

MES Universal Appendix 4: Changing Breeds

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I. GENERAL SYSTEMS

- A. Feral Heart: Use the table for Primal Urge in Werewolf the Forsaken pg. 76 instead of that found in Changing Breeds. The social penalty for prey animals is always 1 less, to a minimum of +0.
- B. Respect: Experience costs for Respect is now **x2 per category**. Respect gives effective Spirit Rank just like Werewolf Renown if the Changing Breed character also possesses the Shadow Bond Aspect. This effective Rank, however, begins at Rank 1.
- C. Form Modifiers: A changing breed's attribute modifiers in other forms are considered part of the base pool.
- D. Derived traits (Health, Speed, etc) listed in "Form Adjustments" sections are not used. Recalculate the derived traits based on the Attribute, Size and Species Factor changes.
- E. **The Changing Breed Harmony chart has been altered to the table below. "Shapechangers" include Uratha and other Changing Breeds.**

Harmony	Threshold Sin	# of Draws	Composure Penalty
10	Accidental disregard for property or wilderness	5	-
9	Not shapeshifting for more than a week; disrespect toward people	5	-
8	Gross misbehavior; carelessness resulting in harm to Man, Beast, or Nature	4	-
7	Intentional theft or injury; disrespect toward Nature; eating your animal species	4	-
6	Intentional destruction of wild places	3	-
5	Killing outside of the natural order (ie. Killing for sport or without threat or consumption)	3	-
4	Using silver against other shapechangers; accidentally killing other shapechangers	3	-1
3	Torture; intentionally killing other shapechangers	2	-1
2	Betraying Man to Beast or Beast to Man	2	-2
1	Sadistic murder or cannibalism of other shapechangers	2	-3

II. BREEDS

- A. **Breeds which have a species factor of "X + legs" are considered to have only the +4 species factor from the Many-Legged Favor. For example, Sicarius have a total species factor of 9 (5 + 4 from Many-Legged).**
- B. **Breed Bonus: Breeds do not require purchase of Skills or Merits as a prerequisite, even if the Breed Bonus mentions "all members of this Breed have" a given Skill or Merit that is not granted for free.**
 - 1. **Alces: Hooves in Primal form are a 3B weapon with Knockdown.**

2. Brythians: Add "These ferals have a wide range of abilities based on the folklore surrounding them and receive two free Skill Specialties that can be placed in the following skills: Empathy, Weaponry, or Occult."
3. Carapaché: Receive free skill specialties in Stealth (Hiding) and Survival (Jungle) when they acquire the first dot of the skill. Carapaché do not add Dexterity to species factor, only once to Speed as normal.
4. Chevalier Rapace: Receive free skill specialties in Academics (Military History) and Brawl (Natural Weaponry) when they acquire the first dot of the skill.
5. C'hi Hsu: Receive a free dot of Allies and a free dot of Contacts at creation. These dots must be related to large corporations or organized crime in some fashion.
6. Corvian: Insert "Players choose at character creation either Dire Beast or the Flock Form Aspect. If the player chooses the Dire Beast they may purchase the Flock Form Aspect later at normal cost."
7. Flidaisin: Replace with: "All Flidaisin receive Fang and Claw (3L) regardless of gender. Flidaisin hooves in Primal form are a 2B weapon with Knockdown. Flidaisin receive the 2-dot version of Striking Looks for free."
8. Gente Alada: Replace the Brawl specialty in "Close Combat" with "Natural Weaponry". Replace Weaponry specialty in "silent Kills" with one of the following (player's choice): Small Blades, Small Blunt, Short Blade, or Short Blunt.
9. Luminous Order of Sun Wukong: Replace with "Members of this Breed may use Fighting Style: Aggressive Unarmed Striking or Fighting Style: Defensive Unarmed Striking in any form."
10. Melusinae: Not required to purchase Expression, but receive a free skill specialty in Expression (Singing) when they acquire the first dot of the skill.
11. Qualm'a ni: Replace "Physical and Social Attributes" with "Physical and Social skills".
12. Rajanya: Fujian Ghost-Tigers use the statistics of War-Form for their "dire tiger" state, including round limits, Berserking, and damage cap increase. They may purchase the Hybrid Form aspect for Dire Form as normal with approval per Universal.
13. Sicarius: Venom Breed Favor is the 4 dot version. Replace skill specialty in "Toxology" with "Toxicology".
14. Takusanka: Hooves in Primal or War form are a 3B weapon with Knockdown.
15. Uchchaihshravi: Hooves in Primal or War form are a 3B weapon with Knockdown.
16. Vargr: Primal and Dire forms now have a Size of 6.
17. Whiskey Croc: Receive the Eidetic Memory merit for free at character creation.

III. ASPECTS

- A. Aspects are purchased with Simple/Graduated costs, as with Merits. For example: Spook the Herd is a Simple 3-dot Aspect and costs 15XP; Catwalk is a graduated 5-dot Aspect and each dot gained must be purchased (three dots would cost 30XP).
- B. Unless noted in this addendum or in the writeup, activating an Aspect is an Instant Action.
- C. The following Aspects are now Simple Cost: Alarming Alacrity, Aww!!!, Catwalk, Clamber, Clever Monkey, Hound's Honor, Mother's Fury, Stash, Truth Sense, Weaver's Wisdom
- D. Aspect Rules Changes
 1. Beast Magic:
 - a) Is not Supernal, despite using Rote rules. It cannot be dispelled by Awakened magic.
 - b) For arcana dependent effects, such as Armor or Acceleration, etc., use the

character's Feral Heart or the Rote level, whichever is higher, in place of the Arcana.

2. **Brave Escape:** Replace the text with: "The character rolls Wits + Intimidation + Feral Heart vs Resolve + Supernatural Advantage. The character then adds his Feral Heart to his Speed and doubles the total, but may only use this enhanced Speed for the purpose of escape. The character is then considered to have Fair Escaped from any opponent who loses the contested action.
3. **Earthbond:** This is a Reflexive action.
4. **Fortune's Favor:** This Aspect now functions as follows: "Once per scene, the Feral may spend an Essence as a reflexive action which may be made outside their turn to apply a +4 modifier to any single action in the scene, or either side of a Contested action. The Feral must be aware of an action taking place to affect it with this power. Extended actions only receive the bonus to a single draw. The 3-dot version of this Aspect is required to use this bonus on the user's own actions or resistances."
5. **Grave Misfortune:** This is now a ●●● dot Aspect. Functions as Fortune's Favor above, except inflicts a -4 penalty instead of granting a +4 bonus.
6. **Hybrid Form (Dire Beast):**
 - a) Use the fluff found on *Changing Breeds* pg. 111 to design the look and feel of this form. The rules for Delusion in this form apply as noted.
 - b) This form adds the following traits to the Breed's Primal Form: Strength +1, Stamina +1, Size +1, Species Factor to Speed +1
 - c) The following Breeds add this aspect to their natural Dire Beast form instead, not to their Primal Form, as they lack a War-Beast: C'hi Hsu, Corvian, Klinkerash, Sicarius, Vargr
7. **Hybrid Form (Throwback):**
 - a) Use the fluff found on *Changing Breeds* pg. 110 to design the look and feel of this form. The additional rules for 'Throwbacks of larger animals' listed is Reserved for Use of the NST.
 - b) This form adds the following traits to the Breed's Human Form: Strength +1, Stamina +1, Manipulation -2, +2 Perception, Brawl attacks deal Lethal damage
 - c) The following Breeds can add this aspect to their natural Throwback form instead, not to their Human form, as they lack a War-Beast: Bubasti, Cait Sith, Corvian, Mendean, Mistai
8. **Hypnotic Allure:** The dice pool for this Aspect is Presence + Persuasion and is not contested. Success grants a +3 bonus to Social draws against those in range for the duration of the power.
9. **Keen Senses:** Each sense must be bought separately unless multiple senses are listed in the Beasts Free Breed Favors. Listed senses in Free Breed Favors may be bought as a group - as a single aspect. All others must be bought separately. Senses not listed in a Breed write up are considered "Out of Breed."
10. **Mimic:** This is a 1 or 3 dot aspect, ignore any text suggesting it has a two dot effect.
11. **Mother's Fury:** This Aspect can be used to protect pack or band mates as well as family or loved ones. It can be used to protect supernatural creatures.
12. **Nine Lives:** The corpse must have at least one structure point remaining to resurrect.
13. **Partial Change:** This Aspect may not be used to grant Attribute bonuses from another form. Gaining form-based natural weapons, natural armor, or animal features (gills, wings, etc) are acceptable uses.
14. **Shadow Bond:** This uses the same rules for Stepping Sideways found in Werewolf the

Forsaken.

15. Spirit Animal:

- a) This is not a familiar or a spirit. It is channeling the power of the abstract concept of a specific type of animal. This Aspect may be purchased once, representing a personal type of Spirit Animal that the shifter channels.
- b) This power is Graduated in cost. For every dot of this aspect, you choose one skill, appropriate to the chosen animal.
- c) For the cost of 1 essence as an Instant action, you channel one of the skills from the Spirit Animal. You gain a bonus to that skill (only) equal to your dots in the Aspect. The Spirit Animal may only enhance one skill at a time. This lasts for a scene.
- d) The character may choose to spend another Essence to reactivate the power for a different skill, replacing the bonus gained on the first activation.
- e) Example: Joe Shifter has Spirit Animal: Snake at 4 dots. He's taken Stealth, Medicine, Brawl, and Occult. He spends 1 essence for a +4 to Stealth while stalking an enemy. He's discovered, and takes a turn to spend an essence to switch his bonus to Brawl, just as the enemy's backup arrives.

16. Spirit Gift:

- a) The cost for gifts are x7 xp (out of tribe costs).
- b) The listed gifts are highly recommended, but other suitable gifts can be available too.
- c) Auspice, Pure, and Lodge specific gifts are not allowed. Gift lists that are an approval level higher than Low in Forsaken are not allowed for Changing Breeds.
- d) The dice pools for Spirit Gifts mirror those found in Forsaken material, substituting the appropriate Respect for the Renown listed.

17. Spirit Sight: This power allows the Changing Breed to see ghosts and spirits in the state of Twilight without a roll. Peering across the Gauntlet requires a successful Intelligence + Occult + Feral Heart draw, penalized by local Gauntlet strength. Loci in an area may also be identified with a successful draw.

18. Swarm/Flock Form:

- a) This form cannot be used to attack or cause any offensive action. It is a method of escape and stealth.
- b) This form can be harmed via area of effect/multi-target abilities, per swarm rules.
- c) This power may be activated Reflexively with an Essence and Composure + Feral Heart role in order to avoid an attack. The character can then attempt to declare Fair Escape. If remaining in the combat, it always requires an Instant Action to return to a non-swarm form.

19. Totem Guardian: This aspect costs 3 xp per dot, to a max of 5 dots, shareable with other shifters. The listed two dot aspect is a typo.

20. Venomous: Both versions of this power follow the Poison/Toxicity rules in this addendum, with the 3-dot version dealing lethal damage and the 4-dot version dealing aggravated damage.

21. Slumber Touch: If used in combat this power causes a Penalized Action for one turn per success.

22. Unsettling Eye: This aspect doubles Intimidation dots for mundane Intimidation challenges only. These extra dots count as part of the modifier pool.

IV. FAVORS

- A. **Breed Favors:** Changing Breed characters gain Breed Favors with no additional approvals required.
- B. **Other Favors:** Purchasing new Favors has the same cost as Aspects.
 - 1. Not available outside of Breed Favors: Aquatic, Bioluminescence, Echolocation, Extra Limbs, Limbless, Many-Legged, Musk, Quills, Water Breath, Webbing, Wings.
- C. Changing Breed characters can only purchase Favors that normal animals of their species could conceivably possess. The "bizarre mutations" optional rule is not sanctioned for play.
- D. Any Favor listed in the "Common Aspects" section for a Breed is not considered a "bizarre mutation" and may be purchased normally.
- E. **Favor Rules Changes**
 - 1. **Extra Limbs:** The character must choose whether he is applying his extra limbs for Defense or Attack. Extra actions are considered extra draws, taking the best. This Favor is a 1 to 5 graduated cost power.
 - 2. **Fang and Claw:** This Favor has been simplified. It is now simple cost. For each dot, a Feral may add +1 equipment bonus to their free natural weapon, up to a maximum +4 total bonus for a given weapon (this is still a base equipment bonus). Alternately, a Feral can purchase a new weapon that does Bashing or Lethal damage with an equipment bonus equal to the dot rating, up to 4 dots, as long as it makes sense for their animal type. Natural weapons purchased this way may not be used in human form without the use of the Partial Change Aspect.
 - a) Example: A Breed that receives a free 3L natural weapon may buy a single dot of Fang and Talon to improve their weapon to 4L. A Breed that does not have a free natural weapon could get a +1L or +1B weapon for 1 dot (or up to +4, at 4 dots).
 - 3. **Natural Armor:** This Favor is purchased at simple cost. Armor granted by this Favor stacks with armor received for free by a breed. Each dot confers one point of armor, to a max of four points. The fifth dot provides the Bulletproof effect.
 - 4. **Size:** This is a ●●●● dot Favor (20 XP) and increases the size of Primal, Dire, and War forms by 1 when purchased. It may only be purchased once.