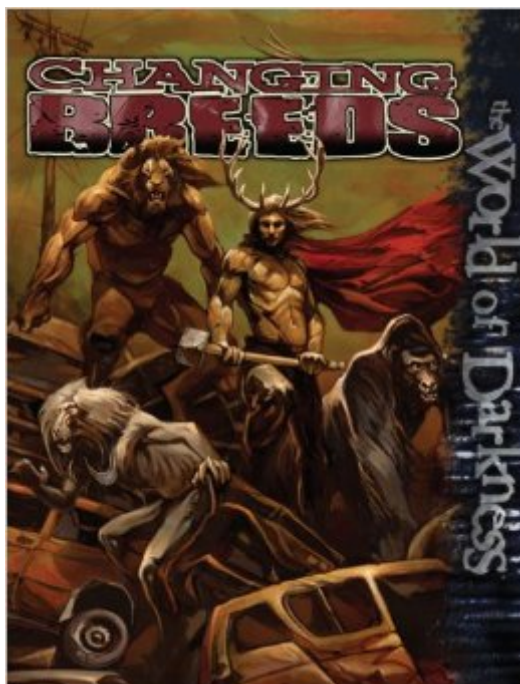


The book was found

WoD Changing Breeds (The World Of Darkness)



Synopsis

"A character rulebook, including traits and templates for dozens of animal shapechangers. Useable as a standalone or a crossover book for all the World of Darkness product lines."

Book Information

Series: The World of Darkness

Hardcover: 224 pages

Publisher: White Wolf Publishing (December 19, 2007)

Language: English

ISBN-10: 1588464938

ISBN-13: 978-1588464934

Product Dimensions: 0.8 x 8.5 x 11 inches

Shipping Weight: 1.7 pounds

Average Customer Review: 4.1 out of 5 starsÂ Â See all reviewsÂ (9 customer reviews)

Best Sellers Rank: #1,737,378 in Books (See Top 100 in Books) #58 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #333 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Were-wolves, were-boars, were-eagles... African witches who take the shape of hyenas and leopards, clever tricksters like Coyote, men who swim with sharks and crocodiles, the centaur and satyrs of Greek myth. This book takes the nigh universal concept of shapeshifters of every stripe and runs wild with it (pun intended). It is most assuredly not a supplement for Werewolf: the Forsaken, but it does share some thematic elements with that game. Of course, you could just as easily use it to come up with ALTERNATIVE werewolves. Or even RIVALS to the Uratha if you desire. What sets it apart from other books, like 'Skinchangers' or the material from the end of 'War Against the Pure' is that it has rules for entire societies of creatures that aren't Werewolves, and indeed may even interact with each other. The book gives some basic rules for running Changing Breeds, basically presenting them as humans who were... changed by feeling the pulsing, primal heart of nature awaken within their soul. The book gives some broad overviews of how Changing Breeds interact with each other, animals of their species, mortals and even other supernaturals. There is a very strong theme of man vs. nature, with some strong environmentalist and New Age elements thrown in, so if that sort of thing annoys you, you might want to ignore this book (or skip over the culture sections). But really, the material in the book is broad enough and full of alternative

possibilities that you can use it to run anything from remote jungle jaguar tribes in the basin to gangs of urban street dogs in the inner city to even foxes and cat girls within the 'furry' subculture. And yes, I DO find the latter example silly, and probably wouldn't involve it in my games. But that's just me; whatever floats your boat I guess.

The good: Changing Breeds is a WoD supplement that provides very flexible options so that players/storytellers can generate various anthropomorphic shapeshifters without needing to rely on the Forsaken line. With this book, you have the option of utilizing WAtP or other Forsaken materials and even Mage materials in order to get exactly the type of shapeshifter that is appropriate for your concept. With CB, you can even choose to use non-Forsaken werewolves if for some reason you don't happen to like the canon Werewolves. There are many different breeds available for play, including many "prey" species that were previously unavailable in OWoD. The bad: Some of the "breeds" or factions of breeds are poorly written in regards to the cultural references they draw inspiration from. Chavalier's Rapace (eagle, falcon breeds) in particular manages to utilize a bit of reference to Charlemagne and the use of falconry by elite and militant nobility throughout European history. However, the Rapace has become a more modernized Breed that involves themselves (or at least their breed kin) with politics and courtrooms (Harvey Birdman, anyone?). To me, some of the breed history is poorly written fluff that doesn't satisfy my own needs for a rich, built-in game history. Maybe that's part of the nature of the CBs (they're *so* rare and all). The ugly: No veteran WoD player should expect game balance to be a thing. But I feel the need to emphasize that the stat boosts for the Breeds is *dramatically* imbalanced.

[Download to continue reading...](#)

WoD Changing Breeds (The World of Darkness) Ghouls (Vampire The Requiem - World Of Darkness - WOD) *OP WoD Outcasts (World of Darkness (White Wolf Paperback)) This Present Darkness/Piercing the Darkness: Piercing the Darkness Cats: Cat Breeding for beginners - Cat Breeding 101 - Cat Breeds and Types, Cat Breeding, Training, Whelping (Cat people Books - Cat Breeds - Cat Lovers Books) Monte Cook's World of Darkness (World of Darkness (White Wolf Hardcover)) *OP Players Guide to Changing Breeds (Werewolf) Minds Eye Theater: The Changing Breeds 1 (Laws of the Wild) (No. 1) Cross Training WOD Bible: 555 Workouts from Beginner to Ballistic Cross Training WOD Bible: 555 Workouts from Beginner to Ballistic (Bodyweight Training, Kettlebell Workouts, Strength Training, Build Muscle, Fat Loss, Bodybuilding, Home Workout, Gymnastics) CROSS TRAINING: No BS Complete WOD Guide to: Lose Weight, Build Muscle, & Get Ripped (Strength Training, Exercise and Fitness, Bodyweight, Home Workout, Fat Loss Book 1)

MMA WOD - Combinations: The Seven Deadly Boxing Combinations - And How To Use Them
Cross Training: Top 100 Cross Training WOD's with Pictures! Summary - The Life Changing Magic
of Tidying Up: By Marie Kondo -The Japanese Art of Decluttering and Organizing (The Life
Changing Magic of Tidying Up ... Paperback, Audiobook, Audible, Japen) Best Chicken Breeds: 12
Types of Hens that Lay Lots of Eggs, Make Good Pets, and Fit in Small Yards (Booklet) Freshwater
Fish Breeds Peluqueria canina/ Canine Hairdressing: Guia completa para el cuidado, aseo y
peinado de 170 razas de perros/ Complete Guide for Care, Grooming and Hairdressing of 170 Dogs
Breeds (Spanish Edition) The Illustrated Encyclopedia of Dog Breeds International Encyclopedia of
Horse Breeds Storey's Guide to Raising Turkeys, 3rd Edition: Breeds, Care, Marketing

[Dmca](#)