

# Fetish Creation Guide

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Fetishes are a vital and important part of the Forsaken venue. They can add inspiration, creativity, and fun to most any game, if created and used well. If used poorly, however, they can be extremely detrimental.

This guide is intended to alleviate the latter problem.

## How To Use This Guide

The first section of this guide will outline the basic conceptual steps a player and storyteller should be going through in order to create a fetish. This will include the original concept of the fetish, what sorts of spirits may be workable for that item, appropriate vessels for the spirit, and potential chiminage as well.

The second section of this guide details the mechanical aspects of a fetish, to help determine what level fetish the item is. For the purposes of the Camarilla, any deviation from the rules set forth in this guide defaults the fetish to a truly custom item, and thus the fetish is required to go through the Global Rules Panel (or GRP for short). This guide is intended to provide players with a certain degree of autonomy when making their own fetishes – to account for a “typical” range of fetishes, with those that are truly exceptional in some way going through the GRP as per the Addendum.

The last section of this guide will detail what is required to go into an application for a fetish when putting it into the Approvals Database, in a helpful template format.

Throughout the guide, there will be sidebars that specifically call out special rules or reminders for players and storytellers alike.

## Concept

The first step, and arguably the most important, in making a fetish is to create the concept. In short, what do you want your fetish to do? Don't worry about mechanics at this point – think in abstract and very basic terms. Do you want your fetish to provide your character with armor? Allow greater movement, whether that is a faster swimming speed, or perhaps more running speed?

At this point, it is probably best to have a sheet of paper to write down your ideas, scratch out things that are or are not workable.



### Storyteller Note: Red Flags

There are some things that a player may add to a fetish that, combined with other things on the sheet, can become unbalancing. There is no creation system out there that can accurately and reliably counteract this sort of behavior, either intentional or not. That's where the Storyteller comes in. It is –your- responsibility to keep an eye out for those fetishes that, when combined with other powers or talents, unbalance the game.

Likewise, for fetishes that go through the Global Rules Panel (specifically, fetishes that do not conform to the rules in this Guide), there are a number of things to keep an eye out for. These are:

- A fetish that covers up a weakness of some kind – whether derived from tribe, auspice, lodge, or simply being a werewolf.
- A fetish that is a straight port of a spirit's Numina. Spirits trapped within a fetish do not have access to their Numina normally, and while a fetish's powers may be similar in theme, they are not identical. Also, as noted later in this document, this is specifically not allowed.
- A fetish that intrudes upon the role of another faction within Forsaken society. An Irraka creating a fetish designed to give him prophetic dreams should be discouraged, for instance, as that intrudes upon the role of the Cahalith.
- Remember, fetishes are not simply "magic items". They possess a spirit within them – and that spirit has its own goals, personality, and may affect how well the fetish performs. See "Rebellious Tools", p.143 of *Lore of the Forsaken*.
- Lastly, remember that fetishes are an "add on", if you will. They should not replace or overawe the character's natural abilities of tooth, claw, and Gift. Fetishes enhance and aid – they do not overpower.



Once you have the concept sorted out, it's time to think of what kind of spirit you want to use in your spirit. It should be indicative of your fetish's concept in some manner – a cheetah-spirit, for instance, is not a good choice in a fetish whose concept is tied to unlocking security doors, for instance.

Don't be afraid, though, to stretch your thinking a little. A fetish that provides speed

has a number of different spirits that may be able to provide benefits – spirits of sports cars (or the aforementioned cheetah!) would be particularly suitable, but so, to, are spirits of horses, the wind, or even lightning. Surely you've heard the phrase "quick as lightning"? Don't keep to typical expressions of your concept, but put that animistic thinking cap on, and consider broader spiritual concepts that may be workable for your fetish idea.

Many fetishes have a quirk or other idiosyncrasy inherent to them. This is not mandatory, but when present is almost always tied to either the nature of the spirit (or its inhabiting spirit), or to the amount of power the fetish provides to the character. Make a note of two or three possibilities here – it's not imperative to choose one right now, but get some ideas down. At the very least, they'll spark with something later in the process, and guide you to a perfect quirk for your fetish.

Thinking of the physical side – what does your fetish look like? What might be an acceptable "house" for your desired spirit? Dependent upon the type of spirit, your character may be treading dangerously close to violating the spirit's Ban in some manner. Keep this in mind when working on your fetish, and ensure that the vessel is fitting from a thematic standpoint.

### *Mechanics Basics*

At this point, it's time to at least consider the game-mechanics side of things. Jot down whatever you'd like the fetish to do as a general concept. Things like "add armor" or "make me go faster" or even "make me harder to see" are all worthwhile abilities for a fetish to have. The exact mechanics of the fetish will be worked out below – but for now,

having a solid vision of exactly what you want your fetish to do will keep you on-task and focused, without adding a lot of unnecessary tweaks to the final product.

Remember – with the exception of fetishes that utilize the character’s stats to be able to work (hitting a target with a klaive, for instance, to deliver another effect) – all relevant pools are based off the fetish, not the Uratha. It is the fetish’s power that is being utilized, not necessarily the character. For example, if a werewolf wanted to make a fetish that duplicated the effects of the Gift: Primal Anger (which adds the user’s Primal Urge to combat dice pools for the duration of a scene), the bonus would be based on the power level of the fetish, not the user’s Primal Urge.

The following lists enable players to select a number of powers available to create a suite of abilities for their fetish. They also allow for some enhancement of the fetish, as well as adding some mechanical restrictions to reflect some of the odd quirks of the fetish, noted above.

It should be noted that any deviation from the powers listed in this Guide drives the approval level for the fetish to Global, as the item goes through the Global Rules Panel process. It should be further noted that this is not meant to be an all-inclusive list; rather, it is a listing of some of the more common fetish powers one may find or desire within the Forsaken venue. More unique or special fetishes should require more effort, and thus go through the Global Rules Panel.

### *Level One Fetish Powers (+10 pts)*

At this level, a fetish is no more useful than a good piece of technology. The benefits provided at this level are relatively minor, and certainly not game-breaking. The storyteller should still utilize caution for characters that possess a number of “smaller” fetishes.

- This power acts as a  $\pm 2$  modifier to a draw based on a single Attribute or Skill. Thus, fetish providing a +2 to Computer draws qualifies here, but a fetish providing a +2 to Intelligence draws –and- Computer draws does not. This power may not be selected more than once on the same fetish.
- The power creates light, equal to that of a high-powered flashlight.
- The power permits short-lived levitation (no more than a few turns usually).
- The power duplicates the effect of a 1-dot Gift.
- The power provides 1/1 Armor.
- **The fetish changes Bashing damage to Lethal.**
- The power repairs small, simple objects with few moving parts.
- The power initiates communication with spirits, but does not provide a means to do so.
- The power duplicates one particular ability of a mundane object (make a call, unlock a lock, deliver a poison), noted specifically in the description of the fetish.

### *Level Two Fetish Powers (+20 pts)*

The powers bestowed at this level of ability are useful, and are likely to be used during any individual game session.

- This ability adds up to a  $\pm 2$  modifier to a task draw, but modifies a single trait category (Mental, Physical, Social) or *use* groups (Power, Finesse, Resistance).
- This ability provides a  $\pm 4$  bonus to a task draw utilizing a single Attribute or Skill, as above.
- The power provides 2/2 Armor.

- The fetish permits communication across the Gauntlet.
- The fetish provides a minor healing effect, such as clearing infection. Healing damage is not possible at this level.
- The fetish duplicates the effects of a 2-dot Gift.
- ~~The fetish is a minor klaive with a base damage rating of 1 or 2. See Appendix I.~~
- The fetish may create illusions that may fool most senses, but may not do damage.
- The fetish is usable by a wolf-blooded character.

### *Level Three Fetish Powers (+30 pts)*

The powers available to a fetish at this level begin to border on the exceptionally powerful. Fetishes at this level are expected to be used often, so Storytellers should plan for this eventuality.

- This ability adds up to a  $\pm 4$  modifier to task draws utilizing either a single trait category (Mental, Physical, Social), or *use* group (Power, Finesse, Resistance).
- ~~The fetish is a greater klaive, with a base damage rating of 3 or 4. See Appendix I.~~
- This ability duplicates the effects of a 3-dot Gift.
- The power ends or modifies Death Rage or otherwise modifies Rage.
- The fetish permits a new mode of travel for the character: swimming, burrowing, or flying.
- The ability heals Bashing damage.
- The power provides 3/3 Armor.

### *Level Four Fetish Powers (+40 pts)*

At this level of power, fetishes are called upon often, and provide for their wielder a large degree of power.

- The fetish conceals the user from magical scrying.
- The ability alters the local Gauntlet rating, plus or minus two.

- The fetish provides direct control over spirits while in the Shadow – forcing them to become visible, for example. This ability cannot deal damage to the spirit or make it utilize its Numina.
- The fetish duplicates the effects of a 4-dot Gift.
- The fetish provides luck to its owner, allowing her to benefit from the 9-again rule for the duration of the power.
- The power reduces travel time in the Shadow up to half.
- The power provides up to a +4 bonus when dealing with hazards in the Shadow.
- The power provides 4/4 Armor.
- The fetish permits mind reading. Utilize the rules for Telepathy in *MET: Requiem*, pgs. 164-165.
- The fetish creates illusions that may inflict Bashing or Lethal damage, using the fetish's level as the relevant dice pool for attacks.
- The power may heal Lethal damage.

### *Level Five Fetish Powers (+55 pts)*

The strongest set of abilities a fetish can possess, these powers are the pinnacle of achievement. Only the most powerful spirits that can be housed in a fetish power these abilities, and characters should be very careful in making deals with these entities, lest they come out on the short end of the stick.

- This power destroys a single man-made object per use.
- The fetish may command obedience from one or more targets without a reflexive action to resist its effects.
- The fetish is a weapon that inflicts aggravated damage.
- The fetish is unbreakable, or unmovable.
- This power duplicates the effect of a 5-dot Gift.
- The fetish adds +5 or more to a draw.
- This power may heal Aggravated damage.
- The power provides 5/5 Armor.



### *Fetish Gift Duplication*

Some things should be clarified in regards to fetishes duplicating Gifts. In no case is this system meant to truly short-change the requirements of a Gift. When utilized in fetish form, the costs of the Gift must still be paid, in Essence and/or Willpower. In addition, if the Gift in question only lasts for a number of turns equal to the number of successes, the fetish is considered to have the "Restricted Duration" Minor Restriction, without lowering the "cost" of the fetish.

Or, to put it another way, unless additional Enhancements or Restrictions – over and beyond what is required by the Gift – are placed on the fetish, the duplicated Gift works exactly as written, with no alteration of the fetish's power level. However, the activation test pool for any fetish that duplicates a Gift is equal to the user's Harmony (instead of the usual Attribute + Skill + Renown), as with any other fetish.

In no case can any fetish ever duplicate any Auspice Gift, nor can a character create a fetish that duplicates a Gift that the character normally wouldn't ever be able to learn (so, a Forsaken werewolf would not be able to create a fetish that duplicated the powers of any of the Pure's Gifts, or of a Gift from the Eclipse, Tainted Moon, or Wound Gift lists. It is entirely possible for a Forsaken werewolf to acquire a Pure fetish as a spoil of war, however. No more than one Gift may be duplicated in any one fetish.

Lastly, in no case can a fetish circumvent the Approval level or dot level of a Gift. The fetish's approval level and dot level is always the higher of the two (fetish or Gift).



## *Enhancements and Restrictions*

Once the core powers of the fetish are created, they may be modified somewhat by utilizing enhancements and restrictions. These typically adjust things like the duration of the fetish's powers, their range, or what costs the fetish requires to utilize its abilities.

Refer to *Lore of the Forsaken*, pgs 148-149, with the following modifications:

### *Minor Enhancements:*

**Time:** The time enhancement changes a fetish's power duration from a number of turns equal to the successes on the activation draw (the default) to a minute per success on the activation draw. Spending a point of Essence instead of making an activation draw is counted as drawing one success.

### *Major Enhancements:*

**Time:** This time enhancement changes a fetish's power duration from a number of turns equal to the successes on the activation draw (the default) to an hour per success on the activation draw. Spending a point of Essence instead of making an activation draw is counted as drawing one success.

### *Restrictions*

**Minor Consequences:** The Minor Consequences Restriction levies a -2 penalty on another draw, lasting one scene or less.

**Major Consequences:** The Major Consequences Restriction levies a -4 penalty on a another draw, lasting one scene or less, or levies a -2 penalty for a minimum of a day.

No matter how many restrictions are placed on a fetish, the fetish level cannot be reduced by more than one level. So, a fetish that has 60 points invested into it (thus, a 5-dot fetish) cannot be lowered to a 3-dots or lower due to restrictions. Players are encouraged to place whatever restrictions that make sense on the fetish from a thematic point of view, however.

Once you've selected Powers, Enhancements, and Restrictions, consult the following table (taken from p. 146 of *Lore of the Forsaken*) to determine the level of your fetish.

### *Fetish Level*

Points	Level
<= 10	1
11-20	2
21-30	3
31-40	4
41+	5
<=30	Talen

### *Gut Check*

The Gut Check step is the most important one. The storyteller should take a look at the fetish, compare it to other powers and fetishes the character has, and look for any particularly unbalancing combinations. The storyteller should also compare the incoming fetish to published fetishes of the same level. If at any point the storyteller is not satisfied, or otherwise feels as though the fetish doesn't work well with other elements within the scope of their authority, they should either go to the player with their concerns or, if this is not workable, deny the fetish.

Obviously, in some cases, the final approval storyteller may not be local to the player. Therefore, this Gut Check step will happen via the Approvals Database – so it's very important to be very clear and concise when writing up your fetish!

### *Putting It All Together*

Once you have the concept and style and mechanics to your fetish complete, now is when you put it into the Approvals Database. There are a number of things to include in your application for it to be considered complete.

This section will provide a template for use when putting the fetish application in the Approvals Database, and some helpful advice.

Every single fetish application needs to have the following information, for the storyteller chain to make informed decisions about your fetish. It should further be noted that each fetish requires its own application – multiple fetishes should not be in one “lump sum” application. This makes reading and evaluating fetishes much easier on your storytelling staff!

- Fetish Name: What is it called?
- Fetish Level: How many dots is it?
- Physical Description: What does your fetish look like? Does it always come in one form, or could this be crafted some other way?
- Spirit: What spirit is housed within the fetish?
- The Deal: What sort of chiminage was provided to the spirit to get it to agree to reside within the fetish? Or did your character lock the spirit in a binding circle and force it into the fetish?

- Descriptive Paragraph: Technically, this is optional, but highly recommended, as this describes how everything fits together.
- Point Breakdown: Each Power, Enhancement, and Restriction needs listed out, with its associated number of points alongside it.
- Durability: Described on p.187-188 in the MET core book, Durability is the measure of the fetish's hardness. Use the chart on p.188 of the MET book to determine your fetish's Durability. Many fetishes will be rated at a one or a two – however, remember that Durability is enhanced by the rating of the fetish. Therefore, a 2-dot fetish with a “natural” Durability of 2 has a reinforced Durability of 4. List this as the natural Durability, followed by the reinforced figure in parenthesis. For instance, the example above would read “Durability 2 (reinforced 4)”.
- Size: There is a chart for fetish sizes on p.139 in Lore of the Forsaken. Use this to determine the Size of your fetish, and list it.
- Structure: This is the sum of the (reinforced) Durability, and Size of the fetish. So, if the example fetish above is a Size 1 item (say, a skull of some sort), its Structure is 5
- Damage: If applicable, list the Damage rating of the fetish, followed by the damage type abbreviated in parenthesis afterwards. By way of an example, a fetish greatsword would be listed “Damage: 4 (L)”.

## Appendix I: Klaives and Weapon Fetishes

### Klaives

For many werewolves, teeth and claws are the only weapons they ever need. But the Uratha also have a long history of forging weapons and binding spirits into them to increase their power. These fetish weapons are called *klaives*.

A *klaive* is a hand-to-hand weapon — a sword, dagger, spear, axe, hammer or other implement of destruction. A werewolf in the throes of Rage isn't capable of using such delicate, finesse weapons, and *klaives* are made for the sort of life-and-death situations in which Rage is quick to rise. Werewolves of all tribes use *klaives*. The Blood Talons favor *klaives* that emphasize strength, such as heavy axes and hammers. The Bone Shadows and Storm Lords prefer *klaives* that can be used with a bit more finesse, such as daggers and swords. The Hunters in Darkness favor spears and daggers for their utility outside of combat. The Iron Masters sometimes make fetish weapons that other werewolves refuse to call "*klaives*" — sharpened jags of metal torn from steel pipes, clubs made from "found objects," and other variations on urban brutality.

Activating a *klaive* is normally a reflexive action that invokes the weapon's power for the remainder of a scene. Even without being activated, a *klaive* is still a solidly made weapon of its type.

- Werewolf the Forsaken, p205

### Fetish Weapons: Klaives

Although a brutal instrument such as a lead pipe could have a spirit bound within, it wouldn't be a *klaive*. A *klaive* is a weapon forged by Uratha, imbued with minor powers of war. They are often sized such that they can be used most effectively in Dalu form, yet also useful in Gauru. Ownership of a *klaive* is a clear mark of status for the Uratha; it

indicates a werewolf of combat discipline and strong connections.

- Lore of the Forsaken, p 149

All *Klaives* are fetished weapons, but not all Fetished weapons are *Klaives*. For our purposes, and to promote a uniform understanding of what a *Klaive* is, and is not, here are some guidelines:

#### Klaives...

- Are made items, forged by Uratha.
- Are most effective in Dalu and Gauru forms.
- Do not require a successful Resolve + Composure check to be usable in Gauru form.
- Are NOT weapons bought from a store, online, or made for human use.
- Are never firearms or archery tackle.
- Are not delicate, and do not require finesse in order to use.

#### Conversely, Fetish Weapons...

- Can be any weapon with a spirit bound to it.
- Can be a mundane weapon, from any source.
- Should impose a Resolve + Composure draw in order to be usable in Gauru, provided it is a weapon that can be used in Gauru in the first place (example: NOT a Firearm)

### Overall

When creating *Klaives* and Fetished weapons, it's important to keep in mind that most spirits will be fairly particular about what manner of item they inhabit. If the item is too small for the power level of the desired Fetish, the spirits will be insulted, and most certainly bear a grudge. If the item is too large for the relevant power of the Fetish, they will be suitably flattered, but in the end, the task they are being asked may well be too daunting for them to take on.

In mechanics terms, use the natural damage rating of the weapon as a general guide for an appropriate level for the Fetish, for example:

A standard Dagger has a damage rating of 1. Any spirits who would willingly meld with the item to create a Fetish will be very small and weak (Rank 1 or Rank 2, at most), keeping the level of the Fetish to one or two dots in power.

A Large Axe carries a damage rating of 3. This could potentially house multiple smaller spirits (three Rank 1, one Rank 1 and one Rank 2), or one median sized spirit (one rank 3). Combined, the Spirits would amount to an item between 2-3 dots in the Fetish Merit.

A Great Axe, with its hefty damage of 4, can house the larger spirits (Rank 4 or Rank 5), with a Fetish rating of 4 or 5 dots.

Deviations from the above guidelines are allowable, and should be made with the following considerations in mind:

- What is the quality of the item? A normal dagger, bought at a cutlery shop or Army/Navy surplus store won't attract more potent spirits. However, a dagger hand crafted by a blacksmith or master knife maker (Crafts 4 or higher), or one with a significant amount of effort put into the quality of the item (6+ Successes on the draw to create the item) certainly would. The description of the item should reflect the quality of the weapon.

- What is the weapons personal history? A brand new, out of the box Mossberg 590 12 gauge, bought from an online auction, won't catch the eye of a greater Spirit. A Thompson M1928 used by a US Army Ranger to assault German machine gun nests on D-Day would

stand a better chance. The sidearm of a county sheriff, carried day in, day out, cleaned daily, used with a good deal of reverence and seriousness in the line of duty for over 30 years (thus establishing a behavior pattern of care and ritual-like treatment) would also please a more potent spirit. The Weapons history should be included in the write up of the Fetish, as well as the Application for the item.

- Did the PC bribe the spirit in a suitable fashion? Is the PC creator or PC user making it 'worth their while' to give up freedom for this type of service? This could be reflected as a certain form of chiminage (in the form of a restriction on the item). or other restriction that in a very real way make the PC have to go out of their way on a regular basis (in rare circumstances, on a daily basis; more commonly weekly; and monthly for less powerful items). The Chiminage should be noted in the Fetish Write Up, as well as the Application for the item.

## Damage

### Above and Beyond...

Weapons are built with limited capacity to cause damage. Size, shape, and type of weapon all affect its ability to deal damage. Asking a spirit to imbue the item with a greater ability to harm its target requires extra coercion, convincing, or perhaps even some bribery.

Fetish Weapons and Klaives has the same damage rating as the weapon carries in its normal, inert state at no extra cost. To increase the damage rating of a Fetish beyond those limits, apply the following as individual Fetish Powers during creation:

- +1 damage past base (10 point power)
- +2 damage past base (20 point power)
- +3 damage past base (30 point power)
- +4 damage past base (40 point power)

Note, Klaives and Fetish weaponry created from ordinary items cannot have a damage rating greater than 5. Example: A Longsword has a base damage of +3. You could spend 10 points to raise that to +4, or 20 to raise it to +5, but not 30 to bring it to +6.

War Form Weaponry are treated differently, in a separate section to follow.

### *Upping the Ante*

Construction, method of use, and materials determine the type damage a weapon can dish out. Clubs, cudgels, nightsticks cause blunt force trauma, bashing damage. Blades, knives, swords, axes cause lacerations and cuts, hacking away at flesh and slicing bone, dealing lethal damage to it's target.

Likewise, Fetish Weaponry and Klaives deal the same type of Damage that the natural, mundane item would deal in it's base state, this is at no cost to the player. If the player wishes to upgrade from bashing to lethal, apply the following cost as a power during creation:

- The fetish changes Bashing damage to Lethal. (10 point power)

Specific materials can cause aggravated damage to different targets. However, Uratha frown upon Silver weaponry, and shaping fire and other elements into a permanent weapon is not possible. No mundane melee weapon, and only a few firearms and ammunition types, have the ability to inflict aggravated damage. If a player wishes the Fetish to deal

aggravated damage, they must add the following as a power during creation of the fetish:

- The fetish is a weapon that inflicts aggravated damage. (55 point power)

### *War Form Weaponry as Fetishes and Klaives*

The large, devastating weapons designed to be used in Dalu and Gauru of the Uratha, and the Throwback and War Forms of the Ferals make terrifying and destructive Fetishes, and are nearly ideal for use as Klaives. If players wish to make a standard War Form Weapon into a fetish, use the following guidelines:

- The damage rating of a War Form Weapon cannot be increased beyond 6.
- The damage type of a War Form Weapon can be upgraded, with the same costs as normal.
- War Form Weapons cannot be used in any form that is smaller than size 6.
- War Form Weapons cannot be used in any form that lacks opposable thumbs.

# Fetish Application Template

Fetish Name:

Fetish Level:

Spirit:

Physical Description:

Deal Struck:

Durability:   
 Size:

Structure:   
 Damage:

## Power List

Power:	<input type="text"/>	Points:	<input type="text"/>
Power:	<input type="text"/>	Points:	<input type="text"/>
Power:	<input type="text"/>	Points:	<input type="text"/>

## Enhancement List

Enhancement:	<input type="text"/>	Points:	<input type="text"/>
Enhancement:	<input type="text"/>	Points:	<input type="text"/>

## Restrictions List

Restriction:	<input type="text"/>	Points:	<input type="text"/>
Restriction:	<input type="text"/>	Points:	<input type="text"/>

Point Total:

Total Rank:  Fetish