

BLOOD RAGE

A WEREWOLF ZINE FOR
DARK STREETS AND DARKER SECRETS



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DEDICATION

Who cares?

This game requires the use of Diogo Nogueira's excellent DARK STREETS & DARKER SECRETS.

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FURY, FUR AND FANG

In the world of Dark Streets & Darker Secrets, a different reality exists, one where shadows have sharp edges, evil wins more than good, and the heroes can only try to delay the darkness. It's a battle that's waged in gutters running with shit and blood, where violence, power, and morals are easily confused, and where no one gets out alive, unless you have the right tools for the job.

Sometimes the best tools are the ones you're born with, and in the case of the werewolves of the world, they were born with some of the fucking best.

Werewolves are here to break everything apart. It's all rage, all the time, and you better hope they don't catch you out there....

UNLESS YOU ARE ONE



THE STORM IS ABOUT TO RAGE

Werewolves are a constant in pop culture, second only to the vampire in their presence. But what the media wants to tell you and what actually lurks out there in the moonlit night are two different things.

Here's the truth about werewolves, sinew, bone, muscle and anger bound into a killing machine. There are many mythologies about werewolves, but in the world of Dark Streets & Darker Secrets, these details below are the truth.

Werewolves are created when bitten by other werewolves. Partially true. No one knows where the first werewolves came from, but they spread in two ways. First, if you are bitten by a werewolf while there is a full moon in the sky, you risk becoming one. Secondly, powerful magics can impose the lycanthropic condition (usually as a curse, though some see it as a blessing or way to create superior soldiers.)

Werewolves are mindless rage machines. False. While in their full hybrid glory, werewolves become ultimate predators, they never lose control. Are they angry? Fuck yes. Can they express it better than anyone? Hell yes. But if you assume an angry werewolf is a mindless target to manipulate, you're in for a rude awakening.

Werewolves are harmed by silver. True. Silver has exceptionally negative effects on werewolves and weapons with silver in them are one of the best ways to kill them.

Werewolves can only shift form under the full moon. False. Werewolves can shift their form at anytime they want, though it's taxing to do so and there's a cost to be paid.



Werewolves have loads of supernatural powers. False. Werewolves have three forms: human, wolf, and hybrid. Each of those forms is what you'd expect to a degree (human and wolf form are literally that), and while the hybrid form has some significant benefits in a physical sense, werewolves are not as varied as vampires or magicians in their abilities and scope.

Werewolves are guardians of nature. The fuck? Seriously? No. They're apex predators, nothing more, nothing less. There's nothing religious, mystical, or spiritual about what a werewolf is. It's a killing, eating, and hunting machine, one of the best nature has produced.

Werewolf society has it's own rules, rituals, and opinions, just like mundane modern communities. They have their own vendettas, missions, goals, and belief systems ingrained in their werewolf lives. Their lives are just complicated by the fact that they exist in two worlds: the lycanthropic and the human.

Werewolves are just lucky enough to have the ability to break shit apart and make everything bleed if they want to...

**SO DON'T PISS THE
FUCKER OFF**





PLAYING A WEREWOLF IN DARK STREETS & DARKER SECRETS

If we're being honest, playing a werewolf in *Dark Streets & Darker Secrets* is easy. You follow the normal rules for character creation, with some modifications.

Werewolves have the same four attributes as other characters, but with the special addition of a special resource: Fury.

The rules for character creation for werewolves assume the player will be starting with a newly changed werewolf.

You can find more about how Fury is used in below

ATTRIBUTES

The abilities you'll generate below are for your standard human form. Your wolf and hybrid forms will have rules on how these stats are modified, but your human form serves as the baseline.

Physique: 2d6+3

Agility: 2d6+3

Intellect: 2d6+3

Willpower: 2d6+3

CREATE A CHARACTER CONCEPT

This functions just like in the *Dark Streets & Darker Secrets* rule book.



CHOOSE AN ARCHETYPE

You only have one option for archetype: **werewolf**. You don't get to choose one of the normal four archetypes. Werewolves have a bit more complication around their mechanics, so only play one if you're prepared for some slightly more complicated rules.

Prime Attribute:
Physique and Agility

Recovery Roll:
1d6+1

Fury: 1d4



Special Abilities

Fury: You have a special resource called Fury. Fury is represented with a die number and goes up and down as things change in the story and fiction. Fury dice increase as things happen up what we call the die chain.

d4 → d6 → d8 → d10 → d12

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You might be called to “test” Fury. This involves rolling the fury die. If you roll a 4+, you have failed the Fury test.

Fury increases by one die step under the following circumstances:

- Whenever you lose more than 3 points of Vitality from a single attack.
- Whenever you lose Sanity
- Whenever you are the subject of a critical hit.
- Whenever you fumble.





Forms: You have three forms, your normal mundane human form, your wolf form, and your hybrid form. You can shift between forms as an action by lowering your Fury die one step. If your Fury Die ever reaches d12, you shift to Hybrid form immediately.

Wolf Form:

- You gain a Positive Die on all actions related to using your sense of smell or seeing in the dark.
- You can move up to a medium distance and still take an Action (rather than losing your action.)
- You have a natural damage of 1d6 due to your claws and fangs.
- Decide what sort of Wolf form you have. Pick a Heritage and gain its gift (which applies in all forms.)

Hybrid Form:

- You gain a Positive Die on all Physique and Agility rolls. You suffer a negative die on Willpower rolls.
- Your unarmed damage is equal to your Fury die.
- You reduce all mundane damage you take by half (round down.)
- Each time you take damage, you must test Fury. If you fail, your Fury increases by one.
- At the start of each turn in Hybrid form, lower your Fury by one die step and make a recovery roll (using your Fury die as the Recovery Roll die.)



- If your Fury ever reaches 1d4, you immediately snap out of Hybrid form, back into wolf or human.

Human Form

- Pick one ability from one of the main four archetypes. You also have that ability in your Human and Hybrid form.

Silver Weakness: Any damage dealt by a silver weapon is automatically doubled. Your Hybrid form reduction cannot reduce magical damage or damage from silver weapons. Any time you take damage from a silver weapon, you automatically reduce your Fury die by one step.

Pack Dynamics: You cannot attack a werewolf who is 2 or more levels higher than you without first passing a Willpower roll. If they are 4 or more levels higher than you, you suffer a negative die on this Willpower roll.

Alternate Fury:

The werewolf introduces non-d6 and non-d20 dice to DS&DS. That might not be for everyone. Here's a version of Fury that uses just d6s.

Fury: You have a special resource called Fury. Fury is represented with a number and goes up and down as things change in the story and fiction. A werewolf starts with 1 Fury. Whenever a rule refers to increasing or reducing your Fury die, just give your Fury stat a +1 (for an increase) and a -1 (for a decrease.)

You might be called to "test" Fury. This involves rolling a d6. If you roll over your Fury, you fail the Test.

- Rather than your Fury die being your recovery roll, you add your Fury to the final result of your recovery roll.



- You roll $1d6+3$ for damage while in hybrid form (rather than a Fury die.) Rather than your Fury die being your damage roll in Hybrid form, you add your Fury to the final damage tally of your attacks in Hybrid Form. So $1d6+3+Fury$.
- If your Fury every reaches 6, you immediately switch to Hybrid form. If your Fury every reaches 0, you immediately leave Hybrid, into wolf or human form.





HERITAGE

The type of wolf you are has a significant impact on the sort of werewolf you are. While in reality, there are only three types of wolves (Grey, Red and Ethiopian), werewolves are born of mystical effects and as such are more mystically inclined to canid subspecies than literal scientific divisions.

Each werewolf is from one Heritage, which is the term werewolves use to describe the sort of wolf they appear as (generally close to one of the canid subspecies in the animal kingdom.) The Heritage of wolf one becomes as a werewolf is either based on being bitten by that sort of werewolf or the regional heritage of they who enact the ritual upon you.

The list below is just a sampling of the varied wolf subspecies found throughout the world, and should be used as inspiration to create your own.





TUNDRA WOLF

Populates: Tundra and Forest zones across Russia, Kamchatka, and Scandinavia

Appearance: Larger than the average gray wolf, Tundra wolves are generally light-colored (red-gray on the upper, lead-gray on the lower), with longer, dense fur.

Gift: You gain a Positive die on any rolls made to resist cold environmental effects.

The Tundra Wolf stands in nicely for the North American polar wolf or white wolf. Simply change the coloring to a more white/beige.

STEPPE WOLF

Populates: The steppes of Eastern Europe, lower Russia, Romania, Hungary, northern Iran and Afghanistan, Transylvania and areas around the Caspian Sea and steppes.

Appearance: Average sized wolf, with short, coarse fur, generally found to be black and brown, with reddish undertones.

Gift: You gain a Positive die on social tests made to interact with Vampires and other intelligent undead.

ARABIAN WOLF

Populates: The Arabian Peninsula

Appearance: Short thin coat of fur, generally grayish beige, with black undertones.

Gift: Arabian Wolves generally hunt in pairs or trios, rather than full



packs. You gain a Positive die on tracking, following, or tracing the path of a target when you are with one or two other allies.

MEXICAN WOLF

Populates: The American Southwest and Mexico

Appearance: Shorter, copper fur, with dark striping across the back and gray/white undertones.

Gift: You gain a Positive die on any rolls made to resist hot environmental effects.

NORTHERN ROCKY MOUNTAIN WOLF

Populates: Northern Rocky Mountains, lower western Canada (one of the three wolf species colloquially called a Timber Wolf).

Appearance: Lighter colored, gray and white with black undertones and mixing.

Gift: When moving through a forest or mountain wilderness area, you gain a Positive die on any rolls made.



RED WOLF

Populates: Southeastern United States to the New England area.

Appearance: Reddish fur, with white and gray undertones.

Gift: One of the rarest wolves in the wild (due to human interference), the Red Wolf deals +1 damage to Human foes and targets.

BECOMING A WEREWOLF

There are two ways to become a werewolf.

First, one must be bit by a werewolf on the night of a full moon. If this occurs, the bitten individual must make a Willpower roll (with a Positive die if the bitten individual is wearing any silver). Success means they do not become a werewolf and never can.

Secondly, a mystical and deadly ritual must be enacted. This can be done by any individual who is willing to put the time in. The ritual must meet the following requirements:

- The ritualist must conduct the ritual on the night of a full moon.



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- The ritualist must spend three hours conducting the ritual. During this time, they must pass three Willpower rolls (one for each hour.)
- The ritualist cannot target themselves with the ritual.
- The target must be a normal human, mundane in all ways.
- The ritualist must have a personal possession of the targets with deep meaning to the target.
- The ritualist must make a Physique test at the successful completion of the ritual. Failure means the ritualist dies outright. Success means they suffer 3d6 damage immediately.

You'll notice we don't detail the actual ritual in practices or pomp. That's deliberate. You should adjust how its presented to fit your campaign and setting.

There might be other ways to become a werewolf. Rumors persist of ancient sites that can transform those who fall asleep there, deep forest glens where packs of wolves enact nature's ritual around humans, turning them into werewolves, as well as rumors of other shapeshifting beings that stalk the world.

If anyone knows it's the werewolves....

AND THE WEREWOLVES CERTAINLY AREN'T TELLING



ENEMIES OF THE WEREWOLVES

Being at the top of the food chain means the werewolf rarely has to worry about enemies. Very few living (or undead) asswipes wanna deal with a werewolf in toe to toe combat, so generally a werewolf is pretty safe.

Their big threats actually are institutional. When a werewolf hunts, it leaves a trail much like a serial killer would: mutilated bodies, regular intervals, and frequenting repeat hunting grounds (all instinctual to the werewolf) tend to look a lot like the work of a sick sociopaths killer to law enforcement, governments and other entities.



To this end, you'll find that police, government investigative agencies, and corporations tend to be the threats that constantly loom over over the werewolf.

The pack nature of most werewolves tend to help provide alibis and other resources, but pack of werewolves has a hard time dealing with paramilitary LEO responses. You put enough bullets into a werewolf, it's going down, no matter what.



That means hunting and combat becomes both the most necessary and the most dangerous activities a werewolf can undertake.

When a werewolf kills a someone, there's always a risk that a hunt starts for them.

The werewolf must make a Intellect roll after a kill, modifying their intellect with any applicable modifiers from the table below.

Failure means that attention has been drawn to them (the form of which is up to the GM.)

Activity	Modifier
Kill occurred in an area known for violence	+1
Kill was exceptionally messy	-1
Kill was captured on film or video	-2
Kill was in a public place	-1
There were a few witnesses (1-3)	-1
There were quite a few witnesses (4-10)	-2
There were a lot of witnesses (11+)	-3
The victim was someone well known or famous	-2

The werewolf must take actions to mitigate this attention or put their whole pack and society at risk. Vampires are particularly interested in leveraging mundane human institutions to stamp out werewolves (it's a lot easier than engaging them in combat directly, and a lot less risky for a vampire.)

The other primary weakness of a werewolf is simply population. The more people there are, the less non-human wildlife there is hunt, which means a werewolf is more likely to take down a human. Densely populated urban areas are a struggle for werewolves, as it's hard to find adequate space to truly unleash who they are without drawing undo attention.

Careers and lives that allow a werewolf to travel are better choices,



keeping the mobile and avoiding regular interaction with authorities. To that end, rural areas with abundant wildlife to hunt help to mitigate the werewolf's risk of excess and wanton slaughter (at least when wreaking it on humanity), making them preferable homes.

Werewolves avoid living high and glamorous lives for obviously reasons (though exceptions exist). It's a lot harder to disappear and become a murder-mad machine regularly if you're being followed by paparazzi and an entourage.

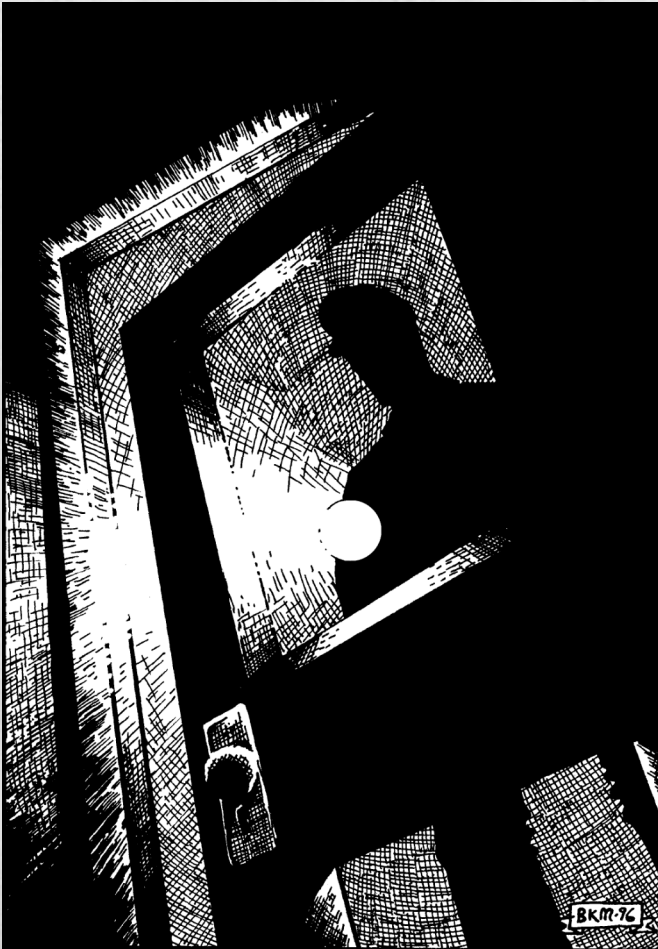
All of this is not to say that werewolves can't or don't live in big cities. It'd be fucking ridiculous to pretend otherwise. But the challenges

presented by urban areas are different than one might think and a smart werewolf listens to the more experienced pack leaders when discussing these topics.

So what are you waiting for? We've blabbered on long enough. Get it together, make a character, and get playing.

Oh. And don't forget.

HAPPY FUCKING HUNTING





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