

Welcome, Jumper. No doubt you are here after visiting the **Changing Breeds Jump** and purchasing **Henshi - New Breed** as your Fera type.

You receive a total of 500 **Building Blocks** to construct your Fera race, and should you have any **Beast Tokens** left from the main jump, then you may convert them to more **BB** at the rate of 1:1.

Now, enough chit-chat. Let's get to building.

Special Options

Import Form
[Free]
Should you already have a Wereform from another jump, or even a bestial form related to an actual animal, you may import it as a base for your Fera breed.

Lost Breed
[+100 BB]
Ah, so your kind were wiped out, too? Be it due to one of the previous Apocalypses, the Wars of Rage, or some other calamity, you are the only one

left of your brand of Fera. Not only do you lack any backing from your kind, but your Kinfolk, if any indeed survive to this day, are counted in the dozens at best.

Gifts From Unlikely Sources
[100 BB]
My my, what have we here? Your kind are able to learn Gifts and abilities from unlikely sources. Be it consuming Banes to wield their powers like the Grondr, or the hedge magic learnt by the Bastet and Kitsune, you have an edge similar to these.

Ritualistic Multiplication
[100 BB]
Not all Fera go through the First Change normally. Some, such as the Corax, Camazotz and even the vicious Yeren, utilize Rites to awaken the Changing Blood within a Kinfolk. And now, so do your kind. What the specifics of the Rite are, is left to you, but upon its completion it will nonetheless cause the awakening of a new Fera, adding more to your numbers.

New Breed
[Requires Herald of Gaia]

Oh.

Oh.

You are the only one of your kind, not because you are the last of a Lost Breed, but because you are the first of a new one. As the Herald of Gaia, you are the Wyld's last Hail Mary attempt to stave off the coming dark - a new child, made with all the lessons learned from the mistakes of the old. You gain an additional 500 BB to spend in this supplement, but you must complete the **Unity** Scenario by jump end, or you will forfeit all you have gained here, and will move on to your next Jump as if you were never here.



Animal Group

What animal do your Fera share a bond with? You may pick any of the animals extant during **Modern Nights**, though overlapping with one of the other Fera groups will turn you into a subgroup/tribe of them. Animals that existed during the **Savage Age**, **Age of Kings,** or the **Era of Insects** may also be taken for free if starting during their time. Otherwise, you must take **Lost Breed** first.

Forms

The Fera have exhibited a wide amount of forms, with the baseline being three, though many have shown up to five forms. To use the Garou as an example, there is:

Homid - Human Form

Glabro - Near Human Form

Crinos - War Form

Hispo - Near Wolf Form

Lupus - Wolf Form

By default, you receive your breeds equivalent to the **Homid**, **Crinos,** and **Lupus** forms, but you may switch either **Homid** or **Lupus** for the other two forms. Or you may use **BB** to purchase either of the missing forms, both costing **100 BB**.

Breeds

All Fera can be born from a multitude of ways, with the three major breeds known being:

Homid: Those born from humans. Their Gnosis is usually the lowest, but their understanding of the human mind is the best of the Breeds.

Metis: The (usually) malformed offspring of two Fera belonging to the same group, the Metis have a balance of both Rage and Gnosis, with those who aren't orchestrated serving as intermediates between groups.

Beast: The Beast breed bears a different name for all Fera, but it always means the same thing: Those born from the animal side, untouched by men. They are the closest to the Spirits and have the highest Gnosis, but their comprehension of the Modern World is lacking, to say the least.

By default, you have access to all three breeds, but in exchange for receiving **100 BB**, you may decide to lack either the **Homid** breed or the **Beast** breed. By spending **100 BB**, you may opt to have no Metis breed, any couplings between two of your Fera either producing kinfolk or resulting in no pregnancy at all. For **200 BB,** however, you may instead have the Metis be born healthy and fertile, opening a third avenue for your Fera to grow their numbers.



Tribes

Some Fera have divided themselves into different tribes, each one specialising in a specific region/aspect of their Mandate, while often also breeding with a specific subgroup of your animalkin.

By default, you have no tribes, but for **100 BB**, you may purchase one Tribe different from yours, with a specific specialization and area of operations. You may purchase this as many times as you desire, each time creating a new Tribe.



Mandate

Gaia gave each of her children a Mandate to follow, which determines the general Gifts and specializations of each Fera type. Choose one of the following:

[Agriculture]

Like the Apis, you focus on the matters of life and breeding. Be it helping different crops to grow, or to aid in pregnancies and finding suitable partners for breeding, this is your Mandate.

[Balancer]

The Triat was meant to work in balance to ensure Gaia was healthy. Like the Ananasi, you were created to aid that balance by any means necessary. You must restore the balance shattered so long ago by the Weaver, such is your Mandate.

[Cleanser]

As the Wyrm became corrupted and its forces began to corrupt Gaia's form, she created the Cleansers, such as the Grondr and you. Your Mandate has shaped your body and Gifts to lean heavily towards purification and removal of taint of any kind from the world, items, and even living beings.

[Diplomat]

In time, it has become clear that, barring another event such as the Wonder Work, mankind will not leave Gaia's surface. So it is that she has created the

likes of you, Fera capable of interacting with humans in an effort to create a balance of some sort.

[Guardian]
Gaia is split into three domains: The Sky, the Sea, and the Land. You were created to safeguard one of these domains and all who dwell in it, with your bestial aspect reflecting your domain.

[Healer]
Like the Gurahl, you are made to heal, be it a broken body or a scarred forest. Though you specialize in healing the physical, you do also bear some Gifts that heal the spiritual too, and perhaps you, too, have discovered a way to bring back the recently deceased.

[Information]
Despite her power, Gaia is not all-knowing, and so she created the Bastet and your kind to serve as her eyes. Your Mandate is to snoop out secrets wherever you find them, though hopefully you learn that some secrets remain such for a reason, unlike the Bastet.

[Memory]
Yet all of the information gathered by the Bastet is bound to be lost should the Bastet forget it, or die before passing it on. Which is why Gaia created the Mokolé and you, to remember all when other Fera have passed on.

[Messenger]
Communication is key to success, and like the Corax and Camazotz, your kind were created to act as messengers between different Fera groups, be it by land, by sea, or by air.

[Internal Policing]
Yet it is not uncommon to see Fera falter in their duties or fall to corruption. Like the Nagah, your kind were created to police the other Fera, ensuring they remain steadfast in their duties, or at the very least do not become a danger to Gaia.

[Population Control]
In the early days, the Ratkin kept the human numbers in check through food consumption and diseases. Perhaps your kind helped them along, with your

Mandate and Gifts centering around keeping the Humans and other children of the Weaver from destroying the Wyld completely.

[Warrior]
The simplest yet perhaps the most dangerous of Mandates was given to the Garou and Ajaba. They, and now you, are to act as the claws of Gaia, destroying her foes wherever they are found.

[Unknown]
Perhaps you have a different Mandate in mind? One not mentioned here? You may create a completely new Mandate for your Fera, with the only limitation being that it must be in the service of Gaia.



Auspices

All Fera are affected in some manner by the celestial bodies when born. These Auspices determine a Fera's general inclination, temperament, and the amount of Rage and Gnosis they may have.

By default, you have three Auspices, each one corresponding with some manner of celestial phenomena and archetype, such as someone born at Dawn being born with more Gnosis and a knack for mysticism, Midday being born with more Rage and a desire for violence, and Dusk resulting in a far cooler and Willful balancer. For **100 BB**, you may purchase up to three more Auspices, each one resulting in a new Archetype.



Delirium

Delirium is the generational trauma inherent in all humans as a result of the Impergium, where the Fera used to hunt humans to keep their numbers low. Not all Fera induce Delirium at full potency; some do not induce it at all! How about your Fera?

[No Delirium]

[+200 BB]

Either your kind was wiped out long before the Impergium, or never took part in it when it happened. What this means is that all humans are able to look at your Crinos form without suffering a panic attack, and this makes you that much more vulnerable to any Hunters after you.

[Reduced Delirium]

[+100 BB]

Your kind participated very little in the Impergium, enough to leave lasting scars, but nowhere near as deep as most Fera. Your Delirium is nowhere near as strong as, say, the Garou's, with even some of the weaker-willed humans able to gaze at you without succumbing to it.

[Delirium]

[Free]

Your kind actively participated in the Impergium, and there are more than a few depictions of your kind in horror stories hunting humans. This is the default level of Delirium.

[Controlled Delirium]

[100 BB]

You are able to control when and where you induce Delirium. Perhaps you wish your Homid form to induce it fully during a bank robbery, or perhaps you wish to exclude that cute waitress from it as you get freaky with her in Crinos form.

Frenzy

Frenzy is a state where a Fera's Rage overwhelms them and drives them to follow their instincts until they manage to calm themselves down, resulting in mindless violent rampages against friends and foes. There are two different types of Frenzy: The regular violent kind and Fox Frenzy, where the Fera instead flees from whatever threats they see, tearing apart anyone who tries to stop them.

You may choose either of these Frenzy states for your Fera, along with how easy it is to trigger:

[Hair-Trigger]

[+200 BB]

It doesn't take much to get your Breed to Frenzy, possibly as a sign of high Rage. Your kind remain rather distant from humans, their actions almost always setting you off on a violent rampage. For Fox Frenzy, something as sudden as a balloon exploding will set you off.

[Irritable]

[+100 BB]

Your kind are noticeably easier to set off compared to most Fera. While talking with humans doesn't immediately set you off, you are always irritated when interacting with them and seeing any littering or pollution will require all of your Willpower to not Frenzy. Your Fox Frenzy can be set off noticeably easier, with a prolonged battle oftentimes proving too much and causing it to set off.

[Normal]
[Free]
Your kind are in the middle of the pack, Frenzying, or Fox Frenzying, as often as most other Fera.

[Lessened]
[100 BB]
Though you may feel Rage, your kind are far harder to set off, both for regular Frenzy and Fox Frenzy. A rarity in this day and age.

[Frenzy-Free]
[200 BB]
Like the Ananasi and Nuwisha, you either possess no Rage at all, or have through some other means tempered your inner beast and are unable to Frenzy in any form, making your kind rather unique no matter the time period.



Stepping Sideways

The Fera are as much the guardians of Gaia as they are of the Umbra, where the Spirits dwell. Some Fera are able to enter the Umbra using Gifts, some do it naturally, and some cannot enter the Umbra unless taken there by other Fera. What of your kind?

[No Stepping Sideways]
[+200 BB]
Like some of the Fera, you are barred from entering the Umbra by yourself. You cannot learn gifts to enter and must rely on another Fera to take you across the Gauntlet.

[Stepping With A Condition]

[+100 BB]

You are able to Step Sideways, but there is some kind of a condition you must meet first. Be it being unobserved by other living beings, doing it in some specific spot, or something similar.

[Through Gifts/Rites]

[Free]

Few Fera can Step Sideways on instinct alone and must instead learn a Gift to do so. These Gifts are often either taught by, or stolen from, other Fera, or more commonly taught by spirits and Totems in particular.

[Instinctual]

[100 BB]

Like the Garou, you have an instinctual connection with the Umbra and are able to enter it through will after brief meditation, or by being near a reflective surface.



Spiritual Connections

All Fera interact with Spirits to some degree, with all favoring different types of Spirits. You may choose up to two Spirit Types for free with whom your Fera have a positive relationship. You may spend **100 BB** to purchase a new Spirit Type each time.

Luna or Helios

The two Celestines most tied with the Fera, Luna embodies the Moon, and Helios embodies the Sun. Tell me, which of them are your Fera the closest to?

[Luna]

[Free]

The Lambent Lady, Seline. Luna is the moon and has offered her patronage to most Fera. By gaining her favor, you are able to learn some of her Gifts and Rites, but have gained a weakness to Silver in return. The first time you gaze upon her form during each night, your Rage is replenished.

[Helios]

[Free]

The Bright Lord, Apoll. Helios is the sun and has offered his patronage to very few, namely the Corax and the Mokolé. By gaining his favor, you are able to learn some of his Gifts and Rites, but have gained a weakness to Gold in return. The first time you gaze upon his form during each day, your Rage is replenished.

[Both]

[100 BB]

Through some means, you have gained the patronage of both, gaining the effects mentioned above, including now having a weakness to both Silver and Gold.



The Littany

All Fera have their own version of the Littany, a set of rules and guidelines that determine how their society functions and how they respond to any given situation or individual. You may decide the complexity and the actual name for your Littany, as you wish.



Metis Treatment

Though not all Fera produce Metis, all still vary in their treatment of these malformed kinsmen. What is your kind's treatment of the Metis like?

[Killed On Sight]

[+200 BB]

Your Fera see Metis as abominations, or as those suffering a great injustice, and have decided they need to be slain whenever found. Meeting Metis from other Fera is often a tense affair at best.

[Mistreated]

[+100 BB]

While Metis are your fellow Fera, their malformed status makes them inherently lesser. Like the Grondr, you might treat them as expendable shocktroops, or you may bar them from ever reaching a high position in society.

[Neutral]

[Free]

An unfortunately rare thing, your people treat the Metis no differently than other Fera. Certainly, they may note the horns or malformed limbs, but they don't really care as long as the Metis do not cause trouble and contribute to society.

[Revered]
[100 BB]
The Metis are seen as a good thing, a sign of love, or perhaps a sign from Gaia. They are often the intermediates in arguments or the diplomats between different factions.

The Triat

The Triat were meant to be the three forces of Balance, until the Weaver decided to shuffle the deck and drove the Wyrm to madness and the Wyld to the point of almost dying out completely. All Fera have complex relations with the Triat, what about you? Do they favor one over the others, or do they seek to balance the three?



Relations With Outsiders

Gaia is inhabited by more than merely the Fera. There are the Kindred of Caine, the various Mages, the Changelings, and the ever-dwindling Fae. There are Mummies who have returned to life in modern times, as well as Hunters who seek to destroy all “Monsters” in the world. What is your relationship with those outside your own kind?



Inter-Fera Relations

The Fera have had… Tumultuous relations with each other, some acting as sworn allies, while others are bitter rivals and enemies *Cough* the Garou *Cough*. Here you are able to determine how the majority of Fera view your kind. For any category chosen, you may choose up to two other Fera groups, or one of their Tribes, that have either extremely close relations with you, or are your worst rivals.

Hated
[+200 BB]

Like the Black Spiral Dancers and other Wyrm-corrupted Fera, your kind are seen as full enemies of Gaia, be it due to falling to the corruption of one of the Triat, or due to some actions done independently. Though extremely unlikely, there is a chance, if very small one, for your kind to redeem yourselves in the eyes of your cousin Breeds.

Mistrusted
[+100 BB]

Like the Rokea and Ratkin, your kind are treated with mistrust. Perhaps your kind stick their noses into other Fera's business, perhaps your policies are very extreme by Fera standards. There is no need for redemption yet, but a change in course is advised before something truly bad happens.

Neutral
[Free]
The Fera do not feel strongly one way or the other. You are treated politely by most and may perhaps even be allowed within the outer parts of Caerns. This is a good starting point for building further relations with your cousin Breeds.

Liked
[100 BB]
You are regarded quite well by the other Fera, to the point where your kind are often asked to act as mediators between the other Breeds. Seeing Packs of your kind mixed in with others is not uncommon by any metrics.



Reproduction
Fera numbers are notoriously difficult to keep up, especially as not all born to Fera are ones themselves, but are more often than not kinfolk instead. How about your people?

[Very Poor]
[+200 BB]
It is honestly rather surprising that your kind hasn't been wiped out completely already. Only one in every hundred children is born a Fera, and you have a hard time reproducing, or the pregnancies last extremely long.

[Poor]
[+100 BB]
Slightly better, on par with Bears. One in fifty children is born a Fera, with pregnancies taking a long time, even if reproducing is far easier.

[Medium]
[Free]
On par with felines. One in ten children is born a Fera, and there is a good chance for twins, with pregnancies lasting for around nine months or so.

[Exceptional]
[100 BB]
Yours is a fertility matched only by Ratkin and Ajaba. Two in ten children are always born a Fera, with multiple children per pregnancy being the norm. Pregnancies themselves last about four months in length.



Kinfolk

Though Fera are able to reproduce with mundane humans and animals, they as a general rule prefer to breed with their Kinfolk, those whose ancestry holds some of the Changing Blood. Wars have been waged over the chance to possess some of the Kinfolk, even more so as the number of Fera dwindles as the Apocalypse marches on. You may decide how your Kinfolk are treated, along with how numerous they are by default. It should be noted that, though a devastating loss, losing all of your Kinfolk is not immediate an immediate death sentence as long as your animal kin remain alive.

[0 Dots]
[+200 BB]
Ah, how unfortunate. Be it due to targeted attacks, generally low birth numbers or just general misfortune, your kind currently lack any Kinfolk, rendering you vulnerable to extinction should you be wiped out before rebuilding numbers.

[1 Dot]
[+100 BB]
Your numbers are low, on par with the decimated Ajaba and the solitary Gurahl. Each Kinfolk life is precious and protected dearly.

[2 Dots]
[Free]
You have a stable enough group of Kinfolk, perhaps a town's worth, spread out across a country. Losing one or two will not prove itself a detriment to your numbers.

[3 Dots]
[100 BB]
Numbers like these are rare outside of the Ratkin and perhaps the Corax. Your kind are abundant, at least by the standards of Modern Nights, with few Kinfolk found across the entire globe.

[4 Dots]
[200 BB]
…How is this possible? Your Kinfolk are numerous enough to populate a large country or kingdom by themselves. Suffice to say, you have the awe and envy of all other Fera, with few even wondering if perhaps the Weaver or the Wyrm have something to do with this.



Society

Each Fera society is structurally and culturally different, with many traditions and practices downright alien to their Fera cousins. What about your Fera? Are they a collection of small packs? A more organised set of petty kingdoms answering to a single high king? Maybe they are something closer to the Garou Nation or the Beast Courts?

Gifts

Each Fera species has access to Gifts, abilities learnt from either other Fera, from Spirits or through long spirit quests. While all Fera can learn most Gifts, bar the Spirit/Fera refusing outright such as with Helios or the Bunyip, all have specific Gifts they specialise and usually learn. Many are often just nameswapped versions of other Gifts, but just as many are also entirely original and exclusively found among their kind.

What about you? What manner of Gifts do your Fera have? Think hard on the choices you've made thus far, then think what Gifts are best suited based on these choices. You may take and rename any number of existing Gift and give it to your Fera, along with creating Gifts up to Five Dots without payment. Finally, you may create or adopt 1 Six or higher Dotted Gift for free, after that you must pay **100 BB** for additional ones.

One Dot Gifts, such as **Master of Fire** which grants the user resistance against fire damage, have moderate yet obviously supernatural effects.

Five Dot Gifts on the other hand, such as **Curse of Lycaon**, which is able to either trap other Garou in Lupus form, or permanently transform humans or animals into mundane wolves, are considered powerful things that many Mages and Kindred are wary of for a reason.

Two to Four Dot Gifts naturally fall somewhere between these two extremes and Six Dot+ Gifts are the types of things talked about in legend, able to alter the very fabric of reality and are rarely, if ever, witnessed by most Fera.

Rites

Rites are an important facet of Fera culture. They are signs of communion with the spirits, the final thing before a First Change is declared complete. They are in many ways, the lifeblood of Fera culture, with each Changing Breed having their own specific rites. Everything from starting clan meetings, to blessing an honored dead, mayhaps inducing fertility in the infertile. Rites are meant for things big and small and they reflect in many ways the Fera that practice them.

What of your Fera? What do their Rites look like? Just like Gifts, Rites are categorized from One to Four Dots, with Five Dots and up only speculated on. You may designate or adopt as many Rites of Four Dots and below as you wish, with you being able to create or adopt 1 Five or higher Dotted Rite for free, with additional Rites of this power requiring **100 BB** per Rite.

Just like with the Gifts, One Dot Rites, such as **Rite of Cleansing** that allows the Ritemaster to remove Wyrmtaint from objects and people, with the difficulty of it determined by the severity of the taint in question, are on the weaker side when it comes to any effects.

Meanwhile, Four Dot Rites are able to create powerful magical or supernatural effects, such as the **Rite of the Opened Sky**, where the Ritemaster sacrifices something of personal value and then performs a complex rain dance to summon rain.