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# Nuwisha: Changing Breed Book 2 (Werewolf - The Apocalypse)



## Synopsis

Paperback: 72 pages Publisher: White Wolf Publishing (September 17, 2001) Language: English  
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## Customer Reviews

Nuwisha are a blast to play, but if you're hoping for all you need to play them, this book is Necessary, but not sufficient. You're also going to need the players guide to Werewolf, since the Nuwisha book doe NOT contain all of their gifts. NOR does it contain creation rules. It does however, list their Totems, a few gifts, and Nuwisha Only merits and flaws. It also has their creation mythos, and a few secrets. AND AS AN ADDED BONUS, It has Old-man-manyskins in it. Yay, huh?

Nuwisha are were-coyotes. They are Tricksters and warriors for Gaia. This sourcebook includes everything needed to create and play a Nuwisha character. History, culture and myth of the Nuwisha, and much expanded information about Nuwisha magic and Totems is included. There are also ready-to play character templates

The Nuwisha are the eternal pranksters for Gaia. The sacred clowns. This book tells all about them, from the point of view of one of them. So don't expect many answers to be clear as Waterford crystal. Complete and concise.

I was looking for this book since 1997. Here in Genoa (and generally, in Italy) it's not so easy to find "Werewolf" publications! Playing a Nuwisha (a werecoyote) it's very funny: you'll have all the facilitations as you may have playing a ragabash and more. By the way, it's not so easy as you could think. Try it! NOTE: My friends call me "Tex" because my mom she's from Austin (TX). Bye!

White-Wolf really did justice to every ones most loved and hated shape-shifters, the nuwisha. I really loved the art and information presented in whole! This book is a must for any white-Wolf RPer who enjoys to play a wild character!

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