

Werewolf 2020 Pitch - The Resistance

In Short:

The Pure have won. The Forsaken are now on the edge of extinction, hunted in their own territory. The remaining tribes of the moon must gather together to fulfil their duty to Luna as wardens of the spirits, whilst also stopping the Pure from wiping them out and turning Britain into a Pangean nightmare.

The Setting:

A UK based on that of the "Shadows of the UK." sourcebook. The UK is a darker place. Most of the Greater Jagglings are hostile spirits, borne of the greed, depression and manufactured hatred prevalent in Britain today.

The Pure were outnumbered by the Forsaken but were generally in greater positions of power.

Just prior to the campaign the Forsaken waged a Silver Crusade against A Maeljin and his Bale Hound. In old abandoned tube lines under the city of London the Tribes of the Moon from across the UK gathered. They were victorious in the wound that had festered there. However many great Uratha were killed and the Tribes of the Moon greatly weakened. In their hour of victory, the Forsaken were betrayed by one of their own who led the Pure to ambush the exhausted werewolves. Using human soldiers, spirits and hosts the Pure slaughtered the Tribes of the Moon. The players are survivors of this battle, those who, for whatever reason, weren't present and those new Uratha the forsaken have managed to claim.

In the aftermath of the battle the Pure consolidated their power on the UK and are actively hunting the Forsaken, though in their victory the various packs and tribes have fallen to infighting, limiting their effectiveness. Their ultimate goal is to wipe the forsaken out and return the UK and then the world to a Pangean paradise.

The players will form a resistance of sorts, striking back at strategic Pure targets while also attempting to keep the peace in the spirit world. The actual events are the different packs/cells meeting up to coordinate their efforts. The difference is that they will have to meet in secret and be careful with their movements otherwise the Pure may find them and strike in overwhelming numbers.

Tone Notes:

My main goal of the game is to make the Pure the enemy. Rather than a nameless army of werewolves my goal is to create many different personalities that the players run into. To facilitate this, I would ask each player to create a Pure werewolf character in addition to their player character. They will occasionally play this

character in games. Because of the regeneration powers of werewolves and the subsequent lower death rate, my hope is this will create rivalries and intense battles with the Pure.

The game will be player led in the sense that they will be presented with targets each game. Depending on the players actions, in time and down time, the chronicle will evolve, however the Pure will make counter strikes that will keep the chronicle unpredictable for the players.

My plan is to create an environment of fear that the Pure or their allies may strike at any time. As such the players will occasionally be attacked at their meeting place.

Also, I want to see what depths the players will sink to in order to win.

Mechanic Notes:

I would run the chronicle with high starting XP but minimum XP during the game. I have ideas about limiting lodges and learning new gifts as the setting has the werewolves hiding day to day as opposed to learning new powers from spirits.

I would like to discuss the removal of XP requirements for renown as you shouldn't have to wait months to have great deeds recognised.

I would run a story/roleplay first, game mechanics second. I hate it when games devolve to maths.