

# Wolfshade

## The House Rules

Werewolves of the House of Werewolves

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## *Introduction:*

Hello I am the Head Storyteller for the online Werewolf Game Wolfshade, If you are reading this you are likely looking to join my game or want to look up what type of House Rules we have.

I have always believed that House Rules should be laid out so that everyone has easy access to them and there is little to no confusion and we are all honest right off the bat. This is meant to be an aid to help those wanting to make a character to make one without much more effort than reading the Rule Book.

I hope you all Enjoy.

## *Special Thanks*

This is for players who spent some time helping with set up and flushing out Rules.

Kyotzu – For helping Balance Rules

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Jason – For giving me an idea for a better rage system

Hollow Shel – For editing and the like

Those who Contributed to the Pure Breed Discussion – Hollow Shel, Thomas, JT

## *Other Credits*

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# *Attribute Changes*

## *Appearance*

Appearance determines how you appear and how well you can manipulate how you appear. It covers posture, body language and unconscious expressions as well as the niceties of personal grooming and appropriate fashion choice. A good way to look at it is if you want to convey something with a look or how you look then you want to use this stat. This does not necessarily mean how pretty you are however someone who looks like a supermodel looks in a professional photo shoot has at least 3 appearance to know how to properly put on makeup, do their hair and wear clothes they look good in.

- Poor: You couldn't look Professional if you Tried and you Stick out like a sore thumb wherever you go.
- Average: You know not to wear pastels in a goth club. You can keep from rolling your eyes at an elder full of hot air when needed.
- Good: You have several outfits that fit your body shape well, you can keep a straight face most of the time when trying to be polite.
- Exceptional: No one can pick you out of a crowd unless you want. Shadow Lords complain about your Poker Face.
- Outstanding: You can carry on a full conversation from across the room with your eyes, you always know the exact right thing to wear and do your makeup just right.

Examples of usage:

Appearance + Intimidation = Stare Down

Appearance + Subterfuge = Disguise

Appearance + Streetwise = Blending in on the streets in the poor area of town

Appearance + Etiquette = Picking the right thing to wear

Appearance + Expression = Communicating with Body Language

## *Ability*

### *Stealth House Rule*

In the Wilderness Stealth is not Limited by Survival, however, an ST may opt to call for a Survival roll instead, depending on the circumstances.

### *House Rule For Mandatory Specialities*

You cannot take a speciality in anything below four, even if the book says you must when you take an Ability.

## *Bonus Rituals*

At Character Creation a Garou with the Ritual knowledge gain a Rite Per dot at the appropriate rank. Someone with one dot in Rituals would get a level one Rite while someone with three dots would get a Rank One Rite, a Rank Two Rite and a Rank 3 Rite. Extra Rites at creation must be purchased through the Rites Background.

After Creation Rites are purchased with Experience Points at a cost of 2 x level. Learning a rite normally only accessible to a member of a different tribe costs 3 x level.

## *Backgrounds*

### *Talen Background*

Talens are neat little one-use items that can be useful. This background is for Garou with Signature Talens, the Garou or someone in her pack must possess the Rite of Binding to Purchase this Background. When taking this Background, it is considered for the making of Talens the Garou has gotten so good at making and requesting help from spirits for them, she has a set amount at the beginning of each storyline. It should be noted the Garou does not gain Renown for the creation of these Talens between storylines.

These Talens cannot be stockpiled, at the beginning of each storyline the number shoots back to the number as dictated by the background.

If the Talen emulates a level one gift the Garou can have 5 of these Talens at the beginning of every Storyline.

If the Talen emulates a level Two gift the Garou can have 4 of these Talens at the beginning of every Storyline.

If the Talen emulates a level Three gift the Garou can have 3 of these Talens at the beginning of every Storyline.

If the Talen emulates a level Four gift the Garou can have 2 of these Talens at the beginning of every Storyline.

If the Talen emulates a level Five gift the Garou can have 1 of these Talens at the beginning of every Storyline.

For each rank in this background the Gaou has a new type of signature Talen. Talens may also emulate fetishes of the same rank. If a Talen is less powerful than the initial gift then the Talen's rating may be lowered to a minimum of one.

*For example: I want my Bone Gnawer Ahroun to have shiv Talens with an Earth Worm Spirit in them that break off and continue to cause damage once inside. The Closest Gift I can find to this is the rank 3 Gift Heart Claw. After reading the description I do not feel the damage would be unsoakable so I remove that benefit and the value of that Talen drops to rank 2. This means I start each game with 4 Talens of that type.*

As per the Book you still need to roll the Talen's Gnosis rating when activating a Talen, to figure out the Gnosis rating needed for a Talen based off of a gift look at the book again. All Talens start out at 5 Gnosis. If something needs to be spent, Gnosis/Rage/Willpower to activate the gift add + 1, if you need to make a roll to activate the Gift

add + 1, these do stack so if you need to both spend and roll you would have a total of 7 gnosis. Pack Storytellers may add extra to the Gnosis score to roll to activate should they feel this number is too low.

If the gift involves doing something that can be emulated by a with the Talen (and is) then that is not added to the difficulty.

*Back to Our example: The gift my Bone Gnawer Ahroun is basing his Talen off of requires spending willpower and a successful claw attack. So that would normally put the Talen at 7 Gnosis, however part of activating it includes stabbing the target successfully. So I would roll Gnosis 6 to activate the Talen.*

## *Rollable Backgrounds*

These Backgrounds are ones that have a mind of their own as it were. Allies, Contacts, Ancestors. The one exception to this is Resources.

All Rollable Background should have a set difficulty and the Background rating should be more about how easy it is for you to find someone who can help you. For example let's say you want to buy something like say a car and you have resources 3, you would roll and if you say fail then you would just not have the money for it.

If you Botch your roll then your contacts, allies, kinfolk or Ancestors need something from you before you can use them again. The difficulty level should be set by the difficulty of the task. For example if my ally is a lawyer and I need him to do something connected to law then it's easy! However if I need him to do something not so connected to his expertise then the difficulty would go up.

The Difficulty begins at 7 and will increase at the Pack Storyteller's discretion.

## *Rite of Dedication House Rules*

Garou get a Phantom slot for their clothes. New Clothes must be added using the ritual as long as the clothing adds no armour bonus or no edition abilities it does not count toward the gnosis total. Only one set of clothes may take up this slot at any one time, additional sets at the same time may be used, but take up a Gnosis slot.

*For example: A Glass Walker wears a Tuxedo to a ball but wants a cat suit ready to do some B and E at the ball, Shifting in a corner to shift into the catsuit would be possible but that catsuit then takes up a gnosis slot.*

## *Fate Background*

There is none, we are not allowing people to purchase Fate or Destiny or anything else that will make them special. All the player characters should have the ability to be such. Being Special should be the result of good role playing and hard work not a merit of background.

## *Experience Point Cost For Backgrounds*

Due to this being a game with multiple characters and multiple Storytellers, when a Pack Storyteller approves or grants a Background, that Background can only be used in General play (play not headed by your pack storyteller) if the player purchases it. This includes Fetishes, Resources and all the like. Backgrounds cost the same as Abilities. 3 Experience Points for the first dot then 2 x current level after.

# Gifts

## *Scent of the True Form*

Scent of the True Form Cannot Sense Pre first change Garou, nor can it sense kinfolk without Gnosis

## *Smell of Man House Rules*

- **Smell of Man** (Level One) — To creatures of the wild, man's scent is death. To creatures of the city, it is authority, comfort, easy meals. This Gift, taught by an ancestor-spirit, enhances a werewolf's human scent, infusing it with spiritual power.

**System:** Non-supernatural wild animals lose two dice from their dice pools when interacting with the Garou, save when defending themselves or running away, and will be inclined to flee rather than attack if possible. Domesticated animals recognize the werewolf as a friend, and even trained attack dogs will do no more than wag their tails at the character unless attacked first. This Gift's effects are permanently active, but can be deactivated at will.

# Merits and Flaws

## *New Merit: Local Hero/Locally Famous One Point*

The People in the city not only know you but know who you are, get a - 2 Difficulty on Social Rolls with people who know you and think you are Awesome, though you gain a + 1 Difficulty on Social rolls with people who don't like you due to either not agreeing with things you say or feeling celebrities are bogus. (This only applies to NPCs)

## *Rule Proposal: Formerly Used Merits/Flaws/Background*

Due to there being so much information in Werewolf in general Werewolf 20th does not have everything in it the books have formerly and implies that some things might still exist in this universe.

If your character requires a merit or flaw or background that doesn't currently exist then you can ask your pack ST to submit a write up of that particular edition to the website.

This also goes for custom Merits/Flaws/Backgrounds. A Database of these will appear on the Wiki. We ask that players check with this database before asking for an item they believe is not covered.

Final drafts will be written and posted by the staff and a denied list will be made for items we do not wish in this game.

# **Breeds**

## *House Rules for Homids*

House rules that need to be kept in mind when playing a homid.

### ***Homid Backgrounds***

Homids get 5 Initial dots in backgrounds.

### ***Homids in Lupus***

Homids in Lupus do not do aggravated while biting. They may choose to do Lethals just as any other breed does.

## *House Rules for Metis*

These are the house rules which apply to Metis and should be kept in mind when playing a metis.

### ***Metis Backgrounds***

Metis get 3 initial dots to put in backgrounds before Freebies.

### ***Metis Universal Rank Flaw***

Metis are considered to be One Rank Below their actual Rank unless they invoke their rank. This also works on any Gift that the Metis may use or are used on the Metis.

If a Metis is treated like a child by their pack when it comes to discussing things, they may invoke, "Hey guys! I'm a Cliath too you know, stop treating me like a kid!" Or if a Metis is being disrespected they may say, "I am a Cliath and I demand to be treated as such."

A Metis who feels a need to say "Hey I'm a Claith" at the beginning of every conversation loses this ability since invoking their rank starts to become nothing more than background noise.

## *House Rules for Lupus*

These are House rules which apply to lupus born one should be aware of before making a Lupus Born character.

### ***Lupus Backgrounds***

Lupus Born Garou do not start the game with 5 backgrounds they begin with 1 dot of backgrounds any additional backgrounds must be purchased with freebie points.

### ***Restricted Abilities***

Lupus Born Garou may not gain more than 3 dots in restricted abilities ever in addition to not being able to buy them with initial dots. This can be changed with the Raised By Apes Merit.

### ***Raised By Apes (2 Pt Merit)***

*-Special Note, I could see 1 pt for Skills and 2 pts for Knowledges.*

You have a unique understanding of a human Skill or Knowledge that normally lupus born garou can't fully grasp. Either the Lupus was raised by a tribe like the Glass Walkers, or the Bone Gnawer, or they through some special circumstances would logically have this merit. For each time this merit is taken the player can uncap a Skill or Knowledge on the Restricted list.

## ***Auspices***

### ***Ragabash***

The Ragabash is the most important member of the pack because they keep the pack from becoming complacent. They look for weaknesses in the pack and poke at them so that they can be filled and play devils advocate to make sure that nothing is being overlooked in the plan they are coming up with. Nothing helps people to understand why they are doing something then being asked.

### ***Ragabash Blessing***

*Standing In or Out:* Ragabash gain + 1 dice to keeping themselves from being detected or +1 dice to be noticed by others in order to become a distraction and giving their pack mates or anyone else they are hiding a - 1 difficulty to stealth or blending in rolls.

### ***Theurge***

The Theurge is the most important part of the pack because they help the spiritual side of the pack seeing to the pack totem managing the abilities it gives the pack. The Theurge helps the group when they are in the spirit world with their ability to navigate and know what the denizens of the Umbra might require for safe passage.

### ***Theurge Blessing***

*Child of Spirit:* Theurges are considered to have been adopted by the type of spirit that lead them through their First Change. This type of Spirit will treat the Theurge like they are a kinfolk to them. Favouring them but asking favours of them. This almost part spirit nature allows the Theurge to more easily enter the spirit world - 1 diff to side step, however it is harder for them to leave + 1 difficulty.

### ***Philodox***

The Philodox is the most important member of the pack because they not only interpret the Litany for the pack (writing their version down and submitting it to the Pack ST.) but they also help to smooth over pack conflicts and get everyone to work as a team.

## *Philodox Blessing*

*Voice of Reason:* A Philodox may interrupt any argument between those of a lower rank than them. The Philodox has as many rounds as there is a difference between the Philodox and highest ranked member of the argument. For example if a fostern is interrupting an argument between cliaths he has one round to say whatever he would like. Philodox's also get to roll an extra dice when using Empathy to defuse an argument or detect guilt when it comes to the laws.

## *Galliard*

The Galliard is the most important part of the pack because they chronicle what the pack has done (Earning the renown for the pack at moots) but also deal mainly in communication giving the pack news from other packs and information from the Sept.

## *Galliard Blessing*

*Never Forget:* Galliard can call upon a wealth of stories from their tribal experience. If there is a chance a member of their tribe might know something or might have known the Galliard can make a gnosis roll diff 8 if they succeed they can call upon that knowledge to help them in a bad situation.

## *Ahroun*

The Ahroun is the most important part of the pack because despite all the other job necessary to run a pack fighting the wyrm is still the primary goal. The Ahroun takes this burden on completely so that others can specialize in their needed duties and know they will always have someone who has their back.

## *Ahroun Blessing*

*Pain for Pain:* The Ahroun receives bonus dice to their damage rolls equal to the dice pool penalty they receive for being wounded. Resist Pain negates this blessing. In any round an Ahroun may spend a rage to negate all dice pool penalties on damage rolls for that round.

# *Mechanics Tweaks*

## *Temporary Rage Building*

Everyone has Rage that will build inside of them, for the Garou rage is a blessing and a curse. When a Garou rolls rage they gain a temporary rage point, this rage can exceed a character's permanent rage score, when a Garou sleeps or is knocked out they lose any rage over their permanent rage score.

Once a Garou's temp rage exceeds their willpower score, they make all rage rolls on their temp rage increasing the chance of frenzy a Garou who's temp rage becomes twice their willpower in this manner automatically Frenzies.

## *Your Rank Becoming Lowered*

When your rank drops I believe you should lose access to the gifts that you learned until you re-earn your rank. This way we don't have to run complex quest, the Garou is already being punished and the motivation to act well is linked to getting one's cool toys back.

## *Fetish Creation*

### **Step One:**

Choose a Gift you wish to use the power of in a Fetish from the book.

*Example: For our example we are going to say someone wants a fetish with City Running.*

### **Step Two:**

Figure out what form the fetish is taking, for example if the fetish allows you to pull something into the umbra it is unlikely it will be a dagger. Also Ammo for a fetish will not be affected by the fetish, for example you cannot make a bow or a gun that will make it's arrow or bullets suddenly do agg. You can however make a gun you can reload with just a gnosis roll.

*Example: Since the fetish effects movement with feet we decide to make the Fetish a Pair of Shoes, If we are playing say a Silent Strider we may wish to go with Sandals, a Glass Walker or a Bone Gnawer a pair of running shoes.*

### **Step Three:**

Work out what you feel the effect should be and how long it should last. There should be only one application.

*Example: We decided that we want to get the full package of City Running, Making climbing and jumping around much easier. We decided we want to be able to roll Gnosis and then gain the benefits as long as we do not stop moving.*

### **Step Four:**

Determine Gnosis that needs to be rolled. All fetishes start at Gnosis 5, You then need to see if there would normally involve spending something, making a roll, or any other actions not incorporated into the fetish. For each operation beyond just wanting the gift to work add +1 to the difficulty of the Gnosis roll.

*Example One: If we wanted to make a fetish based off of razor claws we can choose to not incorporate scraping the fetish off of a hard surface, however this would add one to the Gnosis rating.*

*Example Two: Back to Our Shoes, Since City Running means you need to spend rage you would add + 1 to the total Gnosis putting the Gnosis we need to roll to 6.*

### **Step Five:**

Determine background cost. Start at the gift rank, if anything is removed then knock the background points down to a minimum of one.

*Example: The City Running Shoes are being made from a rank one gift. This means they would be rank One. If the gift had been say a hearing aid in the form of a fish that using the gift tongues could allow you to understand different languages you could turn it from a rank two fetish to a rank one by removing your ability to speak that language, you would hear it as your native tongue.*

### **Step Six:**

Submit your fetish for review, submit your fetish to your pack Storyteller for review. At this time the pack storyteller may add to the cost for the Background or to the Gnosis total. The Pack storyteller may also reject the fetish if it does not work with what they want to do.

The Pack Storyteller will also submit the fetish to the Storyteller Staff who may reject the fetish or deem it too powerful.

*Example: We submit our fetish to our pack storyteller who says they feel we should spend two points on the Fetish Background because City Running technically has two effects. When the Staff looks it over they feel the fetish does not fit with our lupus born Red Talon. We change our concept to a Glass Walker Metis and the Fetish fits and is approved.*

## **Combat Rounds**

Combat will go as follows since we are on IRC and things can be a bit complex.

### **Rolling initiative**

Everyone will Roll Initiative to show when they go into combat. If there is a Tie Player with the Highest Wits goes first, if this is tied then the highest Dex

### **Declarations**

The players will state what they are doing lowest to highest, those with higher initiative values may base their actions on what others are doing.

### **Social Actions**

Everyone gets a single Social action. This includes using Social Gifts, however if a Social gift is used no other gifts may be used that round that would normally take up an action, unless the player spends rage. This happens Highest Initiative to Lowest

### **Physical Actions**

Players take their actions as stated in the Book. Highest initiative to Lowest.

### **Split Actions**

Players use any actions they split their pool for. Highest Initiative to lowest.

### **Rage Actions**

Rages actions occur at the end Highest Initiative to Lowest.

# *Rules Clarifications*

## *Black Fury*

Black Furies are notorious for not wanting to follow men, however there are times they must grudgingly do so. When it comes to the Litany a Black Fury must submit or else face being punished by another tribe. The Fury gets caught in the conundrum that a Male who would expect defiance from a Fury based on her principle is one who deserves the proper respect.

A Fury will be the first to give a vote of no confidence in a male leader who has shown themselves to be a tyrant or abusive with power.

## *Metis Soak*

Metis can soak both lethal and non-aggravated silver damage in their breed form, they may not soak silver aggravated in their breed form

## *Klaives*

A Klaive or grand Klaive attuned to the wielder does not cause damage to it's wielder when out of breed form, so it's safe to use in any form that has the hands to properly use it.

## *How You Act and Tribe*

Werewolves become part of a Tribe when their Tribal Totem accepts them as a member. Totems being spirits will only except those who fit with the Tribe's main views and goals. The Garou are in a very real way an extension of the Tribe Totem's Brood. A cliath can still be finding their place, but they won't go far if they don't work inside their tribe.

# *Rules Governed By Pack Storytellers*

A pack storyteller is the storyteller for the pack, they get to govern some very special things about your history and will likely run a regular game for you to play in. Here are some of the general things the Pack Storyteller gets to decide.

## *Flaw Cap Rule*

A Pack Storyteller may choose to allow players to take a total of 7 points of flaws or any two flaws that together equal over 7 points.

## *Archetypes*

Many of the White Wolf games use archetypes to represent how a character behaves, these are largely not so important to werewolf due to other important factors that affect character behaviour, mainly Tribe and Auspice.

## *Rewards*

The Pack Storyteller can give players backgrounds and other things that can be use but only when the Pack Storyteller is running. Everything else must be purchased with XP. The Pack Storyteller approves all Experience Points Purchases before the Staff see them. Example a player finds a Fetish they must spend Experience Points on it to use it unless their Pack Storyteller is running for them.

## *Your History and Important Facts*

Your Pack Storyteller gets to decide if many things in your character's life are true. For example, my character says his English Teacher was a Kinfolk who fought in the Amazon and is now considered retired, if my Pack Storyteller doesn't like that then I will be considered to be lying if I am not allowed to amend my earlier statement.

It is a good idea to consult someone's Pack Storyteller if you believe something they say is suspect.

## *Pack Territory Non Player Characters*

The Pack Storytellers get to dictate what Non Player Characters exist in a pack's territory, all NPCs in a Pack Storyteller's Territory should be vetted through them before being mentioned or entering play. Especially if there is something supernatural about them. One should not invite their Neighbour the Mage over when it has not been approved by the Pack Storyteller.