

Dead Yet Dreaming

An OWbN Evansville Werewolf Chronicle



Character Creation House Rules

November 25, 2014

Character Creation

Players in *Dead Yet Dreaming* may create Garou characters using the rules found in *Laws of the Wild: Revised*, p. 64. In addition, new characters will receive additional XP at creation based on the Player's tribe as described below:

- **Tribes:**

- **Preferred (60 XP to Build):** Bone Gnawers, Silent Striders, Silver Fangs, Shadow Lords, Uktena
- **Acceptable (30 XP to Build):** Black Furies, Children of Gaia, Fianna, Get of Fenris, Glasswalkers, Wendigo
- **ST Approval (Variable XP to Build):** Red Talons, Stargazers

- **Breeds:**

- Homid characters are preferred but Metis characters are acceptable; Lupus characters are available with ST permission.

- **Tempers:**

- Characters receive nine Traits to distribute amongst their tempers at Character Creation. Starting Rage, Gnosis, and Willpower must each be assigned at least one Trait, to a maximum determined by the character's starting Rank. In addition, each Breed also receives one bonus temper as well. Homid will receive one bonus Willpower, Lupus receives one bonus Gnosis, and Metis receives one bonus Rage.

- **Changing Breeds:**

- Due to the rare nature of the other Changing Breeds, the Fera, stemming from the War of Rage all non-Garou characters are ST Approval only. As a note, ST Approval will be easier to gain if the proposed character is one of the more common changing breeds, including but not limited to Ratkin and Corax. We *will* be enforcing a hard cap of 1 Fera for every 10 Werewolves.

- **Abilities:**

- **Starting Ability Caps:** Characters may not purchase Abilities above 3 without permission. Abilities granted by Tribal Advantages or totems may exceed this limit. Martial Arts may not be taken without permission.

- **Backgrounds:**

- **Starting Background Caps:** Characters may not purchase Backgrounds above 3 without permission. Backgrounds granted by Tribal Advantages or totems may exceed this limit.
- **Ancestors:** All Garou characters (excluding Bone Gnawers, Glasswalkers, and Silent Striders) must purchase one level of Ancestors, which counts against the build package XP maximum. Garou characters may purchase Ancestors x 5 at character creation.
- **Pure Breed:** Characters may not take more than 2 levels of Pure Breed without permission. Silver Fangs may take up to 4 levels, and Shadow Lords up to 3 levels, without permission.

- **Renown:**

- At character creation, a character may purchase Permanent Renown at a one-for-one basis. This will determine a character's starting Rank.

- **Background Story:**

- Players who submit a written background story - not to exceed five pages - will receive 5 XP. Backgrounds submitted after the character is portrayed will count against the 8 XP monthly maximum. The STs reserve the right to award additional XP for backgrounds.

- **Rollover XP:**

- Upon a character's death, any unspent XP from that character may be rolled over to a new character. In addition, if the character has been portrayed for three or more gaming sessions, 25% of the dead character's spent XP may be rolled over to a new character.

- **Recommended Merits & Flaws:**

- *Auspicious Birth* (2 pt.) (Hengeyokai, p. 118), *Medium* (2 or 4 pt.); *Foe from the Past* (1-3 pt.) (PGtG, p. 166), *Haunted* (3 pt.), *Nightmares* (1 pt.)

- **Further Questions:**

- If you have any further questions or want to take something not included in this document, please contact your ST.

Combat

Order of Challenges

Challenges are resolved in Trait order, counting only the actual Traits possessed by the character, including form Traits and named Traits granted by Gifts or Totems; bonus Traits from weapons and Merits are not included. In larger scale combat, Storytellers may elect to use the Mass Combat rules in Laws of the Wild, p. 192.

Regardless of the method used, a character may only be targeted by up to five Physical Challenges at once. In addition, a character may not be subject to more than one Mental Challenge and one Social Challenge per turn.

Ability Retests

To simplify retests in combat, Ability retests will be classified into three categories:

- Attacking: *Archery*, *Brawl*, *Firearms*, *Martial Arts*, *Melee*, and *Throwing* may be used to retest challenges to attack a target.
- Avoiding: *Dodge* – and only *Dodge* – may be used to avoid being struck by an attack.
- Enduring: *Survival* may be used to avoid taking damage from an attack, assuming a character is hardy enough to do so. Humans may only use *Survival* to retest attacks inflicting Bashing damage, while many supernatural creatures may also use *Survival* to retest attacks inflicting Lethal damage. Garou (and most other shapeshifters) may use *Survival* to retest any attack that is not deemed ‘unsoakable’ – such as attacks with silver weapons.

Extra Actions

Certain powers (Rage, Celerity) allow characters to act with supernatural speed – these actions are considered to be ‘extra actions’.

Follow-Up Actions

Some characters are able to take follow-up actions in a round because they possess extra limbs (e.g. Arms of the Abyss), or because they fight with multiple weapons (aka “Two-Gun Mojo”). These actions are considered to be ‘follow-up actions.’

Action Order

During a turn, actions are resolved in the following order.

1. Preemptive Actions (e.g., Spirit of the Fray, Alacrity)
2. Normal Actions
3. Extra Actions
4. Follow-Up Actions

Blindness

Blind characters (whether through darkness or other effects) suffer from a two-Trait penalty on all challenges relying on sight. In addition, such challenges are subject to an automatic retest if successful. Garou using the Gift *Heightened Senses*, or who are in Hispo or Lupus form may ignore the trait penalty 3 but are still subject to the automatic retest. Garou using the Gift Scent of Sight ignore the penalties for blindness entirely.

Grappling

A character may initiate a grapple with a successful Physical Challenge. All characters involved in a grapple are considered to be grappled. Grappled characters cannot move, but may otherwise act normally. Grappled characters may break free of the grapple by defeating their grappling opponent(s) in a Physical Challenge. At Storyteller discretion, grappled characters may suffer other penalties (e.g., inability to use two-handed weapons, Trait penalties, etc.).

‘Two-Gun Mojo’

Characters may make off-hand attacks in addition their regular attacks – albeit at a penalty. Taking two actions in this fashion imposes a one Trait coordination penalty to both actions and to bid an extra Trait for both actions. In addition to the coordination penalty, off-hand attacks suffer a two-Trait penalty, and require an additional bid Trait.

The *Ambidextrous* Merit and Ability Specializations, however, help to offset these penalties. *Ambidextrous* characters do not suffer off-hand penalties – only the coordination penalties for taking two actions. Any appropriate Ability Specialization offsets the coordination trait penalty, and a “Two-Gun” Ability Specialization (i.e., one that applies one when the character makes two attacks) also eliminates the requirement that the character bid an extra Trait on the regular action. In addition a character with an applicable Ability Specialization need only bid Two Traits on the off-hand attack. These rules are summarized in the chart below:

	Regular Attack	Off Hand Attack
Normal	Bid 2 Traits, -1 Trait on Ties	Bid 3 Traits -3 Traits on Ties
Ambidextrous	Bid 2 Traits, -1 Trait on Ties	Bid 2 Traits, -1 Trait on Ties
Applicable Specialization	Bid 2 Traits	Bid 2 Traits, -2 Traits on Ties
Two-Gun Specialization	Bid 1 Trait	Bid 2 Traits, -2 Traits on Ties
Ambidextrous + Specialization	Bid 2 Traits	Bid 2 Traits
Ambidextrous + Two-Gun Specialization	Bid 1 Trait	Bid 2 Traits

Alternatively, a character wielding multiple weapons (but not an unarmed character) may forgo his or her follow-up attack to gain a one Trait bonus on all attacks made with those weapons that round.

Movement

In addition to added size and strength, shapeshifting bestows increased speed to Garou. The chart below details the base speed of Garou in their various forms.

	Homid	Glabro	Crinos	Hispo	Lupus
Base Speed	3	3	3/4*	5	6

* Garou in Crinos form take 3 steps while bipedal, and 4 steps while quadruped.

- **Speed Multipliers:** Unless otherwise noted in these House Rules, movement enhancing powers and abilities that multiply a character's speed only add a number of steps equal to the character's base movement for each multiplier. For example a power that doubles speed adds three steps in Homid (or six in Lupus), while a power that triples speed adds six steps in Homid (or 12 steps in Lupus).
- **'Double Move':** If a character takes no action but movement in a round, he may double his base speed. The extra steps granted by a double move are not subject to the speed multipliers rule above.

Regeneration

Garou may heal one Bashing or Lethal Health Level per round while resting. To heal during combat, a Garou must succeed in a Static Physical Challenge (difficulty 7 Traits). Homid and lupus characters may not benefit from this regenerative ability while in breed forms.

Forms

- **Crinos:** When making brawl or melee attacks, characters in Crinos may choose to upgrade Bashing damage to Lethal damage, and may choose to inflict an additional Health Level of damage of the appropriate type. Bite and claw attacks always inflict Aggravated damage.
- **Hispo:** When making biting attacks, characters in Hispo may choose to inflict an additional Health Level of damage of the appropriate type. Bite and claw attacks always inflict Aggravated damage.
- **Lupus:** Characters in Lupus always inflict Aggravated damage with bite attacks.

Abilities

- **Gift Retests:** Each Gift has a specific Ability for retests – if that Ability is not identified in Laws of the Wild: Revised, it is listed in **Appendix 2: Gifts**.
- **Specializations:** You must have three levels of an Ability to take a specialization.
- **Acrobatics:** You may ignore falling damage by spending a level of *Acrobatics* for each story fallen. Normal falling damage is one lethal per story fallen.
- **Athletics:** *Athletics* may be used for a general physical activities not covered by another ability. *Athletics* may not be used to retest thrown weapon attacks in combat – the appropriate ability for such challenges is *Throwing*.
- **Awareness:** You must succeed in a Static Mental Challenge using this ability to realize when a supernatural ability has been used in your general vicinity. The difficulty of this challenge is equal to the number of Mental Traits possessed by the power's user.
- **Archery:** *Archery* is used to retest challenges involving bows or crossbows. *Firearms* may not be used for such weapons.
- **Blindfighting:** Each level of *Blindfighting* reduces the penalties for darkness or blindness by one. You may also spend a level of *Blindfighting* to negate the forced retest on challenges made while blind (see the rules for further details).
- **Crafts:** All items created using the *Crafts* Ability have three qualities: Aesthetics, Design, and Structure. Craftsmen may create items with levels in each quality equal to their level of *Crafts*. For example, a character with *Crafts* x 3 may create an item with Aesthetics x 3, Design x 3, and Structure x 3. It takes one week per level in each quality to complete an item – in other words an item with five levels in each quality takes 15 weeks to complete. Crafting does not generally require a challenge, but the craftsman may engage in a number of Static Mental Challenges equal to his *Crafts*, with a difficulty equal to the combined levels of Aesthetics, Design, and Structure, to reduce the crafting time by one week per success; this may not reduce the crafting time by more than half Standard items (i.e., per printed MET supplements) may generally be created in a week with appropriate tools, but lack any special Aesthetics, Design, or Structure bonuses.
 - Aesthetics: This quality reflects the beauty of the crafted item. During a *Rite of Binding* or *Rite of the Fetish*, Garou receive bonus traits equal to the item's Aesthetics level to persuade spirits to agree to the binding. For mundane items, Aesthetics is useful for increasing the value of the item. In addition, items with Aesthetics x 3 may entrance Toreador vampires.
 - Design: This quality reflects a craftsman's improvements on the basic design of an item. Sample improvements are the following:
 - *Bonus Traits:* A craftsman may increase an item's base bonus traits by one by spending 2 Design, or by two by spending 5 Design.

- *Damage*: A craftsman may increase a weapon's damage by one by spending 3 Design.
 - *Special Abilities*: A craftsman may add an appropriate special ability to an item (typically a weapon) by spending Design. The amount of Design required for an ability varies, but is typically 2.
 - *Increasing Aesthetics or Structure*: A craftsman may increase an item's Aesthetics or Structure quality above the ordinary limits for her skill level. The first increase costs 1 Design, the second increase costs 2 Design.
 - *Remove Negative Traits*: A craftsman may remove an item's Negative Traits by spending 2 Design per Trait to be removed.
- *Structure*: Structure reflects the physicality of the crafted item. Typically this relates to an item's durability, but Structure may also reflect the craftsman's ability to craft complex or intricate items with fragile materials. With regards to weapons, an item's Structure determines how much conventional damage is required to destroy an item. For example, a weapon with Structure x 5 may only be destroyed by an attack dealing 5 Health Levels of damage or more. With regards to fetish weapons, Structure determines what level supernatural powers are required to destroy the fetish. For example, a fetish weapon with Structure x 5 may only be destroyed by advanced level powers or greater.
- **Leadership**: *Leadership* may be used for a general social activities not covered by another Ability.
 - **Linguistics**: Each level of the *Linguistics* Ability increases the number of languages known geometrically. Thus a character one level of *Linguistics* knows 1 extra language, while a character with five levels knows 16 extra languages.
 - **Martial Arts**: *Martial Arts* includes specialized Garou fighting styles such as Isakku, Kailindo, and Klaivaskar in addition to other esoteric fighting styles found throughout the world. *Martial Arts* rules can be found in Laws of the East, p. 85, with the following modifications:
 - *Shapeshifting*: Human martial arts were developed with the human form in mind. Accordingly, most 'ordinary' martial arts are only usable in Homid form. Isakku and Klaivaskar may also be used in Glabro and Crinos form. Kailindo may be used in any form.
 - *Frenzy*: *Martial Arts* functions as *Brawl* or *Melee* while a character is in frenzy.
 - *Training*: Each level of *Martial Arts* possessed by a character reduces the maximum number of Influence Traits a character may possess by two. Furthermore, the training time associated with *Martial Arts* reduces a character's available BGAs by one each month.
 - *Kailindo*: Kailindo may be learned as either a Soft style or as a Hard style.

- **Meditation:** *Meditating* takes ten minutes. You may then make a number of Static Mental Challenges equal to your *Meditation* level against difficulty of 7 Traits. Each success restores a Willpower Trait.
- **Politics:** Characters may spend a level of *Politics* to determine a character's current Rank and Renown totals.
- **Primal Urge:** Your current levels of *Primal Urge* are added to your Gnosis for the purpose of Stepping Sideways, and may also be used to retest challenges to Step Sideways.
- **Rituals:** You must possess one level of *Rituals* to learn basic rituals, three levels to learn intermediate rituals, and five levels to learn advanced rituals. This supersedes the Rank requirement in Laws of the Wild: Revised, pp. 180-84.
- **Tactics:** Packs may pool their *Tactics* Ability at the beginning of a scene calling for pack tactics, to be used on any challenges during that scene relating to that group effort. Abilities so pooled are spent for the session (regardless of whether any retests are used during the scene), and the retests must be distributed by the pack alpha at the beginning of the scene. The size of the pool for any given scene is limited to the pack's total number of *Totem* Traits. STs retain discretion whether a scene calls for pack tactics, but this use of this ability is not restricted to combat situations.
- **Throwing:** This Ability is used to retest challenges involving thrown weapons. If you possess *Throwing*, you may also use Mental Traits in place of your Physical Traits when making such challenges.

Backgrounds

- **Allies & Influences:** Per Dark Epics.
- **Familiar Spirit** (WPG, p. 34): You have cultivated a special relationship (requiring diligent maintenance) with a spirit companion, which generally accompanies you in the Umbra, and may act as a "battery" for extra Rage, Gnosis, or Willpower Traits. In addition, your *Familiar Spirit* may be targeted by enemies or rivals seeking leverage – often by exploiting the spirit's special sensory ties.
 - A small, not-terribly-bright Gaffling that can store three Traits of Rage, Gnosis, or Willpower (one at a time). You may only communicate with the spirit using Spirit Speech, or when nearby in the Umbra. It cannot peek through the Gauntlet.
 - A decent-sized Gaffling, with the intelligence of a young child, that can store five Traits of Rage, Gnosis or Willpower (one at a time). It knows instinctively where you are, and it can Peek to see you.
 - A Jaggling of average intelligence that can store five Traits of Rage, Gnosis, or Willpower (divided among two at a time). It knows instinctively where you are, can see through your eyes, and can Peek through the Gauntlet. 7
 - A fairly bright Jaggling that can store five Traits of Rage, Gnosis, or Willpower (in any combination). You can speak telepathically to it, so long as you are near one another. You can see through each other's eyes, and it can Peek through the Gauntlet (and even Materialize). It knows instinctively where you are.

•••• An intelligent Jaggling, associated with a specific Incarna, who can store six Traits of Rage, Gnosis, or Willpower (in any combination). You may communicate telepathically at any distance, and share all senses and knowledge from any Gift (e.g., Truth of Gaia).

- **Fate** (W20, p. 137): *Fate* represents a prophecy that accompanied your birth or the creation of your pack. A Fate is always something significant, but it's as likely to be dark and infamous as it is to be full of glory. Once per scene, you may permanently sacrifice a level of *Fate* to ignore the result of an attack that would kill your character. *Fate* may only be taken at Character Creation, and only with Storyteller permission.
- **Kinfolk**: You can improve your NPC Kinfolk by assigning Experience Traits to them at 1:2 ratio (i.e., each point you spend gives them 2 Experience Traits). If you place multiple levels of *Kinfolk* into one NPC, each level beyond the first gives the NPC 5 additional Experience Traits. Your Kinfolk may have *Influences*, but you may not access any level they have that exceeds your level in the *Kinfolk* background. To grow an NPC Kinfolk's *Influence*, you must spend two Experience Traits in addition to spending *Influence* Traits to Grow that Influence.
- **Mentor**: *Mentors* will generally be NPC members of neighboring regions or surrounding territories. We will work with you to establish your character's connection with one of these NPCs.
- **Pure Breed**: For each level of *Pure Breed* a character possesses, he or she gains one retest per session on Social Challenges against other Garou (or Garou Kinfolk). This supersedes the rules for *Pure Breed* in Laws of the Wild: Revised, p. 89.
- **Spirit Heritage** (W20, p. 139): Choose a type of spirit (e.g., animal spirits, plant spirits, elementals, or urban spirits) to which your family has some type ancestral tie. You gain one retest per session on Social Challenges against spirits of that type.

Merits & Flaws

Merits and flaws are special characteristics that may be taken to enhance your character concept. The hard limit of Merits a player can take is twice the number of points a character has in Flaws; however, there is no hard limit to the number of Flaws a character may take, but you may only gain the benefit of up to seven Free Traits from Flaws at character creation. Merits and Flaws will be approved by STs on a case-by-case basis depending on their appropriateness to your character concept and the overall game.

Certain Merits and Flaws may be *Restricted*, *Banned*, and/or limited to *Character Creation Only*. There is a hard numerical cap to the number of characters that may take a Restricted Merit or Flaw. Once the cap is reached, *Dead Yet Dreaming* will not approve additional characters with that merit until an existing character dies or is retired. *Banned* Merits and Flaws are not allowed in *Dead Yet Dreaming*. Merits and Flaws limited to *Character Creation Only* may not be taken after a character enters play. See Appendix 1: Merits & Flaws for additional information about specific merits and flaws.

Tempers

- **Exceeding Temper Maximums**: Garou may not generally possess more Rage, Gnosis, or Willpower than their permanent rating in that temper.

Rage

- **Extra Actions:** Garou may spend Rage to gain extra actions on a one-for-one basis. The number of extra actions that may be gained in this fashion is limited by rank: one extra action at ranks one and two, two extra actions at ranks three and four, and three extra actions at rank five.
- **Remaining Active:** When you fall to or below the Incapacitated Health Level, you may opt to make Static Rage Challenge against a difficulty of 4 Traits. If you succeed, you return to your first Wounded Health Level. Each time you attempt to cheat death in this manner, you suffer a battle scar.
- **Regaining Rage:**
 - Howling at the Moon: Garou regain Rage the first time they howl at the moon each night. The amount regained is based on the moon phase: 1 Trait under the new moon, 2 Traits under the crescent moon, 3 Traits under the half moon, 4 Traits under the gibbous moon, and 5 Traits under the full moon. If the moon is in the character's auspice, he regains all his lost Rage Traits.
 - Stressful Situations & Humiliations: When a Garou loses a challenge in a particularly stressful situation (judged by a Storyteller), or is humiliated, you may elect to regain a Rage Trait. If the Garou regains Rage in this fashion, she must immediately test for frenzy.
 - Confrontation: Garou regain one Rage Trait at the beginning of a new conflict (not necessarily combat) in which a challenge is involved.
 - Injury: Garou regain one Rage Trait when they are first injured in combat in an evening.
 - Frenzy: Garou regain one Rage Trait when they enter frenzy.
- **Losing the Wolf:** A Garou with zero Rage Traits and zero Willpower Traits reverts to breed form immediately, and may not shapeshift until at least one Willpower Trait is regained.

Willpower

- **Static Challenges & Simple Test:** A Willpower Trait may be spent to succeed on a single Static Challenge or Simple Test before performing the challenge.

Tribal Advantages / Disadvantages

The Tribal Advantages and disadvantages listed below replace those listed in Laws of the Wild: Revised.

- **Black Furies** (Advantage): Black Furies can recover one Willpower Trait per day spent at a site holy to Gaia. They may also trade Willpower Traits with other Black Furies.
- **Glasswalkers** (Advantage): Glasswalkers begin the game with three free Influence Traits, and may purchase additional influence (once per month) at a cost of one Experience Trait per level of influence.

- **Shadow Lords** (Advantage): Per Laws of the Wild: Revised, p. 53 – but Shadow Lords may use this advantage even against characters with equal or greater Pure Breed.
- **Silver Fangs** (Advantage): Each session, Silver Fangs gain a number of free retests on Social Challenges equal to their rank plus one. Only one such retest may be used per challenge.

Gifts

General House Rules

- **Rule of Three:** Unless otherwise specified in the house rules, any game mechanic with a variable effect (e.g., Extended Challenges, Trait expenditures) is limited to three additional degrees of effect. In other words, players may spend up to three Traits to increase the effects of a Gift, or may accrue up to four successes in an extended challenge.
- **Static Challenge Difficulties:** Unless otherwise specified by Laws of the Wild or the house rules, where a Gift calls for a static challenge, the difficulty of that challenge is seven Traits for basic Gifts, 10 Traits for intermediate Gifts, and 12 Traits for advanced Gifts.
- **Attribute vs. Rage/Gnosis/Willpower Challenges:** Where a Gift calls for a challenge pitting an Attribute against Rage, Gnosis, or Willpower, the Gift shall instead rely on an opposed Attribute challenge. For example, True Fear calls for a Physical Challenge against the target's Willpower Traits; in Dead Yet Dreaming, the target will resist with her Physical Traits instead.
- **Infinite Loops:** To the extent a Gift, or combination of Gifts, may allow for an infinite loop (e.g., a Gift combination that would allow a character to never run out of Rage/Gnosis/Willpower, or to gain infinite Health Levels), the Storytellers reserve the right to limit the frequency with which those Gifts may be used.

Learning Gifts

To learn a Gift, a character must both be capable of learning the Gift and have a teacher for the Gift. Gifts are ordinarily taught by spirits, who consider this duty it to be their sole province. Spirits may be found to teach higher level Gifts through the Rite of Summoning, questing, or by traveling to another caern whose level equals the level of the Gift being sought. Characters may learn Gifts up to intermediate from the spirits who normally populate the Caern of Mnemosyne in Indianapolis. There is no restriction on the number of Gifts a character may learn each month from spirits.

Spirits will not teach “out-of-splat” Gifts to characters without the receiving permission directly from the sept's elder of the relevant tribe, breed, or auspice. Learning an out-of-splat Gift in this fashion will always involve a scene run by the STs, and will almost certainly require the character to perform a favor in advance for the elder being petitioned, and special chiminage to the spirit involved. Garou should always keep in mind that Gifts are generally proprietary and reflect special relationships cultivated by the auspices, breeds, and tribes over the millennia. Frivolous requests risk offending both the Garou and spirits associated with the tribe, breed, or auspice whose Gift is being sought (for being presumptuous), and those associated with one's own tribe, breed, or auspice (for implying that one's own Gifts are insufficient).

Gifts may also be taught by Garou to one another. Learning a Gift in this fashion, however, has several drawbacks. First, both characters lose a minimum amount of temporary Honor renown equal to the level of the Gift, and an amount of temporary Wisdom renown equal to their respective ranks. Second,

both characters gain the Spirit Notoriety Trait Faithless. Spirit Notoriety is discussed in Laws of the Wild: Revised, p. 235.

Regardless of the method by which a Garou learns an out-of-splat Gift, he may never have more than one such Gift for every four in-splat Gifts he possesses at that same level. For example, a Garou must learn four in-aspice basic Gifts before learning an out-of-aspice basic Gift (and eight such Gifts before a second may be learned). In addition, Garou may only begin to learn out-of-splat basic Gifts upon attaining the rank of adren, and out-of-splat intermediate Gifts upon attaining the rank of elder.

The following Gifts, however, are considered to be ‘common’ ***Dead Yet Dreaming***, and may be learned by any Fostern without special permission: *Persuasion* (Homid), *Sense Wyrn* (Metis), *Heightened Senses* (Lupus), *Scent of Running Water* (Ragabash), *Spirit Speech* (Theurge), *Resist Pain* (Philodox), *Beast Speech* (Galliard), *Razor Claws* (Ahroun), and *Resist Toxin* (multiple tribes). In addition, these Gifts do not count against the maximum number of out-of-splat Gifts that may be learned.

Rituals

Learning Rites

Rites must generally be learned from other Garou PCs or NPCs. In unusual circumstances, rites may also be learned from spirits, written records, or other sources. Minor rites take one week to learn; basic rites take 2 weeks to learn; intermediate rites take one lunar cycle to learn; and advanced rites take one season to learn. If the Garou is learning the ritual from an NPC, the Experience Trait cost of the ritual is per Laws of the Wild, p. 173 (2 XP for basic rituals, 4 XP for intermediate rituals, and 6 XP for advanced rituals). The XP cost for rituals learned from PCs is halved – 1 XP for basic rituals, 2 XP for intermediate rituals, and 3 XP for advanced rituals. Minor rituals never cost XP, only time.

The level of rites a character may learn depends on her *Rituals* ability. A Garou with *Rituals* x 1 may learn basic rites; with *Rituals* x 3 she may learn intermediate rites; and with *Rituals* x 5 may learn advanced rites. This replaces the rank requirements listed in Laws of the Wild: Revised, p. 180-84.

Roleplaying Rites

During larp sessions, rites will not be expedited, and players should roleplay the rites they participate in. Good ritual performances may be rewarded with extra Experience Traits and/or Renown. Ritualists are encouraged to create a ritual bag as part of their costuming, containing ritual components such as candles, incense, drums, rattles, or other musical instruments. As a reminder, we award extra Experience Traits for costuming.

Utility Rites

While all rites are “religious and magical events” to the Garou Nation, certain rites are indispensable to the day-to-day life of the Garou. We recommend that at least one PC in each pack learn the following rites: *Rite of Cleansing* (basic), *Rite of Contrition*, *Gathering for the Departed*, *Rite of Talisman Dedication*, and *Rite of Summoning*. Characters are presumed to have had the *Rite of Talisman Dedication* performed on them prior to the start of the game.

Creating Fetishes & Talens

Designing a Fetish

Out-of-Character Development: ***Dead Yet Dreaming*** will generally accept fetishes or talens with printed Mind’s Eye Theatre rules, or tabletop materials with an approved translation. Custom fetishes and

talens (i.e., those not contained in any Werewolf: the Apocalypse supplement) require a written proposal, to deadyetdreaming.st@gmail.com, containing both a short description of the item, including the desired effects (to assist the ST staff conceptually); and a full write-up of the requested mechanics. Within thirty days of receipt, the ST staff will either approve the proposal in whole, approve the concept and propose alternative mechanics, or reject the concept. *Dead Yet Dreaming* will only consider proposals from players with a character possessing the Rite of the Fetish, and will only accept one proposal at a time from each player. General guidelines for designing custom mechanics may be found in *Hammer & Klaive*, p. 46.

In-Character Design: Because “every single fetish, even one that has been seen many times like a klaive, is a brand new invention,” and because “no two spirits are exactly the same,” an aspiring creator must design each fetish anew. *Hammer & Klaive*, p. 42. The most common way to approach fetish or talen creation is by examining the fetishes that have been made already, and then searching for the proper way to create such a device. Such design requires an extended Static Mental Challenge (no retest, although appropriate *Lore: Garou* or *Lore: Fetish* specializations apply) against a difficulty equal to 12 plus the level of the fetish (8 Traits for talens) or two times the level of the fetish for a custom fetish (12 Traits for custom talens); each such challenge requires a week of research. The difficulty of a challenge may be reduced by one for each level of *Lore: Garou*, *Lore: Fetish*, *Mentor*, or *Kinfolk*, or for every two levels of *Allies* or *Contacts* spent on the challenge. Likewise, the creator may attempt to speed up the design process by spending these Abilities and/or Backgrounds to engage in an additional test each week. These expenditures are recovered on the first of each month.

Once the creator accumulates a number of successes equal to the level of the fetish (one for talens), or the level of the fetish plus two for a custom fetish (or two successes for a talen), the design phase is complete. A would-be creator may bypass this phase and simply engage in wild experimentation, but has no say in the final mechanics of the fetish or talen, and loses on ties when performing the *Rite of the Fetish* (or the *Rite of Binding* for talens). Once a talen has been successfully designed that ritualist need not repeat this phase when later creating additional talens of that type.

Fetish / Talen Type	Difficulty	Successes Required
Standard Talen	8	1
Custom Talen	12	2
Standard Level One Fetish	13	1
Custom Level One Fetish	14	3
Standard Level Two Fetish	14	2
Custom Level Two Fetish	16	4
Standard Level Three Fetish	15	3
Custom Level Three Fetish	18	5
Standard Level Four Fetish	16	4
Custom Level Four Fetish	20	6
Standard Level Five Fetish	17	5
Custom Level Five Fetish	22	7

Assembling the Materials

Once the design phase is complete, the creator must go about finding and preparing the parts of the fetish, both physically and spiritually. *Garou* generally agree that the best, and most reliable method is to craft (or to commission the crafting of) material components specifically to be used for the fetish or talen to be created. See *Crafting* under **Abilities**.

Alternatively, one may attempt to locate an appropriate object – most commonly for talens or natural fetishes. To do so, the creator must succeed on a Static Mental Challenge against a difficulty 8 for relatively common items, difficulty 12 for uncommon or specialty items, and difficulty 18 for truly exotic items. This test may be retested with an appropriate Ability (e.g., Melee for weapons, and Performance for musical instruments); the difficulty may be reduced on a one-for-one basis by spending levels of *Allies*, *Contacts*, or *Kinfolk*. Each test reflects a week of searching.

As a rule of thumb, talens and level one or two fetishes generally require common items, level three fetishes require uncommon or specialty items, and level four fetishes require exotic items; found items are generally not appropriate for level five fetishes. Once the creator has located a source for material components for a particular type of talen, however, he need not repeat the search again except in unusual circumstances.

Preparing the Materials & Oneself

Once the proper materials have been assembled, the fetish creator must also perform a series of minor rituals (known to anyone who possesses the *Rite of the Fetish*) to facilitate the entry of the spirit into the object and to purify himself to perform the *Rite of the Fetish*. These rituals vary between tribes and auspices, and often even between fetishes created by the same Garou. In general, objects to be used in talens require a day or less of preparation, and objects to be used in fetishes require a week of preparation for each level of the fetish.

Rituals performed in character, particularly creative or descriptive write-ups, and/or rituals requiring some degree of personal sacrifice will reduce the preparation time and/or garner the fetish creator additional bonuses when he performs the *Rite of the Fetish*. See Hammer & Klaive p. 49 for an example of a typical Silver Fang preparatory ritual for klaive creation.

Contacting the Spirit

After preparing oneself and the material object to be imbued, the fetish creator must contact a spirit, either through the *Rite of Summoning*, or through a spirit quest. Spirit-summoning, being both quick and efficient, is the generally preferred method. Questing for an appropriate spirit is rare, except in the case of powerful fetishes, to be empowered by powerful spirits; it is also appropriate when a specific spirit is required (e.g., this eagle, not an eagle).

The Rite of the Fetish

Once all of the preparatory steps have been completed, the fetish creator must perform The Rite of the Fetish to join the spirit with the material components. Other than the challenge necessary to enact the rite, this stage of the process is completely driven by roleplay between the fetish creator and the spirit - principally a negotiation between the two over the price to be paid by the fetish creator for the spirit's agreement to empower the fetish.

Renown

- **Maximum Renown Gains:** Garou may only benefit from a single *Rite of Accomplishment* per month. This means that Garou may only gain one permanent renown per renown category each month.
- **Losing Permanent Renown:** If a Garou suffers a substantial renown loss (3+ temporary renown in a category) for a single act, and lacks sufficient renown to cover the loss, he must convert one of his permanent renown into ten temporary renown. Losses of 1 or 2 temporary renown do not ordinarily trigger the loss of permanent renown.

- **Renown Caps:** The maximum permanent renown a Garou may have in each renown category is the maximum amount required for the Garou's next rank plus one. Ragabash may possess a maximum number of permanent renown equal to the renown required for his or her next rank plus two.
- **Raising the Bar:** As Garou progress in rank, expectations increase, and they find it more difficult to earn permanent renown through the Rite of Accomplishment. The amount of temporary renown required to earn a permanent renown at each rank is as follows:

Rank	Renown Required for Rite of Accomplishment
Cliath	10
Fostern	10
Adren	15
Athro	20
Elder	25

Crossover Mechanics

In general, *Dead Yet Dreaming* uses the house rules from *Evansville: Paradise Lost* as they relate to vampiric Disciplines. However, we reserve the right to house rule the powers of other supernatural types as appropriate.

Aegis

Characters with Aegis (or similar powers granting invulnerability) reduce damage taken from all attacks by one, unless the attack is deemed unsoakable.

Experience Traits

Dead Yet Dreaming awards Experience Traits according to the chart below. Characters may not earn more than 8 Experience Traits per month.

Attendance (Dead Yet Dreaming Games)	4
Attendance (Other OWbN games)	2
Attendance (Other pack games)	1
Travel (One hour or more to other OWbN games)	1
Roleplaying	1
Costuming	1
Leadership	1
Between Game Activity	1-2
Assistance to the Game	Variable

Between Game Actions

Dead Yet Dreaming welcomes players who want to invest in developing their characters between games. Between game actions may be submitted to deadyetdreaming.st@gmail.com, or by any other method approved by your pack Storyteller; if you would like to submit BGAs in hard copy, however, you must provide your actions directly to your pack Storyteller to ensure they are timely handled. Players may submit a maximum of five BGAs each month. Please be reasonable in what you classify as an individual BGA, which, while potentially complex, should relate to a single identifiable goal. As a general rule, you may actively manage your Influences as a single BGA – but if you choose to do so, your descriptions should be minimal (e.g., Underworld x4 – Grow). As noted above, *Martial Arts* training reduces your available BGAs by one for each Martial Art you possess. 20

Visiting Characters

As a member of One World by Night, Dead Yet Dreaming welcomes visiting characters from sister chronicles. Character Sheets and write-ups for any items, powers, or Merits not found in a Mind's Eye Theatre supplement (or the Dead Yet Dreaming House Rules) should be sent by their home Storytellers no later than the Wednesday evening before game. Players must carry a copy of any such write-ups on their person during game; failure to do so when using any such item, power, or Merit will result in an automatic failure.

Storyteller Characters

All Storyteller PCs may not be portrayed at a Dead Yet Dreaming event, or grow or otherwise use influences in Dead Yet Dreaming. Should Dead Yet Dreaming be fully admitted to **One World by Night**, we will attempt to transfer any and all Storyteller PCs to another chronicle within the organization. One World by Night Storytellers and Coordinators automatically receive 8 Experience Traits on the first of each month which must be immediately applied to an existing character (or characters). Dead Yet Dreaming Storytellers may not apply this award to a character if that would cause the character to exceed 300 Experience Traits.

Credits: A million thanks to the STs of Past is Prologue, you who went before and created this document that we only edited for our benefits. In the immortal words of Kevin Durant, "You da real MVP!" - DYD STs