

Rage and Fury House Rules



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General Rules

Rage And Fury uses Laws of the Wild: Revised as its base rulebook.

1. 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 One World by Night (OWbN) documents (packets, bylaws, etc.) or ST rulings. These House Rules are a living document and items not listed will be subject to the discretion of the ST Staff.
2. All players (visitors and locals) must physically sign-in to the game to play in Rage And Fury (RAF).
3. 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.
4. All item cards must be checked in, stamped and signed by an ST to be valid for use in RAF.
5. Tags must be worn if there is a feature about your character that isn't obvious through your costume or roleplay. Tags are provided by the staff.
6. 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.
7. Any scene that could potentially result in the death of a PC must be overseen by the Head Storyteller (HST) of RAF.
8. All players of RAF, when interacting online with PCs or NPCs of other games or with any Coordinator's office in OWbN, must include the RAF ST staff (rafsts@googlegroups.com) in the communication. Any interactions not logged with the staff in this way, and any items received or abilities/gifts/rites learned as a result, will be considered invalid.
9. Any PC or NPC from outside of RAF that wishes to target a character based in RAF (that is not currently under another chronicle's jurisdiction) must agree to abide by these House Rules and accept RAF's mediation for the online scene. All PCs will be considered checked-in just as if they had physically signed in for a game.
10. Players can shelve their characters at any time, subject to ST approval. While the character is shelved, any activity - including RP scenes both online and in person - will require prior ST consent.
11. Players may have a travel PC, in addition to their local PC, based in RAF. This character will be treated as active, but may not be played at game without prior ST consent.
12. Only active characters in RAF may be awarded XP.
13. If a player is a member of the RAF staff, another OWbN chronicle staff, or serving as a Coordinator for OWbN, they may automatically earn 8 experience points (XP) at the start of the month for a single PC.
14. In all instances where a power, gift, ability or other mechanic does not list a cap for its use, RAF follows the Rule of Three, which limits such things to a cap of 3, unless otherwise noted by the ST staff.

Black Card and Time Out

Black Card

The World of Darkness can present themes of personal horror that can become intense for players. At any time 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. Afterward, a Storyteller will speak with the player, to 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, 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. At the next convenient moment to pause, the ST or narrator running the scene will acknowledge the request. The player may, at that point, walk away from the scene temporarily. All other players are not to disturb the player in time-out during this time. A Storyteller or Player Representative will handle interactions with that individual until they are able to rejoin the scene. If a time-out happens in the middle of a scene, it is considered to be in a time-stop until the player is able to return. Time-outs should last no longer than 15 minutes - after that time, to prevent other players from remaining in a time-stop, the player on time-out will be considered to have used a Black Card.

Alcohol and Game

For games that allow alcohol to be consumed on site, please be responsible for your drinking. Players who cause a disturbance as a result of excessive drinking will be subject to disciplinary actions per the chronicle charter. Being "drunk" will not exempt a player's character from In-Character (IC) consequences earned from their IC actions.

Character Creation

Shapeshifter

Attributes (Physical, Social, Mental): 7 (Primary), 5 (Secondary), 3 (Tertiary)

Abilities: 5

Backgrounds: 5

Gifts: 1 Breed, 1 Auspice, 1 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 points for Freebie Points

Negative Attributes: May take up to 5 for Freebie Points

Derangement: May take 1 for 2 Freebie Points

Free Freebie Points: 5

Kinfolk

Attributes: 6 (Primary), 4 (Secondary), 3 (Tertiary)

Abilities: 5

Backgrounds: 3

Willpower: 3

Merit: Kinfolk (Free)

Flaws: May take up to 7 points for Freebie Points

Negative Attributes: May take up to 5 for Freebie Points

Derangement: May take 1 for 2 Freebie Points

Free Freebie Points: 10

Freebie Points Chart:

Attribute: 1 Freebie Point per

Abilities up to 3: 1 Freebie Point per

Gnosis: 2 Freebie Points per

Rage: 1 Freebie Point per

Willpower: 1 Freebie Point per

Background: 1 Freebie Point per

Basic in Tree (In Tribe, Auspice, Breed) Gifts: 3 Freebie Points per

Merits: # of Freebie Points equal to the value of the merit

Experience Points [XP] Chart:

Attribute: 1 XP per

Abilities up to 5: 1 XP per

Abilities at 6 or higher: 2 XP per

Ability Specializations: 1 XP per

Fighting Style Abilities: 2 XP per

Temper (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 to appropriate level in Tree cost
Merits: # of XP equal to value of the merit times 2
Buying off Negative Attributes: 2 XP per
Buying off Flaw: # XP equal to value of the flaw times 2
Buying off Derangement: 4 XP per

Starting XP:

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

Tribal Advantages and Drawbacks

Black Furies

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

Bone Gnawer

Advantage: 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 3 Willpower higher than they actually are regarding the Delirium chart on page 188 of *Laws of the Wild: Revised (LotW:R)*. The Tribal Drawback is not the Flaw: Pierced Veil.

Fianna

Advantage: The free abilities described in the book on page 45 of *LotW:R* may take the relevant abilities over the cap of 5.

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

Glass Walkers

Advantage: May have a number of Influences at 6 equal to their rank. May have their total Influence limitation increased by the numerical level of their rank.

Shadow Lords

Advantage: At a cost of 1 Gnosis, Shadow Lords gain bonus social traits 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 and Enigmas x1 at character creation. These abilities may go over the cap of 5.

Drawback: If the Stargazer loses an Enigmas challenge, he or she is down 3 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 learns that a secret lies within reach (either another person knows a secret, or the character is face with a mystery), he or she will be unable to concentrate until the secret is uncovered. This will result in the Uktena being down 1 trait on all challenges for the remainder of the night when not pursuing the secret/mystery. This penalty cannot be levied for the same secret/mystery for multiple sessions.

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 a number of abilities at 6 equal to your rank. (This EXCLUDES Fighting Styles abilities.)

Fighting Styles:

Learning a Fighting Style requires a teacher. They are learned in a similar manner to lores. A character learning a fighting style can purchase level 5 as long as their teacher has the ability at level 5.

As a specialized ability, each dot of each fighting style requires 2 XP to learn. Fighting Styles require thought and focus, meaning they cannot be accessed during Frenzy.

Combat vs. a Fighting Style

A PC fighting against someone with a Fighting Style is:

Down 4 traits when using a general ability such as Melee or Brawl.

Down 2 traits when using a general ability with a Specialization.

You cannot specialize a Fighting Style like a general ability. You may only specialize in one of the listed maneuvers to receive the 1-trait bonus when using that particular maneuver.

Klaviskar can ONLY be retested or cancelled with Klaviskar.

Isskaku, Wrestling, and Kailindo can each be used to retest or cancel against each other.

Isskaku:

Primarily known by the Children of Gaia, but can be learned by others. Dots and maneuvers will be run as per the *Tribebook: Children of Gaia (Revised)* page 83.

Kailindo:

A martial art requiring patience and meditative thinking that originates with the Stargazer tribe. It is primarily known to Stargazers, but can be found among others with a suitable temperament. Found in the *Player's Guide to Garou*, page 220.

Level 1:

Binding Wind

By catching their opponent's wrist at just the right moment, the Kailindorani may immobilize an opponent.

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.

Level 2:

Deceptive Wind

Use as listed on page 224 of *Player's Guide to Garou*.

Level 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.

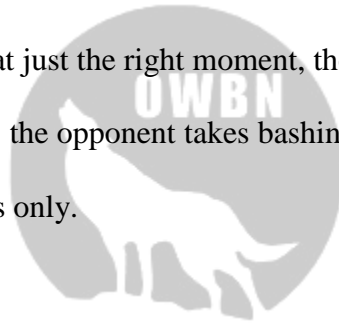
Level 4:

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 damage 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.

Level 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 the normal base damage of their form AND their Kailindo rating to their traits for dodging.

Usable in Homid, Glabro, and Crinos only.

Klaviskar:

Klaviskar, or Klaive Dueling, is ritualistic and known only to the High Tribes of the Fianna, Shadow Lords, Silver Fangs, and Get of Fenris. Klaive Dueling can be found in *Player's Guide to Garou*, pages 215 to 220.

Level 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 their opponent. If successful, the player utters an intimidating soliloquy that gives the opponent the Negative Trait: Cowardly. If it fails, the user gains the Negative Trait: Frail.

Level 2:

Parry

System: The user may add their Klaive's 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 of their permanent Klaviskar rating, rounded down. Riposte requires spending an action or using an Off-hand follow-up.

Level 3:

Great Blow

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

System: This maneuver must be declared prior to the initial Physical challenge. The next strike does an additional 2 Aggravated damage, if successful. If it is unsuccessful, the user gains the Negative Trait: Clumsy and the Negative Traits: Lethargic for the remainder of the fight.

Level 4:

Head Wound

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

Level 5:

Silver Wall

A famed move of the Silver Fangs, the Silver Wall consists of an artful pattern of 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 maintaining the wall of silver.

Wrestling:

Level 1:

Accustomed to the shifting soil of some peat bogs found throughout the UK, renowned Fianna have learned to move effectively to knock opponents off-balance.

System: When entering a grapple, the Fianna makes a Simple Test (retest Wrestling). If successful, the grappled target gains a number of the Negative Trait: Clumsy equal to half the user's permanent rating in Wrestling, rounded up.

Level 2:

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

System: The Fianna must be at a distance to get a running start away from the target. The user must use their movement to run into the target and initiate a grapple. If successful, the Fianna is up 2 traits for all wrestling maneuvers that round. If unsuccessful, the Fianna lose 1 Stamina-related trait.

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

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

Level 3:

A smart blow to show the men you mean business.

System: After initiating a successful grapple, the user may initiate a Physical challenge. The Fianna forcefully breaks the grapple. On a success, one of the opponent's limbs breaks, giving the target the appropriate Negative Traits. On a failure, the grapple is still broken, but the

opponent only takes 2 Lethal damage and is down 1 Trait for the remainder of the round, due to the pain of the attack.

Level 4:

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

System: Declare this maneuver while in a grapple and enter an extended challenge with the target. Initiate a contested Physical challenge once per limb, but not exceeding the number of limbs of the Fianna (capped at 3). For each success, the opponent gains the Negative Trait: Lame until the grapple is broken or the Fianna releases them.

Level 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 control themselves. This maneuver is 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 damage and lose 2 Physical Traits per round. This can be performed from the Rank 4 maneuver.

Other abilities:

Linguistics: Level 1 - 1 Additional Language Total
Level 2 - 2 Additional Languages Total
Level 3 - 4 Additional Languages Total
Level 4 - 8 Additional Languages Total
Level 5 - 16 Additional Languages Total

Lores: Lores are learned at ST discretion. All lores require a teacher at the same level or higher to what you wish to learn.

- **Lore: Wurm, Lore: Wyld, Lore: Weaver** - Character must have a method to learn these lores at 3 or more.
 - Level 4: Become a target of the appropriate Triatic force.
 - Level 5: Gain a permanent derangement and become a target of the respective Triatic force.

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

Backgrounds

All non-Garou and non-Changing Breeds specific backgrounds require 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 Desting are considered the same background.

Fetish:

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

Influence:

Influence will vary game to game. See Influence ST at game for more information.

Kinfolk:

Levels in this background equal the number of Retainer-like Kinfolk you have on a one-for-one basis. These Kinfolk may be used as security for your home or business, and may also be used to increase your Influence cap, as per *LotW:R*. The capabilities and stats for these Kinfolk will be up to ST discretion. If they are used in dangerous situations, they can die, and these points will be lost.

In addition to these Retainer Kinfolk, this background also indicates the number of generic kin you have at the following levels:

- Humans
 - Level 1 = 1 Kinfolk
 - Level 2 = 4 Kinfolk
 - Level 3 = 9 Kinfolk
 - Level 4 = 16 Kinfolk
 - Level 5 = 25 Kinfolk
- Wolves
 - 1 wolf per dot in Kinfolk

**Mentor:**

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

Numen:

A character with the Numen Background may not also 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, you may draw upon your friend's strength, adding your Numen levels to a single Physical (Glory), Social (Honor), or Mental (Wisdom) challenge. At the Storyteller's 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 additional charm per level of the background. Each additional charm requires Storyteller approval. This background may only be purchased at character creation.

Pure Breed:

If you choose a tribe other than your Pure Breed heritage, you will lose your Pure Breed, per *Werewolf the Apocalypse: 20th Anniversary Edition (W20)*. 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 emails, or they will lose out on Resources for that cycle.

The description of your possessions and lifestyle from *LotW:R* remains the same. Disposable income has been adjusted for inflation, as described below

- 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; you can give these points to your familiar to hold until they are needed.

Level 1:

Your familiar is the smallest Gaffling, and not too bright. The only ways you can to it are with the Gift: Spirit Speech or by direct communication when you are near it in the Umbra. It can store 3 extra points of Gnosis, Rage, or Willpower (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.

Level 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 5 extra points of Gnosis, Rage, or Willpower (choose one at a time) for you. It knows instinctively where you are, and it can Peek to see you from time to time.

Level 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 5 extra points of Gnosis, Rage, or Willpower (choose two) for you. It knows instinctively where you are, can see through your eyes and can also Peek through the Gauntlet.

Level 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 5 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 even Manifest in) the Realm.

Level 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 the five senses. It can store a total of 6 extra points of Gnosis, Rage, or Willpower (all three in any combination) for you. It can Peek into and Manifest in the Realm.

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 *LotW:R*. 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 ST staff. Characters allowed to gain the Sept Totem's benefits are at ST discretion.

All visitors must have a description of their Totem and its benefits, on either an item card or their sheet. The Totem and its benefits are subject to ST approval at check-in.

Renown

We follow the Renown chart in *W20*. 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, you **MUST** either contact a Galliard with your story OR challenge someone of appropriate Rank to recognize the new permanent Renown, as per the book. Players need to inform the ST staff before signing in if they wish to do this at game.

Merits and Flaws

All Merits and Flaws require the player to be able to provide the book reference to the ST staff in order to be eligible for use in play. Some Merits or Flaws may not be allowed, so please speak with the ST staff. If you have a flaw that impacts your PC regularly (i.e. Nightmares, Haunted), please remind the ST staff at check-in.

The following is not an exhaustive list of Merits and Flaws. Other Merits and Flaws may be used in play at ST discretion.

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

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

Red Book (*Laws of the Wild, First Edition*) 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 available at character creation only.

Only 1 Aptitude applies per challenge.

Luck: You get 3 Luck retests per game, and must have a dated, signed item card to represent this.

Silver Tolerance: Allows you to bid Stamina-related traits against silver in any form.

Medium: The 2-point version of the Merit allows for hearing and communicating with Wraiths. The 4-point version allows for hearing, seeing and communication with Wraiths, but does NOT reveal the Shadowlands to the Medium.

Tempers (a.k.a. Gnosis, Rage, and Willpower)

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

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

You can never hold more than twice your maximum permanent Temper.

Combat and Challenges

Ability Stacking: In RAF, if you have an ability retest that is appropriate for a challenge, you may add that ability rating to your Traits when comparing for ties.

Retests: When throwing chops, and losing, you may use only one retest in each of the following categories: Ability, Gift, Merit, Temper, Item, Tribal Advantage. All retests must be appropriate to the nature of the challenge.

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 you are asked to declare.

- Please be prompt and concise in your responses.
- Do not talk to other people during the combat.
- If you have a rules question, ask the ST/Narrator running the scene, 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. There are three basic types of contested challenges: Physical, Social, and Mental. To initiate a contested challenge, you must bid/risk an appropriate trait. Your target must also bid/risk an appropriate trait. After retests and comparing appropriate Trait totals in the case of ties, whoever loses the challenge loses the Trait they bid. In cases of ties in Trait totals, the defender always wins (sometimes referred to as "defender push").

Static: This type of challenge comes into play when a PC or NPC wishes to act against an object with a static set Traits, or when necessary to succeed to fulfill another effect. You do not need to bid/risk a trait to initiate this type of challenge. Your Traits are compared to the Static difficulty of the challenge. Players win on ties in a Static challenge. Static challenges, just like contested challenges, use an action.

Simple: This challenge just involves throwing a chop. Retests and traits play no role in this type of challenge. In most cases, you will win on ties, but that is only at ST discretion. The ST's ruling on the results of the challenge are final.

Rage Challenges:

Any time a character makes a Rage challenge, it is followed by a standard Frenzy challenge (see page 185 in *LotW:R*). This includes the usage of Gifts that require a Rage challenge.

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

Types of Offensive Actions:

Strike (Punch, Claw, Bite, Melee Weapon): An action taken to do damage to targets within reach during armed or unarmed combat. Appropriate Ability retests - Brawl, Melee, Fighting Style

Shooting: An action taken to do damage to targets at a distance with either firearms or bows. In situations where a target cannot fire back, you gain a free Ranged retest. Appropriate Ability retests - Firearms, Archery

Throwing: An action taken to do damage or cause an effect by throwing something. Appropriate Ability retest - Throwing

Grapple: An action that allows you to hold a target, limiting the actions they can take. Individuals under a Grapple cannot take any movement actions until they have broken free. Appropriate Ability retests - Brawl, Fighting Style (Wrestling)

Carrier Attack: An action where the user must make Physical contact with a target in order to use a power or Gift. If the Physical challenge is successful, the user must follow the rules for the specific power being implemented. If the defender wins the Physical challenge, regardless of the Trait bid, the carrier power fails.

Off-Hand: An action that you can take at the end of the round if the proper requirements are met. Individuals using a weapon with the Two-Handed 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 by bidding Stamina-related traits (or vice versa) for a single action.

Bidding Stamina-related Traits: A defensive response that allows you to shrug off an attack. THIS DOES NOT TAKE AN ACTION. Appropriate Ability retest - Survival

Dodging: An action that allows you to move or shift out of the way of an incoming Offensive Action. Appropriate ability retest - Dodge

Contested (Counterattack): A defensive action taken that allows you to perform an Offensive Action to contest an incoming Offensive Action.

Relent: A defending player can choose to relent to an incoming Offensive action without risking/bidding traits. The offender's action automatically succeeds.

Damage Reduction/Soaking:

Unless otherwise explicitly stated 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.

Silver Damage:

Silver will be run as per book in that a PC will automatically lose challenges against silver when bidding a Stamina-related Trait (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-related Traits against silver in breed form.

Crafting

Crafting will be run per the OWbN Toreador packet rules on creating items. Base Traits and general templates will be taken from *Dark Epics* or other applicable book, at the ST staff's discretion.

Fetishes: The item the spirit is to inhabit MUST appeal to the spirit in question. This will often require that the creator of the item to have the appropriate Crafts ability at level 5. The decision on what is necessary will be at ST discretion.

Talens: You can make as many Talens per month as levels of the Ritual ability you have. Theurges can make additional Talens equal to their Rank. Applicable Merits or Flaws may adjust these totals, at ST discretion.

Moon Phases

See ST staff for what the current moon phase is for that game. Generally, the actual moon phase will be utilized, but always verify with the ST staff at check-in.

Downtime and Influence

A downtime cycle is 1 actual month. If you wish to accomplish tasks (outside of a physical game) that forward character progression, create items, establish spirit deals, spend XP or other things that require ST approval and oversight, you must send an email to the ST staff explaining what you are doing. For example, a Cliath Theurge with Rituals 5 can make 6 Talens per downtime cycle. The player of that Theurge must submit the creation of the Talens to the ST staff via email, and NOT bring a stack of items cards to game, expecting them to be signed.

Influence will generally be run per *Dark Epics*. Power Brokering is a usable mechanic and Ability for RAF. Influence is flexible and certain situations can increase, decrease, or limit what Influence may be available/functional. For example, Politics Influence may be harder or easier to access during major elections, or Industry Influence may all but vanish if a town becomes bankrupt. Speak with the ST staff with questions about how to combine multiple PCs' Influences and Backgrounds that work similarly to available Influence.

Rites

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

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

Sept Positions

Any PC holding a Sept Position that garners Renown MUST be based in RAF.

True Sept positions do have authority over matters falling under the purview of these stations. A station is defined, for RAF's purposes, as a position that currently has some form of authority (i.e. moot positions functioning during a moot are considered a station).

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

Sept Alpha: The traditional big boss themselves, the Sept Alpha is considered the final authority for many day-to-day decisions and the general forward progress of the Sept. They are generally the final say on matters not covered by another position, but typically defer to other positions on matters under those positions' authority (i.e. the Alpha defers to the Warder on matters of Caern and Sept security).

Sept Beta: The Lieutenant or number two of the Sept Alpha, the Sept Beta is the second in command. When the Alpha is absent, the Beta normally stands in as Alpha.

Warder: The head of Sept/Caern security, the Warder is directly in charge of Sept/Caern defenses. They are responsible for selecting and leading a team of Guardians (see below).

Master of the Rite: Generally held by Theurges, the Master of the Rite holds the purview of regulating the many rites and rituals that are performed on the Bawn.

Master of the Challenge: Generally held by a Philodox, the Master of Challenge has the purview of overseeing the various challenges happening within the Sept, including Rank challenges, fights at the Mound, and challenges for positions.

Lesser Sept Positions: (Players gain Renown for having such positions)

Wyrmlife: A position of combat and usually held by an Ahroun, the Wyrmlife oversees planning the best methods for fighting the Wyrmlife in the area surrounding the Sept. They also lead war parties to fight the Wyrmlife and its agents.

Keeper of the Land: A position usually held by Theurges, the Keeper of the Land oversees the upkeep of the land, the various Totem spirit shrines, and the graves of the fallen. They are generally the first to feel the wrath of offended spirits.

Gatekeeper: The position whose purview is to allow (or prevent) individuals using a Moon Bridge leading to the Caern. The Gatekeeper defers to the Warder for Caern safety, and must stay on the Bawn at all times to deal with whoever attempts to come through a Moon Bridge.

Guardians: Usually an excellent position for Ragabashes, the Guardians answer directly to the Warder and responsible for vetting all individuals attempting to enter the Bawn. They also patrol the area around the Bawn at the request of the Warder.

Truthcatcher: A position chosen for moots that is almost always held by a Philodox, the Truthcatcher mediates disputes and judges crimes, not only during and between moots.

Positions of Esteem: (Players do NOT gain Renown for having such positions. These positions do not hold authority over the entire Sept, but within their own right, can have limited authority and scope.)

Caller of the Wyld: Moot position generally held by a Theurge.

Eldest Council: An admirable goal for any Garou to attain, the Eldest Council work as advisors for the Alpha in matters related to their Auspices and managing the Sept as a whole. 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 position, Master of the Howl is primarily held by a Galliard.

Pack Alphas: Functions similarly to the Sept Alpha, but only has authority over an individual Pack.

Talesinger: Largely a Moot position, a Talesinger may not garner Renown for the office itself. However, the activities they perform generally award them Honor.

Gifts and 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 at ST discretion to maintain balance. For all unlisted Gifts, speak with STs for clarification on mechanics you wish to use or obtain. Rites performed by a 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 refer to the *Rage And Fury Gifts* document for our extensive, but not exhaustive, list of Gifts.