

## The Company of Wolves



Skinchangers have existed (although not always peacefully) alongside the world of men for countless centuries. Perhaps the most common type of skinchangers are those capable of transforming themselves from human form into wolves, commonly known as "werewolves" in Europe. These werewolves usually live in packs comprising an alpha male and a number of lesser werewolves, which may include a bold young male aspirant ready to lead his own pack or challenge the alpha male for dominance of the pack. They usually make their home away from the haunts of normal men; preferring the seclusion offered by the great forests of North America and Eastern Europe. However, some packs have made their home within 'civilised' lands, successfully hiding their true nature from the eyes of normal men. One such pack is that of Lord Lupus in Britain.

During the French and Indian War Captain James Lupus, the youngest son of Lord Lupus, served with the British Army in Canada. Following the ambush of the patrol Lupus was accompanying, his body could not be found and he was reported as being feared dead. Three years later Lupus arrived at a British outpost wearing native clothing in a canoe. He said little about his experiences, only that he was wounded and had been rescued by a friendly tribe. Those who knew him from before said this gregarious officer had changed both mentally (now preferring his own company alone in the woods) and physically (having a much more developed physique and being somewhat hairier). Captain Lupus' own report of what had happened to him was true as far as the little detail he provided went. What he omitted to say was that he had undergone rituals while with his adopted tribe and become skinchanger, being able to change into a wolf or wolfman at will.

Following his return to England, James Lupus returned to the family's country estate. Family misfortunes (the death of his elder brother at sea and his father's death from typhus) meant that James became the next Lord Lupus; inheriting his father's wealth and property, as well as starting a new dynasty of English aristocratic skinchangers. On reaching maturity, all of James' adult male descendants acquired the family skinchanging trait. Thus, at 55 years of age, James' great grandson Charles is the current Lord Lupus and alpha male of a thriving skinchanger clan. In order to maintain continuity of the family's skinchanger traits, Lord Lupus has married family members into certain Eastern European noble families.

The wealth of the Lupus family allows them to maintain large estates; enabling clan members to roam about in wolf form without being witnessed or molested by normal men. This is not to say that their secret

is not safe. Members of the clan are hunted by self-righteous men desiring to rid Britain of 'demons' and by hunters seeking more dangerous 'game' to kill (foremost amongst these being members of the Imperial Hunt Club). However, certain men in the corridors of power are also aware of the true nature of the clan and provide protection to the clan in return for 'services rendered' against those individuals and nations who do not have Britain's best interests at heart.

When performing missions for his government benefactors (or for his own purposes), Lord Lupus is assisted in leading the pack by his eldest son, Augustus, a powerful skinchanger in his own right. They lead their own equivalent of an adventuring company, the core of which is a small pack of skinchanging members of his wolf clan. The pack may also be supported by 'gunmen' (armed loyal estate workers). Lord Lupus may also be accompanied by huge wolves that he brought back from travels in Romania.

Figure	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
Alpha Male (Lord Charles Lupus)	2+	+4	-	+2	55*	Leadership +2, Tough, Terrifying, Up to 20 points of Mystical Powers at additional cost	Armour 9 Weapon Bonus +2 Pluck Penalty -2
Aspirant (Augustus Lupus)	3+	+3	-	+2	38*	Leadership +1, Tough, Terrifying Up to 10 points of Mystical Powers at additional cost	Armour 8 Weapon Bonus +1 Pluck Penalty -1
Wolfman	4+	+3	-	+1	27	Tough, Terrifying	Armour 8 Weapon Bonus +1 Pluck Penalty 0
Follower	5+	+1	+2	+0	11		Lined Coat, Shotgun
Wolf **	5+	+3	-	+0	18	Tough	Move/Run 12"/+6" Armour 8 Weapon Bonus +1 Pluck Penalty 0

\* Not including cost of additional Mystical Powers. Mystical Powers may only be selected from the following list: Clouding Men's Minds, Dragon Talons, Harden, Strengthen, The Path of Shadows, True Grit, Venom, Zone of Shadows.

\*\* Wolves are predators. Unless they have a skinchanger next to them they will attack any creature that comes within 6" of them. They will continue to attack the same victim until it dies or they die or are Knocked Down. They will pursue any prey that attempts to flee. These animals will follow simple commands from a skinchanger (when they die these animals will revert to type).

### Options

- ⌚ Any Wolfman may have the talent Stealthy (+5 points)
- ⌚ Any Follower may have the talent Fanatic (+5 points)
- ⌚ Any Follower may replace his Shotgun with a Carbine (+0 points) or a Military Rifle (+4 points)
- ⌚ Any Follower may have a Knife (+3 points) or an Axe (+4 points)
- ⌚ Any Follower may replace his Lined Coat with a Brigandine (+1 point)
- ⌚ Any Follower may have a Storm Lantern (+2 points)
- ⌚ Any Follower may have a Cavalry Horse (+9 points)

