



Music City Frenzy
House Rules

Version 1.0

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Music City Frenzy

Disciplinary Procedure

Cheating, metagaming, lying to STs, threatening players or their characters (OOClly) over any medium, and playing STs off of or against one another, are examples of what we consider strike worthy offenses. Such acts will be handled on a case-by-case basis by the entire ST staff. Failure to comply with Music City Frenzy house rules may result in a strike and/or the Administrative Death of your character.

The following will be effective for strikes issued:

Strike #1 is issued privately and has no other ramifications other than being a recorded, written warning of offense.

Strike #2 is public, and is followed by a 2 game suspension from Music City Frenzy, during which the character is officially shelved if based in Music City Frenzy.

Strike #3 is public, and results in the Administrative Death of your current PC, and suspension from Music City Frenzy with review after 6-12 months, determined by the ST staff at the time the strike is issued, based on the offense.

The Storytellers may alter any ramifications for strikes at their discretion, based on the nature of the offense, previous behavior of the Player in question, or any other circumstances the STs feel appropriate. Such alterations must be made clear at the time the strike is issued.

Miscellaneous Policies

Experience

Experience may only be gained/spent in your home chronicle, and thus it is important to get a signed card from any chronicle you have visited stating you attended. If what you are purchasing requires a teacher, then the teacher must either send an email to the ST staff list, or sign a card. Also, you may buy one level of each category per game (as in one Physical Trait, one Gift, etc) with the exception of Abilities, which may be purchased in pairs, two per game, only if the Abilities are related (such as one Brawl and one Dodge), but this requires ST approval. Other exceptions may be made pending ST approval, and all expenditures require ST approval.

The maximum amount of Experience Points (XP) limited to 8 per month.

Email Lists

In character email lists are not really email lists, unless otherwise specified. They are various, obscure forms of communication, hidden from the mundane population in various, foolproof, unspecified ways.

Characters

Characters must be played at least once every 3 months in Music City Frenzy to not fall into *Shelved* status (under special circumstances, the ST staff may wave this rule). Shelved status means that until you notify Music City Frenzy in writing of your intention to play the character, it may not be played anywhere in any capacity. Shelved characters are completely out of play, and may not interact via email or the Internet, at other games, or in any other fashion, without ST approval. To unshelve a character requires ST notification (preferably in writing) prior to the Wednesday morning before game.

Downtime Reports

The STs of Music City Frenzy will, at their discretion, give out up to 2xp a month for downtime reports of what your character is doing between games.

Outside Interaction

Learning Gifts, Rites and Abilities: To learn a Gift, Rite or Ability from a character at any other game, you must have attended that game playing the character that is learning it, or the character teaching it must have attended Music City Frenzy at least once during the downtime in which it was learned. You must have the teaching character's player email the Music City Frenzy ST's specifically stating they are teaching you. It is also acceptable to have them and their ST sign an index card stating such.

Being Elsewhere IC: If your character is traveling to places far away (i.e., California, etc.) to “hang out” with another character ICly, but you are not really traveling there OOC, you must let the Music City Frenzy ST staff know when you are going, when you are returning, and how you are getting there and back.

NPCs: No PC may directly contact another chronicle’s NPC without first establishing approval from Music City Frenzy ST’s, and explaining how this is being accomplished. This is not required to interact with NPC’s controlled by Tribal Moderators, nor is it required to interact with them in person at their chronicle’s game.

ALL character interaction with other PCs or NPCs not done on a public listserv must be cc’d or summarized in an email sent to MCF_ST@yahoo.com.

Rules

Rare and Unique Characters

Rare and Unique character concepts will not be acceptable unless prior approval is given by the Storyteller staff. All other concepts will be rejected.

Character concepts considered Rare and Unique: Any changing breed that isn’t Garou, the Stargazer Tribe, Kinfolk with powers (Numina, True Faith, etc.), Kinfolk of any other changing breeds, any supernatural creature (vampires, mages, hunters).

Tribal Advantages and Disadvantages

Bone Gnawers: Advantage: The Influence they receive through the Barking Chain is untraceable, except to other people who have access to the Barking Chain.

Children of Gaia: Disadvantage: Children of Gaia do not induce the Delirium in humans when seen in Crinos form.

Fianna: Disadvantage: The Fianna loses all ties in challenges having to do with their emotions unless they can overbid on the challenge.

Glass Walkers: Advantage: The free levels of Influence at creation do not allow the Glass Walker to exceed the five level maximum in a category of Influence.

Shadow Lords: Advantage: The Social Traits gained stack with the bonus Traits from the Shadow Lord’s Pure Breed.

Disadvantage: Shadow Lords who fail at a particular task suffer double the normal renown loss.

Silver Fangs: Advantage: The free Social retest is the last retest the Silver Fang can use in a challenge and cannot be cancelled.

Stargazers: Advantage: A Stargazer begins the game with *Meditation* x2 and *Enigmas* x1.

Disadvantage: Stargazers are always trying to solve enigmas or define enigmas to solve. They are (when stumped) slightly unfocused on situations at hand. If a challenge involving the Enigmas Ability is lost by a Stargazer, he will be down three Traits on all challenges for the rest of the session, or until the enigma is solved (whichever comes first). They must also take the Flaw: *Probationary Nation Member*.

Uktena: Disadvantage: The Uktena suffers a three-Trait penalty to all challenges not involving uncovering/learning a secret that they know is hidden or solving a mystery.

Wendigo: Advantage: During the Summer, the Wendigo gains the Social Trait *Commanding*.

Form Damage

The damage that is dealt in each form is as follows:

	<i>Tooth</i>	<i>Claw</i>
Homid	N/A	1 bashing (punch)
Glabro	1 lethal	2 bashing (punch)
Crinos	1 aggravated	1 aggravated
Hispo	2 lethal	1 lethal
Lupus	1 lethal	N/A

Abilities

The maximum level of Ability that may be purchased with experience points is five, though Totems, Gifts, Fetishes, etc. may increase levels above five.

Awareness: This is the proper retest for all Gifts related to senses (i.e., Heightened Senses, Sense Wyrms, etc.) unless otherwise specified, and for countering Surprise.

Empathy: This Ability cannot be used as a lie detector.

Etiquette: Over email or lists, using Etiquette for fixing grammar/spelling/word usage, getting titles right, etc. is perfectly acceptable as long as you state the Etiquette expenditure in the same email you are using it for. Using Etiquette to unsend a missent message is not acceptable.

Fighting Styles: Fighting Styles with no MET write up are currently not available.

Lores: Lores allow for tests to determine if you know a given piece of knowledge; This knowledge is not automatic, and some knowledge may require multiple tests.

Primal-Urge: Expending this Ability to change forms takes a full round per form, but a challenge is not necessary if the Ability is spent instead.

Rituals: You must possess one level of this Ability to learn a Basic Rite, three levels to learn an Intermediate, and five levels to learn an Advanced.

Specialization: You may purchase an Ability Specialization for any Ability you have at least five levels of. This provides a one-Trait bonus for comparing on ties.

Two-Weapon Fighting: In order to fight with two weapons mechanically, you must possess the Ambidextrous Merit (see below) and *Melee* x5, with a specialization in the weapon being used. Other weapons are not able to be fought with together, only the weapons with which you have the specialization. Otherwise, there are no mechanical benefits for fighting with two weapons, though flavor text is highly encouraged.

Mechanics

Changing Forms: The difficulty to change forms is against your permanent personal Physical Traits, excluding any Traits granted by your current form. Traits from Totems, Fetishes, etc. can be used. Slow changes are possible, taking about twelve seconds (3 rounds) per form, but this cannot be done in combat. Changing forms is a complete process, and the ability to change individual parts independently (to have a Hispo mouth in Homid or a Crinos claw in Lupus) does not work in Music City Frenzy.

Fetishes and Talens: You may only carry a number of fetishes equal to your permanent Gnosis, and a number of talens equal to twice your permanent Gnosis. These two totals are independent of one another, and do not affect one another.

Frenzy: A frenzying Garou must spend at least 2 Rage each turn they are in Frenzy, and gain a free "Frenzy" retest on all Physical Challenges, and on any other challenges that may cause them to fall out of Frenzy.

Healing: A Garou must take no offensive action for a full round in order to heal the level of lethal or bashing damage per round. Metis heal in all forms, but take aggravated damage from silver in all forms.

MET's for Tabletop Gifts and Rites: Gifts and rites with no MET write up may be available by request to the ST staff.

One Shot Kills: A character cannot be killed with a single challenge. All single challenges that would kill a character in "one shot" instead reduce the character to Incapacitated, unless otherwise specified by the ST running the challenge.

Permanent Traits: Traits supplied to your character by Tribe, Totems, Forms etc. may be bid and lost like any other traits, but they must be bid after your normal Traits in the appropriate category are used. These Traits allow a character to exceed their normal Trait maximums unless the source specifies otherwise.

Powering Up Effects: You may not spend more than five Traits for any power that may be enhanced or increased by expending any type of Traits unless the power specifically requires more.

Retests: The sources of retests must match (i.e., Abilities cancel Abilities, Willpower cancels Willpower, supernatural retests cancel supernatural retests). The exceptions to this is Surprise and the Silver Fang Social retest.

Story vs. Session: Traits given "per story" are instead given per session.

Supplementary Books: To use an effect from a book besides *Laws of the Wild* (Revised) requires the material to be present as a photocopy or as the book itself. The ST staff may provide write ups for effects outside of *Laws of the Wild* (Revised), but a notification is required by at least the Wednesday before game.

Surprise: Surprise may be declared with an ST or Narrator's approval. Surprise grants the aggressor of the challenge an additional "Surprise" retest that must be used prior to his use of any Abilities. This retest may only be cancelled with Awareness, but canceling with Awareness does count as the resister's Ability retest.

Tempers (Rage, Gnosis, and Willpower): While powers and the use of certain Abilities may raise a temper above their permanent levels, all Traits in excess of their permanent levels are lost at the end of the scene. This does not include Tempers granted by a Totem. Gifts that require the expenditure of Rage and Gnosis in order to activate must be split between 2 rounds, with the Gnosis Traits being spent in the first round and the Rage the second. The effects of such Gifts take place in the second round.

Totem Benefits: Benefits from Totems are given to the entire pack, but require that each member of the pack spend the Background cost for the Totem individually, not pooled together. The exception is packlink, which is granted to every member who has spent at least one Trait on the Totem.

Backgrounds

Backgrounds replenish at the beginning of each attended game, unless specified otherwise.

Influence: Influences from other cities' games may be spent at a two for one cost.

Totem: Characters may follow up to three totems, two of which may be chosen from the following: Sept, Tribal or Personal. The third must be Pack. To follow a totem, players must give the ST staff one game's notice for review before initiating the roleplay scene to speak with that totem.

Merits and Flaws

All Merits and Flaws are subject to ST approval, based on amount currently in play and appropriateness to the character concept.

Ancestral Mentor: This merit may not be taken by Bone Gnawers, Glass Walkers or Silent Striders

Mixed Morph: This merit does not exist in Music City Frenzy.

No Partial Transformation: This flaw does not exist in Music City Frenzy.

Natural Linguist: This merit provides two languages for every single level of the Linguistics Ability possessed.

Probationary Nation Member: (2 point Social Flaw) Until proving his worth to his local Sept Alpha, the Stargazer is at a two-Trait penalty on all Social Challenges with other Garou belonging to the Garou Nation. This does not apply against other Stargazers. Upon proving their worth to their local Sept Alpha, per the declaration made at the Concolation, the player may buy off the Flaw.

Sign of the Wolf: This flaw requires at least three signs, chosen at creation. These signs are permanent and cannot be changed after creation.

Gifts

Gift Duration: Gifts which last rounds last one minute instead when used outside of combat.

Learning Gifts: Learning out of Tribe/Breed/Auspice Gifts from a spirit requires that an Athro ranked or higher PC of said Tribe/Breed/Auspice to petition for you, and costs double the normal XP.

Fatal Flaw: This Gift may only be used while the target is in combat. Spending two Traits gives you one of the target's combat related Negative Traits (ST's choice), and spending four Traits gives you two combat related Negative Traits (ST's choice). You must declare how many Traits you are spending (two or four) before any Negative Traits are revealed.

Master of Fire: While this Gift does affect the fire damage it causes, it does not negate the mutagenic effects of Bale Fire.

Name the Spirit: This Gift does not require the Willpower expenditure to learn the type of spirit. To gain any of the additional information listed in the Gift description, however, requires the expenditure of the Willpower Trait.

Scent of the True Form: Werewolves are not detected automatically with the use of this Gift; the difficulty to detect them is against 8 Traits.

Sense Wurm: This Gift is detects whether there is Wurm-taint in the immediate area and cannot be used on specific people or long-distance places. In order to detect the strongest source of Wurm-taint in the ever requires the expenditure of one Mental Trait.

Spirit of the Fray: This Gift automatically provides 10 bonus Traits for initiative on all Physical Challenge for the entire scene. The 10 extra Traits granted by the expenditure of a Gnosis is only for the initiative of one challenge, raising the bonus initiative Traits to 20 for that one challenge.

Rites

Ranks: Basic Rites can be cast at Cliath (Rank 1), Intermediate Rites can be cast at Adren (Rank 3), and Advanced Rites can be cast at Elder (Rank 5).

Talisman Dedication/Adaptation: Dedicated items dedicated to your body count towards the total Talens you currently carry (see above). Adapted items dedicated to your body count towards the total Fetishes you currently carry (see above).

Tribal Rites: Casting a Tribal Rite from a Tribe not your own is done at a two-Trait penalty. You may not teach Tribal Rites unless you are of the Tribe the Rite belongs to or are teaching someone who is of the Tribe the Rite belongs to.

Equipment

"Heavy" Negative Traits: The negative Trait Heavy applies in all Physical Challenge for as long as the character has the item on their person, in use or not. If the item is dedicated and not available in the character's current form, the Heavy Trait would not apply.

Throwing Items: Items not designed for throwing (axes, knives, swords, chairs, etc.) gain the negative Trait Clumsy and lose one bonus Trait for the challenge when thrown as a ranged weapon. These are both temporary effects.

Umbral

Any scene that is taking place in the penumbra of a public location (the Sept's bawn excluded) must be run with a Storyteller or Narrator present.

Spirits

Spirits' Traits of Rage, Gnosis and Willpower are the same thing as tempers. They are not risked by a spirit to initiate a challenge.

Renown

Rank: To challenge for Rank, you must have been your current rank for a number of months equal to twice your current rank number. For example, a Fostern (Rank 2) must remain Fostern for four months before challenging for Adren.

Requirements: Music City Frenzy uses Laws of the Wyld (2nd Edition) Renown rules. Anything that affects Renown, such as rites, uses the 2nd Edition mechanics when applicable and available.

Character sonly gain permanent renown and advance as follows, per Laws of the Wyld (2nd Edition):

	<i>Cliath</i>	<i>Fostern</i>	<i>Adren</i>	<i>Athro</i>	<i>Elder</i>
<i>Ragabash</i>	Any 3	Any 7	Any 12	Any 17	Any 24
<i>Churge</i>	1 Honor or Glory 2 Wisdom	1 Glory 3 Wisdom	1 Honor 2 Glory 7 Wisdom	2 Honor 4 Glory 9 Wisdom	3 Honor 5 Glory 10 Wisdom
<i>Philodox</i>	2 Honor 1 Wisdom	5 Honor 1 Glory 1 Wisdom	7 Honor 3 Glory 4 Wisdom	9 Honor 3 Glory 7 Wisdom	10 Honor 4 Glory 9 Wisdom
<i>Galliard</i>	1 Glory 2 Wisdom or Honor	4 Glory 3 Wisdom	1 Honor 6 Glory 5 Wisdom	2 Honor 8 Glory 6 Wisdom	3 Honor 10 Glory 8 Wisdom
<i>Ahroun</i>	1 Honor 2 Glory	3 Honor 5 Glory 1 Wisdom	5 Honor 7 Glory 1 Wisdom	7 Honor 9 Glory 2 Wisdom	8 Honor 10 Glory 3 Wisdom