

## Rage And Fury House Rules -

### **IF IT'S NOT STATED HERE ASSUME THAT WE WILL BE RUNNING PER LAWS OF THE WILD REVISED**

-The Storytelling (ST) Staff reserves the right to make any ruling they see fit in any scene, as necessary. For anything not presented here, please check with the ST Staff for either OWbN documents (i.e. OWbN Tribe Genre Guides, By-Laws, etc.) or ST rulings. These House Rules are a living document and items not listed will be up to the discretion of the ST Staff as to the ruling of said item.

-All players (visitors and local) must physically sign-in to the game to play in RAF.

-All players must have an item card listing all rites and other preparation currently active on their PCs. This card must be signed at check-in each game. If you want to use a rite that you do not have a signed card for, you will have to take the time to cast it during the game.

-All item cards must be checked in and stamped to be valid for use in RAF.

-Tags must be worn if there is a feature about your character that isn't obvious through your costume. Tags are provided by the staff.

-Players may ask for an ST to verify the number of traits being used in a challenge in which they are involved. Players are not required to tell other players what is on their sheet.

-Any scene involving the death of a PC must be overseen by the HST of RAF.

-All players of RAF, when interacting with PCs or NPCs of other games (online) or with any Coordinator's office in One World by Night (OWbN), must include the RAF ST staff in the communication via rafsts@googlegroups.com. Those that do not log these interactions with their home game's staff will have those interactions considered "invalid" and any items received or abilities/disciplines learned will be considered redlined.

-Any PC or NPC from outside RAF who wishes to target a character based in RAF, who is not under the jurisdiction of another game, must agree to abide by our house rules and accept our mediation for the online scene.

-Players can shelve their own character at any time subject to ST approval, during this time the character will have no activity without prior ST consent. Activity includes any RP scenes on email or otherwise.

-Players may have a travel PC in addition to their local PC. This character will be treated as active, but may not be played at game without ST consent.

-Only active characters in RAF may be awarded XP.

-If a player is member of RAF staff, another OWBN Chronicle Staff, or Coord Office for OWBN. They may automatically earn 8xp at the start of the month for a PC.

-Any rule that does not provide a numerical limitation on spending or stacking shall be limited to 3, which is known as "the rule of 3."

-Only PCs based in RAF may hold Sept Positions. See Sept Position Section for what is considered a Sept Position in RAF.

## Character Creation

Shapeshifter:

Attributes: 7, 5, 3

Abilities: 5

Backgrounds: 5

Gifts: One Breed, One Auspice, One Tribe [Note: Cubs do not start with a Tribe Gift]

Gnosis: Per Breed

Rage: Per Auspice

Willpower: Per Tribe [Note: Cubs start with 1]

Flaws: May take up to 7 for Freebie Points [FB]

Negative Attributes: May take up to 5 for Freebie Points [FB]

Derangement: May take 1 for 2 Freebie Points [FB]

Free Freebie Points [FB]: 5

Kinfolk:

Attributes: 6, 4, 3

Abilities: 5

Backgrounds: 3

Willpower: 3

Merit: Kinfolk Merit Free of Cost

Flaws: May take up to 7 for Freebie Points [FB]

Negative Attributes: May take up to 5 for Freebie Points [FB]

Derangement: May take 1 for 2 Freebie Points [FB]

Free Freebie Points [FB]: 10

Freebie Points [FB] Chart:

Attribute: 1 FB per

Abilities up to 3: 1 FB per

Gnosis: 2 FB per

Rage: 1 FB per

Willpower: 1 FB per

Background: 1 FB per

Basic in Tree Gifts: 3 FB per

Merits: # FB equal to the Value of the merit

Experience Points [XP] Chart:

Attribute: 1 XP per

Abilities up to 5: 1 XP per

Abilities up to 6: 2 XP per

Fighting Style Abilities: 2 XP per

Tempers [Gnosis, Rage, Willpower]: 3 XP per

Background: 1 XP per

Basic in Tree Gifts: 3 XP per

Intermediate in Tree Gifts: 6 XP per

Advanced in Tree Gifts: 9 XP per

Out of Tree Gifts: +1 XP for appropriate level

Merits: # XP x2 the Value of the merit

Buying off Negative Attributes: 2 XP per

Buying off Flaws: # XP x2 the Value of the flaw

Buying off Derangement: 4 XP per

Starting XP:

Character with no background story: 30 XP

Character with background story: 60 XP

### **Conduct Rules**

#### ***Black Card***

The World of Darkness can present themes of personal horror that can become intense for players. At any time when in a scene, if a player is uncomfortable, they may declare a Black Card. The character will continue to be present in the scene, but the player need not be present. Afterward, a Storyteller will speak with the player and go over the events in a manner the player finds acceptable and inform them of any consequences to their character. These situations will be treated with the utmost respect by all players and staff.

#### ***Time-Out Rule***

For moments where the Black Card is not needed, but when a player feels a situation, scene, or interaction is beginning to overwhelm them, the player may place their hand over their head in a fist to indicate they are taking a time-out. They may, then, walk away from the scene temporarily. All other players are not to disturb the Time-Out player during this time. A staff member or player rep will handle interactions with that individual until they are able to come back. If this occurs in the middle of a scene, that scene is considered to be in time-stop until the player is able to return.

#### ***Alcohol and Game***

For games that allow alcohol to be consumed on site, please be responsible for your drinking. Players who drink too much or cause a disturbance will be subject to disciplinary actions per the chronicle charter.

## ***Code of Conduct***

As per OWBN Code of Conduct

Tribal Advantages and Drawbacks: (may need edits)

[Note: See Laws of the Wild for all unlisted tribes and sections.]

Black Furies:

-Advantage: Black Furies can gain once, per session, a point of Willpower when at a Caern. Once per game session a Black Fury can trade any amount of her willpower to another Black Fury.

### ***Bone Gnawer***

Advantage: For the use of adding Influence, the Bone Gnawer advantage is added at full value rather than half for purposes of aiding Influence actions.

Children of Gaia:

-Drawback: Humans are treated as though they are three Willpower higher than they actually are regarding the Delirium chart on page 188 of Laws of the Wild, Revised. The Tribal Drawback is not the Flaw: Pierced Veil.

Fianna:

Advantage: The free abilities as described in the book may go over the cap.

-Drawback: Lose ties on all initial Willpower challenges. If the Fianna can retest in any way, their retest is a normal Willpower test without the drawback.

Glass Walkers:

-Advantage: May have number of Influences at 6 cap equal to their rank. May have their total Influence limitation raised equal to their rank.

Shadow Lords:

-Advantage: At a cost of one point of Gnosis, Shadow Lords gain bonus social traits equal to their Rank for one scene, once per night. This Advantage fails against a Garou with greater levels of Pure Breed .

Stargazers:

-Advantage: Meditation x2, Enigmas at character creation. These abilities may go over the cap.

-Drawback: If the Stargazer loses an Enigmas challenge, he or she is down three traits for the rest of the session.

Uktena:

-Advantage: Peeking across the Gauntlet, in either direction, requires neither the Gnosis test nor the expenditure of Mental traits to make details clear.

-Drawback: When an Uktena learned that a secret lies in reach (either another person knows a secret, or the character is faced with a mystery), he or she will be unable to concentrate until the secret is uncovered. This will result in the Uktena being down one trait in all challenges for the remainder of the night when not pursuing the secret/mystery. This penalty cannot be levied for the same secret/mystery on subsequent or multiple nights.

Abilities:

Disallowed Abilities: Laws of the East Martial Arts (Hard, Soft, and Weapons style). All non-Garou and non-Changing Breeds specific abilities are ST approval.

Abilities At 6: You may have number of abilities at 6 equal to your rank (This excludes Fighting Styles Abilities).

## ***Fighting Styles***

### **General**

Fighting Styles Require a Teacher for them and are learned in a manner similar to lores. A character learning a fighting style can purchase the 5<sup>th</sup> dot from their teacher considering the teacher has the 5th dot.

As a specialized ability each dot of each fighting style requires 2 exp to learn.

Fighting Styles require thought and focus and cannot be accessed during Frenzy.

### **Combating a Fighting Style**

A PC fighting a PC with a Fighting Style is....

Down 4 traits when using a general ability (i.e. Melee)

Down 2 Traits when using a general ability that is spec-ed

You cannot spec a fighting style like a normal ability, you may spec in 1 of the listed maneuvers to receive the 1 trait bonus when using that particular maneuver

Klaviskar can ONLY be contested with Klaviskar on equal footing

Isskaku, Wrestling, and Kailindo can each be contested with each other on equal footing.

### ***Isskaku***

Primarily known by CoG, but can be learned by others

Dots and maneuvers will be run per the Tribebook: CoG (Revised) pg 83

### **Kailindo**

A martial art requiring patience and meditative thinking that originate with the Stargazer tribe. It mostly known to Stargazers but can be found among others with the suitable temperament.

Found in Players Guide to Garou of 220

#### **Dot 1**

##### ***Binding Wind***

By catching their opponents wrist at just the right moment, the Kailindorani may immobilizer an opponent by bringing them down and around.

System: Upon a successful grapple, the opponent takes bashing equal to half the user's Kailindo rating rounded up.

Usable in Homid, Glabro or Crinos only

#### **Dot 2**

##### ***Deceptive Wind***

Use per page 224 of Player's Guide to Garou

#### **Dot 3**

##### ***Forceful Wind***

The Kailindorani makes a running leap toward their target, attempting to knock them over

System: Upon a successful attack, it deals 1 additional damage and a second contested chop is made to see if the target falls down.

Usable in Homid, Glabro or Crinos only

#### **Dot 4**

##### ***Little Cyclone***

The Kailindorani attempts to sweep the leg of their opponent by quickly crouching to the ground and extended their leg powerfully.

System: Upon a successful attack, the target takes 1 Lethal and is knocked to the ground, the target is down 2 physical traits for the remainder of the scene.

Usable in Homid, Glabro or Crinos only

##### ***Tornado Kick***

The Kailindorani spins around once like a tornado and delivers a mighty kick, adding their momentum to the force of the blow.

System: Upon successful attack, add 2 damage to the kick.

Usable in Homid, Glabro or Crinos only

#### **Dot 5**

##### *Whirlwind*

By weaving their arms like a swirling vortex of wind, the Kailindorani becomes nigh impossible to hit.

System: When using their turn to do nothing but dodge, the user may add their normal base damage of their form and their Kailindo rating to their traits for dodging.

Usable in Homid, Glabro or Crinos only

#### ***Klaviskar***

Klaviskar is ritualistic and only known to the High Tribes of the Fianna, Shadow Lords, Silver Fangs and Get of Fenris

Klaviskar is found in the Player's Guide to WtA pages 201-202

#### **Dot 1**

##### *Caught Steel*

Fianna, all about flair and panache even exhibit it in combat. Many Klaive battles begin with locking klaives with your opponent. This maneuver takes advantage of such tradition. System: This maneuver must be declared prior to the initial challenge. After the initiating contact, the user enters a social contest with the opponent. If successful, the player utters an intimidating soliloquy that gives the opponent the negative cowardly, if it fails the user gains the negative frail.

#### **Dot 2**

##### *Parry*

System: The user may add their klaives traits to their Dodge actions as they deflect the path of their opponent's klaive with their own.

##### *Riposte*

System: Upon a successful dodge, the user may attempt a counterattack against their opponent. A user may Riposte a number of times equal to half their permanent Klaviskar rating rounded down. Riposte requires spending an action or an off-hand.

#### **Dot 3**

##### *Great Blow*

Feared for raw power, the Get of Fenris daringly pioneered this move. Putting all their strength into the next strike while dangerously powerful leaves the user open for attack.

System: This maneuver must be declared prior to the initial physical challenge. The next strike does an additional 2 agg if successful. If it is unsuccessful, the user gains negative Clumsy x 1 and Lethargic for the remainder of the fight.

#### **Dot 4**

##### *Head Wound*

Head wounds bleed profusely, especially when they are silver. A signature move among the Shadow Lords, but not out of the question to be used by any number of high tribes.

System: This maneuver must be declared before the initial challenge. After a successful attack, the user enters a simple test losing on ties (retest Klaviskar). If successful the wound strikes the

head and blood blinds the victim putting them down 2 traits for physical and perception based challenges the remainder of the scene.

#### **Dot 5**

##### ***Silver Wall***

A famed move of the Silver Fangs. The Silver Wall consists of an artful pattern of the Klaviskar techniques to whirl the klaive about the user in a circular wall of silver.

System: The Silver Wall must be declared at the beginning of the round and consumes the entire turn of the user. The user gains a bonus to their Dodge equal to their klaive bonus traits. During the Silver Wall the user may Parry any number of attacks, but not Riposte as they must continue to focus on maintain the wall of silver.

#### ***Wrestling***

Fianna Exclusive found in Tribebook: Fianna (Revised) pg 70

#### **Rank 1**

Used to the shifting soil of some peat bogs found throughout the UK, renown Fianna have learned to move effectively knocking opponents off balance

System: When entering a grapple the Fianna makes a simple test (retest Wrestling), if successful the grappled target gains the negative clumsy equal to half permanent rating in Wrestling rounded up

#### **Rank 2**

The Fianna using this maneuver can start a grapple from a running start.

System: The Fianna must be a running start away from the target and uses their movement to run into the target and initiate a grapple. On a successful grapple, the Fianna is up 2 trait for all wrestling maneuvers that round. If unsuccessful, the Fianna loses 1 stamina related trait.

#### **Rank 2**

Fianna love taking the party everywhere causing many locational-ly challenged issues. Based on that, this hip tossing move is classic example of Fianna Mobility.

System: When a grapple has been successfully initiated, the Fianna may, instead of dropping to the ground, toss his opponent a number of steps equal to his Wrestling Rating multiplied by his permanent Strength traits to a cap of 18steps.

#### **Rank 3**

A smart blow to show the men you mean business.

System: After initiating a successful grapple you may initiate a physical challenge. The Fianna forcefully breaks the grapple. On a success, one of the opponents limbs breaks giving the appropriate negatives. On a failure the grapple is still broken, but opponent takes 2 Lethal and is down 1 trait for the remainder of the round suffering from what damage was caused.

#### **Rank 4**

By twisting your opponent's limbs like a pretzel, the user can turn this grapple into a tribute to the famed Celt pattern.

System: Declare this maneuver while in a grapple and enter an extended challenge with your opponent. Initiate a contested physical challenge once per limb, but not exceeding the number

of limbs of the Fianna and capped at 3. For each success the opponent gains the negative lame until the grapple is broken or Fianna releases them.

### **Rank 5**

No one is sure of the origin of this move, but it is surmised it was used to control untamable Fianna until they could get ahold of themselves. Exceptionally effective for its purposes.

System: After initiating a grapple, the Fianna may make a contested challenge against the opponent to deepen his grapple and begin to strangle the opponent. After successfully initiating the deeper grapple, the Fianna causes the strangled opponent to take 3 Lethal and lose 2 Physical traits per round. This can be performed from the Rank 4 maneuver.

### Linguistics:

-1: 1 Additional Language total

-2: 2 Additional Languages total

-3: 4 Additional Languages total

-4: 8 Additional Languages total

-5: 16 Additional Languages total

### Lores:

Lores are learned at ST discretion. All lores will require a teacher at the same level or more than you wish to learn.

### ***Lore: Wyrn, Wyld, Weaver***

Character must have a method to learn these lores at 3 or more.

**Level 4:** Become a target of the appropriate triatic force Per MET Book of the Wyrn.

**Level 5:** Gain a permanent derangement and become a target of the respective triatic force

### ***Occult***

For gifts with no listed retest, Occult will be the retest unless otherwise noted.

### Backgrounds:

Disallowed Backgrounds: All non-Garou and non-Changing Breeds specific backgrounds are ST approval.

### ***Fate/Destiny***

ST Approval Required for this background. A number of times per game session equal to your Fate background, you may expend a level for a retest when your character's death is on the line in that challenge. Fate and Destiny are considered the same background.

### ***Fetish***

If points have been spent in this background, the Fetish can always be remade but only for you, if destroyed or lost. The number of active fetishes you may have in a scene is equal to your Fetish Background + 1.

### ***Influence***

Influence will vary game by game, locally. See Influence ST at game for more information.

-Kinfolk: This background can be purchased multiple times. At the time of purchase the player must denote if this is a Standard Kinfolk background or a Retainer Kinfolk. (Combine into one variety of Kinfolk; effective vs. numerical)

Standard Kinfolk -These kinfolk have no sheets and simply represent a predetermined number of kinfolk that help, work for, or associated with your character. Please refer to your specific table top book for the number you get with each level. Note: You may only buy up to 5 dots in this type of kinfolk.

For each dot of standard kinfolk you have:

-Humans

1 - 1

2 - 4

3 - 9

4 - 16

5 - 25

-Wolves

1 wolf per dot in kinfolk

Retainer Kinfolk - These are kinfolk with a sheet. They are treated like a retainer. Each will be crated a basic sheet per character creation rules. Kinfolk are still mundane unless given

approval from the ST staff. I.E. it had better be a good reason to have a kinfolk with Gnosis. Kin-Fetches and other similar items may be allowed at ST discretion.

1 - 5 xp

2 - 10 xp

3 - 15 xp

4 - 20 xp

5 - 25 xp

Retainer Kinfolk will not count towards increasing your Influence cap. STs have final say on all Kinfolk Retainers. If you take them with on missions, they could die, and these points will be lost.

### ***Mentor***

Level 5 does not give you a Legend Mentor. Instead, it gives you an immensely powerful Mentor.

### ***Numen***

May not purchase Spirit Familiar. At the time of your birth, your parents or your sept bound a spirit to your service, in exchange for your protection. Choose a Renown category. By spending a Gnosis Trait, you may draw upon your friend's strength, adding your Numen Traits to a single Physical (Glory), Social (Honor), or Mental (Wisdom) Challenge. At the Storytellers' discretion, you may instead draw upon one of the spirit's charms, a number of times per night equal to your Numen rating. You may only use a charm from your Numen once per scene. Your Numen possesses the charms Airt Sense, Reform, plus one charm per level of the background. These are Storyteller approval. Character Creation Only.

### ***Pure Breed***

If you choose a tribe other than your Pure Breed heritage, you will lose your Pure Breed, Per W20. Pure Breed only works on your own species. Kinfolk cannot see Pure Breed, per Kinfolk Unsung Heroes.

### ***Resources***

Every player must have a Resources card to track their resources. Resources are granted per month. A player must inform an ST that they are collecting at game or through downtime or they will lose out on Resources for that cycle.

The description of your possessions and lifestyle from Laws of the Wild remains the same. Below are adjusted for inflation new disposable income:

Level 0	\$400 and a bus pass
Level 1	\$1,000
Level 2	\$4,000
Level 3	\$10,000
Level 4	\$20,000
Level 5	\$50,000
Level 6+	ST Discretion

### ***Rites***

Per Laws of the Wild Revised

#### **-Spirit Familiar**

You have a special relationship with a spirit, one who freely and without compunction is your companion. It can act as a "battery" for extra Gnosis, Rage or Willpower points; you can give these points to your familiar to hold until they are needed.

1: Your familiar is the smallest Gaffling and not too bright. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store three extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It normally cannot Peek through the Gauntlet, so it rarely knows what's going on in the Realm.

2: Your familiar is a decent-sized Gaffling and almost intelligent. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store five extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It knows instinctively where you are, and it can Peek to see you from time to time.

3: Your familiar is a Jaggling of average intelligence. You can speak aloud to it easily through the bond you share, as long as it is nearby. It can store five extra points of Gnosis, Willpower, or Rage (choose two) for you. It knows instinctively where you are, can see through your eyes and can also Peek through the Gauntlet.

4: Your familiar is a fairly bright Jaggling. You can speak telepathically to it through the bond you share, as long as it is nearby. You always know where it is. You can see through its eyes and "it can borrow your sight as well. It can store five extra points of Gnosis, Rage or Willpower (all three in any combination) for you. It knows instinctively where you are. It can Peek into (and can even Manifest in) the Realm.

5: Your familiar is an intelligent Jaggling affiliated with a specific Incarna. You can speak telepathically to it no matter how far away it is. You and it always know each other's location. You both can share any of its five senses. It can store a total of six extra points of Gnosis, Rage or Willpower (all three in any combination) for you.

#### -Totem

Characters may only gain the benefits of one totem at a time: Sept, Pack, or Personal. Characters must spend at least 1 point in the totem background to gain the benefits of their pack totem. All Pack Totems and Personal Totems will be created as per Laws of the Wild revised. For characters to gain the benefit of the Sept Totem, they must pay the Totem's background cost. Sept totem benefits will be determined by the Storytellers. Characters allowed to gain the Sept Totem's benefits are at ST discretion.

\*All visitors' totems, and the benefits thereof, are subject to ST approval/discretion at check in. (Item card/description on sheet)

Renown and Rank: We follow the renown chart in W20 Book. All Renown gains must be told in detail to the ST staff in order to actually gain the temporary renown points. If you wish to have a Rite of Accomplishment performed and have the necessary Renown, a player MUST contact a Galliard with their story or challenge someone of appropriate Rank to recognize the new permanent Renown per the book. Players need to tell the Storytelling Staff before signing in if they wish to do that at game.

Merits and Flaws: If you wish to gain the benefit of a merit or flaw, you must present the ST staff with the book location of said merit or flaw. Some Merits and Flaws may not be allowed, so please talk to ST staff. If you have a flaw that is relevant to gameplay, let the Storytellers know at the start of game. This is not an exhaustive list of merits and flaws. Other Merits and Flaws may be used in play as ST discretion.

Note on W20: Please note that merits that were once tribal specific may be available as generic merits. This rule supersedes their original tribal specific nature. Costs unless otherwise indicated, are per W20 rules.

Disallowed Merits and Flaws: Merits that would give a character ties. Nine Lives and True Faith are disallowed. All non-Garou and non-Changing Breeds specific Merits and Flaws are ST approval.

#### **Additional Rules that apply to sets of Merits/Flaws**

Red Book Merits that duplicate tribal advantages may not be taken by characters of that tribe.

Anything from Rage Across the Heavens will require ST approval.

Planetary merits are character creation only.

Only one Aptitude applies per challenge.

-Luck- You get 3 Luck retest a game, and must have an dated item card to represent this.

-Silver Tolerance - Allows you to bid Stamina against Silver in any form

-Medium - 2pt Merit allows for hearing and communicating with Wraiths; 4 pt Merit that allows hearing, seeing, and communicating with Wraiths, but does NOT reveal the Shadowlands to the Medium

## Temper Section

A player may spend their Rank + 1 per round in Gnosis or Rage.

When a challenge pits Traits versus Tempers or visa versa, the character testing with their Tempers doubles their rating when resolving ties and overbids. When testing using tempers and there is no listed retest, you may spend a point of that Temper for a single retest.

You can never hold more than twice your max permanent temper.

## **Combat and Other Rules**

**If at any time you wish to question a rules call made by the Staff, the final decision is made by the HST.**

### **Grand Rule of Three**

In all instances where a cap is not determined on a power, gift, ability, ect. the limit is 3 unless otherwise stated by the ST staff.

Ability Stacking: In this game if you have ability retest that is appropriate for the challenge, when you are comparing traits on ties you add your abilities to that total.

Retests: When throwing chops, and losing, you have the ability to throw one retest in each of the following categories that would be appropriate to the challenge; Ability, Gift, Merit, Temper, Item, Tribe Advantage

## General Combat Courtesy

- Know your declared number of traits before you throw the challenge.
- Know where your traits come from and be able to tell an ST if they ask.
- Try to know your action before it's your turn in the initiative.
- Please be prompt and do not talk to other people during the combat.
- If you have a rules question, ask the ST, not other players during combat.
- Know how much damage you are doing, where it comes from, and be able to tell an ST if they ask. Players may ask about other players combat stats through the ST.

## Types of Challenges

-Contested: This is the Primary type of challenge that takes place between PCs and NPCs, resolved by using Rock, Paper, Scissors mechanics. There are three basic types of contested challenges; Physical, Social, and Mental. This is important because this dictates what traits you can risk for initiating the challenge, and what traits you compare on ties and overbids. So if you are making a Physical Challenge, you can only bid and compare using Physical Attribute Traits.

So to initiate a Contested Challenge you must bid/risk an appropriate trait. Your target then must bid/risk an appropriate trait. Then you both throw chops, and make proper retest based on what the challenge is. Who ever loses this challenge loses the trait they risked, and then resolve the effect of the action taken. In situation where chop is a tie, comparing appropriate trait totals for comparison decide tiebreakers. If there is still a tie, defenders always win.

-Static: This type of challenge that comes into play when PC or NPC wish to act against an object with static set traits, or need to succeed to fulfill another effect. This is a challenge where you don't need to bid/risk a trait to initiate the challenge, and throw chop with an ST. In the situation you tie in the chop, you still compare the appropriate traits to the static traits, Players win if they have the same amount of traits as the difficulty. When initiating Static Challenge to activate power, you are using up an action for the round.

-Simple: This challenge is just throwing a chop. Retests and traits play no role in this type of challenge. In most cases you will win on ties, but the results of the chops and what happens is at ST discretion.

## Rage Challenges

Any time a character makes a rage challenge, it is followed by a standard frenzy challenge. This includes gift that are Rage challenges.

When you are testing Rage versus Willpower, it is your current Rage if it exceeds your permanent Rage. Otherwise you use permanent rage rating.

### Types of Offensive Actions

-Strike (Punch, Claw, Melee): This type of action that allows you to do damage to individuals right next to you with armed or unarmed combat. Appropriate ability retests being Brawl, or Melee.

-Shooting: This type of action allows you to do damage to individuals at a distance with firearms and bows. Appropriate ability retests being Archery, and Firearms. In situations where you are against targets who can't fire back at you, you get a free range retest.

-Throwing: This type of action that allows you throw items at a distance to do damage or cause an effect. Appropriate ability retest is Throwing.

-Grapple: This is a type of action that allows you to hold a target and limit the actions he can take. Appropriate ability retest is Brawl. Individuals under the effects of Grapple may not make any move actions until the Grapple has been broken.

-Biting: This is a type of action that can act like a Grapple and also do damage. Appropriate ability retest is Brawl

-Attack Powers: This is a type of action that utilizes the rules and implementation of a listed power/gift. Appropriate ability retest is listed in the power/gift.

-Carrier Powers: This is a type of follow up action that takes place when the Offender succeeds in making Physical contact with the Defender. Offender would then follow the rules and implementation of a listed power/gift. If the Defender wins the physical challenge, regardless of the trait bid, the carrier power fails.

-Off-Hand: This is a type of action you can make at the end of the round if the proper requirements are met. Individuals utilizing a Weapon with Two-Hand Requirement may not make an Off-Hand action.

### Types of Defensive Actions

If you choose to Dodge that is your action, you cannot follow up with bidding Stamina (or vice-versa) for a single action.

-Bidding Stamina: This is a defensive response that allows you to shrug off the blow you will be taking. This is not an action. Appropriate ability retest is Survival.

-Dodging: This is a type of action that allows you to move or shift out of the way of an incoming Offensive action. Appropriate ability retest is Dodge.

-Contested: This is a defensive response that allows you to use an Offensive action to contest the incoming Offensive action.

-Relent: This is declaration a defending player can make when they wish to allow the incoming Offensive action, bidding/risking zero traits, and the Offender automatically wins the challenge.

### ***Damage Reduction/Soaking***

Unless otherwise stated explicitly by the ST Staff, soaking is not a functioning mechanic and items or powers that would grant such will generally be converted to Healthy Health levels. Items or abilities that grant damage reduction are ST discretion and may be altered for gameplay balance.

### **Weapons and Specials**

Silver will be run as per book in that a PC will automatically lose challenges against silver when bidding stamina (i.e. Stalwart enough to take it) unless they are in breed form. Metis do not gain the benefit of being able to bid stamina against silver in breed form.

Crafting: See Crafting Packet (SoC and Toreador rules)

-Crafting will be run per the Toreador packet on creating items. Base traits and general templates will be used out of Dark Epics or other applicable book per the ST staff.

-Fetishes: The item the spirit is to inhabit MUST appeal to the spirit in question, which means that the creator of the item must have the appropriate crafts ability at level 5. (We may need to think this line little bit more, also add more to it.)

-Talens: You can make as many talens per month as levels of the Ritual ability you have. Theurge can make their rank in additional talens. Applicable merits or flaws may adjust these totals, at storyteller discretion.

### **Frenzy and Thrall**

Per Laws of the Wild Revised

Moon Phases (Defined):

See ST staff for what the current moon phase is for that game. Generally the actual moon phase will be utilized.

### **Downtime & Influence**

A downtime cycle is 1 actual month. If you wish to actually accomplish tasks that forward character progression or create items, spirit deals, exp spends, etc. then you need to send an email to the Storytelling Staff that you are doing such. For example a Claith Theurge with Rituals 5 can make 6 Talens per downtime cycle. That Theurge needs to submit that via email and not bring a stack of cards to game that the Storytelling Staff will be unaware they created. Influence will generally be run per Dark Epics. Power Brokering is usable mechanic for RAF. Influence is flexible and certain situation can increase, decrease, or limit what Influence may be available/work. For example, political influence may be harder or easier to access during major elections or Industry Influence may all but vanish if a town becomes bankrupt. See the Storytelling Staff with questions about how to combine multiple PCs influences and backgrounds that act similar to available Influences.

Rites:

Rites taught by another PC do not cost anything but must be submitted to the ST in emails and verified by both players.

Rites take an amount of time equal to their rating unless otherwise stated. Minors take 2 days, basics take 1 week, Intermediate take 2 weeks and Advanced take 1 month.

## **Sept Positions**

Any PC holding a Sept position that garners Renown **MUST** be based in RAF. True Sept positions do have agency to each of their own stations and each other positions should respect such authority. In regards to respecting station, a station is defined as position that currently has some form of agency or authority (i.e. moot positions functioning during a moot are actively a station)

**True Sept Positions** (Players gain Renown for having such listed positions)

-Sept Alpha - The traditional big boss themselves. The Sept Alpha is the end all be all for many day to day decisions and general forward progress of the Caern. They are generally the final say on matters not covered by another position and they **DO** defer to other positions in accordance with those positions purviews (i.e. the Alpha defers to the Warder when it comes to Caern security)

-Sept Beta - The Lieutenant, the Number Two. The Beta is just that, the Alpha's second in command. In the absence of the Alpha, generally the Beta is considered the stand in Alpha.

-Warder - The security team head. The Warder is directly in charge of the Caern/Sept defenses, that is that is the purview of the Warder. They are responsible for dispensing and running the team of Guardians.

-Master of the Rite - Generally held by Theurges, the Master of the Rite holds the purview of regulating the many rites and rituals the Garou perform on the Bawn.

-Master of the Challenge - Generally a Philodox- held position, Master of the Challenge has the purview of agreeing to the fairness of the various challenges happening within the Sept such as Rank challenges, fights at The Mound, and challenges for positions

(Lesser Positions by the book that still garner Renown and have authority)

-Wyrmling - A position of combat and usually an Ahroun, the Wyrmling has the purview of planning how to fight the Wurm as well as leading such war parties to fight the Wurm where it lives.

-Keeper of the Land - A position usually held by Theurges, the Keeper of the Land has the purview of upkeep of the land itself as well as the various Totem spirit shrines and the graves of the fallen. Though some doubt it, this position does hold power as the Keeper of the Land is generally the first to feel the wrath of offended spirits.

-Gatekeeper - The position whose purview is to allow individuals through the moonbridge leading to the caern. The Gatekeeper defers directly to the Warder for Caern safety. Gatekeeper must stay on the Bawn at all times to deal with whoever attempts to come through the moonbridge.

-Guardians - Usually excellent positions for Ragabashes, the Guardians answer directly to the Warder and are responsible for vetting all individuals attempting to enter the Bawn and patrols around the Bawn at the bequest of the Warder.

-Truthcatcher - A moot positions almost always held by Philodox.

### **Additional positions of Esteem**

(Players do NOT gain Renown for having such position, these positions do NOT hold authority over purviews for the whole Sept like True Sept Positions, but can within their own right have limited authority and scope)

-Caller of the Wyld -Moot position generally held by a Theurge

-Elder council - An amazing goal of any Garou to attain after becoming elder, the elder council works as advisors for the Alpha in the different matters and perspectives of the Auspices. Though they do not wield any true authority over the direct activities of the Sept, they are generally well respected

- Master of the Howl - Largely a moot positions held primarily by Galliards
- Pack Alphas - Functions similar to the Alpha, but of an individual pack
- Talesinger - Largely a Moot position, although the office itself may not garner Renown the actually activities of this office generally awards Honor

#### Gifts & Rites

Gifts and Rites will generally be run as close to book standard as possible. Some gifts may be disallowed, restricted or changed in function per Storytelling Staff decisions to maintain balance. For all unlisted Gifts, speak with the STs regarding concerns and mechanics of Gifts you wish to use, obtain, ect. Rites are generally run per the book and as such are not listed; however, Rites performed by PC must be submitted during downtimes if applicable and all active rites must be written out on an item card that is signed at game.

Please see the "RAF Gifts" document for our extensive, but not inexhaustible list of Gifts