

# GAROU HOUSE RULES

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## CHALLENGES

### ADDING ABILITIES

Abilities may be added for purposes of declaring traits, or determining ties. This does not apply for purposes of an overbid.

### BIDDING TRAITS

All challenges require an applicable Trait to be bid. Failure to do so before the initial chop is thrown may, at ST discretion, result in a failure of the challenge. If an appropriate Trait is not possessed (such as the character being out of Dexterity Traits with which to dodge), two Traits of the same category (Physical/Social/Mental) may be bid instead.

### OVERBIDS

An overbid grants an additional retest with the expenditure of an appropriate trait (whatever category is being used in the challenge). The one declaring an overbid must have double the traits of the other character. Abilities may not be included by either party in this declaration.

An additional overbid may only occur in the one declaring the overbid has triple or more traits than the other party. Then quadruple the traits, and so on.

### POWER NEGATION

Any power which would remove a character from play with a one contested challenge (or without a contested challenge), may be negated with expenditure of two Willpower Traits. This ability is at ST discretion, and cannot be used to negate damage.

### RULE OF FIVE

Any game mechanic with a variable effect based on Trait expenditures is limited to an expenditure of five traits, subject to Storyteller discretion, unless otherwise specified in a *Mind's Eye Theater* book.

### TRAITS VS. TEMPERS

Any challenge which compares a Trait Category to a Temper is versus double the Temper. For example, a Challenge which is listed as "Social Traits versus the Target's Willpower" would be the user's Social Traits + Ability, versus twice the Target's Willpower.

## **RANK BENEFITS**

Gary: Shattered Souls utilizes Rank Benefits for Garou. Those benefits are as follows:

**Rank 1:** The character may deal lethal damage with their fists (instead of bashing).

**Rank 2:** The character gains a "Rank Retest" when utilizing Strength-based Traits.

**Rank 3:** The character may throw the bomb when utilizing Strength-based Traits.

**Rank 4:** The character may test down 1 level of damage per attack, negating it on a win.

**Rank 5:** The character adds 10 Traits for the purpose of determining ties on Strength-based challenges.

For Fera characters, replace the word "Strength" as follows:

**Corax/Bastet:** Dexterity

**Ratkin/Ananasi:** Wits

**Nuwisha/Mokole:** Charisma

**Gurahl/Nagah:** Stamina

**Rokea:** As the Garou

## COMBAT

### ACTIONS

A Gift or Power which requires a test (even a Simple Test) requires an action to use. If no test is required, then it does not utilize an action unless the write-up of the Power says otherwise.

### ARMOR LEVELS

Each character may possess a total of 15 Armor or Bonus Health Levels. These may be obtained in three different categories, with a maximum of 5 in each of the categories. These categories are as follows: Bonus Health Levels, Physical Armor, and Mystical Armor. Any levels gained beyond this cap are lost.

"Natural" benefits, such as the Get of Fenris Tribal Advantage, do not count towards this cap.

### DAMAGE CAP

In Gary: Shattered Souls, a single attack from a Garou (or other Changer) may only inflict a maximum amount of damage equal to the attacking character's Rank+5.

### DOUBLE DAMAGE

Any power or ability which states that it "doubles damage" adds the base damage again.

For example, a longsword (3 Traits, 2 Damage) would deal 4 damage if it were doubled. A claw attack (using Razor Claws, Silver Claws, Flames of Hestia) would deal 7 damage if doubled (Razor Claws and Silver Claws both increase base damage, but Flames of Hestia adds onto the damage).

### FIGHTING STYLES

Characters may have a maximum of two Fighting Styles on their sheet.

### GRAPPLES

Grappling a target requires a successful Physical Challenge (retest with Brawl). Once the target is grappled, they may attack and soak as normal, but they may not take steps. Breaking free requires a successful Strength-based Physical Challenge (Retest with Brawl) against the person in control of the grapple; Rank, Potence, or other Strength-based benefits do apply to this challenge.

## **RAGE ON**

A character may Rage on a total of 3 times per session. They may do so once at each of the following levels:

- **Minor:** The character receives 3 Health Levels and a Minor Battle Scar
- **Major:** The character receives 5 Health Levels and a Major Battle Scar
- **Full:** The character receives Full Health Levels and a refreshed sheet, but will die at the end of the scene. At ST discretion, the PC may, instead, have a cinematic moment, where they accomplish a single (reasonable) task of their choosing – “I kill that Elder that dropped me” is reasonable for an Athro, but not for a Cliath, for example – rather than a refreshed sheet.



## BACKGROUNDS

The following Backgrounds are available to all characters, regardless of creature type, unless otherwise restricted by the appropriate *Mind's Eye Theater* book.

- Allies
- Contacts
- Fame
- Influence
- Mentor
- Resources

## ANCESTORS

Ancestors in Gary: Shattered Souls is an expenditure rather than a test. It grants you up to your Rank (minimum of one) in any ability provided the ST finds that ability appropriate (does not stack with an ability you have (i.e. you have one Drive and you are Fostern you expend a level of Ancestors and now you have two not three)). Ancestors lasts for a Combat or Ten minutes.

## INFLUENCE

Storyteller approval is required for any Influence category not covered in *Laws of the Night, Revised*.

## KINFOLK

Kinfolk in Gary: Shattered Souls does not consist of a separate sheet. Rather, a Kinfolk utilizes a simplified system. On any given challenge, a Kinfolk utilizes a number of traits equal to 5+ their level. Additionally, for every level of the background that has been invested into the Kinfolk, they may have one specialization. This may be an ability (which adds +3 to their Trait-pool for that challenge) or an influence (which gives them access to one level of that influence, cumulative).

## MENTOR

Any Mentor which will be utilized during the event must have a sheet available to the Storytelling Team.

## RETAINER

A retainer in Gary: Shattered Souls does not consist of a separate sheet. Rather, a retainer utilizes a simplified system. On any given challenge, a retainer utilizes a number of traits equal to 5+ their level. Additionally, for every level of the background that has been invested into the retainer, they may have one specialization. This may be an ability (which adds +3 to their Trait-pool for that challenge) or an influence (which gives them access to one level of that influence, cumulative).

## **SPIRIT FAMILIAR / NUMEN**

In Gary: Shattered Souls, a Spirit Familiar has the following stats:

**Tempers:** Equal to double the rating of the Spirit Familiar.

**Essence:** Equal to the rating of the Spirit Familiar squared.

**Charms:** Equal to the rating of the Spirit Familiar plus one (typically "Materialize").

Spirit Familiars/Numen are not temper batteries, and may not be used as such.

## **SPIRIT NETWORK**

In Gary: Shattered Souls, the rating of a Spirit Network reflects the range at which information can be gathered.

- 1) **Vicinity**- Monitor elsewhere in the scene.
- 2) **Nearby** - Within 1 mile.
- 3) **Locally** - Within 3 miles.
- 4) **City** - Within/up-to the edges of the city.
- 5) **Regionally** - Within 50 miles.

## **TOTEM**

Totem in Gary: Shattered Souls may be Pack or Personal; you may only call on the benefits of one Totem per scene. It may be switched out in between scenes as the player sees fit.

## **PACK TOTEM**

A pack totem's cost has to be purchased in its entirety by members of the pack, but the points may be split however the players like (i.e. COG Eagle is a nine-point Totem split between four members: two may have two points one may have four and the remaining player has one point). However, in order to gain the Totem benefits, the full cost of that Totem must be signed into game.

If the entire cost of a Pack Totem is not present in the game, the expectation is that the members of the Pack who are present will form or join Temporary Packs.

## **PERSONAL TOTEM**

For Personal Totem a player may possess a personal totem where the cost of said totem is one plus their current rank. The only exception to this rule is that you may have a Personal Totem from your Tribal Totem's brood provided that the totems value is no more than five. Each player may have invested a total number of points into a Totem up to 5 or the Totem's cost, whichever is lower.

## **ABILITIES**

Abilities add to relevant Trait totals on Ties.

### **ABILITY SPECIALIZATIONS**

In order for an Ability Specialization to have an effect, you must have the ability at 3 levels or higher, though you may spend experience points to purchase an Ability Specialization prior to have the Ability at 3 for role-playing purposes.

### **ALERTNESS**

This ability is used to notice mundane events that your character was not looking for. For example, it may be used if the Storyteller is granting you a chance to hear a twig snapping in the forest, or to see movement from the corner of your eye.

### **AWARENESS**

If you are the target of a Supernatural Power, you may initiate a Static Challenge against the person who initiated the failed power (difficulty at Storyteller discretion, but defaulting to the Mental Traits of the power's initiator) to determine if your character realizes that someone attempted to use a power against them. If successful, your character will be aware that someone attempted to do something to them, but not who or what.

### **BLIND FIGHTING**

This ability may be used to cancel the retest granted by darkness, including Obtenebration: Shroud of Night, if the character possesses 3 or more levels.

### **DRIVE**

Not having this Ability means that you may only perform simple maneuvers with a vehicle, such as driving within a moderate speed (no more than 5-10 miles above the posted speed limit) and parking.

## LINGUISTICS

Use the following scale to determine how many languages are known for the appropriate level of the Linguistics Ability:

Linguistics Level	Number of Languages Known
1	1 + 1 (Native Language)
2	2 + 1
3	4 + 1
4	8 + 1
5	16 + 1

The Merit: Natural Linguist doubles the number of additional (not counting Native) languages that the character can possess. All known languages must be denoted on the character sheet.

## MERITS AND FLAWS

Gary by Night does allow the use of mortal, non-supernatural Merits and Flaws from appropriate books (such as *Laws of the Reckoning* or *Laws of the Hunt*). Storytellers reserve the right to refuse such Merits or Flaws, however, if not appropriate to the story, character, or setting.

In order to possess a Merit or Flaw from a specific group book, the character who possesses it must belong to the group for whom the corresponding book is found. For example: in order to take a Merit or Flaw located in *Laws of the Night, Revised*, the character must be a Vampire. In order to take a Merit or Flaw from the *Tribe Book: Silver Fangs*, the character must be both a Garou and a Silver Fang.

## REPUTATION

Reputation grants you two social traits in all challenges against the specific group you have a reputation with. I.E. you are a Lawyer and Have a rep with other lawyers you are up two traits on all interactions with them.

## RESTRICTED

Only two items from the following list will be permitted on any one sheet:

- Code of Honor
  - Your code must be defined on your sheet
- Fist of God
- Ghost-sight
- Good Right/Left Hook
- Haunted
- Kinain
- Loyalty
- Prophecy
- Psychic/Sorcerous Awareness
- True Faith
- True Love
- Unbondable
- Auspicious Birth
- Any Merits/Flaws from *Rage Across the Heavens*

## BANNED

The following Merits and Flaws are not allowed.

- Clear Sighted
- Dark Fate
- Poisonous Blood
- Potent Blood
- Speaker with the Dead

## **TRIBAL ADVANTAGES**

### **BLACK FURIES**

The Black Furies utilize the Tribal Advantage printed in *Laws of the Wild*. Two Black Furies, with a touch, may exchange Willpower freely between them. This Advantage does require that both participants belong to the Black Fury Tribe.

### **RED TALONS**

The extra Rage Trait gained by the Red Talon Advantage does not enable the Character to go above 10 Traits as an Elder. Upon buying their 10th Trait of Rage, the free Trait from Character Creation becomes a Rage Trait that cannot be lost.

### **SHADOW LORDS**

The Shadow Lord Tribal Advantage may be utilized as frequently as the Player is willing to expend the Gnosis Trait in order to achieve it.

### **SILENT STRIDERS**

The Silent Striders utilize the Tribal Advantage printed in *Laws of the Wild*. This enables them to either back up a single action, or produce a reasonable (Storyteller's discretion) small item at will. In either case, this Advantage may only be used once per session.

### **STARGAZERS**

The Stargazer Tribal Advantage is +2 Mental Traits at Character Creation. This surplus does enable the Character to go over what would otherwise be their cap on Traits.

### **UKTENA**

The Uktena are the only Tribe which may peek into the Umbra. Additionally, while all Garou may peek out of the Umbra, only the Uktena may do so without suffering damage. They do, however, still suffer such damage when they are looking into the Umbra.

## **TALENS AND FETISHES**

### **TALENS**

A PC who has learned Rite of Binding is considered to have knowledge of the Talens listed in Laws of the Wild, Revised page 256-257. This includes Bane Arrows, Death Dust, Moon Glow, Moon Sign, Nightshade, and Wyrmscale. In addition to these, characters are also considered to know Cleanse the Blight, Clear Water, and Bear Claws.

### **CUSTOM TALENS**

Characters may create custom Talen recipes if they possess the Rituals Ability at level 3 or higher, the ability to speak with the relevant spirit (typically via the Gift: Spirit Speech), and the Ritual: Rite of Binding. Doing so requires active negotiation with the spirit, and then a period of time spent on the design and creation of the Talen; this is recommended to be 1 month, but may be adjusted by the Storytelling Team to reflect circumstances or materials.

A custom Talen may be created to mimic the effects of an existing Talen, but there must be some difference in the Talen (such as materials, type of Trait granted, or duration).

### **FETISHES**

A Fetish which belongs to a specific grouping (Tribe, Breed, Auspice, etc.) may only be created by the group to whom it belongs. Such Fetishes may, at Storyteller discretion, stop functioning properly in the hands of those who do not belong to that group.

No (not by book) Fetish will be signed in which grants or duplicates a Gift. This does not apply to Fetishes such as the Uktena Fetish: Scarification.

A Character may own a total number of Fetishes equal to twice their Rank. Note that this is not the same as the number of Fetishes which may be attuned.



## **RISES**

All Rites are Social Challenges (retest with Rituals, unless the Rite states otherwise, such as Rite of Feng Shui).

Custom Rites must have a write-up on the sheet or on an approved index card in order to be valid for play.

## TEMPERS

### RAGE

A character may spend a number of Rage equal to twice their Rank in a single round. This includes for extra actions, Gift activation, or any other purpose.

Rage expenditures occur at the top of the round, and execute at the end of the round. A character who wishes to change the amount of Rage expended may do so by expending a Willpower Trait to change their action.

### RAGE FOLLOW-UP

Following a successful Brawl or Melee attack on an opponent, a character may spend a Rage Trait to immediately engage in a "Rage Follow-up." This allows them to instantly attack again. A character may chain together a number of Rage Follow-ups equal to their Rank.

A character may either spend Rage for extra actions, or use Rage Follow-ups. They may not do both.

## GNOSIS

### ATTUNING FETISHES AND DEDICATED ITEMS

A character has a number of points available to attune Fetishes or dedicate items equal to the following:

$$[(\text{Permanent Gnosis}) - (\# \text{ of silver items})] \times 2$$

These points may be used as follows:

- **Attuning a Fetish:** 2 Points
  - Once attuned, the Fetish is automatically dedicated.
- **Dedicating a Talent:** 1 Point
- **Dedicating an Item:** 1 Point
  - An Item includes anything up to a size which may be easily carried in two hands.
  - A set of clothes is a single item.

### STEPPING SIDEWAYS

Stepping Sideways requires the use of a reflective surface or a bright light, which may be present on either side of the Gauntlet, so long as the character is capable of perceiving it.

Extremely bright lights, such as the sun, may, at ST discretion, impose visual penalty traits.

Stepping Sideways requires physical movement. As such, it may not be done if you are unable to move (i.e. if grappled, pinned down, or stuck in place).

## **KINFOLK CHARACTERS**

Each Kinfolk PC is permitted to have one (and only one) thing which makes them "special". This list includes, but is not limited to the following:

- Gnosis
- Magical Item
- Numina (Sorcery or Psychic Phenomena)
- Ghoul
- Fera Kinfolk
- Fae Blooded
- Arsenal (above 2)
- Fist of God
- Good Right/Left Hook
- Military Force