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*OP Players Guide To Changing Breeds (Werewolf)



Synopsis

The Changing Breeds, also known as ferals (or more rarely therians), are shapechangers who possess in them both Animal and Man, united into a single creature. Technically, the Uratha are part of the Changing Breeds but many of the rules that apply to Father Wolf's brood have no bearing on the feral races. As with werewolves, the feral condition is not contagious and ferals are able to adopt different forms, but ferals are limited to three. They are hurt by silver but do not share the other aspects of the Urathas' pact with Luna, especially their tie to the moon's phases. Changing Folk do not experience changes with the moon but instead with the fluctuating harmony between their animal and human selves

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Customer Reviews

After a long-time in the waiting, this book finally collects together the previous 10 Changing Breeds splat books and expands on them. This book is invaluable to players and STs, though the individual Changing Breed books are still quite useful (since they have way more Gifts, Rites, Merits, Flaws and info). The book starts with an introductory tale on why the Changing Breeds must cooperate, and then goes on to introduce the Changing Breeds. All 11 species get a look, along with some tips on running all-Fera, Garou-Fera or mixed games (and why some Changing Breeds are easier than others). Mention is also made that players should study the animals and that most Fera games are going to be non-western in part because the Garou don't really exist in numbers in Africa, South America and other such areas. The book then takes a look at general Fera history, from the War of

Rage onward. Then it takes a look at the various continents, telling of how each of the Changing Breeds fits in (ie ebola spreading Ratkin in Africa, Mokole in the south-eastern US, the Bubasti's attempts at retaking Egypt, the Nagah's homeland of India and so forth). This is really great, considering how little WW has published on these more obscure areas in their other books. Then the book goes into introducing a brief write up for each of the 11 Fera, all of which contain enough information, Gifts, Rites and Traits to allow you to run members of that particular Changing Breed, either as an NPC or a player's character. The first one revises the Ajaba were-hyenas of Africa and India, finally making them more than "evil Bastet". They are made a breed unto themselves, the warriors of Africa, complete with their own auspices, Gifts and traits.

This is a great book that combines information and revised-edition updates for all 11 Changing Breeds other than Garou, plus a specific look at the two regional confederations, the Beast Courts and the newly-formed Ahadi. This book is an excellent overview of the Breeds, providing updated information and rules, comparing them all to each other, and combining all the new Backgrounds and Abilities in one place. There is full information on the renown systems for each Breed, including renown scales that were not available before. That said, it is not a replacement for the individual Breedbooks, which have much more information. The chapter on the Ahadi is a real treat, seeing as they had not yet had a comprehensive description, and the Ajaba chapter was badly needed. However, I'm not entirely pleased with the re-worked Ajaba. Being a separate Breed is certainly a great improvement, but they have barely graduated from being second-hand Bastet to being second-hand Garou. Despite having slightly different auspices and forms, otherwise the Ajaba are almost identical to the Garou. They are just another group of "Gaia's warriors" instead of having their own purpose. The original story of their conflicts with the Bastet has been replaced by a plausible but much less interesting concept. I would also have liked more information on them, since they don't have a Breedbook, but I understand that the book could only be so long. The Bastet needed a re-working, and their Revised purpose for Gaia in this book is very well-done. The original concept has been overhauled with a much better idea for their purpose on Gaia's face. They are no longer redundant with the Corax. The Yava are gone and the Ceilican are dead (YAY!

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