

[Changing Breeds 2e]

[Table of Contents]

<u>Chapter</u>	<u> Page Number</u>
Shapechanger Character Creation	3
Merits	8
Fetishes	11
Rites	12
On Werewolves	15
The Breeds	16
The Colony	16
The Distant Ones	23
The Brineborn	28
The Unclean	33
The Baal-Hadad	38

[Shapechanger Character Creation]

STEP ONE: CONCEPT

Decide on a concept, your Vice, Virtue, and three Aspirations.

STEP TWO: ATTRIBUTES

Prioritize Attribute categories. Spend 5/4/3 dots by category.

STEP THREE: SKILLS

Prioritize Skill categories. Spend 11/7/4 dots by category (gain two extra Skill dots, spread however you wish, if you don't have an Auspice).

STEP FOUR: SKILL SPECIALTIES

Choose three Skill Specialties (five if you don't have an Auspice).

STEP FIVE: SHAPECHANGER TRAITS

Choose a Changing Breed (and an Auspice if applicable). Decide on your Death Rage Triggers (1 set), Gifts, Essence (7), and Renown.

STEP SIX: MERITS

Spend 10 dots of Merits. Merit dots can also be spent on Rites, or on increasing Primal Urge.

STEP SEVEN: ADVANTAGES

Willpower is equal to [Resolve + Composure]. Integrity is 7. Size is 5. Health is [Size + Stamina]. Speed is [5 + Strength + Dexterity]. Defense is the lower of Dexterity and Wits. Initiative is [Dexterity + Composure].

PRIMAL URGE

Primal Urge starts at 1 dot. Additional dots may be purchased with five Merit dots each. A character cannot start with Primal Urge higher than 3.

GIFTS AND RITES

While perhaps not as knowledgeable on the Shadow as werewolves, all Changing Breeds have at least a basic understanding and awareness of the spirit world.

Start with three Shadow Gifts, one Facet of each, that you have affinity with, and one Facet of a Wolf ("Primal") Gift. You cannot choose a Facet in which your character has no dots of Renown. Additionally, some of the Gift Facets are modified:

- Gift of Hunger: Wolf Hunger- Same as before, but does not require the Sacred Hunt, and the user only regains half their Purity Renown (rounding up) in Essence.
- Gift of Inspiration: Lunatic Inspiration- The target's art may contain a message from spirits relevant to the Gift user's Breed, such as Lunes for *Uratha*, Helions for *Gudthabak*, spirits of justice for *Suthanu-Sua*, etc.
- Gift of Change: The Father's Form- Using this Facet does not trigger a Breaking Point, but is otherwise the same.
- Gift of Hunting: Cow the Prey- .
- Gift of Hunting: Tireless Hunter- Using this Facet does not require the Sacred Hunt, and lasts one week per use.
- Gift of Pack: Maw of Madness- Inflicts the Moon Taint Condition as normal, but the victim is transformed into a Near-Human form of the Gift user's Breed.
- Gift of the Sea: Brine Horror- Same as before, but the user becomes an aquatic variant of their respective Animal or Near-Animal form.

Shapechangers typically do not start with free Rite dots at character creation, though they can certainly purchase Rites by spending Merit dots. Some Auspices may also provide them with free Rite dots at character creation.

EXPERIENCE COSTS:

<u>Trait</u>	<u>Experience per dot</u>
Attribute	4
Skill	2
Skill Specialty	1
Merit	1
Affinity Gift	3
Non-Affinity Gift	5
Additional Gift Facet	2
Wolf Gift Facet	1
Renown	3
Rite	1
Ceremony (<i>Nidmuzug</i> only)	2

DEATH RAGE TRIGGERS:

	Passive: A mundane animal of your Breed dies nearby.
BEAST	Common: You meet a human who has recently killed a mundane animal of your Breed (you must be able to sense the blood and see their face).
	Specific: You witness a human kill a mundane animal of your Breed.
	Passive: Smelling human blood.
BLOOD	Common: Tasting human blood.
	Specific: Swallowing human blood.
	Passive: You come within 10 yards of a supernatural creature.
THE OTHER	Common: You witness a supernatural creature doing something obviously inhuman.
	Specific: You are the target of a supernatural power.
	Passive: A pack member takes lethal damage.
PACK	Common: Seeing someone attack a pack member.
	Specific: You cause lethal or aggravated damage to a pack member.
	Passive: A shapechanger you don't know enters your territory without permission.
TERRITORY	Common: You see a shapechanger you don't know in your territory.
	Specific: A shapechanger you don't know challenges your pack's ability to do its duty.
	Passive: Being in the area of a Wound.
WOUNDS	Common: Interacting with a Wound-born spirit.
	Specific: Being attacked by a Wound-born spirit.
GENERAL	Spending too long in Hybrid form.
TRIGGERS	Taking damage from a Bane.
	Forced into <i>Kuruth</i> by an Elodoth.

[Overview]: General description of the Changing Breed.

[Origin]: The creation story for this Changing Breed. It might be true, false, or somewhere in between. Either way, it's what these shapechangers believe.

[Reproduction]: How the Changing Breed replenishes their numbers. Not all shapechangers create more of their own the same way. It can be through infection, ritual, or bloodline.

[Forms]: The different shapes the Changing Breed can take. Typically limited to three- Human, Hybrid, and Animal -though they can certainly purchase more via the Near-Animal (••••) and Near-Human (••) Merits. They can shapeshift as an instant action for free and as a reflexive action for one Essence.

Human:

Hybrid: You have a total of +6 bonus dice to split among Strength, Dexterity, and Stamina. At least a +1 bonus must be applied to each, meaning that no Attribute can have a bonus above +4. The form also gains +2 Size and +2 Perception. Adjust all Advantages (Defense, Health, Initiative, Speed) in accordance to the bonuses granted to Physical Attributes. Claws, teeth, talons, beaks all cause lethal damage in this form.

Note that the above doesn't imply each character determines his own Attribute split upon creation. It means that each race template is given its own innate set of bonuses, which may be different from what the Forsaken receive. These traits should reflect the nature of the animal form. A hyena, for instance, is tough, but not necessarily strong. Its Strength bonus may be +2, Dexterity +1 and Stamina +3 (which differs from the Forsaken set).

Animal: The animal form gets +3 bonus dice to split among the Physical Attributes. They can be split in any way desired; an Attribute does not require that it receive any bonus at all (and so, a full +3 bonus can be granted to a singular Attribute). The animal should become a Size approximately equal to that of the animal (example: owl 2, vulture 3, lion 6). The animal form gains a +3 bonus to all Perception rolls. Adjust all Advantages (Defense, Health, Initiative, Speed) in accordance to the bonuses granted to Physical Attributes. In many cases, too, bonuses may correlate to Size. Larger animals possess greater Strength or Stamina but less Dexterity. Smaller animals may gain generous bonuses to Dexterity (also, smaller animals might use the highest of Dexterity and Wits to determine Defense instead of the lowest of the two). Health, for sake of game balance, shouldn't drop more than one for those shapechangers that lose Size in their animal forms.

[Auspices]:

[Traits]:

Morality: All Changing Breeds use Integrity instead of Harmony. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Prey Panic on a loved one may count as a Breaking Point, especially for younger and high-Integrity shapechangers.

Power Stat: All Changing Breeds use Primal Urge as their Power Stat. Depending on the Breed, some related traits like the Feeding Limit, Tracking Bonus, or Hunt Interval may be excluded.

Renown: All Changing Breeds start with two Renown dots at character creation, with at least one in a particular Renown that they have affinity with (Cunning for the Colony, Honor for the Baal-Hadad, Wisdom for the Brineborn, etc.). They typically work with their totems to increase Renown, though they may bargain with other spirits to do so. Shapechangers may also, once per story, flare one of their Renown brands by spending one Essence, gaining a relevant Renown Condition.

Gifts: All Changing Breeds have an affinity for five Shadow Gifts, dependent on their Breed. Shadow Gifts must still be bargained and learned from their relevant spirits. They're also affected by most Gift Facet modifiers:

GIFT FACET MODIFIERS

- +1 | In a Locus' zone of influence (rated 1-3)
- +1 | Using a Facet against a target whose blood you've tasted
- +2 | In a powerful Locus' zone of influence (rated 4-5)
- 2 | In the presence of a shapechanger in Death Rage
- 3 | In contact with a bane

Essence: How the Changing Breed gains Essence.

Shadowbond: All Changing Breeds can use Spirit Senses and Reaching (roll [Resolve + Occult]) like werewolves, though they may only Reach at Loci. They may also sense Loci and Resonance like werewolves. Shapechangers are still affected by circumstance and Gauntlet strength modifiers when using Spirit Senses or Reaching. Finally, they may understand First Tongue and speak it with varying degrees of fluency depending on their current form.

Tempered Rage: All Changing Breeds still suffer from a variant of Death Rage. It stems from the tension between man and beast, flesh and spirit. It's like the *Kuruth* of werewolves, though far more tempered-

They can take Hybrid form once per scene and only for a number of minutes equal to their (human) Stamina + Primal Urge. After that point, they must choose: Shift down into a non-Hybrid form, or fall into *Kuruth*. If they don't shift, they roll [Resolve + Composure] as a reflexive action. If they succeed, they have one more minute in Hybrid, then must shift into a

non-Hybrid form, and enter *Wasu-Im* (Soft Rage). If they fail, they enter *Basu-Im* (Hard Rage) immediately. *Wasu-Im* (Soft Rage) always lasts 1 minute for shapechangers.

Regeneration: All Changing Breeds heal at the same rate as a werewolf- one bashing damage every turn, one lethal every 15 minutes, and one aggravated every 4 days. This rate can be increased by raising Primal Urge.

Prey Panic: Changing Breeds do not cause Lunacy as they are not the children of Luna. Some have their own unique fear effects (See “Radiance” with the *Gudthabak*), others simply have “Prey Panic”. Prey Panic makes all mortal onlookers suffer a Breaking Point, forcing them to roll [Resolve + Composure – shapechanger’s Primal Urge], along with appropriate modifiers (+2 to the shapechanger’s Primal Urge if in Hybrid form, +2 to the mortal’s Resolve + Composure if in Near-Human form, no modifier if in Near-Animal form). Those who fail the roll against Prey Panic suffer standard Breaking Point Conditions, unless altered by certain Gifts or other abilities.

Curses: Changing Breeds each have weaknesses. Whether they be

[Unique Merits]:

Universal Merits:

Controlled Burn (••)- [Prerequisite: Resolve •••, Composure •••] [WTF 2e 105]

Creative Tactician (•••)- [Prerequisite: Purity ••] [WTF 2e 105-106]

Fading (•••)- [Prerequisite: Cunning ••] [WTF 2e 106]

Fortified Form (••• to •••••)- [Prerequisite: Stamina •••, Survival ••] [WTF 2e 106]

Impartial Mediator (•••)- [Prerequisite: Honor ••] [WTF 2e 106-107]

Living Weapon (••• to •••••)- [Prerequisite: Stamina •••, Survival ••] [WTF 2e 107]

Pack Dynamics (••• to •••••)- [WTF 2e 107]

Resonance Shaper (•••)- [Prerequisite: Wisdom ••] [WTF 2e 107]

Song in Your Heart (•••)- [Prerequisite: Glory ••] [WTF 2e 107]

Totem (• to •••••)- [WTF 2e 108]

Near-Animal Form (**)**- The character gains a static new form between the Hybrid and Animal form. The form appears as a primal, nearly prehistoric version of the animal side of the character. All parts of the beast's flesh are exaggerated and frightening: slavering jaws, flesh-ripping claws, glistening mandibles, iridescent scales, whatever. In this form, the character walks more like the animal than like a man (on all fours, for instance).

This form gains an even +2 bonus to all Physical Attributes. Size gain is +1 (the reflection, remember, is prehistoric and thus abnormally large), Initiative is +2, Speed is +7, Health is +3, and Perception is +2. Defense may also change if Dexterity was previously the lowest score used to determine that advantage. This form invokes the Fear Effect. Also, because this form is unnatural, it incurs a -3 dice penalty to any Manipulation rolls made while in this form.

Near-Human Form (*)**- This form lies between the human and hybrid form. In this form, the character appears mostly human, and in shadows most people will still believe them to be as such. However, certain animal traits appear when applicable: increased body hair, bestial colored eyes (yellow, green, red, etc.), tougher skin, distended jaws, antenna nubs and so on. In this form, the character walks on two feet, like a man.

This form gains +1 to two Physical Attributes chosen at the time this Aspect is purchased. The two bonuses chosen may not be changed after the initial purchase. Size goes up by +1, and Perception goes up by +1. Note that other advantages (Initiative, Health, Speed and Defense) may change with the bonuses granted to Physical Attributes. Because this form is somewhat unnatural, a character suffers a -1 die penalty to any Manipulation roll. This form still invokes the Fear Effect, but the human rolling to resist that effect is not penalized by the character's Primal Urge score.

Big Scary Dogs Merits:

<https://www.patreon.com/posts/big-scary-dogs-58116234>

Blazing Eyes () -** [Prerequisite: Changing Breed, or Wolf-Blooded who can take *Urshul*/Near-Animal form]

Frightful Power (*) -** [Prerequisite: Primal Urge 2]

Relentless Pursuer (*) -** [Prerequisite: Changing Breed, or Wolf-Blooded who can take *Urshul*/Near-Animal or *Urhan*/Animal form]

Fighting Merits:

Call Out (••)- [Prerequisite: Honor ••, Composure •••, Intimidation ••] [WTF 2e 108]

Efficient Killer (••)- [Prerequisite: Purity ••, Strength •••, Brawl •••, Medicine ••] [WTF 2e 108]

Flanking (••)- [Prerequisite: Cunning ••, Wits •••, Brawl ••, Stealth ••] [WTF 2e 108]

Instinctive Defense (••)- [Prerequisite: Primal Urge ••, Athletics ••] [WTF 2e 109]

Spiritual Blockage (••)- [Prerequisite: Wisdom ••, Wits •••, Occult •••, Brawl •] [WTF 2e 109]

Warcry (••)- [Prerequisite: Glory ••, Presence •••, Expression ••, Intimidation ••] [WTF 2e 110]

Pack Merits:

Den (• to •••••)- [Prerequisite: Pack] [Pack 29]

Territorial Advantage (• to •••••)- [Prerequisite: Pack] [Pack 31]

Sea Merits:

<https://www.patreon.com/posts/sea-dogs-44116814>

Brineblood (•)- [Prerequisites: Primal Urge 2, Stamina •••, Survival •••]

Shadow in the Water (•••)- [Prerequisites: Brawl •••, Stealth •••, Survival •••]

Siren Whisper (••)- [Prerequisites: Primal Urge 2, Persuasion ••, Subterfuge ••]

Upon the Endless Shore (••)- [Prerequisites: Primal Urge 3, Occult ••, Stealth •••, Survival •••]

Style Merits:

Favored Form (• to •••••) (Style Merit)- [Prerequisite: Primal Urge > Favored Form] [WTF 2e 106]

Tactical Shifting (• to •••••) (Style Merit)- [Prerequisite: Wits •••, Dexterity •••, Athletics ••] [WTF 2e 110]

Fetishes:

Dawn Shard (•)- [WTF 2e 147]

Hearthglass Beads (•)- [DE 164]

Stalker's Lament (•)- [WTF 2e 147]

Tracker's Lantern (•)- [WTF 2e 147]

Charred Death-Rattle (••)- [WTF 2e 147]

Devourer's Fang (••)- [WTF 2e 148]

Hacksilver (••)- [DE 164]

Loki's Knuckles (••)- [DE 164]

Rust-Talon Bindings (••)- [WTF 2e 148]

Brine Bottle (•••)- [WTF 2e 148]

Facecarver (•••)- [<https://www.patreon.com/posts/hand-and-face-41938091>]

Gridlock Puzzle (•••)- [WTF 2e 148]

Moon Net (•••)- [<https://www.patreon.com/posts/sea-dogs-44116814>]

Sargasso Wreath (•••)- [<https://www.patreon.com/posts/sea-dogs-44116814>]

Shieldbiter (•••)- [DE 164]

Steel Wolf (Ironhide) (•••)- [WTF 2e 148]

Steel Wolf (Road Shadow) (•••)- [WTF 2e 148]

Whisper Knife (•••)- [WTF 2e 148]

Crimson Falx (••••)- [WTF 2e 149]

Possession Bullet (••••)- [<https://www.patreon.com/posts/hand-and-face-41938091>]

Shadow Thunderhead Mask (••••)- [WTF 2e 149]

Drum of the Heavens (•••••)- [WTF 2e 149]

Rites:

Suggested Rite Modifiers:

- (+1) Ritemaster's Auspice is symbolically represented in the Rite
- (+1) Ritemaster's Breed is symbolically represented in the Rite
- (+1) All participants are in Hybrid or Near-Human form
- (+1) All participants are wearing or showing symbols that indicate their shared purpose
- (+1) A pack's totem is involved in the Rite in a manner that draws on its symbolic nature
- (-1) Distracting environment
- (-1) Between dawn and dusk
- (-1) Rite performed on territory of another pack
- (-2) Very distracting environment (e.g. combat)

Wolf ("Primal") Rites:

Chain Rage (•)- [WTF 2e 139-140]

Messenger (•)- [WTF 2e 140] The ritemaster can only communicate with other shapechangers of their Breed. The "moon" symbol and Lune messenger spirits are also replaced with ones relevant to the ritemaster's Breed- the ocean and water spirits for Brineborn, the sun and Helions for Baal-Hadad, etc.

Infest Locus (••)- [Prerequisite: Fire-Touched or *Nidmuzug*] [NH-SM 20]

Marked Survivor (••)- [<https://www.patreon.com/posts/big-scary-dogs-58116234>]

Mooncaulk (••)- [<https://www.patreon.com/posts/sea-dogs-44116814>]

Rite of the Shroud (••)- [Prerequisite: Bale Hound or Hell Beast] [NH-SM 39]

Carrion Feast (•••)- [Prerequisite: Eater of the Dead or *Nidmuzug*] [Pack 91]

Hand of Glory (•••)- [<https://www.patreon.com/posts/hand-and-face-41938091>]

Rite of Absolution (•••)- [Prerequisite: Bale Hound or Hell Beast] [NH-SM 39]

Shadowbind (•••)- [WTF 2e 141]

Spirit-Harpoon (•••)- [Cost: 25 Essence, and 5 Essence each month thereafter]
[<https://www.patreon.com/posts/sea-dogs-44116814>]

Between Worlds (••••)- [NH-SM 151]

Fetish (••••)- [Cost: ● per dot of fetish being created] [WTF 2e 141]

Twilight Purge (••••)- [Cost: ●●●] [WTF 2e 141-142]

Devour (•••••)- [NH-SM 54]

Forge Alliance (•••••)- [Cost: ● per pack] [WTF 2e 142]

Ocean's Maw (•••••)- [<https://www.patreon.com/posts/sea-dogs-44116814>]

Urfarah's Bane (•••••)- [Cost: ●●●●●] [WTF 2e 142]

Pack Rites:

Banish (•)- [WTF 2e 142-143]

Harness the Cycle (•)- [WTF 2e 143]

Totemic Empowerment (•)- [WTF 2e 143]

Hunting Ground (••)- [WTF 2e 143-144]

Moon's Mad Love (••)- [WTF 2e 144]

Pelagic Haruspexy (••)- [<https://www.patreon.com/posts/sea-dogs-44116814>]

Shackled Lightning (••)- [Cost: ● Essence per 10 subjects] [DEC 80]

Sigrblot (••)- [Cost: ●+ Essence per court] [DE 165]

Wellspring (••)- [WTF 2e 144-145]

Drowned Tithe (•••)- [Essence Cost: ● per body]

[<https://www.patreon.com/posts/sea-dogs-44116814>]

Hedge Guardian (•••)- [<https://www.patreon.com/posts/wolves-and-23001521>]

Raiment of the Storm (•••)- [Prerequisite: Storm Lord or *Surthu-Athilal*] [WTF 2e 145]

Shadowcall (•••)- [WTF 2e 145]

Skinwraith (•••)- [<https://www.patreon.com/posts/hand-and-face-41938091>]

Supplication (•••)- [WTF 2e 145]

Expel (••••)- [WTF 2e 146]

Heal Old Wounds (••••)- [NH-SM 84]

Legend's Den (•••)- [<https://www.patreon.com/posts/big-scary-dogs-58116234>]

Great Hunt (••••)- [WTF 2e 146]

[On Werewolves]

They go by many different names to the other Changing Breeds- Lycans, Lupines, Wolfmen, Wolves, Dogs, Dogfolk, Garou, Moon-Callers, and so on. The other Changing Breeds are wary of *Uratha*. The werewolves are by far the most widespread of Breeds, as well as one of the most aggressive. They can be a fearsome enemy... or a valued ally.

The Colony: While not particularly friendly to the *Uratha*, the *Suthanu-Sua* do have a mutual, begrudging respect for them. They are both predators with duties to fulfill. Ones that occasionally force them to set their differences aside and make sure justice is done. They do share many enemies, after all. However, when the dogs themselves are the ones inhibiting justice...

The Distant Ones: On the surface, the birdmen treat the children of Wolf the same way they treat all inhabitants of Below- Small, dirty, and inferior. Beneath their usual haughty exterior, however, they know the wolves are different. There are tales of them conjuring storms that strike the werewolves down from the sky, stripping the *Surthu-Athilal* of their divinity. Though they may not admit it, they see the *Uratha* as genuine threats to be avoided... or the ultimate test to prove their superiority.

The Brineborn: Because they live almost universally on ocean shores, *Bith-Balag* rarely come into contact with *Uratha*. What few encounters they have had are mostly negative- Both Forsaken and Pure packs have often viewed the Brineborn as abominations to be exterminated. That said, the Brineborn do have good relations with the Drowned Dogs, a collection of Ghost Wolves who took the Drowned Oath and became adoptive children of Mother Ocean. The lonely fishmen are more than happy to have friendly neighbors.

The Unclean: Perhaps unsurprisingly, the *Nidmuzug* are frequently confused for Hosts by the Forsaken.

The Baal-Hadad: There is not a single minotaur that does not view the wolves with disdain. Lord Helios teaches them that the Lupines are responsible for the loss of paradise and the world's fallen state. The fact that the Baal-Hadad are forced to kidnap Wolf-Blooded to maintain their numbers certainly doesn't help. As such, when the *Uratha* and *Gudthabak* meet, they almost always come to blows. Only in the most dire scenarios do the bull-gods grit their teeth and ally with them. Such alliances are destined to end in blood, however.

[The Breeds]



[The Colony]

[Overview]:

The Colony, also called the Colonists, or *Suthanu-Sua* as they're known in First Tongue, are murderous werecats cursed to kill those who would do evil, or risk losing their sanity otherwise.

[Origin]:

No one is entirely sure where the werecats come from, but there are many legends. The most popular one is that, during ancient Egypt, nine guilty criminals were brought before the goddess Bastet for judgement. Rather than immediately devouring them, like her murderous half Sekhmet, the queen of cats saw an opportunity, and offered them a choice: pledge their souls to her, or die. They all chose the former, and were all transformed into Bastet's personal servants. Three gained eyes of blood-red, three gained eyes of amber-gold, and three gained eyes of leaf-green. The former criminals, and their descendants, were tasked with judging those who committed sins. This was their penance.

For millennia, they brought justice to a cruel and chaotic world, but then Bastet disappeared. Without her wisdom to temper Sekhmet, a curse fell upon the cat queen's servants—within each of them lied an essence of bloody Sekhmet, who raged at the injustices of the world, and this rage threatened to send them into madness. Instead of simply judging criminals, they were now compelled to slaughter them mercilessly. Some say the curse was always part of the werecats' penance. Others say it is a test of faith. A few even argue that it is not a curse at all, but a reminder and reinforcement of their mission. Either way, many *Suthanu-Sua* whisper about how, if they kill enough sinners, Bastet will return, ending the curse and their penance, allowing them to finally live in peace once the body count reaches its bloody peak.

Depending on the local culture, the legend may be tailored around God, Buddha, or some other divinity rather than Bastet. Regardless, the general story remains the same.

[Reproduction]:

Werewolves create more of their kind through a unique infection mechanism, jokingly called as “Cat Scratch Fever.” Every 10 years after a werewolf’s First Change (10, 20, 30, 40, and so on), they developed a nagging itch to bring another into the clan’s ranks. In all non-Human forms, the Colonist gains a spiritual venom in their claws, which they can then use to scratch a victim and turn them into a new werewolf (note that the scratch must deal actual damage).

Approximately 1 week after the victim was scratched, they will suffer a debilitating fever, which will kill them unless they are taken in by the Colony. The mere presence of a *Suthanu-Sua* is enough to keep the sickness from killing the potential werewolf. After 24 hours of continued presence, the fever will die down and the person will undergo their First Change.

Until they successfully create a new Colonist, the werewolf with Cat Scratch Fever suffers a -3 penalty to both Resolve and Composure actions. Only mortals can be turned into *Suthanu-Sua*. Against other supernaturals, the venom does not affect them at all. Clans often prepare for a member’s Fever, helping them select potential candidates for infection as early as a year beforehand. Ideally, the person should be someone capable of maintaining the fight against malevolent forces, as they’re going to be combating them whether they like it or not. The vengeful and victimized are popular candidates, though a few werewolves also use the infection as a punishment for mortal offenders, forcing them to fight criminals like themselves.

[Forms]:

Shapeshift as an instant action for free and as a reflexive action for one Essence.

Human- Indistinguishable from a regular human, but some are drawn to certain fur-patterned clothes, and all exude a distinct grace; Perception (+1).

[Sheep’s Clothing]: Any efforts to pinpoint you in a crowd or pursue you through populated areas suffer a –[Primal Urge] penalty.

Hybrid- An eerie, lanky, humanoid cat. It shares the same species, fur pattern, and eye color as their Animal form; Strength (+1); Dexterity (+4); Stamina (+1); Size (+1); Initiative (+4); Speed (+5); Health (+2); Perception (+2).

[Teeth/Claws]: +1L/+1L.

[Defense vs. Firearms]: While in this form, apply your Defense against firearms.

[Tempered Rage]: Like the *Kuruth* of werewolves, though far more tempered- You can take this form once per scene and only for a number of minutes equal to your (human) Stamina + Primal Urge. After that point, you must choose: Shift down into a non-Hybrid form, or fall into *Kuruth*. If you don’t shift, roll [Resolve + Composure] as a reflexive action. If you succeed, you have one more minute in Hybrid, then you must shift into a non-Hybrid form, and enter *Wasu-Im* (Soft Rage). If you fail, you enter *Basu-Im* (Hard Rage) immediately. *Wasu-Im* (Soft Rage) always lasts 1 minute for *Suthanu-Sua*.

[Prey Panic (Full)]: Any mortals who see this form suffer a Breaking Point, rolling [Resolve + Composure – your Primal Urge + 2], along with appropriate modifiers. Those who fail the roll suffer standard Breaking Point Conditions, unless altered by certain Gifts or other abilities.

Animal- Usually indistinguishable from a regular house cat, though some may look closer to bobcats, wildcats, ocelots, and other small felines. It shares the same species, fur pattern, and eye color as their Hybrid form; Dexterity (+2); Stamina (+1); Size (-3); Initiative (+2); Speed (+5); Perception (+3).

[Teeth/Claws]: +0L/+0L.

[Tongue of Man]: You can speak human languages fluently while in this form.

[Auspices]:

Werewolves are “born” into their Auspices, like werewolves. Though, this has nothing to do with when they were infected or the circumstances surrounding their creation. Instead, a *Suthanu-Sua*'s Iris depends on their individual personality, goals, and skills, as indicated by the color of their eyes in all non-Human forms. All werewolves have an Iris at character creation.

Iris:

[Bloodeyes]- Spies, assassins, hunters, and executioners, identifiable by their blood-red eyes.

Skills: At character creation, gain one extra dot in either Brawl, Larceny, Stealth, or Survival.

Merits: At character creation, gain Covert Operative (•) and Untouchable (•), or Fighting Finesse (••) (along with the Brawl Specialty of Claws), for free.

Auspice Benefit: Once per session, whenever you make a successful Brawl or Weaponry attack on an unaware target, you can spend one Essence reflexively to add the 8-Again quality to the roll.

[Goldeyes]- Scholars, judges, detectives, and mystics, identifiable by their amber-gold eyes.

Skills: At character creation, gain one extra dot in either Investigation, Medicine, Occult, or Politics.

Merits: At character creation, gain Eye for the Strange (••), or two dots of Rites, for free.

Auspice Benefit: Once per session, whenever you touch an item, person, or location, you can spend one Essence reflexively to gain the Informed Condition regarding it.

[Leafeyes]- Diplomats, counselors, charmers, and interrogators, identifiable by their leaf-green eyes.

Skills: At character creation, gain one extra dot in either Empathy, Persuasion, Streetwise, or Subterfuge.

Merits: At character creation, gain Striking Looks (**), or Empath (**), for free.

Auspice Benefit: Once per session, whenever you succeed on a Social action directed at a target, you can spend one Essence reflexively to give them the Swooned Condition toward you.

[Traits]:

Morality: The Colony possess Integrity as their morality stat. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Prey Panic on a loved one may count as a Breaking Point, especially for younger and high-Integrity Colonists.

Power Stat: The Colony possess Primal Urge as their power stat. *Suthanu-Sua* do not keep the Feeding Limit, however. As for the Hunt Interval... (See below).

Renown: The Colony start with two Renown dots at character creation, with at least one in Cunning. The *Suthanu-Sua*'s Renown brands take on a crimson glow.

Gifts: The Colony have an affinity for the Gifts of Blood, Evasion, Insight, Speed, and Stealth.

Totems: The Colony often take feline spirits as totems, though spirits of justice and vengeance are also common.

Essence: The Colony gain Essence in the following ways:

- They can absorb Essence through the wellspring of a Locus. In the physical realm, this means physically touching the Locus at its heart. In *Hisil*, this means devouring the strange bits of meat and vegetation that appear near the Locus.
- They can eat the flesh of humans or felines. For every point of damage caused by a *Suthanu-Sua*'s bite, they can choose to ingest the flesh and gain a point of Essence. This is always an Integrity Breaking Point with a -3 modifier. When devouring flesh for Essence, the *Suthanu-Sua* causes aggravated wounds.
- Fetishes store Essence. By destroying a fetish, the *Suthanu-Sua* can take the Essence within.
- The first time a *Suthanu-Sua* stands in the presence of a mundane, living cat each day, they gain a point of Essence.

Resurrection: The Colony have the ability to resurrect, inspiring the myth that cats have nine lives.

Whenever a *Suthanu-Sua* dies, having their Health track filled with aggravated damage, they only remain dead temporarily. They are dead for a number of hours equal to [10 – their Integrity]. After that amount of time, they reawaken, lose one dot of Primal Urge, downgrade all their aggravated damage to lethal, and begin to heal accordingly. If the Colonist only has one dot of Primal Urge at death, then their death is permanent.

Additionally, every death after the first requires a roll of [Resolve + Composure] to return to life, with a cumulative -1 penalty (A member of the Colony who has died three times previously will find that the roll for the fourth is penalized by -3. They must also still have Primal Urge to lose, or death cannot be avoided).

Between death and resurrection, the body of a *Suthanu-Sua* has an amount of Structure equal to their (human) Stamina. If, during this time, damage is done to the body that would diminish all those Structure points, the body cannot resurrect.

Curse: The Colony are compelled to kill sinners almost as often as a werewolf must hunt.

A *Suthanu-Sua* must kill a *Beshilu* (Rat Host), a servant of the *Maeljin* (such as a Maeltinet, Bale Hound, or Hell Beast), or a character with Integrity/Humanity/Wisdom 4 or less, within a certain time frame. Failure to do so inflicts the Madness Condition on them, as well as the Obsession Condition towards hunting and killing sinners. Every time they fulfill it, the related Conditions are resolved and the interval resets.

A cruel irony is that the Colony do not have an innate ability to learn the morality of a target, though the Empath (••) Merit can certainly help.

Primal Urge	Trait Cap	Essence Pool	per turn	Regen. rate	Hard Rage	Death Trigger	Rage	Prey Panic Penalty	Track Bonus	Hunt Interval
1	5	10	1	1B	10 min.	Specific	0	0	0	6 months
2	5	11	2	1B	10 min.	Specific	0	0	0	6 months
3	5	12	3	1B	15 min.	Common	0	0	0	3 months
4	5	13	4	2B	20 min.	Common	-2	+1	+1	3 months
5	5	15	5	2B	30 min.	Common	-2	+1	+1	1 months
6	6	20	6	3B	1 hr	Passive	-2	+2	+2	1 months
7	7	25	7	3B	2 hrs	Passive	-2	+2	+2	3 weeks
8	8	30	8	4B	3 hrs	Passive	-3	+3	+3	3 weeks
9	9	50	10	5B	6 hrs	Passive	-4	+3	+3	1 week
10	10	75	15	6B	12 hrs	Passive	-5	+4	+4	1 week

[Gift of Speed]:

<https://forum.theonyxpath.com/forum/main-category/main-forum/the-new-world-of-darkness/we-rewolf-the-forsaken/1376219-gift-of-speed>

[Blur]- Renown: Cunning; Essence Cost: ●; Roll: None; Action: Reflexive; Duration: Scene; Effect: Spending one Essence as a reflexive action, all attempts to attack or perceive you while you're willfully moving suffer a -[Cunning] penalty. While in conscious motion, whether walking or running, your image becomes blurry and muffled, making it difficult for others to notice or hit you.

[Rush]- Renown: Glory; Essence Cost: ●; Roll: None; Action: Reflexive; Duration: Turn; Effect: Spending one Essence as a reflexive action, you can multiply your Speed by [Glory + 1] for a turn.

[Move as One]- Renown: Honor; Essence Cost: ● per packmate; Roll: None; Action: Reflexive; Duration: Scene; Effect: Spending one Essence per packmate as a reflexive action, you can allow yourself and present packmates to share the highest available Speed score for a scene.

[Primal Speed]- Renown: Purity; Essence Cost: ●; Roll: None; Action: Reflexive; Duration: Scene; Effect: Spending one Essence as a reflexive action, gain a +[Purity] bonus to Dexterity for a scene. This Facet can be used freely at no cost in *Basu-Im* (Hard Rage).

[Pathfinder]- Renown: Wisdom; Essence Cost: ●; Roll: [Wits + Streetwise + Wisdom]; Action: Reflexive; Duration: Lasting; Effect: Spending one Essence as a reflexive action, you can learn the fastest way to a specific, named destination or target.

On success, you find the quickest route to your desired destination, and can move there quickly. Anything that would impede you, such as foot traffic, red lights, and so on, are taken into account and have no bearing on your speed. If you know where a particular prey is heading, you are certain to arrive there first.

When used in a chase, you open up your senses to the best and fastest shortcuts to the target. Add +[Wisdom] to your chase pool, and penalize the target's pool by an equal amount.

Exceptional Success: For the remainder of the scene, gain 8-Again on chase rolls directed at the target, or you can use this Facet at no cost the next time you activate it before the next sun rise.

Dramatic Failure: Suffer the Shaken Condition.

[Unique Merits]:

Righting Reflex (• or ••)- The one-dot version of this Merit helps the cat with the old somewhat-true story that a cat always lands on its feet. If the werecat falls far enough to take damage, halve that damage (rounding up). This applies even if terminal velocity is reached.

The two-dot version is the same as above, but it also grants the werecat a +2 bonus to Defense while in animal form. The housecat exhibits alarming balance, and can deftly duck or dodge attacks by barely moving.

Malodor (•••)- You can spend one Essence as an instant action to piss somewhere, marking that spot with an acrid, dizzying odor. Any who smell that odor are forced to make a [Composure + Primal Urge] roll. Failing the roll indicates that the victim begins to suffer dizziness and nausea. For the remainder of the scene, the victim suffers a -3 penalty to all rolls, while their Defense, Speed, and Initiative all subtract one from their scores.

Spinebite (••••)- Once per scene, you can spend one Willpower and make an attack roll against a target's exposed neck (-3 dice penalty for a targeted attack). If successful, all damage done to the neck is aggravated. Flesh is torn and arteries are opened.





[The Distant Ones]

[Overview]:

The Distant Ones, known as the *Surthu-Athilal* in First Tongue, are vain, competitive werefalcons who value glory above all else.

[Origin]:

[Reproduction]:

The Distant Ones create more of their own from a ritual known as the “Soaring Uplift”. From time to time, someone will attempt to master a certain height- a cliff, a mountaintop, a skyscraper, etc. When noticed, the werefalcons will decide whether this ambitious climber is a mere mortal, or a potential god. The *Surthu-Athilal* claim to know who deserves the gift and who does not, but few make it clear just what separates one from the other- Is it a look in the eye? A lofty air? A heart that beats so strongly the birds can hear it from a distance? Either way, when they decide whether the interloper is a potential god or a mere mortal, the birdmen make their move.

For mortals, the werefalcons will attempt to scare them away by nipping and clawing at them until they leave. Or, if that doesn’t work, hunt and kill the poor bastards. Those with potential, however, the werefalcons kidnap. They perform a ritual upon the captured called the Soaring Uplift, capable of transforming the human into a fellow sky-god.

The ritual lasts for a few hours, and so the victim must remain restrained. During this time, the birds perform several actions upon the bound human. They paint its naked flesh with their own plucked feathers, decorating its body in wind-like whorls, drawn in blood and the egg yolk from lesser birds like pigeons, crows, or sparrows. They screech and shriek over its body as they do, piercing the air with their bird-like cries. All the werefalcons (three are necessary to complete this ritual) each expend one Essence point and one Willpower point. At the end of the ritual, when its entire body is covered in these spiraling sigils, they blindfold it, gag it, and throw it from the highest point of the aerie (at least 100 feet above the ground).

Some don't make it. They weren't ready to transform, or maybe the Distant Ones' instincts were wrong. Those who fail to undergo the First Change hit the ground and die on impact. Those who do transform do so by spending a full dot of their own Willpower, which gains them a point of Primal Urge. They change immediately in mid-air, usually to Animal form (though occasionally to Hybrid if they're particularly ferocious or spirited individuals). At this point, they fly. Many fly back to the aerie to confront or beg information from the Distant Ones. Others try to escape, but they usually come back, of course. They're different now, able to fly as gods, rulers of the Land of the Sky. A few don't. These lost birds go off on their own to make peace with their condition, though many go mad trying to reconcile what has happened to them. The werefalcons will go seeking the lost fledglings when the time is right, but if the werefalcons don't save them or find them, then that's the way the wind blows.

[Forms]:

Shapeshift as an instant action for free and as a reflexive action for one Essence.

Human- Virtually indistinguishable from a regular human.

[Sheep's Clothing]: Any efforts to pinpoint you in a crowd or pursue you through populated areas suffer a –[Primal Urge] penalty.

Hybrid- A large humanoid raptor, with arms elongating into wings. Talons morph from their feet as well as their hands. It shares the same species and plumage as their Animal form; Strength (+2); Dexterity (+3); Stamina (+1); Size (+1); Initiative (+4); Speed (+5); Perception (+2).

[Beak/Talons]: +1L/+1L.

[Defense vs. Firearms]: Apply Defense against firearms.

[Aerial Supremacy]: You can fly at twice your Speed. No roll is necessary to gain and maintain flight, unless you are injured or attempt tricky maneuvers, at which point success on a [Dexterity + Athletics] roll is needed (with potential penalties from relevant Conditions/Tilts, such as strong winds, rain, wounds, Arm or Leg Wrack, etc.).

[Tempered Rage]: Like the *Kuruth* of werewolves, though far more tempered- You can take this form once per scene and only for a number of minutes equal to your (Human) Stamina + Primal Urge. After that point, you must choose: Shift down into a non-Hybrid form, or fall into *Kuruth*. If you don't shift, roll [Resolve + Composure] as a reflexive action. If you succeed, you have one more minute in Hybrid, then must shift into a non-Hybrid form, and enter *Wasu-Im* (Soft Rage). If you fail, you enter *Basu-Im* (Hard Rage) immediately. Soft Rage always lasts 1 minute for *Surthu-Athilal*.

[Prey Panic (Full)]: Any mortals who see this form suffer a Breaking Point, rolling [Resolve + Composure – your Primal Urge + 2], along with appropriate modifiers. Those who fail the roll suffer standard Breaking Point Conditions, unless altered by certain Gifts.

Animal- Indistinguishable from a regular falcon. It can be any species of falcon- gyrfalcon, peregrine falcon, kestrel, etc. It shares the same species and plumage as their Hybrid form; Strength (+1); Dexterity (+2); Size (-2); Initiative (+2); Speed (+3); Perception (+3).

[**Beak/Talons**]: +0L/+0L.

[**Aerial Affinity**]: You can fly at full Speed. No roll is necessary to gain and maintain flight, unless you are injured or attempt tricky maneuvers, at which point success on a [Dexterity + Athletics] roll is needed (with potential penalties from relevant Conditions/Tilts, such as strong winds, rain, wounds, Arm or Leg Wrack, etc.).

[**Auspices**]:

The Distant Ones do not have auspices.

[**Traits**]:

Morality: The Distant Ones possess Integrity as their morality stat. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Prey Panic on a loved one may count as a Breaking Point, especially for younger and high-Integrity Distant Ones.

Power Stat: The Distant Ones possess Primal Urge as their power stat. *Surthu-Athilal* do not keep the Feeding Limit or Hunt Interval, however.

Renown: The Distant Ones start with two Renown dots at character creation, with at least one in Glory. The *Surthu-Athilal*'s Renown brands take on a cerulean glow.

Gifts: The Distant Ones have an affinity for the Gifts of Dominance, Evasion, Insight, Speed, and Weather.

Totems: The Distant Ones often take raptor spirits as totems, though spirits of air and weather are also common.

Essence: The Distant Ones gain Essence in the following ways:

- They can absorb Essence through the wellspring of a Locus. In the physical realm, this means physically touching the Locus at its heart. In *Hisil*, this means devouring the strange bits of meat and vegetation that appear near the Locus.
- They can eat the flesh of humans or falcons. For every point of damage caused by a *Surthu-Athilal*'s bite, they can choose to ingest the flesh and gain a point of Essence. This is always an Integrity Breaking Point with a -3 modifier. When devouring flesh for Essence, the *Surthu-Athilal* causes aggravated wounds.
- Fetishes store Essence. By destroying a fetish, the *Surthu-Athilal* can take the Essence within.

- The first time a *Surthu-Athilal* stands in the presence of a mundane, living falcon each day, they gain a point of Essence.

Curse: The Distant Ones do suffer very real concerns that help remind them why the ground often feels so vile.

If a *Surthu-Athilal* remains on the ground for a full 12 hours, their regeneration stops working. At that point, they heal at a normal human rate. The werewolf can regain their regeneration by spending time above ground, but this time must also be a full 12 hours. For purposes of definition, consider “above ground” to be anything approximately 100 feet (90 meters, or 10 stories) above the average ground level of the region. Anything below that is, well, the “Below”.

Primal Urge	Trait Cap	Essence Pool	per turn	Regen. rate	Hard Rage	Death Trigger	Rage Penalty	Prey Panic	Track Bonus
1	5	10	1	1B	10 min.	Specific	0	0	0
2	5	11	2	1B	10 min.	Specific	0	0	0
3	5	12	3	1B	15 min.	Common	0	0	0
4	5	13	4	2B	20 min.	Common	-2		+1
5	5	15	5	2B	30 min.	Common	-2		+1
6	6	20	6	3B	1 hr	Passive	-2		+2
7	7	25	7	3B	2 hrs	Passive	-2		+2
8	8	30	8	4B	3 hrs	Passive	-3		+3
9	9	50	10	5B	6 hrs	Passive	-4		+3
10	10	75	15	6B	12 hrs	Passive	-5		+4

[Unique Merits]:

Keen Eye (• or ••)- The first dot of this Merit grants a +2 bonus to sight Perception rolls. This Merit costs nothing to use and is “always on”.

The second dot provides the same bonus, but also allows the werewolf to see at far greater distances than their eyes normally allow. Up to three dice of distance-related penalties to any sight Perception roll can be ignored.

Sexual Dimorphism (••)- In some species, the male and female exhibit different traits, sizes, and other physical features in an effort not only to differentiate the genders, but also to encourage breeding.

With this Merit, you feature elements unique to your sex that accompany all your forms. A male might be a slightly bigger, somewhat more extravagant in plumage or in the way he dresses. A female may be similarly extravagant, or smaller and more subtle. In either case, you gain a +2 bonus to any Presence or Manipulation rolls directed at characters of the opposite sex. This excludes Intimidation rolls.

Swift Wing (•••)- By some descriptions, the peregrine falcon is the fastest animal on Earth- When getting the drop on its prey, the animal may reach speeds of 250 miles per hour.

This Merit allows you to move quickly in any form to complete an attack. When charging an opponent with a Brawl or Weaponry attack (see “Charging” on pg. 92, in the Chronicles of Darkness Rulebook), you can spend one Willpower to move up to three times your Speed and still apply a single die of your Defense against the first incoming attack (if there is one).





[The Brineborn]

[Overview]:

The Brineborn, sometimes called the Oceanborn, or *Bith-Balag* in First Tongue, are heavily religious werfish who were damned and abandoned by their own Mother Ocean, forever trapped between land and sea.

[Origin]:

According to legend, the Brineborn are the descendants of Oe, a half-man, half-fish created by Mother Ocean to bring her wisdom (and dominion) to primitive humanity. Oe taught mankind how to use tools and language, but eventually man turned on him. They crafted weapons and chased him back into the sea. Even there, however, Oe could not find respite. Mother Ocean scolded Oe, saying that he had failed her, and cast him back onto the shore. The humans were gone by then, but it left him with little comfort, for Oe and his children would forever be rejected by both worlds. Oe is not a being the Brineborn love but instead loathe, for his sins have forever tainted his descendants.

[Reproduction]:

The Brineborn reproduce naturally, either with each other or with mortals. The occasional fish-baby, born in nine months, can shapechange from birth. The *Bith-Balag* do not undergo a First Change like the *Uratha*. One curious side effect of this is that the live birth (which gushes out in a mix of amniotic fluid and salt water) is accompanied by a small glut of fish eggs or actual fish (usually small ones, such as sardines or perch). In most cases, the birth occurs in proper isolation, as enforced by the Brineborn, so that word doesn't get out and draw negative attention. Sometimes, though, the gruesome tales of such a strange nativity creep out, attracting werewolves or mortal hunters. Those women who give birth in hospitals away from the waiting hands of the fish-men often flee with their babies as soon as they are able. If the woman doesn't, she'll soon be under the scrutiny of tabloid reporters and doctors.

[Forms]:

Shapeshift as an instant action for free and as a reflexive action for one Essence.

Human- Generally paler than other humans, with a faint smell of fish. Many are also extremely thin or exorbitantly fat; Perception (+1).

[Sheep's Clothing]: Any efforts to pinpoint you in a crowd or pursue you through populated areas suffer a –[Primal Urge] penalty.

Hybrid- A humanoid fish form. The exact type of fish varies, but catfish, sturgeons, gars, and lungfish are all common. A rare few can turn into sharks, giant eels, or swordfish. Same species as Animal form; Strength (+2); Dexterity (+2); Stamina (+2); Size (+1); Health (+3); Initiative (+2); Speed (+4); Perception (+2).

[Gills]: You can breathe underwater.

[Aquatic Supremacy]: Ignore physical penalties from water and swim at twice your Speed.

[Deep Sea Adaption]: You are unimpeded by conditions in pressurized depths- crushing pressure, near-freezing temperatures, intense heat from hydrothermal vents, etc.

[Teeth/Claws]: +1L/+1L (+2L teeth if shark/swordfish/giant eel).

[Defense vs. Firearms]: While in this form, apply your Defense against firearms.

[Tempered Rage]: Like the *Kuruth* of werewolves, though far more tempered- You can take this form once per scene and only for a number of minutes equal to your (human) Stamina + Primal Urge. After that point, you must choose: Shift down into human or animal form, or fall into *Kuruth*. If you don't shift, roll [Resolve + Composure] as a reflexive action. If you succeed, you have one more minute in hybrid form, then you must shift into human or animal, and enter *Wasu-Im* (Soft Rage). If you fail, you enter *Basu-Im* (Hard Rage) immediately.

[Prey Panic (Full)]: Any mortals who witness this form suffer a Breaking Point, rolling [Resolve + Composure – your Primal Urge + 2], along with appropriate modifiers. Those who fail the roll suffer standard Breaking Point Conditions, unless altered by certain Gifts or other abilities.

Animal- A normal, if unusually large, fish. The exact type of fish varies, but catfish, sturgeons, gars, and lungfish are all common. A rare few can turn into sharks, giant eels, or swordfish. Same species as hybrid form; Strength (+1); Dexterity (+2); Initiative (+2); Speed (+3); Perception (+1).

[Gills]: You can breathe underwater.

[Aquatic Affinity]: Ignore physical penalties from water and swim at normal Speed.

[Teeth]: +L (+1 or +2 lethal damage if shark/swordfish/giant eel).

[Defense vs. Firearms]: While in this form, apply your Defense against firearms.

[Dry Hell]: When out of water, follow Drowning/Suffocation rules [DTR 203].

[Auspices]:

A fishfolk's auspice is determined by the tide they were born during- High and rising Tide, or low and falling Tide. All werfish have a Tide at character creation.

Tides:

[High Tide]- and warriors, born during the high and rising tide.

Skills: At character creation, gain one extra dot in either Athletics, Brawl, Expression, or Survival.

Merits: At character creation, gain the Merit for free.

Auspice Benefit: .

[Low Tide]- Spies, seekers, tricksters, and occultists, born during the low and falling tide.

Skills: At character creation, gain one extra dot in either Investigation, Occult, Stealth, and Subterfuge.

Merits: At character creation, gain the Upon the Endless Shore (••), or Siren Whisperer (••), Merit for free.

Auspice Benefit: .

[Traits]:

Morality: The Brineborn possess Integrity as their morality stat. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Prey Panic on a loved one may count as a Breaking Point, especially for younger and high-Integrity Brineborn.

Power Stat: The Brineborn possess Primal Urge as their power stat. *Bith-Balag* do not keep the Feeding Limit or Hunt Interval, however.

Renown: The Brineborn start with two Renown dots at character creation, with at least one in Wisdom. The *Bith-Balag*'s Renown brands take on an aqua-green glow.

Gifts: The Brineborn have an affinity for the Gifts of Death, Fervor, Hunger, Sea, and Shaping.

Gift of the Sea: <https://www.patreon.com/posts/sea-dogs-44116814>

Totems: The Brineborn often take water or aquatic animal spirits as totems.

Essence: The Brineborn gain Essence in the following ways:

- They can absorb Essence through the wellspring of a locus. In the physical realm, this means physically touching the locus at its heart. In *Hisil*, this means devouring the strange bits of meat and vegetation that appear near the locus.
- They can eat the flesh of humans or . For every point of damage caused by a *Bith-Balag*'s bite, they can choose to ingest the flesh and gain a point of Essence. This is always an Integrity

Breaking Point at a -3 penalty. When devouring flesh for Essence, the *Bith-Balag* causes aggravated wounds.

- Fetishes store Essence. By destroying a fetish, the *Bith-Balag* can take the Essence within.
- The first time a *Bith-Balag* sees the ocean or sea each day, they gain a point of Essence.

Curse: If you travel so far inland that you can no longer see the sea, or so far out sea that you can no longer see the land, you suffer the Persistent Paranoid and Shaken Conditions. These Conditions only resolve if you return close to the shore, and resolve without granting a Beat when you do so.

Primal	Trait	Essence	Regen.	Hard	Death Rage	Prey Panic	Track	
Urge	Cap	Pool	per turn	rate	Rage	Trigger	Penalty	Bonus
1	5	10	1	1B	10 min.	Specific	0	0
2	5	11	2	1B	10 min.	Specific	0	0
3	5	12	3	1B	15 min.	Common	0	0
4	5	13	4	2B	20 min.	Common	-2	+1
5	5	15	5	2B	30 min.	Common	-2	+1
6	6	20	6	3B	1 hr	Passive	-2	+2
7	7	25	7	3B	2 hrs	Passive	-2	+2
8	8	30	8	4B	3 hrs	Passive	-3	+3
9	9	50	10	5B	6 hrs	Passive	-4	+3
10	10	75	15	6B	12 hrs	Passive	-5	+4

[Unique Merits]:

Bioluminescence (•)- You glow like a deep-sea fish. What exact part glows varies (eyes, throat, entire body, some weird thing dangling on an organic stalk), but it emits the same general amount of light regardless. The light is equivalent to a strong flashlight and negates up to two points of dice penalties caused from operating in darkness. You can turn this on or off as a reflexive action and it lasts indefinitely.

Electroreceptors (•)- Spending one Willpower as a reflexive action, you can sense any bioelectric activity within a [Primal Urge x 10] yard or meter radius for a turn. You can detect life within that range even if it was hidden in a steel safe with three-foot thick walls.

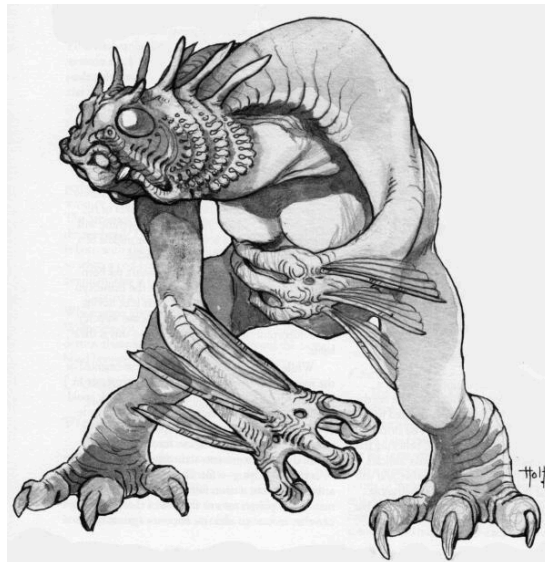
Needleteeth (•••)- While in a non-Human form, ignore up to two points of an object's Durability when damaging it. Needleteeth doesn't confer any additional damage to biting organic material.

Rigid Scales (•• or •••)- For the two-dot Merit, gain 1/1 Armor in all forms. For the three-dot version, the Hybrid form's Armor is increased to 2/2 instead. This is stackable with other forms of Armor.

Razorskin (••• or ••••)- Your flesh in every form is like a shark's skin- when rubbed the wrong way, it can cut like a knife.

Whenever a foe makes a successful Brawl attack against you, they suffer one lethal damage. If attacking with a weapon of some kind, the weapon suffers two Structure damage.

The three-dot version of this Merit requires you to spend one Essence to activate it, which lasts for a scene. The four-dot Merit causes this ability to be "always on". In both versions, the Merit works in all forms.





[The Unclean]

[Overview]:

The Unclean, or *Nidmuzug* in First Tongue, are wereroaches infected with a spiritual contaminant.

[Origin]:

[Reproduction]:

The Unclean can't breed with one another. The pregnancy always results in a bloody miscarriage a month or two after conception, with the womb also flushing out bits of crushed roach parts such as legs or snippets of wing. They can breed with humans, though even there they run the risk of miscarriage (the chances of miscarriage are nearly tripled). Children who do survive are relatively healthy, but nearly all of them suffer from bad asthma throughout their lives. How then, do more Unclean end up in the world?

Every time one of the Unclean gain a dot of Primal Urge, they send out an invisible "pulse" of infection. This pulse affects a radius equal to $[\text{Primal Urge} \times 100]$ yards (before the new dot). Within this radius, any raw foodstuffs or exposed water supplies become contaminated. Those who drink the water or eat meals cooked from the tainted food must make a Stamina roll. Failure on this roll indicates that a character gets sick with mild flu-like symptoms. They make the Stamina roll every day until they either succeed, in which the illness fades, or they suffer a dramatic failure, in which they become one of the Unclean (Failure merely indicates the illness continues for another day, while an exceptional success allows them to reclaim a Willpower point from "feeling better"). As such, the more *Nidmuzug* there are in an area, the more *Nidmuzug* that are likely to be made.

[Forms]:

Shapeshift as an instant action for free and as a reflexive action for one Essence.

Human- Often pale and sickly looking, with sullen eyes; Perception (+1).

[Sheep's Clothing]: Any efforts to pinpoint you in a crowd or pursue you through populated areas suffer a $-[\text{Primal Urge}]$ penalty.

Hybrid- A large, humanoid cockroach; Strength (+1); Dexterity (+1); Stamina (+4); Size (+1); Health (+5); Initiative (+1); Speed (+3); Perception (+2).

[Mandibles/Guard Hairs]: +1L/+1L.

[Spider Crawl]: You can move up and across walls and ceilings at normal Speed.

[Dark Vision]: Ignore penalties from darkness and poor lighting.

[Tempered Death Rage]: Like the *Kuruth* of werewolves, though far more tempered- You can take this form once per scene and only for a number of minutes equal to your (Human) Stamina + Primal Urge. After that point, you must choose: Shift down into human or animal form or fall into *Kuruth*. If you don't shift, roll [Resolve + Composure] as a reflexive action. If you succeed, you have one more minute in hybrid form, then must shift into human or animal, and enter *Wasu-Im* (Soft Rage). If you fail, you enter *Basu-Im* (Hard Rage) immediately. Any Triggers may apply except Moon, damage from silver, and taking Hybrid outside of combat. Soft Rage always lasts 1 minute for *Nidmuzug*.

[Prey Panic (Full)]: Any mortals who see this form suffer a Breaking Point, rolling [Resolve + Composure – your Primal Urge + 2], along with appropriate modifiers. Those who fail the roll suffer standard Breaking Point Conditions, unless altered by certain Gifts.

Animal- A collective, swarming mass of cockroaches. About 500 or so; Strength (+1); Stamina (+2); Health (+2); Speed (+1); Perception (+1).

[Mandibles]: +0L with “mass” bite.

[Spider Crawl]: You can move up and across walls and ceilings at normal Speed.

[Bug-Sized]: You can fit through small spaces, so long as there's a couple inches of clearance. This ability can be used to squeeze through air vents, fences, prison bars, beneath doors, etc.

[Dark Vision]: Ignore penalties from darkness and poor lighting.

[Auspices]:

The Unclean do not have auspices.

[Traits]:

Morality: The Unclean possess Integrity as their morality stat. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Prey Panic on a loved one may count as a Breaking Point, especially for younger and high-Integrity Unclean.

Power Stat: The Unclean possess Primal Urge as their power stat. *Nidmuzug* do not keep the Feeding Limit or Hunt Interval, however.

Renown: The Unclean start with two Renown dots at character creation, with at least one in Cunning. The *Nidmuzug*'s Renown brands take on an amber glow.

Gifts: The Unclean have an affinity for the Gifts of Death, Disease, Evasion, Hunger, and Stealth.

Totems: The Unclean often take cockroach spirits as totems, though spirits of death, disease, and survival are also common.

Essence: The Unclean gain Essence in the following ways:

- They can absorb Essence through the wellspring of a Locus. In the physical realm, this means physically touching the Locus at its heart. In *Hisil*, this means devouring the strange bits of meat and vegetation that appear near the Locus.
- They can eat the flesh of humans or . For every point of damage caused by a *Nidmuzug*'s bite, they can choose to ingest the flesh and gain a point of Essence. This is always an Integrity Breaking Point with a -3 modifier. When devouring flesh for Essence, the *Nidmuzug* causes aggravated wounds.
- Fetishes store Essence. By destroying a fetish, the *Nidmuzug* can take the Essence within.
- The first time a *Nidmuzug* stands in the presence of a mundane, living cockroach each day, they gain a point of Essence.

Ceremonies: The Unclean can, like Sin-Eaters, learn and practice Ceremonies. Ceremonies are similar to Rites, but channel the power of the Underworld rather than the Shadow. They are a form of necromancy, taught and utilized by hell cults. *Nidmuzug* may purchase Ceremonies as Merits, spending two Merit dots per Ceremony dot.

Mementos: The Unclean can, like Sin-Eaters, identify Mementos on sight. They can sense the cool touch of death upon them. Mementos are similar to Fetishes, but have a connection to the Underworld rather than the Shadow. *Nidmuzug* may purchase Mementos as 3-dot Merits.

Morbidity: The Unclean gain the Tolerance for Biology (•) Merit for free, being well acquainted with gross and squishy things.

Curse: The Unclean are vulnerable to fire, which inflicts aggravated damage on them instead of lethal. Being harmed by fire counts as a trigger for Death Rage.

Additionally, the Unclean are averse to bright light, much like how ordinary roaches scatter when the kitchen lights come on. When exposed to bright light (the sun, fluorescence, spotlights, etc.), the *Nidmuzug* suffers a penalty to all rolls, equal to half their Primal Urge score (rounding up). Wearing sunglasses mitigates this penalty somewhat, reducing it by +1.

Primal Urge	Trait Cap	Essence Pool	per turn	Regen. rate	Hard Rage	Death Rage Trigger	Prey Panic Penalty	Track Bonus	Light-Based Penalty
1	5	10	1	1B	10 min.	Specific	0	0	-1
2	5	11	2	1B	10 min.	Specific	0	0	-1
3	5	12	3	1B	15 min.	Common	0	0	-2
4	5	13	4	2B	20 min.	Common	-2	+1	-2
5	5	15	5	2B	30 min.	Common	-2	+1	-3
6	6	20	6	3B	1 hr	Passive	-2	+2	-3
7	7	25	7	3B	2 hrs	Passive	-2	+2	-4
8	8	30	8	4B	3 hrs	Passive	-3	+3	-4
9	9	50	10	5B	6 hrs	Passive	-4	+3	-5
10	10	75	15	6B	12 hrs	Passive	-5	+4	-5

[Unique Merits]:

Gross Eater (• to ••)- With the one-dot merit, you can eat anything organic. It doesn't matter if it's cooked, raw, or outright roadkill. Your stomach can break down the nastiest, most diseased biological matter, even human waste. It provides just as much sustenance as a normal square meal.

The two-dot version allows you to consume inorganic matter as well, provided you can shove it into your mouth and swallow it (chewing with teeth or mandibles is optional). Note that some inorganic foods (glass, metal shards, wood splinters, etc.), while digestible, may cause damage on the way down the esophagus.

Exoskeleton (••)- Spending one Essence as a reflexive action, your flesh grows tough and waxy for the remainder of the scene, more so than usual. The skin, now a shiny shit brown, provides additional armor equivalent to +1/+2. However, while active, the exoskeleton hampers your Defense and Speed by -1. This Merit can be used in any form.

Asthmatic Reaction (•••)- Cockroaches aggravate asthma. Scientists aren't exactly sure why, but believe it has something to do with the proteins in a roach's saliva. This Merit allows you to take advantage of this unusual reaction.

Spending one Essence as an instant action, you can spit at a target by rolling [Dexterity + Athletics - target's Defense]. If the attack is successful, no damage is done initially. On the turn following the successful spit attack, the victim begins to suffer a terrible coughing fit, feeling as

if their throat is closing (it's not, but that's how it feels). The target suffers a -3 penalty to all rolls during this turn. This penalty lessens by one die per turn- Second turn it's -2 , third turn it becomes -1 , and it's gone by the fourth turn. However, during this fourth turn the target suffers two bashing damage from the severe coughing.





[The Baal-Hadad]

<https://forum.theonyxpath.com/forum/main-category/main-forum/the-new-world-of-darkness/werewolf-the-forsaken/1389443-2e-homebrew-the-unstoppable-souls-gudthabak>

<https://forum.theonyxpath.com/forum/main-category/main-forum/the-new-world-of-darkness/werewolf-the-forsaken/1328351-bull-headed-2e-rules-for-the-gudthabak-bull-shifters>

[Overview]:

The Baal-Hadad, also called the Bull-People, minotaurs, or *Gudthabak* in First Tongue, are sun-worshipping werewolves who establish themselves as rulers and arbiters of mankind.

[Origin]:

[Reproduction]:

The *Gudthabak* have the spirit of Bull, but not his blood. They can produce children with each other and regular humans, but these children will always be mortal. To truly replenish the numbers of the Bull-People, the Baal-Hadad must find Wolf-Blooded (or so-called “Bull-Blooded”) and initiate them, willingly or not, through the Rite of Molech.

The Rite of Molech requires that the Wolf-Blooded be bound to an altar made of stone or wood. The victim is then wreathed in a garland of flowers, often laurel. A burning cluster of sage is pressed into the victim’s chest while the bull-changers slice inch-long into the victim’s palms. The victim is forced to drink their own blood (they may do so willingly if they choose). All Baal-Hadad participants, there must be three, each expend one Willpower and one Essence. The bull-god with the highest total [Strength + Resolve] roll must succeed against the victim’s [Stamina + Composure] roll. If the victim wins, the process fails. If the minotaur wins, the Rite is a success. The Rite *must* be performed in sunlight. It automatically fails if the sun is blocked by clouds, buildings, or a mountain, and it certainly does not work at night or underground. This ritual was taught to the *Gudthabak* by Helions and has become an intrinsic part of their culture.

The Baal-Hadad mainly rely on Helions to help find and identify Wolf-Blooded humans, going where the sun-spirits direct them. Many of the towns lorded over by the *Gudthabak* feature whole families of wolf-bloods who are favored and privileged because of this distinction (a distinction of which the families may be wholly unaware). The advantage here is that the bull-lords do not have to stray from their own domain to find those who will become like them.

Sometimes, though, the well “runs dry” so to speak, and the *Gudthabak* must go afield searching for new Wolf-Blooded (or as they know them, “Bull-Blooded”) to join the herd.

[Forms]:

Shapeshift as an instant action for free and as a reflexive action for one Essence.

Human- Often powerfully muscled or tall and lithe; Perception (+1).

[Sheep’s Clothing]: Any efforts to pinpoint you in a crowd or pursue you through populated areas suffer a –[Primal Urge] penalty.

Hybrid- A bulky, minotaur-like form. Interestingly, even female Bull-People have horns in this form. Though it may not have claws, its strikes are strong enough to cause bleeding and broken bones; Strength (+3); Dexterity (+1); Stamina (+3); Size (+2); Health (+5); Initiative (+1); Speed (+4); Perception (+2).

[Horns/Fists]: +2L/+0L.

[Defense vs. Firearms]: While in this form, apply your Defense against firearms.

[Tempered Rage]: Like the *Kuruth* of werewolves, though far more tempered- You can take this form for a number of minutes equal to your (Human) Stamina + Primal Urge. After that point, you must choose: Shift down into Human or Animal form or fall into *Kuruth*. If you don’t shift, roll [Resolve + Composure] as a reflexive action. If you succeed, you have one more minute in Hybrid, then must shift into Human or Animal, and enter *Wasu-Im* (Soft Rage). If you fail, you enter *Basu-Im* (Hard Rage) immediately. Any Triggers may apply except Moon, damage from silver, and taking Hybrid outside of combat. Rage can also be Triggered by being struck with gold. Soft Rage always lasts 1 minute for *Gudthabak*.

[Radiance (Full)]: Any mortals who witness this form suffer a Breaking Point, rolling [Resolve + Composure – your Primal Urge + 2], along with appropriate modifiers. Those who fail the roll suffer either the Awestruck, Cowed, or Enraptured Condition, unless altered by certain Gifts.

[Regeneration]: While in this form, heal at triple your normal rate.

Animal- Indistinguishable from an ordinary bull. Interestingly, even female Bull-People have horns in this form; Strength (+2); Stamina (+1); Size (+1); Speed (+2); Health (+3); Perception (+2).

[Horns/Hooves]: +1L/+0B.

[Auspices]:

Werebulls instinctively know their “Idol” upon being transformed into a *Gudthabak*.

The minotaurs do not necessarily break themselves out by any kind of auspice, but at the time of becoming one of the Baal-Hadad, a bull-god chooses an idol to represent him in this world. Some idols are nothing but round stones with faces carved into them, others are petrified wood or bone carved to look like a bull’s skull. Others may choose idols out of certain metals such as bronze, brass, or lead. Any material is up for grabs except silver (see sidebar below, “Silver”) and gold (too perfect, reserved only for Helios). The material and idol chosen (or made) grant certain bonuses.

This idol is said to reflect something very special and unique about the god, so much so that the townsfolk may make their own idols as honorary replicas to be placed on in-home altars. Below are a handful of materials of which an idol might be made, and the bonuses that accompany them. Note that this list is not exhaustive, and players should be encouraged to come up with their own, using these as guidelines:

Idols:

[Bone]: Diligent healers who tend to the wounds of the herd.

Skills: While holding or wearing your Idol, gain a +1 bonus to all Medicine rolls.

Merits: At character creation, gain the Holistic Awareness (•) and Good Time Management (•) Merits for free.

Auspice Benefit:

[Brass]: Aloof priests and mystics who guide the herd in supernatural matters.

Skills: While holding or wearing your Idol, gain a +1 bonus to all Occult rolls.

Merits: At character creation, gain two dots of Rites for free.

Auspice Benefit:

[Bronze]: Judges and counselors who .

Skills: While holding or wearing your Idol, gain a +1 bonus to all Empathy rolls.

Merits: At character creation, gain the Empath (••) Merit for free.

Auspice Benefit:

[Lead]: Intimidating shepherds who keep the herd in line and the wolves away.

Skills: While holding or wearing your Idol, gain a +1 bonus to all Intimidation rolls.

Merits: At character creation, gain the Air of Menace (••) Merit for free.

Auspice Benefit:

[Stone]: Hardy protectors of the herd.

Skills: While holding or wearing your Idol, gain a +1 bonus to all Brawl rolls.

Merits: At character creation, gain the Iron Skin (••) Merit for free.

Auspice Benefit:

[Wood]:

Skills: While holding or wearing your Idol, gain a +1 bonus to all Survival rolls.

Merits: Gain the Survivalist (•) and .

Auspice Benefit:

[Traits]:

Morality: The Baal-Hadad possess Integrity as their morality stat. They do not suffer Breaking Points from witnessing the supernatural, however. Successfully inflicting Radiance on a loved one may count as a Breaking Point, especially for younger and high-Integrity Baal-Hadad.

Power Stat: The Baal-Hadad possess Primal Urge as their power stat. *Gudthabak* do not keep the Feeding Limit or Hunt Interval, however.

Renown: The Baal-Hadad start with two Renown dots at character creation, with at least one in Honor. The *Gudthabak's* Renown brands take on a golden glow.

Gifts: The Baal-Hadad have an affinity for the Gifts of Dominance, Fervor, Strength, Sun, and Warding.

Gift of the Sun: <https://www.patreon.com/posts/rise-and-shine-45640498>

Totems: The Baal-Hadad always take Helions (sun spirits) as totems. Helios does not tolerate his adoptive children taking any other kind of totem. Additionally, the Helion chooses the herd, not the other way around.

Essence: The Baal-Hadad gain Essence in the following ways:

- They can absorb Essence through the wellspring of a Locus. In the physical realm, this means physically touching the Locus at its heart. In *Hisil*, this means devouring the strange bits of meat and vegetation that appear near the locus.
- They can eat the flesh of humans or bovines. For every point of damage caused by a *Gudthabak's* bite, they can choose to ingest the flesh and gain a point of Essence. This is always an Integrity Breaking Point at a -3 penalty. When devouring flesh for Essence, the *Gudthabak* causes aggravated wounds.
- Fetishes store Essence. By destroying a fetish, the *Gudthabak* can take the Essence within.

- The first time a *Gudthabak* sees the sun each day, they gain a point of Essence.

Radiance: The Baal-Hadad have their own form of the Lunacy, called Radiance. A gift from the sun god himself, Radiance forces mortals to show respect for the *Gudthabak* as champions of Helios. Radiance acts much the same as Lunacy, but only inflicts the Awestruck, Cowed, and Enraptured Conditions. On Dramatic Failure, the mortal becomes Wolf-Blooded (“Bull-Blooded”) as normal.

Curse: The Baal-Hadad are vulnerable to gold weapons, which inflict aggravated damage on them instead of lethal. This is only when they are not in contact with their Idol, however. While wearing or touching their Idol, *Gudthabak* only take lethal damage from gold weapons as normal. Being struck with gold while not having their Idol also counts as a trigger for Death Rage.

A non-damaging touch with gold doesn’t hurt them, but causes itching and general discomfort as long as the minotaur remains in contact. The item has to be real gold (not compounds like gold nitrate), and alloys or mixtures need to be at least 80% gold. Weapons with gold coatings only work for one damaging hit before losing effectiveness. A gold item not designed as a weapon counts as an improvised weapon.

Primal Urge	Trait Cap	Essence Pool	per turn	Regen. rate	Hard Rage	Death Rage Trigger	Prey Panic Penalty	Track Bonus
1	5	10	1	1B	10 min.	Specific	0	0
2	5	11	2	1B	10 min.	Specific	0	0
3	5	12	3	1B	15 min.	Common	0	0
4	5	13	4	2B	20 min.	Common	-2	+1
5	5	15	5	2B	30 min.	Common	-2	+1
6	6	20	6	3B	1 hr	Passive	-2	+2
7	7	25	7	3B	2 hrs	Passive	-2	+2
8	8	30	8	4B	3 hrs	Passive	-3	+3
9	9	50	10	5B	6 hrs	Passive	-4	+3
10	10	75	15	6B	12 hrs	Passive	-5	+4

[Unique Merits]:

Sun-Flecked Eyes (•)- Whenever the sun is visible to you, gain a +2 bonus to all Perception rolls. If the sun is veiled behind clouds, mountains, buildings, or is otherwise muted, the bonus is lost until you can see it again fully.

Stampede Rush (••)- In any form, you can make an All-Out Attack, doubling the normal bonus so it becomes +4 instead of +2. This can also be used out of combat, when attacking inanimate objects for the purpose of doing damage. When making a [Strength + Stamina] roll to attack an object, you can move suddenly and swiftly, gaining a +1 bonus to the roll. In all uses of this ability, you lose your Defense for that turn.

Spook the Herd (•••)- You can roll [Presence + Intimidation vs. target's Composure + target's Primal Urge] as an instant action to frighten people within a 100-yard (90-meter) radius via threatening gestures- Flaring nostrils, stomping hooves, and cutting horns up into the air. The target with the highest total [Composure + Primal Urge] score resists the roll. If your successes exceed those of the opposing crowd, the crowd flees your presence. They use all available means to escape you and do so for [(human) Strength + Intimidation] turns.

Castigating Brand (•••••)- Spending two Essence as an instant action, you can touch a target to mark them with a punishing brand (if the subject is bound, no roll is necessary to touch, but if the subject resists, a successful Brawl attack must be made). The victim suffers one aggravated damage as their flesh bubbles and burns into a swollen brand, which is a simple design of your choosing- an "X" or "O" for instance.

The brand remains until that particular aggravated damage is healed. Until that time, however, any time the branded victim performs an action that is at all in line with their Vice, they suffer a -1 penalty to all actions. This penalty is cumulative- If a character with Gluttony as their Vice overindulges three times in a couple of days, all their rolls suffer a -3 penalty (And, as a reminder, every indulgence of the Vice makes the brand tingle and itch). All penalties cease when the brand heals and fades. A target may only have one Castigating Brand at a time, and they cannot be branded again still the previous brand fades.

