

The Brotherhood of the Wolf



(Art by [Tony G. Campagna](#))

In 1992, a group of West German college and high school students, numbering thirteen, came together to perform a mystical ritual that one of them had discovered in a copy of the Book of the Great Scorpion -- or so he claimed. Amazingly, none of them were killed, and the process succeeded in transforming them into creatures similar, in many ways, to the legendary werewolves. With their new powers, this newborn Brotherhood of the Wolf (der Wölfepakt) committed many crimes in their homeland and neighboring countries, initially in support of the faltering Pythonian Insurgency, and later out of greed, bloodlust, and a desire for power.

While the group has endured the past quarter of a century, with the magic that transformed them slowing their aging, they have suffered many losses. Two members quit, with one fleeing to East Asia and disappearing completely, and the other returning to Australia and being shot by a rancher who took him for a thylacine wolf. Four of the members have been killed by police or other security agencies. (While the official report on the various "animal attacks" that have been committed in this part of the world is that they are the work of animal-controlling superpowers, enough officers have an understanding about what is really going on to be able to respond appropriately.) And two others, including the first leader of the group, have been murdered by the current leader.

Josef Ferdinand Kemp -- he only answers to the name Fenris, or the title Fuhrer, now -- was seventeen years old when he became a werewolf, two years after his earliest known murder. Inordinately pleased that his transformation resulted in him becoming a wolf with white fur, he sought to learn more about the magic that had facilitated this, taking it for granted that it had to result from the runic magic of his forebears. Disgusted to learn that the Book of the Great Scorpion was apparently of Turkish origin, he promptly began undermining the original leader, Silberzahn eventually killing him in 2005, after winning a duel to determine who should run the

Brotherhood. His greatest ambition would be for the group to commit terrorist murders in Israel, Russia or the United States.

Rudi Schulze, aka Glasgeher, is the technical expert of the group. Initially, he was simply the only member of the Brotherhood who was somewhat computer literate, but he has kept pace with developments and now views himself as being one of the most adept hackers in the world. (He is not even remotely as good as he believes, but none of these people are all that humble about their accomplishments.) Alone among the group, he has realized that the Hong Kong-based superpower known as **Dú Láng** is probably their former teammate but has chosen not to reveal that datum to Fenris yet. Unlike most of his teammates, he is only interested in money, and has no liking for murder or assault.

Arvin Böhm, aka Knochennäher, is regarded as an embarrassment by most of the group. While almost all of them could be considered spendthrifts (only Glasgeher has invested his share of their profits) Knochennäher deliberately lives unhoused. Partially, this is a scheme to avoid attracting official attention, while another part comes out of a paranoid distrust of his fellows. If none of them know where he is sleeping, none of them can kill him in his sleep, after all. In the meanwhile, Knochennäher has probably the most extensive group of street contacts of any member of the Brotherhood.

Uwe Brandt, aka Rotekralle, claims that he has not resumed his human form since his transformation. While that is probably untrue, he is the member of the group most committed to being a werewolf and spends most of his time haunting national parks in wolf form. Because of this, Fenris considers him the least troublesome member of the group. What Fenris does not know is that Rotekralle has been thoroughly subverted by the followers of **Dracula**, and is just waiting to be given the order to murder the rest of his teammates. Whether he can accomplish this, or if he is just intended to do damage to a rival, is not clear.

Petti Kraus, aka Artemiz, aka Schwartzorn, was not always the only female member of the group. Originally, she worked closely with the other, known as Erdetochter, and claimed to share the same ecological and primitivist agenda as the elder wiffwolf. After their 2007 falling out, she arranged for her former friend to suffer a fatal police ambush. Any political goals that Schwartzorn might claim are cover for her actual goal of inflicting as much pain and suffering as possible on anyone who has the misfortune of crossing her path. She has often gotten so involved in the pleasure of hurting someone that she forgets that she is supposed to be killing them, justifying her behavior with the idea that she has been divinely appointed to do this sort of thing.

Brotherhood of the Wolf -- PL 9

Abilities:

STR 6 | STA 6 | AGL 4 | DEX 1 | FGT 9 | INT 1 | AWE 3 | PRE 1

Powers:

Loping Movement: Enhanced Advantages 4 (Evasion, Improved Initiative 2, Uncanny Dodge); Leaping 2 (30 feet); Speed 3 (16 MPH) - 9 points

Semblances: Array (5 points)

- **Homid:** Morph 1 (completely human form) - 5 points
- **Lupus:** Morph 1 (wolf form) - 1 point

Song of the Wolf Pack: Auditory Perception Area Affliction 9 (Resisted by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree - 18 points

Thick-Skinned: Protection 3, Impervious 9 - 12 points

Wolf Senses: Senses 5 (danger sense, low-light vision, acute tracking olfactory, ultrahearing) - 5 points

Advantages:

Close Attack 2, *Evasion*, *Improved Initiative 2*, *Power Attack*, *Uncanny Dodge*.

Skills:

Deception 8 (+9), Expertise: Criminal 7 (+8), Intimidation 8 (+9), Investigation 5 (+6), Perception 4 (+7), Stealth 6 (+10).

Offense:

Initiative +12

Unarmed +11 (Close Damage 6)

Song of the Wolf Pack -- (Perception Area Will 9)

Defense:

Dodge 8, Parry 9, Fortitude 9, Toughness 9, Will 7

Totals:

Abilities 70 + Powers 53 + Advantages 7 + Skills 22 + Defenses 18 = 169 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 8

Skill PL: 5*

Complications:

Variable--Motivation. Power Loss (Thick Skinned, against silver weaponry.) **Secret Identity.**

Fenris has STR 7, Expertise: Survival 6 (+7), Intimidation 10 (+11), Unfazeable (Immunity 5 [interaction skills]), **Power** as a Motivation and Intolerance (pretty much everybody.)

Glasseher has INT 2, Technology 6 (+8), Language 2 (Japanese, others), Nethead (make Gather Information checks with Technology), **Greed** as a Motivation and Delusion (I am the most 1334 of all.)

Knochennäher has Contacts, Great Endurance, Expertise: Streetwise 6 (+7), Feature (Iron stomach), **Paranoia** as a Motivation and Prejudice (unhoused.)

Rotekralle has All-out Attack, Close Attack 3, Improved Initiative, Expertise: Survival 6 (+7), **Utter Misanthropy** as a Motivation and Secret (traitor.)

Schwarzorn has Attractive, Defensive Attack, Expertise: Magic (INT-based) 6 (+7), Investigation 7 (+8), Perception 6 (+9), **Sadism** as a Motivation and Delusion (I am the chosen of Hecate.)

Update 2022: In the early months of this year, Rotekralle came into conflict with **Rose Madder** and **Jaana Auringvalo** ... a conflict that proved fatal for the werewolf. Fenris has ordered the remaining members of the Brotherhood to hunt down the killers. He is also secretly preparing to perform the ritual that empowered the Brotherhood for a second time, though this can only happen if all but one of the werewolves in question are dead.

Update 2023: Glasgeher, Knochennäher, and Schwarzorn have realized that Fenris has been trying to get them all killed so that he can start over, and have decided to return the favor. (Schwarzorn thinks he had the right idea, though.) The Brotherhood no longer exists as a group.