

Renown & Rank

The Renown and Ranking system of Rage and Fury shall be as follows with a great thanks to DDD and the CBC, Dora Jay, who have graciously created the original system we are emulating.

DISCLAIMER: In order to claim renown, the pursuant must put in the claim within 4 months of the deed's completion or no longer be able to claim it.

The amount of Renown needed will be the same as the W20 chart which shall be iterated below.

***G=Glory, H=Honor, W=Wisdom**

****Cubs require no Renown**

	<u>Rank</u>				
<u>Auspice</u>	<u>Cliath</u>	<u>Fostern</u>	<u>Adren</u>	<u>Athro</u>	<u>Elder</u>
Ragabash	any 3	any 7	any 13	any 19	any 25
Theurge	3W	1G,5W	2G,1H,7W	4G,2H,9W	4G,9H,10W
Philodox	3H	1G,4H,1W	2G,6H,2W	3G,8H,4W	4G,10H,9W
Galliard	2G,1W	4G,2W	4G,2H,4W	7G,2H,6W	9G,5H,9W
Ahroun	2G,1H	4G,1H,1W	6G,3H,1W	9G,4H,2W	10G,9H,4W

Gaining Renown

Players may gain 1 Permanent Renown a month from deeds they have accomplished. 1 Permanent in total from this, so if Player Bob gains 1 Glory, they cannot claim an Honor or a Wisdom that month. For what gains renown please visit the chart at the end of the document.

Galliards may also sing the tales of an individual they deem worth to further net the player 1 Permanent Renown; however, this is not guaranteed. The story may be

heckled by any who find issue with it, Ragabashes are especially encouraged. If it seems that the story lacks any distinction or substance and/or the story is heckled into the ground, the “spirits” (i.e the STs) will not see the Renown as gained. Only one attempt may be made per month for each player to gain renown in this fashion and it must be done in some public way, i.e going into the woods with only your pack to hype you up is a nice bonding exercise worth zero renown.

A player may gain renown in these 2 stated ways and may NEVER gain more than 2 total Renown in a month.

Losing Renown

Players may lose renown in 2 ways: Punishments or Scandals.

Punishment Rites that involve the loss of Renown do not take away partial Renown as stated in their respective books with the exception of Satire which shall have its own section. Each individual punishment rite will be examined on a case by case basis and it shall be determined what Renown loss is applicable never exceeding 1 Permanent Renown per strength of the rite (i.e. Basic may only ever take 1, Int. may take 2, and Adv. Will mostly only ever kill you, but could strip 3). Satire is exempt from this rule.

The opposite coin of the Galliard in regards to Renown is the Ragabash. The Ragabash, finding some evidence of litany violations or other bad doings may attempt to call Scandal upon a target. Performed similarly to the Galliard’s story, the Ragabash must convince the audience and the “spirits” of the worthiness of the loss of 1 Permanent Renown for the target in the same manner. It must be done publically in the same way. The target may defend themselves, but must also respect the job of the Ragabash. Scandal can only be called upon a target once per month and no more.

Gaining Rank

Rage and Fury upholds 3 requirements for ranking: Renown, Challenge and Time.

To rank the individual must meet the minimum Renown requirements for the target Rank.

To rank, the individual must challenge a Garou of higher rank for it either by some task or quest given out or through sheer force of recognition.

To rank, the individual must meet a certain time requirement. The game is about roleplay; however, a certain amount of meatiness is required to play effectively at higher

ranks and to do the jobs required of such. Therefore, Rage and Fury has a time requirement for each rank to be maintain before the individual can ascend.

Cub □ Cliath [No Time Restriction]

Cliath □ Fostern [3 Months]

Fostern □ Adren [6 Months]

Adren □ Athro [9 Months]

Athro □ Elder [1 Year]

Elder — Legend(NPC) [No Time Restriction]

Losing Rank

Rank can only ever be lost by specifically being Satired. Losing Renown putting you below the mimium for Rank simply makes it harder to Rank.

Satire functions similar to the book. An individual Satired immediately descends to the minimum Renown of the new Rank they have acquired unless their totals in any category is somehow lower than said minimum. Ragabash will be handled on a case by case basis. The individual's time cap for ascending to the new Rank begins anew. Satire can only be performed once on a subject every 9 months.

Renown Gains

Glory

Miltia (For those of 2 Glory or Less)

- Defeating a weak foe singlehandedly (small bane or weak fomor)
- Helping defeat a group of weak foes
- Helping defeat a minor foe (average bane, fomor, neonate vampire, cliath/fostern BSD)

Protector (For those of 4 Glory or Less)

- Defeating a minor foe singlehandedly (average bane, fomor, neonate vampire, cliath/fostern BSD)
- Helping defeat a group of minor foes
- Helping defeat a dangerous foe (strong bane, fomor, ancilla vampire, adren/athro BSD)

- Planning and/or leading a minor assault
- Telling a great tale in relation to Glory

Warrior (For those of 6 Glory or Less)

- Defeating a dangerous foe singlehandedly (strong Jagglings bane, fomor, ancilla vampire, adren/athro BSD)
- Helping defeat a group of dangerous foes
- Destroying a minor stronghold of the wrym
- Planning and/or leading a dangerous assault
- Visiting a dangerous Umbral Realm (A visit is more than stepping in and looking around, usually require some errand or possibly escape)
- Telling a truly worthy tale about important events in relation to Glory

Vanguard (For those of 8 Glory or Less)

- Helping defeat a truly deadly foe (major Jagglings bane, elder vampire, elder BSD)
- Destroying a major stronghold of the wrym
- Planning and/or leading a large, important assault
- Visiting a highly dangerous Umbral Realm (Malfeas, the Scar; A visit is more than stepping in and looking around, usually require some errand or possibly escape)
- Telling an epic tale about truly historic events in relation to Glory

Hero (For those of any Glory)

- Defeating a truly deadly foe singlehandedly (major Jagglings bane, elder vampire, elder BSD)
- Helping defeat a group of truly deadly foes
- Helping destroy a Hive
- Helping build a Caern
- Following a totem of War as part of a pack for 1 year
- Following a Personal totem of War for 1 Year

Honor

Herald (For those of 2 Honor or Less)

- Keeping your word in a difficult situation
- Following orders quickly and competently
- Performing regular minor duties around the Caern
- Actions that demonstrate your dedication to the duties of your Auspice
- Participating in an honorable challenge
- Healing those outside your pack

Mediator (For those of 4 Honor or Less)

- Mediating challenges or disputes between Cliath and Fostern Garou
- Giving up a chance at Glory to stay back and protect the Caern
- Upholding the traditions particular to your Tribe
- Performing the Moot Rite
- Protecting the territory of another
- Giving up something minor, like Talens or prized possessions, for the greater good
- Telling a great tale in relation to Honor
- Revealing a great Scandal

Judge (For those of 6 Honor or Less)

- Mediating challenges or disputes between Adren and Athro Garou
- Performing an important duty with distinction
- Protecting innocent humans, animals, kinfolk, or cubs
- Making sacrifices to protect the Veil (must be sacrifices of some import)
- Participating in an honorable challenge over an issue that affects the Sept
- Revealing a truly worthy Scandal about important events that may cause a moderate punishment

Resolute (For those of 8 Honor or Less)

- Providing key leadership on a critical issue
- Mediating challenges or disputes between Elders
- Risking your life to save another (must be truly mortal danger)
- Accepting an honorable surrender when you'd rather kill them where they stand

- Giving up something precious, like Fetishes or Kinfolk, for the greater good
- Revealing an epic Scandal that may alter the very hierarchy of the Sept or cause a higher level punishment

Imperious Perfect (For those of any Honor)

- Holding a Sept Position for a year
- Judging and/or punishing Garou over matters that affect an entire Sept
- Judging and/or punishing an Elder of the Nation
- Making great personal sacrifices for the good of others
- Honorably taking a mate, and breeding
- Owning a Klaive and bearing it with distinction
- Helping build a Caern
- Following a totem of Respect as part of a pack for one Year
- Following a Personal totem of Respect for one Year

Wisdom

Student (For those of 2 Wisdom or Less)

- Learning basic Rites
- Placating spirits with well-chosen chiminage
- Offering good advice on a minor matter

Disciple (For those of 4 Wisdom or Less)

- Teaching basic Rites
- Creating Talens for the good of the Sept
- Finding a clever solution to a minor problem
- Offering good advice on a major matter
- Gathering actionable intelligence on minor foes
- Deceiving a minor foe into falling for a trap
- Calling for aid or calling a retreat in a close battle
- Revealing a great Scandal

Jounreyman (For those of 6 Wisdom or Less)

- Learning rare or difficult intermediate or advanced Rites
- Recovering minor forgotten Lores or Fetishes
- Finding an clever solution to a serious problem
- Deceiving a dangerous foe into falling for a trap

- Gathering actionable intelligence on dangerous foes
- Visiting a mysterious Umbral Realm (Aetherial Realm, the Cyberrealm, tribal homelands; A visit is more than stepping in and looking around, usually require some errand or possibly escape)
- Creating a typical Fetish
- Correctly interpreting signs and visions

Teacher (For those of 8 Wisdom or Less)

- Teaching rare or difficult intermediate or advanced Rites to worthy students
- Recovering potent lost Lore or Fetishes
- Finding an clever, effective solution to a critical problem
- Deceiving a truly deadly foe into falling for a trap
- Gathering actionable intelligence on truly deadly foes
- Visiting a deeply mysterious Umbral Realm (Summer Country, the Flux; A visit is more than stepping in and looking around, usually require some errand or possibly escape)

Sage (For those of any Wisdom)

- Performing dangerous advanced Rites, like Caern-Building
- Dealing successfully with Incarnae
- Creating new rites or Gifts
- Creating a uniquely powerful Fetish
- Following a totem of Wisdom as part of a pack for one Year
- Following a Personal totem of Wisdom for one Year