

MES Universal Accord Appendix: Changing Breeds

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 +/-15 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.
- F. *Changing Breeds in the Accord replace the rules for Delusion with the rules for Lunacy, found in Werewolf the Forsaken, pg. 175-178.*
- G. *Changing Breeds may purchase the Craft Fetish ability (see Accord Universal Purified Appendix) as a 5-dot simple merit, with prerequisites of Shadow Bond and Spirit Gifts/Spirit Secrets. Otherwise it functions identically to the Mage rote of the same name, but may only be used to craft fetishes per the rules found in the Accord Werewolf Addendum. The extended draw for this power is Presence + Crafts + Feral Heart and it requires a number of successes equal to 5 x the dots of the fetish, with one willpower and two essence spent per dot. Each draw is an hour.*
- H. *Spirit Gifts, Spirit Secrets, and Beast Magic are mutually exclusive. A Changing Breed character may only have one of these options.*

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. Custom Breeds: Not Sanctioned. Players may 'reskin' appropriate Breeds as new animal types.
- B. 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).
- C. 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. Abathakathi: Characters of this breed may purchase five more dots of Beast Magic spells than the limit noted under Beast Magic below. They also receive a +3 to casting Beast Magic.
 - 2. Alces: Hooves in Primal form are a 3B weapon with Knockdown.
 - 3. Archunem: Add Stash at 3 dots to Breed Favors.
 - 4. Baitu: Add Fortune's Favor at 3 dots to Breed Favors.
 - 5. Bahgrasha: Catwalk Breed Favor is the 3 dot version.
 - 6. 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."
 - 7. 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.
 - 8. Chevalier Rapace: Receive free skill specialties in Academics (Military History) and Brawl (Natural Weaponry) when they acquire the first dot of the skill.
 - 9. 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.
 - 10. 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."
 - 11. 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."
 - 12. 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.
 - 13. 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."
 - 14. Melusinae: Not required to purchase Expression, but receive a free skill specialty in Expression (Singing) when they acquire the first dot of the skill.
 - 15. Mimma Lemnua: This breed's free Breed Favors are Swarm Form, Unspeakable (at 3 dots), and Fang and Talon (1 dot). Their war form is a Swarm Form as listed, but it does not do automatic damage. It attacks with a standard physical attack using Dexterity + Brawl + Fang and Talon bonus.
 - 16. Nanekisu: Add Swam Form at 4 dots to Breed Favors.
 - 17. Qualm'a ni: Replace "Physical and Social Attributes" with "Physical and Social skills".

18. 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.
19. Reynardi: Add Catwalk at 3 dots to Breed Favors
20. Sicarius: Venom Breed Favor is the 4 dot version. Replace skill specialty in "Toxology" with "Toxicology".
21. Storm Bears: Gain a +1 modifier to all Strength-related challenges.
22. Takusanka: Hooves in Primal or War form are a 3B weapon with Knockdown.
23. Tothians and Babi-Ahsh: Characters of this breed receive a +3 to activate either Beast Magic or Spirit Gifts powers.
24. Uchchaihshravi: Hooves in Primal or War form are a 3B weapon with Knockdown.
25. Vargr: Primal and Dire forms now have a Size of 6.
26. Wapathernwa: Add Gross Eater at 2 dots to Breed Favors.
27. 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; Spirit Animal 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. Beast Magic:
 1. Is not Supernal, despite using Rote rules. *It cannot dispel or be dispelled by Awakened magic.*
 2. 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.
 3. *The experience point cost of Beast Magic spells is changed to dots of the spell x5. For example, if a character purchased a level 3 spell, it would cost 15 XP. Beast Magic characters may only purchase spells that use a single Arcana and cannot purchase Legacy specific spells, per the Rote secret rules in the Accord Awakening Addendum.*
 4. *Remove the limit of one spell active at a time. Beast Magic characters use spell tolerance rules found in MET: Awakening pg.166-167 for their personal spells.*
 5. *Beast Magic characters can have no more than 30 dots of spells. For characters whose breeds receive free dots of Beast Magic spells at creation, they may choose one of the following permutations which do not count against this limit: three 1 dot spells, a 1 dot spell and a 2 dot spell, or a 3 dot spell.*
 6. *Characters with this Aspect are still limited to Feral Heart at three dots.*
- E. 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.
- F. Earthbond: This is a Reflexive action *and costs an essence for the scene. It allows a Clash of Wills, using the listed pool in the book.*
- G. Exoskeleton: *For shifters whose animal types have naturally thick or scaled skin or very thick hair, this Aspect causes a change but it is not disturbing or unnatural, only an enhancement of*

the natural state.

- H. 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."
- I. 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.
- J. Hybrid Form
 - 1. This is a 4 dot aspect. Once purchased it gives both Dire and Throwback forms. The rules for those forms are adjusted as below
 - 2. Dire Animal Form:
 - a) Use the fluff found on *Changing Breeds* pg. 111 to design the look and feel of this form. The rules for Lunacy 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
 - 3. Throwback Form
 - 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
- K. 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.
- L. 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."
- M. Mimic: This is a 1 or 3 dot aspect, ignore any text suggesting it has a two dot effect.
- N. 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.
- O. Nine Lives:
 - 1. The corpse must have at least one structure point remaining to resurrect.
 - 2. This Aspect's resurrection works similar to a Sin-Eater's. For every death, the character loses a permanent potential Harmony dot (from 10 to 9 for the first death, from 9 to 8 for the second, etc.). This is the reason legend has given rise to 'Nine Lives', due to mortal perceptions of the limit. Rejecting the natural order of life/death also causes an automatic loss of current Harmony, though this dot can be repurchased with XP.
- P. 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.

- Q. Shadow Bond: This uses the same rules for Stepping Sideways found in Werewolf the Forsaken.
- R. Slumber Touch: If used in combat this power causes a Penalized Action for one turn per success.
- S. Spinebite:
 - 1. This power is completely changed to the following, "This 5-dot Aspect may only be purchased by Changing Breeds that already have a natural weapon that deals lethal damage. To activate this Aspect requires an Instant Action and costs 1 Willpower and 1 Essence. Once activated, it upgrades the user's natural weapons from lethal damage to aggravated damage for the remainder of the scene."
 - 2. Damage from Razorskin or similar powers (such as the Bone Carapace gift) are not upgraded by this power.
- T. Spirit Animal:
 - 1. 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.
 - 2. This power is Graduated in cost. For every dot of this aspect, you choose one skill, appropriate to the chosen animal.
 - 3. 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.
 - 4. The character may choose to spend another Essence to reactivate the power for a different skill, replacing the bonus gained on the first activation.
 - 5. 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.
- U. Spirit Gift:
 - 1. The cost for gifts are x7 xp (out of tribe costs). The cost of level 4 and 5 gifts are not doubled. A character must have Shadow Bond to have Spirit Gifts.
 - 2. To have a gift of a certain level, the character must have a level of Respect at that level (for instance, if a character's highest Respect is Passion 4, they cannot have level 5 gifts). Changing Breed characters do not receive a free gift per level of Respect purchased.
 - 3. Changing Breed characters may not take gifts exclusive to any Auspice, Pure tribe, Bale Hound, or Lodge. They also do not have access to the following gift lists: Father Wolf, Mother Luna, Silver Road, Wolfslayer or any Reserved for Office of NST. For a listing of changes to various gift lists, see the Accord Forsaken Addendum.
 - 4. The dice pools for Spirit Gifts mirror those found in Forsaken material, substituting the appropriate Respect for the Renown listed.
 - a) Cleverness equals Cunning
 - b) Ferocity equals Glory
 - c) Passion equals Purity
 - d) Insight equals Wisdom
 - e) Loyalty equals Honor
- V. Spirit Secrets: You do not need to purchase the 'Spirit Secrets' aspect to obtain numina. Each

numina is a 3-dot aspect that costs 15XP. The only numina available to Changing Breeds are those available to Purified, found in *Immortals* pg. 110 and those listed below. Replace the Chi part of the pool with Feral Heart. A character must have Shadow Bond to have Spirit Secrets.

1. Commune: The character must choose whether this applies to nature/rural or urban environments on purchase. They may purchase the second option as a separate power.
 2. Elemental Immunity: This numen has a draw of Stamina + Survival + Feral Heart and lasts one scene. Replace the mention of 'Resistance' in *Book of Spirits* to 'activation successes.' The element is chosen upon each purchase, and silver may not be purchased.
 3. Emotional Aura: The draw for this numen is Manipulation + Intimidation + Feral Heart vs Resolve + Composure + Supernatural Advantage. It lasts for one scene. The Purified may choose who to effect with this numina.
 4. Ensnare: The draw for this numen is Dexterity + Athletics + Feral Heart minus the target's Defense. It works as noted in Accord Universal addendum.
 5. Fearstruck: This numen has a draw of Presence + Intimidation + Feral Heart vs Presence + Composure + Supernatural Advantage. It causes a Penalized Action to the target's action (not reflexive contested) for turns equal to net successes.
 6. Firestarter: This numen has a draw of Intelligence + Crafts + Feral Heart. Note the restrictions on using this power against living targets in the writeup. They may have as many fires active as their Feral Heart dots.
 7. Hallucinations: The draw for this numen is Wits + Subterfuge + Feral Heart vs Wits + Composure + Supernatural Advantage. The illusion lasts for one hour or scene.
 8. Howl: The draw for this numen is Presence + Intimidation + Feral Heart minus target's Composure. The target must flee the user for turns equal to successes.
 9. Innocuous: This numen has no draw and lasts for one scene.
 10. Manipulate Element: The draw for this numen is Wits + Crafts + Feral Heart. The shapes last for one scene, and the numen can be purchased multiple times for multiple elements. Elements that do not retain shape can still be purchased for other effects. This numina can only be purchased for mundane materials.
 11. Stalwart: This numen has no draw, only works on the caster, and lasts for one scene. It adds supernatural Armor equal to half the user's Feral Heart dots, rounded up, to a max of 3.
- W. 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.
- X. Swarm/Flock Form:
1. This form cannot be used to attack or cause any offensive action. [The exception is the Mimma Lemnua breed \(see above\).](#)
 2. This form can be harmed via area of effect/multi-target abilities, per swarm rules.
 3. 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.
 4. This Aspect may only be taken by characters whose animal form is naturally smaller size.
- Y. Totem Guardian: The listed two dot aspect is a typo and not sanctioned. See the Accord

[Familiar Guide.](#)

- Z. Venomous:
 - 1. [This Aspect may only be taken by animal types that are naturally Venomous.](#)
 - 2. 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.
- AA. 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. 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.
- F. 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.
 - 1. 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).
- G. Natural Armor: This Favor is purchased at simple cost. Armor granted by this Favor stacks with armor received for free by a breed. [A called shot cannot be used to ignore this armor source \(only worn/carried armor can be, see Accord Universal\).](#) Each dot confers one point of armor, to a max of four points. The fifth dot provides the Bulletproof effect, [which does not work against Silver.](#)
- H. [Needleteeth: This power allows any natural weapon that does lethal damage to ignore two points of Durability on an object, or to gain Armor Piercing 2 against an armored opponent..](#)
- I. 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.