expense of their homid numbers. They're much more likely to be Ragabash, and particularly unlikely to be Philodox. This more experienced but still-modest rank shows up often among the Bone Gnawers, Glass Walkers, Red Talons and Black Spiral Dancers. It more rarely shows up among the Fianna, Shadow Lords or Stargazers.
- **Adren** lean ever so slightly female, and by now the crinos-born lead is starting to wane but still present. The auspice distribution is fairly typical, but leans a little more Galliard and a little less Philodox or Ahroun than most. This middling rank is common among the Fianna, Older Brother, and Black Spiral Dancers; it appears more seldom among Black Furies, Get of Fenris, Glass Walkers, Red Talons or Stargazers.
- The accomplished **Athro** retains its edge on female representation, and is also where crinos-born start dropping in number. Homids are fairly more common, while lupus lag somewhat.

Lore-keeping auspices like Philodox and Galliard exceed the average here, while Ahroun take a slight dip. This rank really only exceeds expectations among the Glass Walkers; it shows up less often as Fianna, Older Brother or Black Spiral Dancer.

- Esteemed **Elders** are more often male than the average, if only slightly, and also decidedly lacking in crinos-born numbers (a mere 6% of Elders are crinos-born!). They are much more likely to be Ahroun than the general population, and to a lesser extent Philodox and then Theurge. Ragabash are also very rare, only 2% of the Elder characters being so. They're more common among the Black Furies, Fianna, Shadow Lords, Silver Fangs and Stargazers than the average, and less common among the Bone Gnawers, Red Talons, Silent Striders, Younger Brother and Black Spiral Dancers.

- **Legends** are a highly-restricted data set, with only eight characters. They're all male, and none of them are crinos-born. Five of them are homid (which is about 63% or close to the general population's homid average) and the remaining three are lupus (or 38%, well exceeding the normal percentage). Two are Theurges, two are Galliards and the remaining *half* are all Ahroun. The following tribes have one example each: Get of Fenris, Red Talons, Shadow Lords, Younger Brother and Black Spiral Dancers. Silver Fangs are responsible for the remaining three.

Statistics

In addition to gathering information on the demographics of statted Garou, I also kept track of their statistics - from attributes and abilities to number of gifts, levels of rites known, and so on. In large part this was ultimately to discern average power level for each rank, but also provided interesting information regarding what stats tended to be assigned to which groups by authors - for instance, the somewhat predictable higher average Appearance score of female Garou versus male Garou.

However, I ran into a problem when comparing stats between splats, which is to say that different groups were more or less likely to have high-level characters depicted at all. Female characters, crinos-born, Ragabash, Bone Gnawers (and others) had lower average ranks than other groups did. This is a problem because the single strongest predictor for stat totals is rank. I ultimately decided to weight each group's ranks to be the same. This allows each group's tendencies to show through in spite of overall power level differences.

A table showing all the results of this weighted average can be found here. Note that while I only evaluate specific Abilities for those that were considered primary during Second Edition (owing to the fact that the bulk of statted characters come from that edition), the "Total Abilities" column also includes values from secondary abilities that are hidden from the public spreadsheet. Therefore, the total of skills Alertness through Science will *not* add up to the Total Abilities value on their own.

The "Normal Backgrounds" section totals all backgrounds except Rites levels, as these become egregiously large in the case of some groups. Those are tracked separately.

In the discussions by group to follow note that the gender-specific information only takes into account NPCs, while the other groups include Template characters.

Statistics By Gender

As noted in the Demographics section, all NPCs I identified fell either under male or female or unknown - I could confirm none as nonbinary. I derived gender from the pronouns used for them regardless if the game stressed them being intersex. Given that only these two genders were represented in the data set I have, unsurprisingly on most stats either male or female was above average and the other below.

Female

	Higher	Lower
Attributes	Total Attributes; Total Social Attributes, Charisma, Appearance	Total Physical Attributes, Strength, Stamina; Total Mental Attributes, Intelligence
Abilities	Empathy, Subterfuge; Animal Ken, Etiquette, Performance; Computers, Enigmas, Occult, Rituals	Total Abilities; Alertness, Athletics, Brawl, Dodge, Intimidation, Primal-Urge, Streetwise; Drive, Firearms, Melee, Repair; Investigation, Politics, Science
Normal Backgrounds	Total Normal Backgrounds, Allies, Contacts, Pure Breed	Resources, Patron
Gifts & Rites Known	Rites Known	
Rage / Gnosis / Willpower		Rage, Willpower

For female characters we find stereotypical stats end up above the baseline of all Garou - Social Attributes like Charisma and Appearance, plus more nurturing Abilities like Empathy and Animal Ken (echoing their representation in the Children of Gaia), along with more mystical knowledges like Enigmas, Occult and Rituals (echoing their representation with Older Brother). More social attributes like Allies, Contacts and Pure Breed come out strong here. Rites known are also higher than in male characters. Rage and Willpower both lag slightly.

Male

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Physical Attributes, Strength, Stamina; Total Mental Attributes, Intelligence, Wits	Total Attributes; Total Social Attributes, Charisma, Appearance
Abilities	Total Abilities; Alertness, Athletics, Brawl, Dodge, Intimidation, Primal-Urge, Streetwise; Drive, Firearms, Melee, Repair; Investigation, Politics, Science	Empathy, Subterfuge; Animal Ken, Etiquette, Performance; Computers, Enigmas, Occult, Rituals
Normal Backgrounds	Resources, Patron	Total Normal Backgrounds, Allies, Contacts, Pure Breed
Gifts & Rites Known		Rites Known
Rage / Gnosis / Willpower	Rage, Willpower	

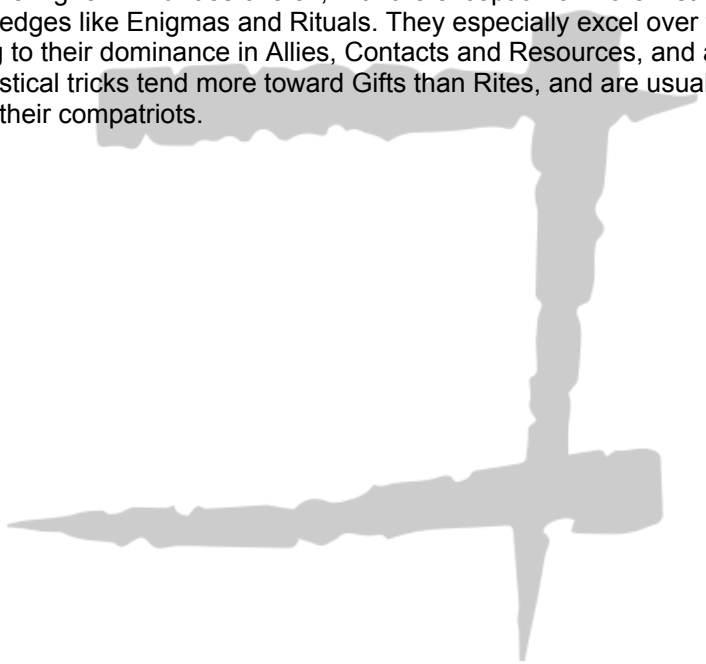
Male characters have a stronger lean toward Physical Attributes and raw Intelligence as well as quick Wits. These are echoed in their Abilities, in which they exceed in combat abilities (Brawl, Dodge, Firearms, Melee) along with more scientific Knowledges (Politics, Science). Male characters tend toward Rage more than female characters, and have also a slight edge on Willpower.

Statistics by Breed

Homid

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; Total Social Attributes, Charisma, Manipulation, Appearance; Intelligence, Wits	Total Physical Attributes, Stamina
Abilities	Total Abilities; Empathy, Expression, Streetwise, Subterfuge; Drive, Etiquette, Firearms, Leadership, Repair; Computers, Investigation, Law, Linguistics, Politics, Science	Alertness, Brawl, Dodge, Intimidation, Primal-Urge; Animal Ken, Stealth, Survival; Enigmas, Rituals
Normal Backgrounds	Total Normal Backgrounds, Allies, Contacts, Kinfolk, Resources	Ancestors, Fetish, Mentor
Gifts & Rites Known		Rites Known
Rage / Gnosis / Willpower	Willpower	Rage, Gnosis

Unsurprisingly there is an advantage in Social Attributes; they also tend higher in Intelligence and Wits. They also score higher in Abilities overall, with the exception of more instinctive Talents and Skills, and mystical Knowledges like Enigmas and Rituals. They especially excel over the other breeds in Backgrounds owing to their dominance in Allies, Contacts and Resources, and a stronger representation of Kinfolk. Their mystical tricks tend more toward Gifts than Rites, and are usually represented toward stronger Wills than their compatriots.



Crinos-born

	Higher / More Frequent	Lower / Less Frequent
Attributes	Strength; Manipulation; Total Mental Attributes, Intelligence, Wits	Total Attributes; Total Physical Attributes, Dexterity; Total Social Attributes, Charisma, Appearance
Abilities	Total Abilities; Athletics, Brawl, Dodge, Empathy, Intimidation, Primal-Urge, Subterfuge; Firearms, Melee, Performance, Stealth, Survival; Enigmas, Linguistics, Medicine, Occult, Rituals	Streetwise; Animal Ken, Drive, Etiquette, Leadership, Repair; Computers, Investigation, Law, Politics
Normal Backgrounds	Ancestors, Fetish, Mentor, Patron	Total Normal Backgrounds, Allies, Contacts, Kinfolk, Pure Breed, Resources
Gifts & Rites Known	Rites Known	Gifts Known
Rage / Gnosis / Willpower	Rage, Gnosis	Willpower

While the typical crinos-born may have a higher Strength and Manipulation score than the average werewolf, it's in Mental Attributes where they truly excel - having a high overall Mental average, particularly in Intelligence and Wits. Perhaps this is unsurprising; depending on their disability a crinos-born may have hampered Physical scores, they are often built as being less Socially skilled than others given their outsider status, and so that leaves the acuity of their mind to come to the top most often.

They also have a strong Abilities score, and do well in an intriguing mix of Abilities. It's more useful to acknowledge where they fall short - typically Abilities that are associated most strongly with human society (Streetwise, Drive, Repair, Computers), as well as more "charming" social abilities (Animal Ken, Leadership).

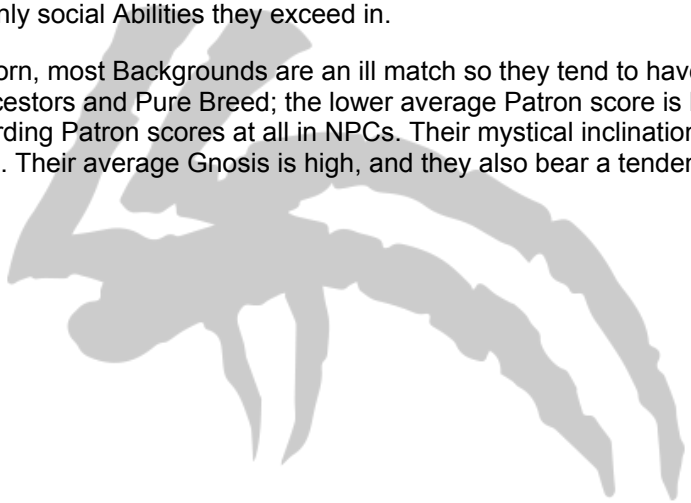
Crinos-born may not have high Normal Background totals, but they do well in a variety of more mystical strengths like Ancestors, Fetish and Patron. They also more commonly have Mentors looking out for them. These mystical leanings manifest also as a higher-than-average Rites Known, though they lag slightly in Gifts. Their birthright of suffering instills in them a high Rage, and their Gnosis is also higher than average, but their Willpower doesn't quite reach homid heights.

Lupus

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Physical Attributes, Strength, Stamina; Perception	Total Attributes; Total Social Attributes, Charisma, Manipulation, Appearance, Total Mental Attributes, Intelligence, Wits
Abilities	Alertness, Athletics, Brawl, Dodge, Intimidation, Primal-Urge; Animal Ken, Stealth, Survival; Enigmas, Rituals	Total Abilities; Empathy, Expression, Streetwise, Subterfuge; Drive, Etiquette, Firearms, Leadership, Melee, Performance, Repairs; Computers, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science
Normal Backgrounds	Ancestors, Pure Breed	Total Normal Backgrounds, Allies, Contacts, Kinfolk, Resources, Patron
Gifts & Rites Known	Rites Known	
Rage / Gnosis / Willpower	Rage, Gnosis	Willpower

Attribute tendencies among Lupus are unsurprising, excelling in Physical Attributes and Perception above all. Their Abilities are also the usual battery one would expect for the wolf-born: hand-to-hand combat Abilities (Brawl, Dodge), Abilities tied to the natural world (Primal-Urge, Animal Ken, Stealth, Survival) as well as the mystical traditions of the Garou (Enigmas, Rituals). Intimidation and Animal Ken are the only social Abilities they exceed in.

Like crinos-born, most Backgrounds are an ill match so they tend to have more invested in Backgrounds like Ancestors and Pure Breed; the lower average Patron score is likely owed to inconsistency in recording Patron scores at all in NPCs. Their mystical inclinations explain their higher average Rites Known. Their average Gnosis is high, and they also bear a tendency toward higher Rage.



Statistics by Auspice

Starting here, if a stat is bolded, that auspice has the highest (or lowest) average score for that stat.

Ragabash

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Attributes**; **Dexterity**; **Total Social Attributes**, Charisma, **Manipulation**; Total Mental Attributes, Intelligence, **Wits**	Total Physical Attributes, **Strength**, **Stamina**
Abilities	**Total Abilities**; **Alertness**, **Athletics**, Dodge, Expression, **Streetwise**, **Subterfuge**; **Drive**, Firearms, Performance, **Repair**, **Stealth**; **Computer**, **Investigation**, Linguistics, Politics, **Science**	**Brawl**, Empathy, **Intimidation**, **Primal-Urge**; **Animal-Ken**, Etiquette, **Leadership**, Melee, Survival; Occult, Rituals
Normal Backgrounds	**Allies**, **Contacts**, Resources	Total Normal Backgrounds, **Ancestors / Past Life**, **Fetish**, **Kinfolk**, **Pure Breed**
Gifts & Rites Known	Gifts Known	Rites Known
Rage / Gnosis / Willpower	Willpower	**Rage**, Gnosis

In Attributes, once accounting for differences in rank, Ragabash actually have the highest overall Attributes spread. They average high in Dexterity, Social Attributes and Mental Attributes. After all, a good Ragabash needs a sharp mind, silver tongue and the reflexes to get out of the trouble they've caused. The only Attributes they average poorly on are Strength and Stamina.

Meanwhile, they *also* have the highest Abilities total of the auspices! Their Abilities tend toward vigilance (Alertness, Investigation), the ability to get out of harm (Dodge, Stealth), as well as a strong tendency toward skills relevant to human society and technology (Streetwise, Drive, Firearms, Repair, Computer, Science). There is also a strong social streak with Expression, Subterfuge, Performance and Politics.

Their Backgrounds lean toward people who can provide them aid and information, with Allies and Contacts standing out, as well as an interesting tendency toward Resources. Mystical tricks are more often Gifts than Rites, and their Rage is predictably lower than the overall average. Gnosis is slightly below average and Willpower slightly higher.

Theurge

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Mental Attributes**, **Perception**, **Intelligence**, Wits	Total Attributes; **Total Physical Attributes**, Strength, **Dexterity**, Stamina; Total Social Attributes, Charisma, Appearance
Abilities	Total Abilities; Empathy, Subterfuge; Animal Ken, Etiquette, Repair; Computers, **Enigmas**, **Medicine**, **Occult**, **Rituals**, Science	**Athletics**, **Brawl**, Dodge, Expression, Intimidation, Primal-Urge, Streetwise; Drive, Leadership, **Melee**, Performance, Stealth; **Law**, Politics
Normal Backgrounds	**Total Normal Backgrounds**, **Ancestors / Past Life**, Contacts, **Fetish**, Resources	Kinfolk, Pure Breed, Patron
Gifts & Rites Known	**Gifts Known**, **Rites Known**	
Rage / Gnosis / Willpower	**Gnosis**	Rage, **Willpower**

Theurges tend toward Mental Attributes of all sorts, to the point where they lag in all other Attributes except Manipulation, which they are only middling at. Ability totals average high for those born under the crescent moons, and some are predictably good scores for Theurges like Enigmas, Occult and Rituals. There's also an interesting tendency toward some technological knowledge (Repairs, Computers, Medicine, Science) and a smattering of social abilities (Empathy, Subterfuge, Etiquette). Theurges tend to have strong Background totals, including Ancestors and Fetish, but some more human ones like Contacts and Resources also run a little high. The low average on Patron is, as usual, not to be concerned about - authors rarely bothered to include Patron scores in character stat blocks.

As masters of mysticism Theurges average high on both Gifts known and Rites known. Their Gnosis is, as one would predict, higher than average, while Rage and Willpower lag.

Philodox

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Social Attributes; Total Mental Attributes, Intelligence	Total Attributes; Total Physical Attributes, Strength, Dexterity, Stamina
Abilities	Total Abilities; **Empathy**, Expression, Subterfuge; **Etiquette**, Firearms, Leadership; Computers, Investigation, **Law**, Linguistics, Politics, Science	Alertness, Athletics, Brawl, **Dodge**, Streetwise; **Melee**, Performance, Repair, Stealth, **Survival**; Enigmas, Medicine, Occult
Normal Backgrounds	Contacts, Resources	Total Normal Backgrounds, Fetish, Kinfolk
Gifts & Rites Known	Rites Known	**Gifts Known**
Rage / Gnosis / Willpower	Willpower	Rage, Gnosis

Philodox do not have a particularly strong showing with any Attribute - just a slightly high average on Social and Mental Attributes, Intelligence a little more than the others. Their Abilities tend toward the social (Empathy, Expression, Subterfuge, Leadership, Linguistics), the investigative (Computers, Investigation), and the traditional (Etiquette, Law). Backgrounds do not average high in general for Philodox but they do tend to have their Contacts, and a good Resources average.

For the mystical, Philodox tend more toward Rites known than Gifts known. Their Willpower averages a little high, while Rage and Gnosis lag a little.

Galliard

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Social Attributes**, **Charisma**, Manipulation, **Appearance**	Total Physical Attributes, Strength, Dexterity, Stamina; Total Mental Attributes, **Perception**, Intelligence, Wits
Abilities	Total Abilities; Empathy, **Expression**; **Animal-Ken**, Etiquette, **Performance**; Enigmas, **Linguistics**, Occult, Rituals	Alertness, Brawl, Intimidation, Primal-Urge, Streetwise; Drive, **Firearms**, Leadership, Melee, Repair, **Stealth**, Survival; Computer, Investigation, Law, Medicine, Politics, Science
Normal Backgrounds	Total Normal Backgrounds, Ancestors / Past Life, Pure Breed	Contacts, **Mentor**
Gifts & Rites Known	Gifts Known	Rites Known
Rage / Gnosis / Willpower	Rage	Gnosis

Predictably, Galliards shine on all Social Attributes, being the highest of all auspices for Charisma and Appearance and only losing to Ragabash on Manipulation.

Their Abilities lean toward social interaction (Empathy, Expression, Animal Ken, Etiquette, Performance, Linguistics) and also have a strong showing on more mystical Knowledges (Enigmas, Occult, Rituals).

While Galliards average high on Total Backgrounds, it's not necessarily in the ones you'd expect - they actually have a poor showing on Contacts and average on Allies. Instead their social connection is more with their forebears, with high scores on Ancestors and Pure Breed. Their mystical tricks lean more toward Gifts known than Rites known (which lags, in spite of their good Rituals score!), and predictably they have a higher average Rage.

Ahroun

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Physical Attributes**, **Strength**, Dexterity, **Stamina**	**Total Attributes**; **Total Social Attributes, Charisma, Manipulation, Appearance; Total Mental Attributes, Perception, Intelligence, Wits**
Abilities	Alertness, Athletics, **Brawl**, **Dodge**, **Intimidation**, **Primal-Urge**; **Firearms**, **Leadership**, **Melee**, **Survival**	**Total Abilities**; **Empathy**, **Expression**, Streetwise, **Subterfuge**; **Etiquette**, **Performance**, Repair; **Computer**, **Enigmas**, **Investigation**, **Law**, **Linguistics**, Medicine, **Occult**, Politics, **Rituals**, **Science**
Normal Backgrounds	Fetish, **Mentor**, **Pure Breed**	Total Normal Backgrounds, **Allies**, **Ancestors / Past Life**, **Contacts**, **Resources**
Gifts & Rites Known		Gifts Known, **Rites Known**
Rage / Gnosis / Willpower	**Rage**, **Willpower**	**Gnosis**

As the excess of bolding above indicates, Ahroun is an auspice of extremes, of highs and lows. As warriors, they average high on Physical Attributes (to the point where everyone else pitches below the average because of them!), and unfortunately low on all Social and Mental Attributes. Their Abilities average low in total and have strong showings in matters martial (Brawl, Dodge, Firearms, Melee), physical (Athletics), primal (Alertness, Primal-Urge, Survival) and regarding getting their way (Intimidation, Leadership).

Their Backgrounds lean toward ones that suggest a certain amount of favor from without, including Fetishes bestowed upon them and Mentors keeping track of them. They are also more likely to be marked with Pure Breed. Their mystical abilities are on the lower end and so they tend to have fewer Gifts and Rites known. Rage is as high as one would expect, and fortunately they have the Willpower to match (the highest of all five auspices); only Gnosis lags, by far the lowest of the auspices.

Statistics by Tribe

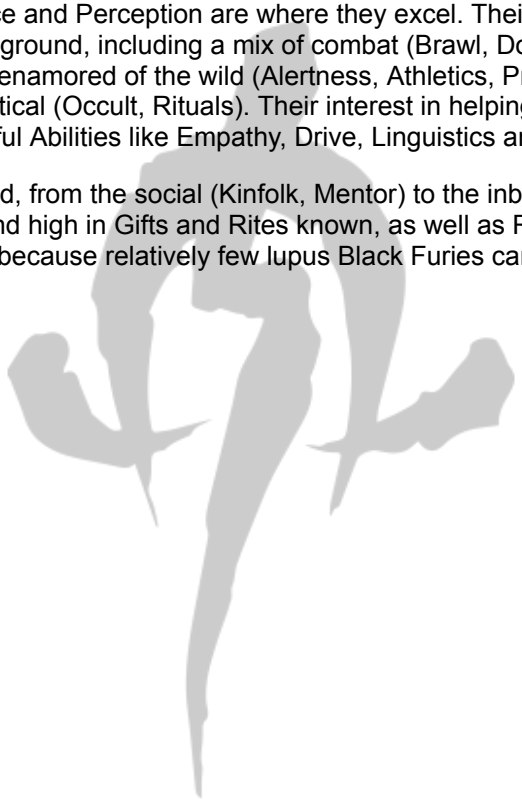
Starting here, if a stat is bolded, that tribe has one of the highest (or lowest) three or so average scores for that stat.

Black Furies

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; Total Physical Attributes, **Stamina**; Total Social Attributes, Charisma, Appearance	Total Mental Attributes, Intelligence, Wits
Abilities	**Total Abilities**; Alertness, Athletics, Brawl, Dodge, Empathy, Intimidation, **Primal-Urge**; Animal-Ken, **Drive**, Firearms, Melee, Stealth, Survival; **Linguistics**, **Medicine**, Occult, Rituals, Science	Expression, Streetwise, Subterfuge; Performance, Repair; Computers, Investigation, Law
Normal Backgrounds	Kinfolk, Mentor, Pure Breed, Resources	Total Normal Backgrounds, Allies, Contacts, Fetish, Patron
Gifts & Rites Known	**Gifts Known**, Rites Known	
Rage / Gnosis / Willpower	Rage, **Willpower**	Gnosis

Black Furies have a higher Total Attributes than average, and Physical and Social Attributes in particular. Stamina, Appearance and Perception are where they excel. Their total Abilities score is higher than average and covers wide ground, including a mix of combat (Brawl, Dodge, Firearms, Melee), those you would expect of a tribe so enamored of the wild (Alertness, Athletics, Primal-Urge, Animal Ken, Stealth, Survival), and the mystical (Occult, Rituals). Their interest in helping human society has also granted them a number of useful Abilities like Empathy, Drive, Linguistics and Medicine.

Backgrounds are varied, from the social (Kinfolk, Mentor) to the inborn (Pure Breed) to the financial (Resources). They tend high in Gifts and Rites known, as well as Rage and Willpower. Gnosis lags surprisingly behind, likely because relatively few lupus Black Furies can be found in the books.

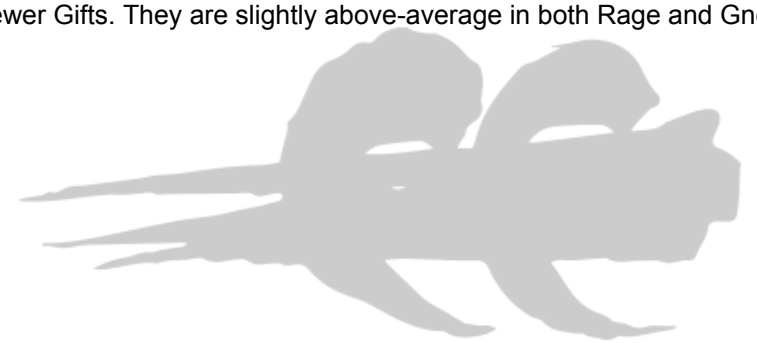


Bone Gnawers

	Higher / More Frequent	Lower / Less Frequent
Attributes	Charisma, Manipulation; Total Mental Attributes, Perception, **Wits**	Total Attributes; **Total Physical Attributes**, **Strength**, Stamina; Total Social Attributes, **Appearance**
Abilities	Total Abilities; **Alertness**, **Dodge**, **Empathy**, Expression, **Streetwise**, **Subterfuge**; Firearms, Performance, **Repairs**, Stealth, Survival; **Computers**	Athletics, Brawl, Intimidation, Primal-Urge; Animal-Ken, **Etiquette**, Leadership, Melee; Enigmas, Linguistics, Occult, Politics, Science
Normal Backgrounds	**Contacts**	**Total Normal Backgrounds**, Allies, Ancestors / Past Life, **Fetish**, **Pure Breed**, **Resources**, Patron
Gifts & Rites Known	**Rites Known**	Gifts Known
Rage / Gnosis / Willpower	Rage, Gnosis	

Even once the data is weighted to equalize differences in rank distribution, Bone Gnawers lag behind in stats. The only Attributes they are above-average in are Manipulation and Wits; all others they are average at best in. They likewise lag in Abilities overall, though ones that help them avoid harm (Alertness, Dodge, Law, Stealth), social skills (Empathy, Politics, Streetwise, Subterfuge) and certain technological skills (Repair, Computers) are above-average here.

Unsurprisingly Bone Gnawers lag in Backgrounds, below-average in most. The only Background they exceed in is Contacts. These scrappy werewolves manage to have more Rites known than the average, but have fewer Gifts. They are slightly above-average in both Rage and Gnosis.

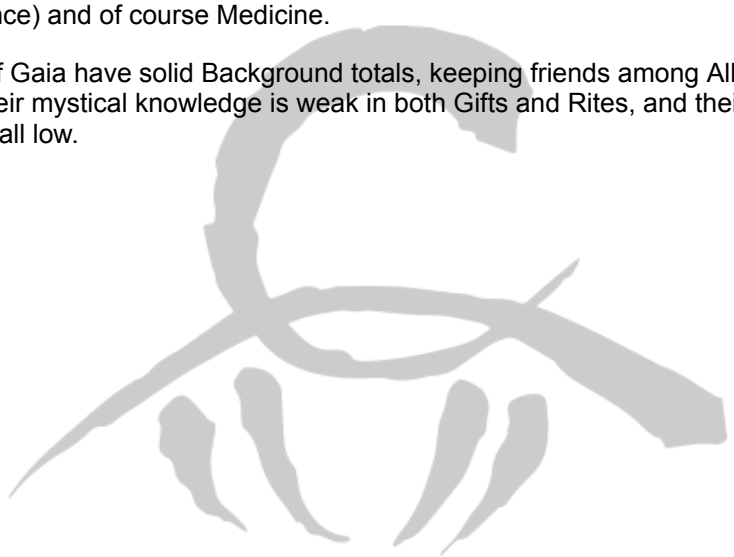


Children of Gaia

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Social Attributes, **Charisma**, Appearance	**Total Attributes**; **Total Physical Attributes**, **Strength**, **Dexterity**, **Stamina**; **Manipulation**; **Total Mental Attributes**, **Intelligence**, Wits
Abilities	Athletics, **Empathy**, **Expression**; **Animal-Ken**, **Leadership**, Performance; Enigmas, Law, **Medicine**, Rituals, **Science**	**Total Abilities**; **Alertness**, Brawl, **Dodge**, **Intimidation**, Streetwise, **Subterfuge**; Drive, Etiquette, Firearms, **Melee**, Repair, **Stealth**; **Linguistics**, Politics
Normal Backgrounds	Total Normal Backgrounds, Allies, Ancestors / Past Life, Contacts, Kinfolk	Fetish, Mentor, Pure Breed, Resources, **Patron**
Gifts & Rites Known		**Gifts Known**, Rites Known
Rage / Gnosis / Willpower		**Rage**, Gnosis, **Willpower**

Unicorn's children have low totals for Attributes and Abilities both. Their strongest showings are in Social Attributes, particularly Charisma and Appearance, but they suffer in all Physical and Mental Attributes and even Manipulation. The Abilities they perform well in are likewise few, notably social skills (Empathy, Expression, Animal Ken, Leadership, Performance), a smattering of Knowledges (Enigmas, Law, Rituals, Science) and of course Medicine.

Children of Gaia have solid Background totals, keeping friends among Allies, Contacts, Kinfolk and Ancestors. Their mystical knowledge is weak in both Gifts and Rites, and their average Rage, Gnosis *and* Willpower are all low.



Fianna

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Attributes**; Total Physical Attributes, Stamina; **Total Social Attributes**, **Charisma**, Manipulation, Appearance; **Intelligence**	Total Mental Attributes; Perception; **Wits**
Abilities	Athletics, Brawl, Empathy, **Expression**, Primal-Urge; **Performance**; **Enigmas**, Linguistics, Politics, **Rituals**	Alertness, Dodge, Streetwise; Animal-Ken, **Drive**, **Firearms**, **Leadership**, Melee, **Repair**, Stealth, Survival; Computers, **Law**, Medicine, **Science**
Normal Backgrounds	Kinfolk, **Mentor**, **Patron**	Total Normal Backgrounds, **Allies**, Ancestors / Past Life, Contacts, Fetish, Pure Breed, Resources
Gifts & Rites Known		Gifts Known, Rites Known
Rage / Gnosis / Willpower		Gnosis, Willpower

Stag's children are blessed with high overall Attributes, particularly Physical Attributes (Stamina especially) and Social Attributes (all) with Intelligence also above average; they only fall behind in Perception and Wits. Their Abilities are also high in total, and are particularly gifted in matters physical (Athletics, Brawl), social (Empathy, Expression, Performance, Linguistics, Politics) and enigmatic (Primal-Urge, Enigmas, Rituals).

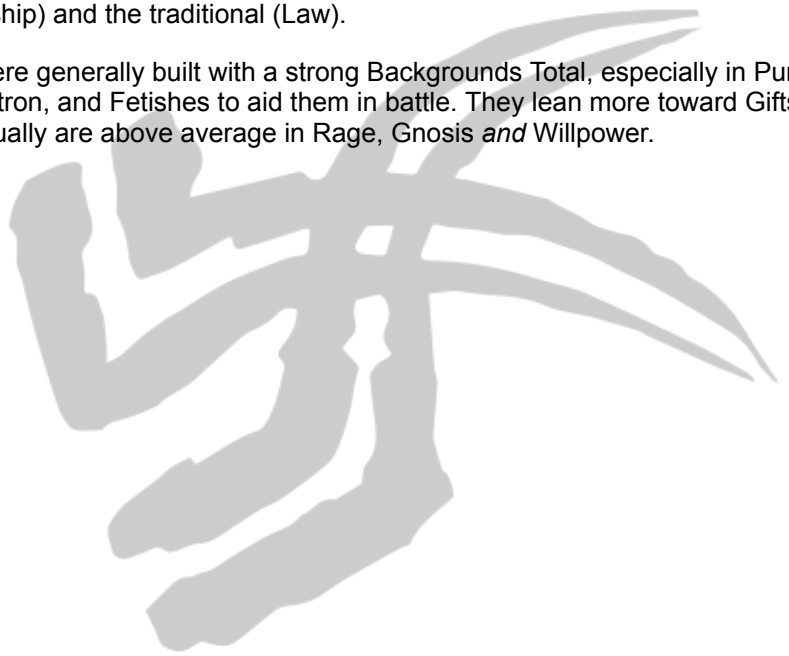
Unsurprisingly, Fianna do well in their Kinfolk score; a little less obvious is a tendency toward Mentor and Patron (though the latter is, still, a tentative matter that owes more to which writers bother with Patron and which don't). Gnosis and Willpower fall behind the average, the former likely due to a dearth of lupus and the latter due to their reputation for uncontrolled emotion.

Get of Fenris

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Physical Attributes**; **Strength**, **Stamina**; **Perception**	**Total Attributes**; Dexterity; **Total Social Attributes**, **Charisma**, **Manipulation**, **Appearance**; Total Mental Attributes, **Intelligence**
Abilities	**Athletics**, **Brawl**, **Dodge**, **Intimidation**, **Primal-Urge**; **Animal-Ken**, Leadership, **Melee**, **Survival**; **Law**	**Total Abilities**; Empathy, Streetwise, **Subterfuge**; **Etiquette**, **Performance**, Stealth; **Computer**, Enigmas, **Investigation**, **Linguistics**, **Medicine**, **Occult**, Politics, **Science**
Normal Backgrounds	Total Normal Backgrounds, **Allies**, **Fetish**, Pure Breed, **Patron**	**Contacts**, Kinfolk, Resources
Gifts & Rites Known	Gifts Known	Rites Known
Rage / Gnosis / Willpower	**Rage**, Gnosis, Willpower	

Like Ahroun, Get of Fenris are a tribe of extremes as stats go. Unsurprisingly, they excel in the matter of Physical Attributes, especially Strength and Stamina; they also have good Perception. Most other Attributes they are below-average in. Their above-average Abilities are also an unsurprising array - the physical (Athletics, Brawl, Dodge, Melee), the primal (Primal-Urge, Animal-Ken), the assertive (Intimidation, Leadership) and the traditional (Law).

The Fenrir were generally built with a strong Backgrounds Total, especially in Pure Breed, strong ties like Allies and Patron, and Fetishes to aid them in battle. They lean more toward Gifts known than Rites known, and actually are above average in Rage, Gnosis *and* Willpower.

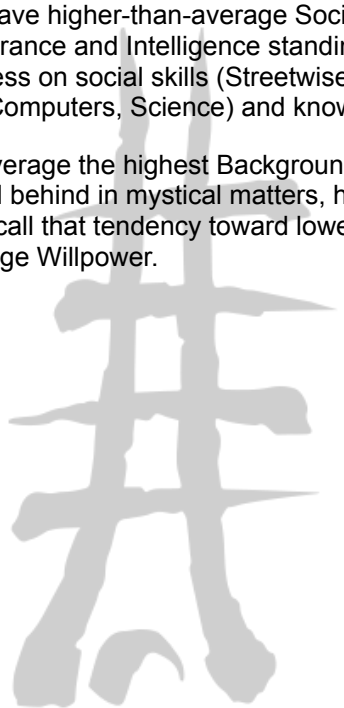


Glass Walkers

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; **Total Social Attributes**, Charisma, **Manipulation**, **Appearance**; Total Mental Attributes, **Intelligence**	**Total Physical Attributes**, **Strength**, Dexterity, **Stamina**; Perception
Abilities	**Total Abilities**; **Streetwise**, **Subterfuge**; **Drive**, **Etiquette**, **Firearms**, **Leadership**, Performance, **Repair**; **Computers**, **Investigation**, **Law**, Linguistics, **Politics**, **Science**	**Alertness**, **Athletics**, **Brawl**, Dodge, Empathy, **Expression**, Intimidation, **Primal-Urge**; **Animal-Ken**, **Melee**, **Stealth**, **Survival**; **Enigmas**, Medicine, Occult, **Rituals**
Normal Backgrounds	**Total Normal Backgrounds**, **Allies**, **Contacts**, **Resources**	**Ancestors / Past Life**, Kinfolk, Mentor, **Pure Breed**
Gifts & Rites Known		**Gifts Known**, Rites Known
Rage / Gnosis / Willpower		**Rage**, **Gnosis**

In Attributes, Glass Walkers have higher-than-average Social and Mental Attributes (except Perception), with Manipulation, Appearance and Intelligence standing out in particular. They also have high Ability totals, with a particular stress on social skills (Streetwise, Subterfuge, Etiquette, Leadership), technology (Drive, Firearms, Repair, Computers, Science) and knowledge (Investigation, Law, Politics).

Of all tribes, Glass Walkers average the highest Backgrounds Total, coming out ahead in Allies, Contacts, and Resources. They do fall behind in mystical matters, having fewer Gifts and Rites known. They also have low average Rage (recall that tendency toward lower-Rage auspices) and Gnosis (being majority homid), but manage an average Willpower.



Older Brother

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; **Total Mental Attributes**, **Perception**, **Intelligence**, **Wits**	Total Physical Attributes, **Dexterity**; **Total Social Attributes**, Charisma, Manipulation, Appearance
Abilities	Total Abilities; Alertness; Animal-Ken, **Repair**, Survival; **Enigmas**, Linguistics, Medicine, **Occult**, **Rituals**, Science	**Athletics**, Brawl, **Dodge**, Expression, **Intimidation**, Primal-Urge, **Streetwise**, Subterfuge; **Drive**, Etiquette, **Leadership**, Melee, **Performance**, Stealth; **Investigation**, Law, **Politics**
Normal Backgrounds	Total Normal Backgrounds, Allies, **Ancestors / Past Lives**, **Fetish**, **Kinfolk**, **Mentor**	Contacts, Pure Breed, Resources, Patron
Gifts & Rites Known	Gifts Known, **Rites Known**	
Rage / Gnosis / Willpower	**Gnosis**, Willpower	Rage

Older Brother excels in all the Mental Attributes (in which they are some of the strongest of tribes), but less so in Dexterity and all Social Attributes. Their Abilities shine most in Knowledges and a smattering of other Abilities (Alertness, Animal-Ken, Repair, Survival). Their Enigmas, Occult and Rituals scores are all top-notch.

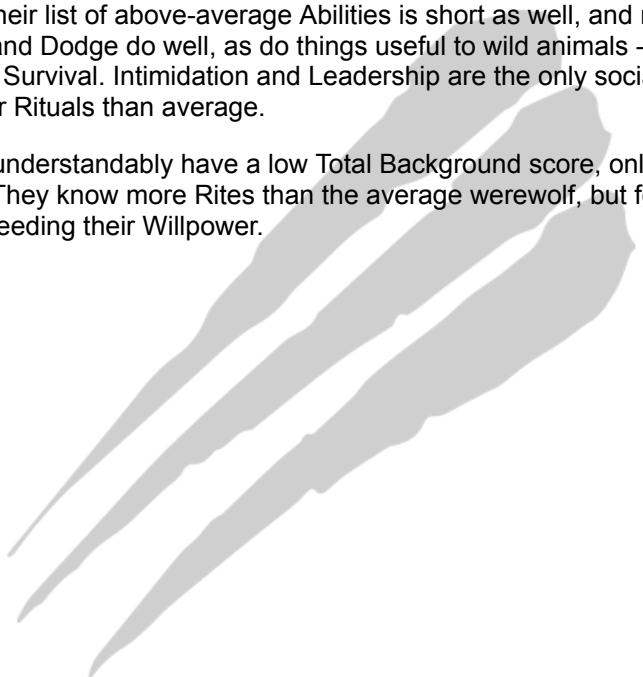
They have a strong Backgrounds Total, doing well in social advantages like Allies, Kinfolk and Mentor, and also more spiritual options like Ancestors and Fetish. Their mystical inclinations are born out in high average Gifts known and Rites known. Their Gnosis is the highest among the tribes, and their Willpower is also respectable. Rage is slightly below average.

Red Talons

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Physical Attributes, **Strength**; **Perception**	**Total Attributes**; Dexterity, Stamina; **Total Social Attributes**, **Charisma**, **Manipulation**, Appearance; **Total Mental Attributes**, Intelligence, **Wits**
Abilities	**Alertness**, **Brawl**, **Dodge**, **Intimidation**, **Primal-Urge**; **Animal-Ken**, Leadership, **Stealth**, **Survival**; **Rituals**	**Total Abilities**; **Empathy**, **Expression**, **Streetwise**, **Subterfuge**; **Drive**, **Etiquette**, **Firearms**, **Melee**, Performance, **Repair**; **Computer**, **Investigation**, **Law**, **Linguistics**, **Medicine**, **Occult**, **Politics**, **Science**
Normal Backgrounds	Ancestors / Past Life, Kinfolk, **Pure Breed**	**Total Normal Backgrounds**, **Allies**, **Contacts**, **Fetish**, **Resources**, **Patron**
Gifts & Rites Known	Rites Known	**Gifts Known**
Rage / Gnosis / Willpower	**Rage**, **Gnosis**	Willpower

Red Talons do not do well in Attributes, truly excelling only in Strength and Perception - in all others they fall behind. Their list of above-average Abilities is short as well, and mostly predictable. Combat skills like Brawl and Dodge do well, as do things useful to wild animals - Alertness, Primal-Urge, Animal-Ken, Stealth, and Survival. Intimidation and Leadership are the only social Abilities they do well in, and they also have higher Rituals than average.

The Red Talons understandably have a low Total Background score, only doing well in Ancestors, Kinfolk and Pure Breed. They know more Rites than the average werewolf, but fewer Gifts. Their Rage and Gnosis are high, exceeding their Willpower.

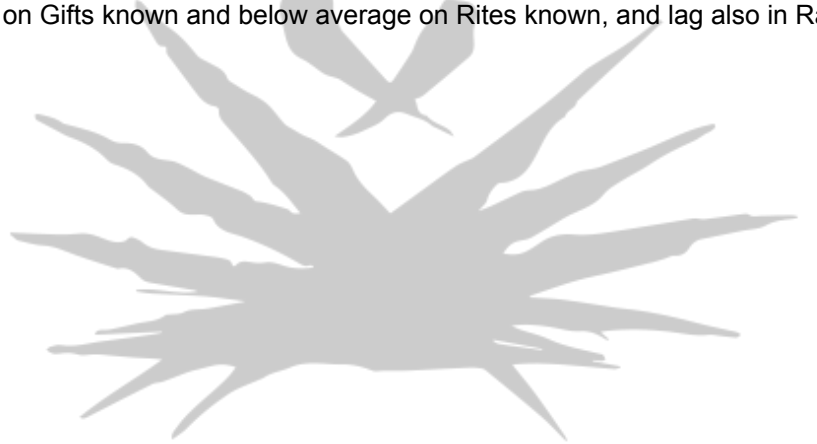


Shadow Lords

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; Total Social Attributes, **Manipulation**; Intelligence, Wits	Total Physical Attributes, Stamina; Charisma; Total Mental Attributes, **Perception**
Abilities	Intimidation, **Subterfuge**; **Drive**, **Etiquette**, **Firearms**, **Leadership**, **Melee**; **Computer**, **Investigation**, **Law**, Linguistics, **Politics**	Total Abilities; **Athletics**, **Brawl**, **Dodge**, **Empathy**, **Primal-Urge**; **Animal-Ken**, **Performance**, Repair, Stealth, **Survival**; **Enigmas**, **Medicine**, Occult, **Rituals**, Science
Normal Backgrounds	Contacts, **Resources**, Patron	Total Normal Backgrounds, **Allies**, Ancestors / Past Life, **Fetish**, **Kinfolk**, Mentor, **Pure Breed**
Gifts & Rites Known		**Rites Known**
Rage / Gnosis / Willpower		Rage, **Gnosis**, **Willpower**

The Attributes that Shadow Lords exceed in are Manipulation, Intelligence and Wits; they only fall behind on Stamina, Charisma and Perception. Their Abilities tend toward social skills and knowledges (Intimidation, Subterfuge, Etiquette, Leadership, Linguistics, Politics), and the Abilities one might need to pass judgement (Investigation, Law). They also have a curious streak toward technologies both simple and advanced (Drive, Firearms, Melee, Computer).

They have a low Total Backgrounds score, but do well in Contacts, Resources and Patron. They are about average on Gifts known and below average on Rites known, and lag also in Rage, Gnosis and Willpower.



Silent Striders

	Higher / More Frequent	Lower / Less Frequent
Attributes	Total Attributes; Total Physical Attributes, **Dexterity**, Stamina; Charisma; **Total Mental Attributes**, **Perception**, Wits	Strength; Total Social Attributes, **Manipulation**, **Appearance**
Abilities	Total Abilities; **Alertness**, Athletics, Dodge, **Empathy**, Expression, Primal-Urge, **Streetwise**, Subterfuge; Animal-Ken, Etiquette, **Performance**, **Stealth**, **Survival**; **Enigmas**, Investigation, **Linguistics**, Medicine, Occult, Rituals	Intimidation; **Drive**, Leadership, Melee, Repair; Computers, **Law**, Politics, Science
Normal Backgrounds	**Contacts**, **Pure Breed**	Total Normal Backgrounds, Allies, Ancestors / Past Life, Fetish, **Kinfolk**, Mentor, Resources, Patron
Gifts & Rites Known	**Gifts Known**, Rites Known	
Rage / Gnosis / Willpower	Gnosis, Willpower	Rage

Silent Striders actually tend high in a variety of Attributes, from the Dexterity and Stamina expected of a tribe of travelers to the Perception and Wits that define their quick, sharp minds. They also are rather likeable, with a higher Charisma than average. They likewise have a variety of above-average Abilities. Many are survival skills (Alertness, Athletics, Dodge, Primal-Urge, Stealth, Survival), others are social (Empathy, Expression, Streetwise, Subterfuge, Animal-Ken, Etiquette, Performance, Linguistics) and many are more esoteric (Enigmas, Occult, Rituals). Unsurprisingly, these werewolves on the move also have a high Linguistics score.

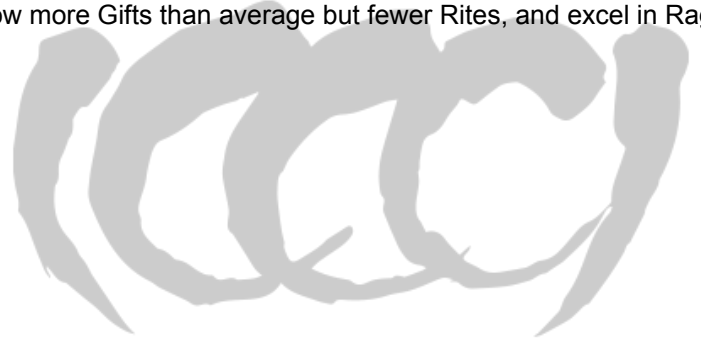
But, being on the road doesn't lend itself to maintaining many Backgrounds, in which they suffer overall. Only their Contacts and Pure Breed exceed the usual. They do carry other strengths with them, with more Gifts and Rites known than most. Their Gnosis and Willpower are also strong while their Rage lags behind.

Silver Fangs

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Attributes**; **Total Physical Attributes**, Strength, **Dexterity**; **Total Social Attributes**, **Charisma**, **Appearance**; Intelligence, Wits	Manipulation; Total Mental Attributes, **Perception**
Abilities	**Athletics**, Brawl, Dodge, Empathy, **Expression**; **Etiquette**, **Leadership**, Melee, Performance; Investigation, Linguistics, **Politics**	Total Abilities; Primal-Urge, **Streetwise**, Subterfuge; Animal-Ken, Drive, Firearms, Repair, **Stealth**, Survival; Computers, **Enigmas**, Law, Medicine, **Occult**
Normal Backgrounds	**Total Normal Backgrounds**, **Fetish**, **Pure Breed**, Resources	Ancestors / Past Life, Contacts, Mentor, **Patron**
Gifts & Rites Known	Gifts Known	**Rites Known**
Rage / Gnosis / Willpower	Rage, Willpower	Gnosis

As regards Attributes, Silver Fangs tend to have a high total to begin with, and shine for two in each category - Strength & Dexterity, Charisma & Appearance, and Intelligence & Wits. The only Attributes they are actually below average in are Manipulation and Perception. Their Abilities total is a little low, but they perform well in a variety of physical Abilities (Athletics, Brawl, Dodge, Melee) and social ones (Empathy, Expression, Etiquette, Leadership, Performance, Linguistics, Politics).

As the tribe of kingship, Silver Fangs unsurprisingly tend to have a high Backgrounds total and the resources that suggests - predictably high in Pure Breed, but also prone to higher levels of Fetish and Resources. They know more Gifts than average but fewer Rites, and excel in Rage and Willpower over Gnosis.



Stargazers

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Attributes**; **Dexterity**; Total Social Attributes, **Charisma**, Appearance; **Total Mental Attributes**, **Intelligence**, **Wits**	Total Physical Attributes, **Strength**, Stamina; Manipulation
Abilities	**Total Abilities**; Alertness, Dodge, Empathy, **Expression**; Animal-Ken, Etiquette, Melee, Performance; **Computers**, **Enigmas**, **Investigation**, **Linguistics**, **Medicine**, **Occult**, Rituals, **Science**	**Brawl**, **Intimidation**, **Primal-Urge**, Streetwise, Subterfuge; **Firearms**, **Leadership**, Repair, Stealth, **Survival**; Law, **Politics**
Normal Backgrounds	**Ancestors / Past Life**, Contacts, **Mentor**, Pure Breed	Total Normal Backgrounds, **Allies**, **Fetish**, **Kinfolk**, Resources, Patron
Gifts & Rites Known	**Gifts Known**	Rites Known
Rage / Gnosis / Willpower	**Gnosis**, **Willpower**	**Rage**

Stargazers have the second-highest Attribute total of the tribes, and have above-average Dexterity, Charisma, Appearance, Intelligence and Wits. They also have high Ability totals, a combination of physical Talents and Skills (Alertness, Dodge, Melee), social Talents and Skills (Empathy, Expression, Animal Ken, Etiquette, Performance) and all Knowledges other than Law and Politics.

While Stargazers do not tend to a high Background total, they have higher Ancestors, Contacts, Mentor and Pure Breed scores than is typical - it is just that they are rather low on all the others. They are written with more Gifts than average, but fewer Rites. Their spiritual and controlled natures shine through in higher Gnosis and Willpower, but lower Rage.



Younger Brother

	Higher / More Frequent	Lower / Less Frequent
Attributes	Stamina; Total Social Attributes, Charisma	Total Attributes; Total Physical Attributes, Strength, Dexterity; **Total Mental Attributes**, **Perception**
Abilities	**Athletics**; Animal-Ken, **Drive**, Leadership, **Performance**, Stealth, Survival; Medicine	Total Abilities; Alertness, Brawl, **Dodge**, Intimidation, Primal-Urge, Subterfuge; Etiquette, Melee; Computers, Enigmas, Occult, Politics, **Rituals**, Science
Normal Backgrounds	Allies, **Ancestors / Past Life**, **Kinfolk**	**Total Normal Backgrounds**, **Contacts**, Mentor, Pure Breed, **Resources**
Gifts & Rites Known	Gifts Known	**Rites Known**
Rage / Gnosis / Willpower		Rage, **Gnosis**, Willpower

Younger Brother suffers from low stats overall. Stamina and Charisma are the Attributes in which they excel. Their better Abilities are an interesting mix, from the more physical (Athletics, Stealth, Survival) to social (Animal Ken, Leadership, Performance) to outliers like Drive and Medicine.

They generally have a low Backgrounds total, but do well in stronger ties like Allies, Ancestors and Kinfolk. Their mystical skills lay more in the arena of Gifts than Rites. They are not particularly gifted in Rage, and sit below average in Willpower and especially Gnosis.

Black Spiral Dancers

	Higher / More Frequent	Lower / Less Frequent
Attributes	**Total Physical Attributes**, **Strength**, Dexterity; Manipulation	Total Attributes; Total Social Attributes, **Charisma**, **Appearance**; **Total Mental Attributes**, Perception, Intelligence, Wits
Abilities	Athletics, **Brawl**, **Intimidation**, Primal-Urge, Subterfuge; Etiquette, **Firearms**, **Melee**, **Stealth**, Survival; **Occult**	Total Abilities; Alertness, Dodge, Empathy, **Expression**, Streetwise; **Animal-Ken**, Leadership, **Performance**; Enigmas, **Investigation**, Law, Linguistics, Medicine, Politics, **Rituals**, Science
Normal Backgrounds	Total Normal Backgrounds, **Allies**, Ancestors / Past Life, **Resources**, **Patron**	Contacts, Kinfolk, Mentor, **Pure Breed**
Gifts & Rites Known	**Rites Known**	**Gifts Known**
Rage / Gnosis / Willpower	**Rage**	Gnosis, **Willpower**

Their Attributes certainly lean Physical, with Strength particularly high, as well as Dexterity and Manipulation. Their Abilities are often combat-oriented (Brawl, Firearms, Melee), or about means of getting what they want (Intimidation, Subterfuge, Etiquette, Stealth). They are not incapable as regards the wilderness and physicality (Athletics, Primal-Urge, Survival) and have an Occult knowledge to be respected.

Their Background totals are high, particularly with Allies, Ancestors, Resources and Patron. They are generally written with fewer Gifts known (possibly due to a smaller Gift list for the tribe and potential unsuitability of traditional Gaian gifts for their breed and auspice) but skew high on Rites known. Black Spiral Dancers have weaker spirits and wills as indicated by their Gnosis and Willpower scores. However, their Rage is among the highest of the tribes.

Statistics by Rank

Stat Averages by Rank

	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Total Att's	25	27	29	31	32	34
Total Abilities	30	38	43	52	56	75
Backgrounds	5	7	9	11	14	20
Gifts Known	3	6	8	11	14	22
Rites Levels Known	1	3	7	15	23	65
Rage / Gnosis / Willpower	12	15	18	19	21	24

There is no particular reason to address the stat leanings of individual ranks - generally speaking, the higher the rank, the higher the stat. This is entirely true for total stats like those above (i.e. Total Attributes); individual statistics may have occasional dips among the ranks (i.e. Rank 5 has a higher average Appearance than Rank 6 does) but by and large - as rank goes, so go the stats.

Build a Veteran

Given that we have these average statistics for each rank, it's easy to extrapolate a method to build higher-ranked characters from scratch. Methods for this have been suggested by two books to my knowledge - Werewolf Storytellers Handbook (Revised) has a method based on distributing points and bonuses, while Rage Across the World suggests a method that grants a range of experience points for each level. Both are perfectly adequate, but with the information we have we can certainly provide another method.

The following is a table which uses the information from the prior section about Statistics by Rank to create a (slightly smoothed-out) equivalent with which to make characters for use as PCs or NPCs. If you find the WSH method to be too muddled or the RAtW method to be an overwhelming bundle of experience, this may be a viable alternative for you!

Veteran Creation Table

	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Attributes	7/5/3 +2	7/5/3 +4	7/5/3 +6	7/5/3 +8	7/5/3 +10
Abilities	13/9/5 +7	13/9/5 +14	13/9/5 +21	13/9/5 +28	13/9/5 +48
Backgrounds	7	9	11	14	20
Gifts Known	6	9	12	15	22
Rites Levels Known	2(4) x Rituals*	4(8) x Rituals*	6(12) x Rituals*	8(16) x Rituals*	11(22) x Rituals*
Rage / Gnosis / Willpower	+2	+4	+6	+8	+10
Freebies	15	15	15	15	15

All values above are to be considered cumulative; you don't need to add columns together.

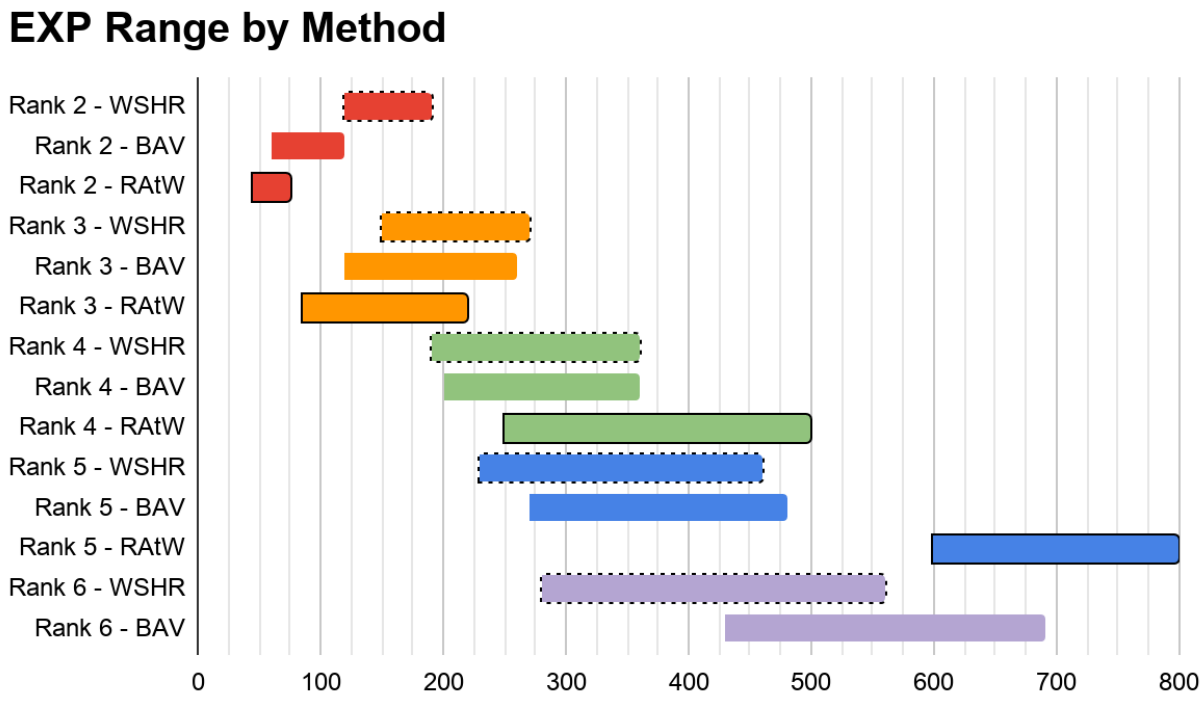
- **Attributes:** Start with a normal cliath point distribution and add an additional number of dots wherever you see fit as indicated. The additional value is for all three categories combined - not per category.
- **Abilities:** Start with a normal cliath point distribution and add an additional number of dots wherever you see fit as indicated. The additional value is for all three categories combined - not per category.
- **Backgrounds:** Points should be used to buy any and all Backgrounds available at character creation *except* Rites.
- **Gifts Known:** Distribute gifts as you see fit, though of course the first three should be the requisite Rank One gifts by breed, auspice and tribe.
- **Rite Levels Known:** This one was tricky. Rite levels known by characters vary significantly based on book, rank, Rituals score, and auspice. This is my best framework based on all of these

variables - the smaller number is what Ragabash and Ahroun should use, and the larger number in parentheses is for Theurges, Philodox and Galliards. The resulting number acts as special Rites-only Background points - buying a level one Rite for one point, a level five Rite for five, etc.

- **Rage/Gnosis/Willpower:** Take the starting values from character creation and distribute the additional value from the table amongst them. That is, a Rank Two metis Philodox of the Black Furies would start with 3 Rage, 3 Gnosis and 3 Willpower and then could add two to Rage, or one to Gnosis and one to Willpower - but not 2 to each.

- **Freebies:** Spend as if at character creation.

Power Level Comparisons



To compare the relative strengths of the two canon methods of creating higher-ranking characters and my own, I decided to work with the experience value method from RAtW. Building characters via my method and the WSH Rev method, I created characters that were highly under-optimized (spreading out stats as much as possible, even going so far as to pick level one gifts whenever possible) and then ones as focused as possible (maxing out stats before moving on to the next ones, taking the highest available gifts only) and then calculated their experience costs. These provide the (rough) ranges above. **(Note: I ignored the issue of Rites known for the purposes of calculating this, as the other two methods don't really allow for it at all anyway.)**

As you can see, the Werewolf Storytellers Handbook (Revised) starts out extremely powerful at Rank Two but loses that lead by Rank 4. Rage Across the World starts out weak but comes ahead around Rank Four, and goes far off the chart at Rank 5 (where it provides no upper bound for experience to provide). My "Build a Veteran" method falls somewhere between - never the most powerful option available, but between the two at each rank.