

Werewolf: the Forsaken House Rules

FOR GENERAL SYSTEM CHANGES SEE MY CHRONICLES OF DARKNESS HACKS [HERE](#)
THESE ARE RULES FOR FORSAKEN 2E. AN ARCHIVE OF 1E HACKS CAN BE FOUND [HERE](#)

[AUSPICES](#)

[HUNTERS' OMENS](#)

[CHANGING PHASES](#)

[TRIBES](#)

[AFFINITY GIFTS](#)

[THE PURE](#)

[FORSAKEN FORMS](#)

[DEATH RAGE](#)

[ALPHA AURA](#)

[GIFTS](#)

[REVISED FACETS](#)

[REPLACEMENT FACETS](#)

[NEW GIFTS](#)

[RITES](#)

[WOLF RITES](#)

[MILESTONES](#)

Update 2/12/16: Added 'Changing Phases', by which Uratha may shift their auspice to fit a new role or fill the shoes of a lost packmate. Removed Tribes as global catchalls, the term now refers to local and regional coalitions.

AUSPICES

A Werewolf's Auspice decides only her Moon Gift. She then selects two Shadow Gifts from among those listed in any Werewolf: The Forsaken 2e book, blog post, or storyteller approved homebrew and treats those as her Auspice Gifts.

HUNTERS' OMENS

Hunter's aspects are out, well not out per say, all five can be purchased as Facets of a new Wolf Gift: Gift of Predation. I'm simply not fond of Werewolf powers that define how the prey **acts**. It cheapens the hunt when the Rahu's prey gives up the ghost without bothering to fight, or the Irraka's foe is incapable of noticing her approach. I'd prefer my apex predators succeed because of their own prowess, not the prey's incompetence.

Instead Werewolves have omens, things that **happen to** their prey, foreshadowings of the coming hunter. Whenever a Werewolf begins a hunt the victim receives an omen, it doesn't matter if she's looming right behind him or hundreds of miles off. These omens compound daily, increasing in ferocity as the Werewolf closes in. The mechanical benefits of omens occur only once per day, and generally happen at a time most convenient to the Wolf.

Cahalith - The Terror

Just as Cahalith dream of the future, so do their prey dream of the Cahalith. Prey dream of the Cahalith, see her in brief horrific visions. If he sleeps her prey is plagued with nightmares, wherein the Cahalith stalks and murders him. Even if he does not the prey is accosted randomly by visions, a single wolf in busy business park.

System: Once per day the prey rolls [Resolve + Composure] penalized by the Cahalith's Primal Urge. Should he fail the prey experiences a nightmarish vision, costing him a point of willpower. This generally occurs a night, when the prey is sleeping (assuming it does sleep), in which case it also robs them of a clean night's rest.

Elodoth - The Curse

When the Elodoth hunts, the shadow moves. Little spirits stir, driven by the unconscious aura of an apex predator. The prey finds things begin to go wrong around him, electronics malfunction, doors jam, Influences falter. A streak of bad luck for certain, sometimes bad enough to result in injury.

System: Once per day a single roll the prey makes takes a penalty equal to the Elodoth's Primal Urge. Should the roll fail, it is considered a Dramatic Failure. This can force rolls that would otherwise never occur. Such as a [Dexterity + Athletics] roll to traverse a staircase, or [Intelligence + Computers] just to power up a laptop.

Irraka - The Silence

The prey begins to vanish, almost as though death had already taken them. It's little things at first, small personal belongings disappear, people and spirits overlooking them. Compounding greater to the point where acquaintances forget them, and deeds they have performed begin to unravel. This won't impact close friends, allies or resources gained through merits, but is unsettling none the less.

System: Once per day something is lost or someone overlooks the prey. In the former case not much is to be done, the object just disappears. In the latter the prey can get their attention with a successful [Presence + Expression] roll, penalized by the Irraka's Primal Urge. In severe cases this may cause the prey to be overlooked in a potentially harmful manner, such as a driver simply not seeing him cross the street. These instances may also require the prey to make an appropriate defensive roll to avoid harm.

Ithaeur - The Boundary

An Ithaeur's hunt blurs the boundaries between the material and the shadow. Prey find themselves glimpsing across the boundary, witnessing the spirit (or material) out of the corner of their eye. The strange environment disorients, and distracts drawing prey off their intended path.

System: Once per day the prey rolls [Wits + Survival], penalized by the Ithaeur's Primal Urge. Failure finds them lost, turned around or cornered. Perhaps a wrong turn in traffic takes them down an unfamiliar alley, or a panicked stumble finds them in an alien portion of the woods. On a Dramatic Failure it is even possible for the prey to accidentally wander across the boundary, assuming the local gauntlet density permits it.

Rahu - The Fury

Everyone hates what the Rahu hunts, it is an unconscious urge, manifest in all living things. Animals become aggressive, attacking or fleeing from the prey on sight, people and spirits become irrationally hostile. Those who know the prey well are less affected, but still find his actions more aggravating than they normally would.

System: Once per day, while interacting with a being or animal, the prey must roll [Presence + Socialize or Animal Ken], penalized by the Rahu's Primal Urge. Failure and their impression immediately drops two levels in the eyes of the other. This can be enough to prompt violence from a complete stranger, or a sudden attack by a normally docile animal.

CHANGING PHASES

Unlike most other X-Splats, Werewolves are not locked into a single auspice. While few shift often, if a Werewolf changes packs or his position in his pack is altered he may also shift auspice to fit his new role. This is not a conscious change, a Werewolf cannot decide to change phases. Once the shift occurs the Uratha takes a new omen, favored Renown, and will begin to learn a new set of Moon Gifts. Existing Gifts and renown are unchanged.

TRIBES

The concept of global catchall groups called Tribes is out. Gone. Kaput. A Tribe is now a local coalition of packs, what 2e calls a Lodge (a Lodge is now a Tribal meeting place). Tribes still provide favored gifts and renown, but their priorities, rules and prey are up to the storyteller to decide. Unlike in core Forsaken it is fairly rare for werewolves from different tribes to form a pack together, though not so rare as to be unheard of.

AFFINITY GIFTS

The whole concept of Affinity Gifts has always irked me, it's a character build constraint and a fairly arbitrary one at that. So Affinity Gifts are out entirely. A Werewolf can learn any Shadow Gift for which they can find a spirit to hunt or tutor to inform. Pack and Lodge Totems are especially valuable for this, and part of Pack Creation should include determining what gifts the totem can reasonably teach (most should be limited to two, with only the most potent Totems providing three).

THE PURE

Don't exist. Not as they are presented in Core. Werewolves are amply capable of antagonizing one another without needing to have a dedicated race of spirit Nazis. This does mean a lot more 'infighting' between Tribes, which is a perfectly normal thing that happens in the real world and Uratha are certainly not above inconsolable personal and ideological differences.

The term Pure is thrown around, but mostly by Tribes that favor born and bred Uratha over accused, Lunacy changed mongrels. Some of these tribes may strongly resemble the core vision of the Pure, but it's not because they are mystically different, just fascist assholes.

FORSAKEN FORMS

HISHU

- **No changes.** :)

DALU

- **Badass Motherfucker:** Non-extras, and characters with strong ties to the Dalu's prey may spend a point of Willpower to ignore the effects of Badass Motherfucker. Packmates of the prey, and those who hold the prey as a touchstone needn't bother spending willpower, they are immune.

GAURU

- **Traits:** Presence +1, Manipulation -3, Composure -2. Changes are in addition to those in the Core Book. Willpower remains is unaltered.
- **Regeneration:** Werewolves in Gauru Form heal all bashing damage, and [Stamina + Primal Urge] lethal damage every turn.
- All Werewolves possess the Father's Form Facet as an inherent template feature that **does not** risk Harmony. If she enters combat the Werewolf may roll [Resolve + Composure], penalized by her Harmony deviation plus three (e.g. the number of dots away from Harmony 5), to recover her composure.
- Gauru form has no turn limit, in or out of combat, however while in Gauru Form a Werewolf is subject to the next most common Kuruth triggers (e.g. If he would normally roll only for Specific Triggers, he now also rolls for Common triggers as well).
- While she remains in control a Werewolf in Gauru form, even in combat, may take non-attack actions, such as ducking into shadows to reestablish stealth, or moving away from a foe to defend a packmate.

A Bad Enough Dude

Most characters are denied their Athletics to defense when in combat with Gauru, but not all. There exist other beings in the World of Darkness as badass as a Gauru wolf. Other Werewolves in Dalu, Urshul or Gauru, Demons in Demonic Form and Vampires in Frenzy have the sheer instinctive skill to make up the gap. A Mage may be able to sling together a spell (Maybe Life, maybe Time or Mind, get creative) to compensate for the Werewolf's superhuman alacrity. In the end it falls to the storyteller to adjudicate who is a bad enough dude to go toe-to-toe with a Gauru wolf.

URSHUL

- **Weaken the Prey:** At the Storyteller's discretion the player may inflict other Tilts, appropriate to the situation, such as stunned (if they victim fell and stuck their head). As well as Tilts from supplemental books.

URHAN

- **Chase Down:** Simply to clarify, while the wolf may preempt others actions he does not interrupt them (as Hit and Run may). The character acting after the wolf may opt to change his action to

one more suitable to the new scenario.

The Better To Eat You With

Werewolf jaws are magically dangerous to spirits, and spirit-kin. They flay the ephemeral with terrifying ease. However, Vampires, Prometheans, Mummies, and other material undead **do not** take lethal damage from an Uratha Bite attack.

DEATH RAGE

Werewolf makes Kuruth a looming, intensely real threat. That I love, but in practice I find Death Rage is frequently a story ruining occurrence, especially when it arises by random circumstance. Giving the player more agency in these situations to mitigate Wasu-Im before full rage occurs is helpful.

Wasu-Im

A Werewolf in Wasu-Im may roll Resolve + Composure as normal to recover some control. This roll may receive penalties or bonuses based on the severity of the initial trigger. Additionally, should he succeed in acting against the source of his rage, such as beating the pulp out of the supernatural who attacked him, or escaping the light of his auspice moon, the Werewolf needs only 3 Successes to achieve an Exceptional Success and escape Wasu-Im. If she completely overcomes the obstacle, such as killing all offending wound-bound spirits or the sun rising, she immediately escapes Wasu-Im without a roll.

Basu-Im

As with Wasu-Im, a Werewolf in Basu-Im who manages a significant victory over her rage trigger may be able to escape. The storyteller must adjudicate whether the Werewolf's victory is complete enough to justify escape, and whether or not the events of the scene were sufficient to prompt a shift in fury.

Example: A Werewolf enters Basu-Im due to aggression by wound-bound spirits. In her rage she kills all spirits present, this could justify escape. However, during the scene a fellow packmate attempted to use magic to rein her in, though this is not normally one of the Uratha's triggers, the storyteller deems it was enough to fan the fires of Basu-Im and protract it past it's initial goal.

ALPHA AURA

Like Vampires and Mages, Werewolves have a built in means of Lashing out against unwanted magical effects that would warp their body or mind. Invoking this Alpha Aura requires the Werewolf to shift up, from human to Dalu, or Urshan to Urshul. If the werewolf is already in Dalu or Urshul they must shift to Gauru. Werewolves in Gauru add +2 to the Clash roll and may Clash freely with any valid effect, however doing so invariably risks Wasu-Im.

The clashing Werewolf rolls Primal Urge, plus whatever Power attribute is appropriate to the clashing effect. A Werewolf can only invoke the Alpha Aura against a specific instance of a magical effect once, and it cannot be used to counter things like fireballs, rending jaws, or the reversal of gravity over a large area. Werewolves are not special in this quality, all other major splats have a similar defense. They are addressed individually, doc by doc, but I have summarized them in my

[core hack doc](#) for easy reference.

When Can I Clash?

Clash is intended for effects that would directly subvert the very essence of your being or personality. For instance, if a Mage attempts to light a changeling's bone marrow on fire that changeling could Clash as his bones being on fire would be a clear subversion of his essential being. However, that same changeling could not clash if the mage manipulated the ambient air to cause him to burst into flame, burning when exposed to great heat is perfectly natural.

Mechanically Clashing is a tool for players to give them an active response to powers would manipulate or disable their characters without recourse. Powers like Majesty, Direct sensory Pattern manipulation, and many Embeds against which there is either no defense, or the player simply does not receive a roll. As well as any effect that would seize control of the character or kill them outright. Basically, it's there so players don't feel helpless or cheated by powers they had no means to fight.

GIFTS

For the most part Gifts are fine as written, revisions below mostly include Gifts that were rendered ineffective or obsolete by changes to Gauru form and Hunter's Aspects. As well as any new Gifts and those adapted from older material.

Rollin, Rollin, Rollin

Chronicles of Darkness, Werewolf especially, has an unholy love of excessive rolling. Rolls for powers that don't count successes, roll for powers that basically cannot fail. I do not share this love. Therefore the following Gifts now have no roll, if successes would matter treat them as achieving [Relevant Renown] successes. The Exceptional Success condition is achieved by spending a point of Willpower in addition to any costs.

- *Spirit Whispers, Crimson Spasm, War Howl, Cold Embrace, Eyes of the Dead, Exit Strategy, Read the World's Loom, Echo Dream, Beast Ride, Sculpt, Garble, Command Artifice, Shutdown, Iron Slave.*

REVISED FACETS

Full Moon's Gift

BUTCHERY

Success Changed to Read: Each turn roll Strength + Brawl, all those in melee range contest by rolling their current Defense. Each who rolls lower suffers one of the following Tilts: Arm Wrack, Blinded, Deafened, Knocked Down, or Leg Wrack. Or an appropriate Tilt chosen from any New World of Darkness publication. Tilts last for two turns. Whenever the Rahu takes an enemy out of the fight by killing it or rendering it incapacitated, the duration of Butchery is extended by a single turn.

Exception Success Changed to Read: Tilts last until Butchery expires or Five Turns, whichever is longer.

New Moon's Gift

BREACH

Dice Pool: Wits + Stealth + Cunning - [Gauntlet Density](#)

Gift of Evasion

HIT AND RUN (PURITY)

This facet can only be used to interrupt a target the Werewolf has successfully landed a damaging attack against within the last two turns.

Gift of Hunting

COW THE PREY (GLORY)

Cost: None

Whenever the Uratha's prey fails a roll triggered by an Omen he gains one of the following conditions as appropriate: Confused, Demoralized, Exhausted, Paranoid, Shaken, or Spooked.

REPLACEMENT FACETS

Gift of Change

THE FATHER'S FORM (PURITY)

Cost: None

The Uratha's Gauru form shifts to more closely resemble the late Father Wolf. Upon purchasing this charm the Werewolf gains [Purity] points to distribute between form traits. For one point the Uratha may:

- Increase her Strength, Dexterity, Stamina, Presence or Size in Gauru form by one.
- Increase her Species Speed Modifier, Initiative, or Wolf Senses in Gauru form by two.
- Grant her Gauru form 1/1 armor.
- Increase her Claw or Bite weapon bonus by 1 in Gauru form.

Multiple points may be spent in this manner, but a specific quality may only be increased once. If she increases her Purity after purchasing this facet she gains an equivalent number of points to distribute as well.

Gift of Rage

PERFECTED RAGE (PURITY)

Cost: 1 Essence

Action: Reflexive

By activating Perfected Rage upon entering Gauru form the Uratha adds his Honor to all dice pools to retain control, and resist Basu-Im.

NEW GIFTS

Gift of Predation

BLISSFUL EMBRACE (CUNNING)

Cost: 1 Essence

Dice Pool: Attribute + Skill + Cunning vs. Composure + Primal Urge

Duration: Scene

This Facet functions exactly like the Irraka Hunter's Aspect (WtF 2e, pg. 98), and inflicts the Unaware Condition (WtF 2e, pg. 311).

INEVITABLE DEMISE (GLORY)

Cost: 1 Essence

Dice Pool: Attribute + Skill + Glory vs. Composure + Primal Urge

Duration: Scene

This Facet functions exactly like the Cahalith Hunter's Aspect (WtF 2e, pg. 98), and inflicts the Resigned Condition. (WtF 2e, pg. 310)

CRUEL ISOLATION (HONOR)

Cost: 1 Essence

Dice Pool: Attribute + Skill + Honor vs. Composure + Primal Urge

Duration: Scene

This Facet functions exactly like the Elodoth Hunter's Aspect (WtF 2e, pg. 98), and inflicts the Isolated Condition (WtF 2e, pg. 308).

UNSTOPPABLE CHALLENGER (PURITY)

Cost: 1 Essence

Dice Pool: Attribute + Skill + Purity vs. Composure + Primal Urge

Duration: Scene

This Facet functions exactly like the Rahu Hunter's Aspect (WtF 2e, pg. 98), and inflicts the Submissive Condition (WtF 2e, pg. 311).

MYSTIC SNARE (WISDOM)

Cost: 1 Essence

Dice Pool: Attribute + Skill + Wisdom vs. Composure + Primal Urge

Duration: Scene

This Facet functions exactly like the Ithaeur Hunter's Aspect (WtF 2e, pg. 98), and inflicts the Mystified Condition (WtF 2e, pg. 309).

rites

WOLF RITES

VENGEANCE OF THE SLAIN (•••••)

The rite calls back the fury of the dead from whatever abyss the Uratha face, binding it back to life for a single, bloody night.

Symbols: Gravedirt, caul, mementos, murder weapons, blood of fellow victims.

Sample Rite: Placing their brother's corpse atop a mound of fresh dirt, each packmate offers up a single story of their time together, a single memento, a drop of blood, and a tear. As they do the ritemaster lights a pyre and sings a loud and waning hymn, calling to the heavens for vengeance. (Presence + Expression).

Action: Extended ([Primal Urge * 5] successes, each roll represents 10 minutes)

Success: The dead wolf returns to life, for the duration of one night. He rises with only half his maximum Essence, full willpower, and a single aspiration: to avenge his untimely demise. Uratha revived this way do not truly live, they are the walking dead hollow and passionless. Pleas and protestations that may have reached a wolf in life no longer phase him. Only touchstones can move him to act against his aspiration, and then only when they are profoundly threatened.

As risen dead the Uratha returns with an empty health track, but not a healthy body. Injuries he suffered in dead do not heal, and remain a constant sign of his killer's act. His passionless being prevents the Uratha from passing into Wasu-Im, and by extension, from assuming Gauru form or entering Kuruth. Only when exposed to his killer(s) is this restriction lifted and the werewolf immediately enters Wasu-Im, a rage he cannot escape until his killers are dead.

Invoking this rite multiple times **is** possible, but only if the Uratha has not achieved his goal. Each invocation requires a cumulative 10 additional successes. Uratha return with no memory of the beyond, and without fear. Whatever awaits, flesh or beyond, it no longer moves the wolf.

MILESTONES

Milestones are unique, specialized boons handed down from on high by divine entities. A werewolf cannot learn such gifts on her own, indeed most wolves will never receive such a boon. There exist two types of Milestones, Renown and Shadow, and two ways to achieve them. Auspice Milestones require the Uratha have five dots in the relevant Renown, Shadow Milestones require they have all five of the relevant Gift's Facets. Then they must complete an epic task proving themselves to be a step above even the most cunning / glorious /honorable / pure /wise wolf.

Most often this task is handed down from a god, but on occasion a wolf will impress individually. In either case the god calls the Werewolf into its domain (an automatic breaking point towards the Spirit) and invests upon her its gift.

UMBRAL PASSAGE (AUSPICE - HONOR)

Cost: Variable Essence

You have impressed the gods of the weave with your dedication and honor, in return they have gifted you safe passage through their domain. Achieving this Milestone modifies the Uratha's Reaching ability. At a Loci she never needs to roll to cross the gauntlet and passes instantly without needing to spend a point of Essence. More importantly the Uratha is now capable of moving through the shadow at **any** point in the world, doing so still has no roll but requires Essence equal to the Gauntlet Density. Alas, this is a singular journey, Uratha cannot bring others, even packmates along for the ride.

PRIMAL FORM (AUSPICE - PURITY)

Cost: 5 Essence

You have charmed a Great Wolf, proven your value and purity. In return it has blessed you with

unmatched ferocity and a form fit for one of your purity. Achieving this Milestone adds a new form to the Uratha's repertoire, one that can only be assumed for the steep cost of 5 Essence. A massive form, like Urshul but thrice the size and with all the savage benefits of Gauru form.

- **Traits:** Strength +5, Dexterity +2, Stamina +4, Size +6, Speed Factor +10 (Health +10, Initiative +2, Speed +17).
- **Regeneration:** In Primal Form Uratha regenerate all Bashing and Lethal damage every action.
- **Teeth and Claws:** Claw attacks deal +3 Lethal Damage, Bite Attacks deal +5 and can establish grapples as well as causing damage.
- **Perception:** +3 dice to all Perception roll using wolf senses.
- **Lunacy:** Sight of Primal Form inflicts Full Lunacy, moreover anyone who fails to is treated as suffering a Dramatic Failure due to the divine nature of the form. For obvious reasons this means Primal Form is almost never used under circumstances where there may be bystanders.
- **Rage:** In Primal Form Uratha must attack an active opponent within striking range each turn. She does not have to continue to attack a crippled opponent as long as another opponent exists. If an opponent is out of reach, she can move toward or throw things at opponent. If she has no opponents, she will attack anything she can reach. If she does anything else, fall into Kuruth.
- **God's Mein:** Increase the Uratha's effective spirit rank by 2 while in Primal Form.
- **Unstoppable Force:** As with Gauru form all lesser enemies -- including most humans and spirits of lesser rank -- are forced into Down and Dirty combat. Even against those who aren't the Uratha treats every single attack as a Killing Blow (pg 168).
- **Victory or Death:** Assuming Primal Form is a one way street, once entered it cannot be exited until the Uratha's prey is dead or the scene has passed. Every turn roll Resolve + Composure, if ever she should fail she falls into Kuruth for the rest of the scene.