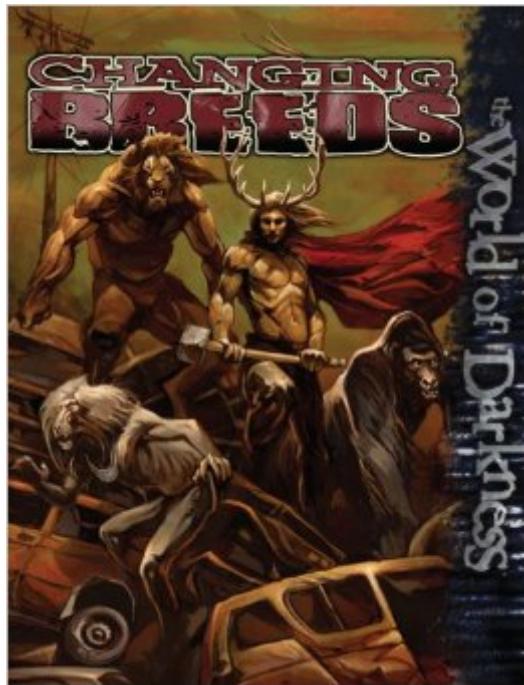


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# WoD Changing Breeds (The World Of Darkness)



## 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

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (9 customer reviews)

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

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