

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.
- An ST is not required to stop running a scene to give an in-depth explanation of their rulings. Any reviews or concerns can be brought to the Player Reps or the HST AFTER the scene has finished or all players agree to pause the scene.
- All players (visitors and local) must sign-in to the game to physically play in RAF. Those in email scenes in RAF territory are considered to be signed in to RAF and will be under the RAF house rules and staff unless otherwise noted.
- 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.
- 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 face disciplinary actions such as but not limited to losing items obtained, losing knowledge gained, and being refused the opportunity to learn lore gathered in such scenes.
- 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 PCs based in RAF may hold Sept Positions. See Sept Position Section for what is considered a Sept Position in RAF.

Character Creation

- Garou per Laws of the Wyld Revised
- Kinfolk per Kinfolk: The Unsung Heroes

Starting XP

- Character with no background story: 30 XP
- Character with background story: 60 XP

Backstories for PCs to earn the additional 30 XP will be needed by 3 months after the first game that PC is played.

Conduct Rules

Code of Conduct

As per OWBN Code of Conduct

Tribal Advantages and Drawbacks

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

Black Furies

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

Bone Gnawer

- Advantage: When using the Bone Gnawer advantage, the Rank is added at full value rather than at a rate described in Dark Epics

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.

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 increase 1 influence to 6

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: Uktena can peek from the Real to the Umbra as well as peeking from the Umbra to the Real.
- Drawback: When an Uktena learned that a secret lies in reach, 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 After 5

You may have number of abilities above 5 equal to your rank (This excludes Fighting Styles Abilities).

Linguistics

Per Laws of the East pg. 84

Lore: Wyrn, Wyld, Weaver

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

Misc. Retest

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

Backgrounds

With St discretion, Non-Garou and Non-Changing breeds specific backgrounds may be allowed

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. Fetishes with this background are usually family heirlooms and require some amount of story behind them. If taken at creation, it is required to have a backstory.

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 as follows

-Humans

[Dots Invested]²

-Wolves

1 wolf per dot in kinfolk

Retainer Kinfolk - These are kinfolk with a sheet. They are treated like a retainer. Each will be created 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.

Each dot of Kinfolk invested into a retainer kinfolk equals 5 additional exp toward that kinfolk.

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

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. In order for the temporary renown to become permanent renown, a Rite of Accomplishment must be performed. The renown gained

from the chart corresponds to the rank of the PC. A Cliath would get glory from destroying medium sized Banes, but an Athro killing dozens in a few hits (essentially grinding) would not as it is EXPECTED at that rank. The awarding of renown for PC actions is ST discretion.

Merits and Flaws

If you wish to gain the benefit of a merit or flaw outside Laws of the Wyld Revised, 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 is restricted. Please discuss ideas or uses of this book with the ST staff.

Planetary merits are character creation only.

Only one Aptitude applies per challenge. The same applies to merits, specializations, and other miscellaneous items.

Luck - You get 3 Luck retest a game, mark those retests off your sheet when used

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

Tempers

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. *Gorge* supersedes this ruling.

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. Please refrain from holding up active scenes with minor disagreements with an ST i.e. the ability retest for a Gift, environmental damage, etc.

Grand Rule of Three

In all instances where a cap is not determined on a power, gift, ability, ect. the limit is 3.

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, Rite, 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.

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. The need for thrall chops are ST discretion.

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

Ability/Temper Use & Trait/Health Loss

When you use an ability/temper or lose health/traits you NEED to mark it off your sheet. Keeping track in your head is not sufficient. Items such as armor on item cards do not need to be marked off as that makes card management more difficult than need be. There are very few select cases where the need to mark off the sheet is not need, the only such normal circumstance being the rite, Training Circle. In the event that a PC runs out of traits, that PC MUST relent to all challenges of that traits nature i.e. one cannot attempt to block an attack without physicals. A PC without Rage loses the Wolf. A PC without Gnosis cannot cross the Gauntlet.

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

Each silver weapon reduces the Gnosis of its carrier by 1 total while it is carried. See the staff for ammunition. Please mark it off your sheet if you are actively carrying it

Silver will be run as per book in that a PC will automatically lose challenges against silver when bidding stamina (i.e. Resilient 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 RAF Crafting Packet

Fetishes

A PC can only carry up to half their Gnosis + 1 in Fetishes

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

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 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)

Note: Renown for these positions is gained just after HST elections and should be a top priority for whoever is elected.

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

Wyrmfœ - A position of combat and usually an Ahroun, the Wyrmfœ has the purview of planning how to fight the Wyrms as well as leading such war parties to fight the Wyrms 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, 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

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 5th 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 each level. 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 Social Trait Cowardly, if it fails the user gains the Negative Physical Trait 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

Fearful 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 Physical Traits, Clumsy 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 18 steps.

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.