

UBERNOLVES

Compare Werewolves' starting statistics to either Mages or Vampires. While both Mages and Vampires get an extra Dot in their Attributes, Werewolves merely gain an extra specialty. Considering that an Attribute dot is at minimum going to be worth 10xp, and at most 25xp, this seems hardly even compared to the Werewolves' measly 3xp valued specialty. Furthermore, Vampires can use their Vitae to give themselves a physical boost, and have disciplines that excel at physical action. Mages, similarly are open to some rather awesome powers, that can make them the bane of any werewolf.

In my experience of cross-over games, vampires and mages of a relatively equivalent level can often put the dog down toe-to-toe.

As such, I offer three rule variations:

1 - FAVORED ATTRIBUTES

Instead of granting your Uratha an extra specialty at char generation, they gain a free attribute dots based upon their Auspice. The character may choose one of two options that is inherent to the essence of their Lunes.

Rahu - Resolve or Strength

Cahalith - Intelligence or Presence

Elodoth - Composure or Wits

Ithaeur - Composure or Intelligence

Irakka - Dexterity or Manipulation

2 ESSENCE POINTS SPECIALTY SKILLS

The following secondary option expands upon a Werewolf's use of Essence, and validates the existence of Auspice Skills. When an Uratha is engaged in a skill that falls under the purview of his Auspice he may invoke his affinity with the Lune Choir by spending a point of Essence as Chiminage. In return, they assist him in his task allowing him to be proficient in that action. In game terms, an Uratha may spend a point of Essence and gain the 9-again rule-for one roll that uses their Auspice Skill. This essence expenditure is reflexive, but must be declared before the roll of the dice, and after the declaration of action. For the record, Auspice Skills are as follows:

Rahu - Brawl, Intimidation, Survival

Cahalith - Crafts, Expression, Persuasion

Elodoth - Empathy, Investigation, Politics,

Ithaeur - Animal Ken, Medicine, Occult

Irakka - Larceny, Stealth, Subterfuge

3 ESSENCE POINTS POWER COMBAT

The next option has been retrofitted from the Camarilla Addendum. With this third option in play, your Uratha is sure to be a mean machine.

Shapeshifting

· Hishu - No changes

· Dalu - Werewolves in Dalu form benefit from 9/10 again in all strength related challenges. Claw attacks inflict one extra level of

damage of the appropriate type. Unlike in Urshul, Urhan and Gauru, all combat Merits (such as Boxing, Kung Fu and Two Weapon Fighting) are available for use in this form, but claws are usable with the Kung Fu Merit only. Dalu may use Boxing while they have claws out, but they can't strike back using their claws (or bite) in a turn in which they declare the use of Boxing.

· Gauru - Werewolves in Gauru form benefit from 8/9/10 again in all strength related challenges. They use the greater of their wits or dexterity to determine defense. Bite and Claw attacks inflict one extra level of damage of the appropriate type.

· Urshul - Werewolves in Urshul form benefit from 9/10 again in all strength related challenges. They use the greater of their Wits or Dexterity to determine Defense. Bite attacks inflict one extra level of damage of the appropriate type.

· Urhan - Werewolves in Urhan form use the greater of their wits or dexterity to determine defense.

· Werewolves using Urshul and Urhan may escape without challenge from an opponent unless a creature with a higher natural Speed (species factor + Strength + Dexterity, without supernatural bonuses) actively prevents them from escaping.