World of Darkness: Grondr (Wereboars)

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The war of rage is a dark part of the history of Changing Breeds, a part that never should have happened. Fera (Changing Breeds or Werecreatures) fought each other and it was a pyrrhic victory for the Garou (werewolves) who drove most of the remaining breeds near or completely into extinction. The Grondr or the Wereboars are one of those breeds that went extinct but for this jump, we'll go with a version of the setting where some of them survived in the Deep Umbra and you'll be one of those surviving Grondr. It's up to you to decide if the Grondr are thriving in a deep realm or are in just enough numbers to prevent extinction.

Here, take these 1000 Boar Points (BP) and plan your build. There aren't any origins other than being a wereboar so you get 3 discounts each at 100 and 200 BP tier and 2 discounts each at 400 and 600 BP tier.

Age and Gender are irrelevant. Pick whatever feels best to you.

Perks

- ***Gifted (Free):*** Gifts are specific supernatural abilities that range from minor powers (one dot) to major powers (five dots or more). Gifts are taught by spirits based on your power and renown. Everything has a spirit in this world so you can theoretically learn a gift from every thing and concept but in future settings, it may not be possible. This freebie makes it so you can communicate with the spirits of things and concepts in future settings and learn gifts from them. The same rules apply as here regarding the process of learning gifts. This freebie applies to your descendants and any changing breed you create via the Papa Boar perk.

- ***Bane Eater (Free):*** The Grondr were meant to cleanse wyrm taint and other types of corruption by eating and digesting them, so they have immunity to all kinds of corruption and taint, mundane and supernatural. The banes and fomori may hurt them physically but they can't do any damage to their spirit or psyche. (The immunity works on all kinds of corruption and taint in future jumps).

- ***That's a spicy Baneball (Free):*** Grondr eat corrupt and tainted things to purify them, it'll be an awful chore if it tastes and smells shitty, so anything you eat feels tasty to you, the taste and smell changing but still being tasty depending on the type of the thing but you won't mind the taste or smell.

- ***Experience (Free/100/200/400/600 BP):*** For free you can be a teen or young adult of your tribe, who just experienced their first change. For 100 BP, you're a young adult who

is somewhat experienced with their powers and knows a few one dot gifts, for 200 BP, you're an experienced member of your tribe who knows what he's doing and knows a bunch of two dot gifts and one or two three dot gifts and rituals. For 400 BP, you're a renowned member of your tribe and are well liked among a few spirit courts, most of your physical, social and mental abilities are at the peak of your species and you know quite a few 3 and 4 dot gifts and have a legendary fetish of some sorts (fetishes are weapons with a spirit in them, things like a hammer with a war spirit in it that causes grievous harm to those hit by it, etc). For 600 BP, you're a legendary Grondr, the type of hero that comes once every 500 years. All your physical, mental and social abilities are at the peak of your race and the amount of gifts you know is mind boggling, you might even know 6 dot gifts alongside whatever 5 dot gifts you know. You have around 2-3 legendary items of your choice (Artifact armors, fetish weapons, etc). You would almost definitely be the leader or king of your tribe.

- ***Good publicity (100 BP):*** The Grondr were immune to wyrm taint but no one believed them, other than the Gurahl (werebears) who worked closely with them. The Garou in all their intelligence declared the Grondr wyrm tainted and attacked them when they went to help the Gurahl, driving the Wereboars to near extinction. So thorough were the Garou in trying to exterminate what they thought as tainted that they even enslaved Grondr kin (Human kinfolk of the Wereboars and even the wild boar companions of the Grondr). It couldn't have come to this if only the Grondr had some good publicity, luckily enough, people don't care about powers looking spooky or evil as long as you don't start doing evil acts right in front of them.

- ***Eat good (100 BP):*** You'll pick up some minor positive traits from whatever corruption or filth you eat. These are really minor things, you need to eat a large amount of the same or similar things to make it become worthwhile. You can decide if the trait you get is a permanent buff or a gift you can cast via spending some supernatural energy you've access to.

- ***Hot pig (100 BP):*** Usually Grondr Homid forms are noticeably short and squat compared to their fellow changing breeds or humans, often with small eyes and broad noses, but you can decide if you want to appear differently or more attractively. Even your near human form would appear like a tall and wellbuilt human instead of like an orc (you could be a sexy orc if you want).

- ***Never harm the mother (100 BP):*** Your care towards Gaia extends to all your powers and abilities. You have perfect control over your powers and abilities and do just enough harm to destroy or knock out something instead of doing collateral damage or doing more harm than necessary.

- ***Come out now (200 BP):*** You know the gifts necessary to cause taint or possessing spirits to leave a target and become a bane (or spirit) you can kill and consume to permanently destroy.

- ***Rage across Jumpchain (200 BP):*** Half your abilities as a fera are powered by your sheer rage. So it'll be bad if you lose control in the middle of combat and attack your people. You don't get lost in rage or won't be too calm to pull on it when the need arises. You'll be as the situation demands, completely in control.

- ***Take down a notch (200 BP):*** Grondr feel that it's their sacred duty to humble the overly proud and vainglorious people. From now on, if you humble a proud person, they will change for the better instead of planning revenge on you.

- ***Hypocritic pigs(200 BP):*** Even though the Grondr are good at rooting out corruption and pride from someone, they were accused of hypocrisy and not looking into their own pride and arrogance. You don't have that problem, at any time, you can do an introspection and find out your faults and even help others do an introspection via speaking with them for a few days to weeks.

- ***This stinks (200 BP):*** You can quite literally smell corruption, you're incredibly good at finding and rooting out corruption of all kinds. As a bonus, you know just how to reveal it so that it won't make you look bad.

- ***Rite of the hungry soul (400 BP):*** This is a rather infamous Grondr ritual that seals a bane or corrupted spirits inside the stomach of the person doing the ritual and lets them use the charms of the spirit as long as the spirit is sealed in them. Any charms used this way consumes the power of the spirit until the spirit dies permanently. You seem to have learnt this ritual and can cast it successfully and fast, even without the usual preparation it needs, you just need to defeat the spirit and spend some energy to consume it for the ritual to succeed. (In future settings, any spiritual entity counts for this ritual, you just need to defeat them first before sealing them in your tummy).

- ***Stupid stupid Garou (400 BP):*** 90% of the problems the Garou face these days is because of the Garou being absolutely stupid at everything other than killing. If you've allies like that, you won't know when they'll try to pull something stupid and get you killed. So, this is an intelligence and common sense (well, not minor but a major boost) boost to your allies to ensure that they don't drag you to your death due to stupidity. If they see something weird, they will ask you first instead of assuming you're corrupted and trying to kill you. This even works on tentative allies.

- ***There are no boars in the beast courts (400 BP):*** You can successfully remove the knowledge about a group of people (or species or race) from records and make it so no one believes their existence. You must first remove it from existence though. Fortunately, you know how to thoroughly ensure that an enemy won't make a comeback, doing things like enslaving or domesticating Grondr Kinfolk so that there's no chance of them making a comeback, etc;

- ***I came back better (600 BP):*** If you suffer a setback, as long as you aren't dead, you'll make a glorious comeback. If it's a minor setback, you'll get a minor benefit when you return to do your thing. If it's a major setback, you might take a few months to years but when you make your comeback, you'll have developed physically or mentally or in all aspects (maybe even be more luckier) so that you'll just punch through the situation that caused this setback and create a better future for yourself and your people.

- ***Papa Boar (600 BP):*** Some of the surviving Grondr threw their lot with the Wyrm and were transformed into a mockery breed called the Skull Pigs. It's a mockery of everything a Grondr used to be but in your case, you've learnt of a way to make new changing breeds. First, you need a species of animal and a God or high level spirit willing to act as a patron for this species. Then you'll have to enact a relatively simple ritual to turn some of the members of that species into a changing breed. The amount of forms they get, their duties, how they can reproduce, etc; will be decided by you and the Patron deity. The changing breed you create will be completely loyal to you, unless you deliberately act in a way that's against their duties, even then they'll try to convince you to stop doing it. (In future jumps, if you have some kind of divinity, you can act as the patron for this ritual).

Breed choice:

- ***Homid:*** Was your mom a furry? One of your parents was a Grondr and the other a human, you gain an increased understanding of human nature and how to influence them. Your Rage pool is higher than your Gnosis pool.

- ***Metis (+100 BP):*** Did your parents ignore the warnings about cousins having children? You're sterile and can't shift into a wereboar form. You have been trained as a fighter and a scout and know some human sorcery of your choice. But everyone thinks you're expendable and send you on dangerous missions.

- ***Scrofa:*** Yo Mama was a pig, literally. You're more in tune with your spiritual side and spirits like you more. Your Gnosis pool is higher than your Rage.

Items:

Two discounts per price tier.

- ***Wild stock (100 BP):*** You somehow have access to the wild boars of the ancient times, useful if you want to repopulate your breed.

- ***Money (100 BP):*** Human money. Makes the modern world go round.

- ***Contacts (200 BP):*** A few contacts in spirit courts and other members of your tribe (or a different tribe).

- ***Den-realm (200 BP):*** Pocket dimension where the boundary between realms is weaker. It has enough space for 12 people.

- ***Fetishes (200/400 BP):*** Fetishes are items with a spirit inside them. They have unique abilities based on the spirit inside. You can pay 200 BP to get two minor fetishes or one moderately powerful fetish. Or you can pay 400 BP to get one major fetish or two moderately powerful fetishes.

- ***Caern (400 BP):*** Holy site that lets you recharge your spiritual energy. In future jumps, it'll recharge all your internal energy pools.

- ***Umbral Realm (600 BP):*** You've an entire Umbral Realm of your own, I don't know how you got this but this place is big enough to house thousands of your kind and it'll steadily increase in size each jump. It lets you recharge your spiritual energy faster and acts as a gathering point for spirits of all kinds, each jump adds new types of spirits to the realm, based on the concepts and things from that jump. Spirits in this realm are friendly towards you and yours but would retaliate if you attack them.

Companions:

- ***Pack:*** You can import 8 companions with 600 BP each for free.

- ***Gurahl healer (Free):*** A Ursine healer from the Mountain Guardian tribe, she's around 7 feet tall even in human form, but she's incredibly calm and doesn't like showing off her strength in fights. She'd be more at home healing people who hurt themselves, due to some ancient agreement, she decided to follow you.

- ***Peppa (Free):*** You knew peppa ever since she was born, you saved her from a human farm sometime after she was born and raised her alongside your boar kin. She's smarter than quite a few humans and is really sweet. (She's an ordinary pig but she'll never die due to old age).

- ***Mokole Explorer (Free):*** Sita always liked exploring, running around her home and the nearby forest as a child pretending to be an adventurer to venturing into the Umbra and exploring the realms there, like Pangaea or the legendary realm, etc; she has explored and navigated through a great amount of lands and places. You found her when she stumbled into the realm your people stayed at and decided to send her away, after a terse standoff, she agreed to leave and left an offering from her travels. Sometime later,

you again stumbled into her due to a spirit quest and decided to take her help. You kept coming across her on your journeys and she has decided that it's fate and became your companion. She's a tiny woman but her war form is an enormous dinosaur with features from various reptiles.

- ***Nagah Assassin (Free):*** The nagah pretend to have gone extinct but they still work from the shadows. Some of your people met them occasionally, two breeds in hiding. You took her help in killing a corrupt Garou and you worked together occasionally over the years. She's tough, no nonsense when on duty but likes joking around and pranking while off duty.

Drawbacks:

- ***Supplement toggle (+0 BP):*** Did the journey through the Deep Umbra land you elsewhere? Now you're in a world that's quite different from the world of darkness. Pick any other jump or setting to supplement this one.

- ***Back to oWoD (+0 BP):*** Did you visit this setting previously? Now you can visit the same version of the world you've left behind when you previously visited here, with all the changes you've made.

- ***Extended stay (+100 BP):*** You can extend your stay by a decade every time you pick this option. It gives points only if you are staying in the world of darkness.

- ***Silver scars (+200 BP):*** You don't have a limb or an eye and it can't grow back, can be taken 6 times to lose your arms, legs and eyes.

- ***Lockout (+300 BP):*** You don't have access to your perks or items or companions, it can be taken 3 times to lose everything except the things bought here.

- ***Anger problems (+300 BP):*** You're too angry, even for a Fera. This will cause significant problems. Alternatively you're too lost in spiritual issues and don't care about problems unless they're coming to kill you.

- ***Famous (+400 BP):*** Someone somehow found out about your existence and the Garou want to kill you now. They will stop at nothing to kill you, maybe even send some wyrm spirits or pentex goons to kill you. If you're in a different setting, maybe someone else would have a grudge against you.

- ***Skull Pig (+600 BP):*** You're a wyrm tainted mockery of your breed. Have fun spreading misery. You are quite stupid (maybe as dumb as a wild hog?) and the only way to regain intelligence is by eating the bones of wyrm tainted creatures. This intelligence gain is

temporary so you'll need to eat at least three wyrm tainted creatures every year to stay at the level of intelligence of a normal human. You'll need to eat more (way more) if you want to regain any superhuman intelligence you had from past jumps.

Notes:

Regarding the experience perk, there aren't any hard numbers for the amount of gifts you know at a given price tier, maybe it's 5 or 6, maybe more. Fanwank responsibly. Use the character creator from the official book if you're more familiar with it.

Regarding the Papa Boar perk, for example, let's take Horses. I'll be doing the ritual with Poseidon as the patron. The horses' duty would be to ensure humans stay healthy and fit (or whatever you'll want their duty to be). Usually the human form of werebreeds can evoke some resemblance to their animal form, longer faces, smaller noses, etc; but you can skip that and make them look like normal humans. I'll be giving the horses five forms. A human form, a form that's like the Uma Musume (but around 6 to 7 feet tall) to denote their near human form, a Centaur warform, a complete werehorse form (looks like an anthro horse with two hands and two legs, incredibly fast and strong), a horse form. You can also decide how the werebreeds propagate. Maybe they need to have children with horses (as is usual in werewolf the apocalypse) or they can convert someone into one of them once every 6 years, etc;

Gifts: Spiritual or magical abilities learnt from a spirit.

Charms: Supernatural abilities inherent to
a spirit.

Homid: Human form of a Werebreed.

Fetish: A fetish is an item with a spirit inside it. The more powerful the spirit, the more powerful the fetish will be. You could learn how to craft fetishes in the jump, if you want, the 600 BP experience perk would give you knowledge on how to craft fetishes.

List of Grondr specific gifts: https://whitewolf.fandom.com/wiki/Grondr_Gifts

There's a website https://www.wyrmfoe.com/werewolf-gifts/ that lists all the werewolf gifts (which are too many to count) so you can use it as a reference for buying or learning gifts.