



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 10<sup>th</sup>, 2018


A decorative border of light gray roses and leaves surrounds the page. The roses are in various stages of bloom, and the leaves are detailed with veins. The border is thicker at the corners and tapers towards the center.

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# Character Creation

Players in ***Descendants, Defiance, Domination*** may create Garou characters using the rules found in **Laws of the Wild: Revised, p. 64**. In addition, new characters will receive additional XP at creation, not to exceed 60 XP, as described below:

## Tribes

**Common** No additional requirements are required to play any of the following tribes: Black Furies, Bone Gnawers, Children of Gaia, Fianna, Get of Fenris, Glass Walkers, Shadow Lords, Silent Striders, Silver Fangs, Uktena

**These characters receive 60 base xp at creation**

**Rare** Red Talons, Stargazers, Wendigo | **ST Approval** | **Must** submit background with the sheet at character generation.

**Upon Approval, these characters receive 45 base xp at creation.**

**Fera** Includes all non Garou Changing Breed Species | **ST Approval** | **Must** submit background with the sheet at character generation.

**Upon Approval, these characters receive 45 base xp at creation.**

## Breed

**Homid** No Additional Requirements

**Metis** **ST Approval.** | **Must** submit background with the sheet at character generation.

**Lupus** **Not Allowed at this Time Due to Numbers**

## Rank

**Cub** **Not Allowed at this Time Due to Numbers**

**Clith** No Additional Requirements

**Fostern** **ST Approval.** | **Must** submit background with the sheet at character generation. **Must** pay in XP as much Renown as required to hit Rank 2 for their Auspice. i.e. a Ragabash Fostern would cost an additional 4xp at creation

# Starting Abilities

## Gaps:

Characters may not purchase Abilities above 3 without permission. Abilities granted by Tribal Advantages or totems may exceed this limit. *Martial Arts* may not be taken without permission.

## Starting Lore

All characters receive *Lore: Garou* x 1, *Lore: [Tribal]* x 1, plus three additional levels of lore of their choice. **These bonus Lores count against the 60 XP maximum.**

# Starting Backgrounds

## Gaps

Characters may not purchase Backgrounds above 3 without permission. Backgrounds granted by Tribal Advantages or totems may exceed this limit.

## Ancestors

All Garou characters (excluding Bone Gnawers, and Glasswalkers) receive *Ancestors* x 1 for free, **which counts against the 60 XP maximum.**

All Garou characters except Silent Striders may purchase *Ancestors* x 5 at character creation without approval. Striders may only purchase 1 dot of *Ancestors*.

## Pure Breed

Characters may not take more than 2 levels of Pure Breed without permission. Silver Fangs may take up to 4 levels, and Shadow Lords up to 3 levels, without permission.

## Background Story

Players who submit a written background story - not to exceed five pages - will receive both an ST retest and a line of personal plot.

# Starting Merits and Flaws

The staff of 3D recommends the following merits and flaws: Ancestral Mentor (1 pt.); Angry Ancestor (2 pt.) (Hengeyokai, p. 118), Foe from the Past (1-3 pt.) (PGtG, p. 166), Insane Ancestor (1 pt.) (PGtG, p. 167). Fera We will consider requests for Fera characters – and are most likely to approve Qualmi, and Pumonca. Fera characters receive only 30 build points, and must be built entirely using published Mind’s Eye Theatre materials.

# Rare and Unusual PCs

A Rare and Unusual PC is anything considered out of the norm that could potentially show up in the world of Garou but isn’t going to be part of the majority. Some examples of r/u include but are not limited to the following:

- Awakened (Mage) Kinfolk
- Kinfolk with Hedge Magic
- Nation Loyal Stargazers
- Red Talons
- Fera PCs (Corax, Nuwisha, Gurahl, Bastet, Ratkin, etc)
- PCs from genres that interact with the Changing Breeds such as:
- Changeling
- Mage
- Mummy
- Wraith

3D bases its approval for R/U characters based on the 1 for 10 rarity system. This means that we will only be approving 1 R/U PC for every 10 pcs currently registered as active within our chronicle. We are a Changing Breeds Chronicle, but we are primarily a Garou Game and we wish our membership to reflect as such.



# Abilities

## Ability Maximums

Characters may ordinarily have a maximum of five Traits in an Ability. A Garou or Fera may purchase a sixth Ability Trait in a number of Abilities equal to his or her rank. For example, a Cliath may have six Traits in a single ability, while an Elder may have six Traits in five different Abilities. **Purchasing a sixth level in an Ability costs 3 XP.**

## Gift Retests

Each Gift has a specific Ability for retests – if that Ability is not identified in Laws of the Wild: Revised, in **Appendix 4: Gifts**. In general, these Ability retests are taken directly from tabletop sourcebooks and if no source is given, it defaults to occult

## Comparing Traits:

When a challenge permits an Ability retest, you may add that permanent Ability rating to your Traits for the purpose of resolving ties.

## Specializations:

You must have three levels of an Ability to take a specialization.

See **Appendix 1: Abilities** for additional information about specific Abilities.

# Backgrounds

Certain Backgrounds may be **Restricted**, **Banned**, and/or limited to **Character Creation Only**. There is a hard numerical cap to the number of characters that may take a *Restricted* Background – typically three.

Once the cap is reached, **Descendants**, **Defiance**, **Domination** will not approve additional characters with that merit until an existing character dies or is retired.

**Banned** Backgrounds are not allowed in **Descendants**, **Defiance**, **Domination**.

Backgrounds limited to **Character Creation Only** may not be taken after a character enters play.

See **Appendix 2: Backgrounds** for additional information about specific backgrounds.

## Pure Breed

Characters with Pure Breed gain **EITHER** a number of free retests on Social Challenges equal to their pure breed rating **OR** a number of extra biddable social traits equal to their pure breed rating on applicable challenges (ST Discretion).

This must be declared at the beginning of game and may not be changed during the course of a game session under any circumstances.

# Merits and Flaws

Merits and flaws are special characteristics that may be taken to enhance your character concept. There is no hard limit to the number of Merits and/or Flaws a character may take, but you may only gain the benefit of up to seven Free Traits from Flaws at character creation. Merits and Flaws will be approved by STs on a case-by-case basis depending on their appropriateness to your character concept and the overall game.

Certain Merits and Flaws may be **Restricted, Banned**, and/or limited to **Character Creation Only**. There is a hard numerical cap to the number of characters that may take a *Restricted* Merit or Flaw – typically three.

Once the cap is reached, **Descendants, Defiance, Domination** will not approve additional characters with that merit until an existing character dies or is retired. *Banned* Merits and Flaws are not allowed in **Descendants, Defiance, Domination**.

Merits and Flaws limited to **Character Creation Only** may not be taken after a character enters play.

All Merits purchased beyond the base 7 freebie merit points cost double XP

See **Appendix 3: Merits & Flaws** for additional information about specific merits and flaws.

# Tribal

## Advantages/Disadvantages

The Tribal Advantages replace those listed in Laws of the Wild: Revised.

### *Black Furies*

Black Furies can recover one Willpower Trait per day spent at a site holy to Gaia. They may also trade Willpower Traits with other Black Furies.

### *Fianna*

Fianna book abilities may go over cap and do not count against the abilities at 6 limit. Instead of losing on all WP ties, Fianna have 3 forced retests on Frenzy-Harano challenges per game session.

### *Glasswalkers*

All Glasswalkers receive the Paragon merit for free at character creation. This merit does NOT count against the 7pt Merit Cap.

### *Shadow Lords*

Per Laws of the Wild: Revised, p. 53 – but Shadow Lords may use this advantage even against characters with equal or greater *Pure Breed*.

### *Silver Fangs*

Each session, Silver Fangs gain 1 social retest equal to their rank + 1 for the game session. Only one such retest can be used on each challenge.

# Gifts

## *Rule of Additional Expenditures*

If you could spend traits, etc, to extend the duration of a gift or ability, you may spend up to 5.

## *Static Challenge Difficulties*

Unless otherwise specified by Laws of the Wild or the house rules, where a Gift calls for a static challenge, the difficulty of that challenge is 4 Traits for basic Gifts, 7 Traits for intermediate Gifts, and 10 Traits for advanced Gifts.

## *Attribute vs. Rage/Gnosis/Willpower Challenges*

Where a Gift calls for a challenge pitting an Attribute against Rage, Gnosis, or Willpower, the Gift shall instead rely on an opposed Attribute challenge. For example, True Fear calls for a Physical Challenge against the target's Willpower Traits; in ***Descendants, Defiance, Domination***, the target will resist with her Physical Traits instead.

## *Infinite Loops*

To the extent a Gift, or combination of Gifts, may allow for an infinite loop (e.g., a Gift combination that would allow a character to never run out of Rage/Gnosis/Willpower, or to gain 8 infinite Health Levels), the Storytellers reserve the right to limit the frequency with which those Gifts may be used.

See **Appendix 4: Gifts** for additional information about specific Gifts.

# Learning a Gift

To learn a Gift, a character must both be capable of learning the Gift and have a teacher for the Gift. Gifts are ordinarily taught by spirits, who consider this duty to be their sole province. Characters may learn Gifts up to intermediate from the spirits who normally populate the Caern of Maanmegwug. Spirits may be found to teach higher level Gifts through the *Rite of Summoning*, questing, or by traveling to another caern whose level equals the level of the Gift being sought. There is no restriction on the number of Gifts a character may learn each month from spirits.

Spirits will not teach “out-of-splat” Gifts to characters without the receiving permission directly from the sept’s elder of the relevant tribe, breed, or auspice. Learning an out-of-splat Gift in this fashion will always involve a scene run by the STs, and will almost certainly require the character to perform a favor in advance for the elder being petitioned, and special chiminage to the spirit involved. Garou should always keep in mind that Gifts are generally proprietary and reflect special relationships cultivated by the auspices, breeds, and tribes over the millennia. Frivolous requests risk offending both the Garou and spirits associated with the tribe, breed, or auspice whose Gift is being sought (for being presumptuous), and those associated with one’s own tribe, breed, or auspice (for implying that one’s own Gifts are insufficient).

Gifts may also be taught by Garou to one another. Learning a Gift in this fashion, however, has several drawbacks. First, both characters lose a minimum amount of Honor renown equal to the level of the Gift, and an amount of Wisdom renown equal to their respective ranks. Second, both characters gain the Spirit Notoriety Trait *Faithless*. Spirit Notoriety is discussed in *Laws of the Wild: Revised*, p. 235.

A Garou is limited to 5 out of splat gifts not found on the common gift list, period.

## Common Gifts

The following Gifts, however, are considered to be ‘common’ in ***Descendants, Defiance, Domination*** and may be learned by any Fostern, at out-of-splat costs, without special permission. These gifts do not count towards the Cap. *Persuasion* (Homid), *Sense Wyrms* (Metis), *Heightened Senses* (Lupus), *Scent of Running Water* (Ragabash), *Resist Pain* (Philodox), *Call of the Wyld* (Galliard), *Razor Claws* (Ahroun), and *Resist Toxin* (multiple tribes).

# Rituals

## *Learning a Rite*

Rites must generally be learned from other Garou PCs or NPCs. In unusual circumstances, rites may also be learned from spirits, written records, or other sources. Minor and basic rites take 1 week to learn; intermediate rites take two weeks to learn; and advanced rites take one month to learn.

If the Garou is learning the ritual from an NPC, the Experience Trait cost of the ritual is per Laws of the Wild, p. 173. There is no XP cost for rituals learned from PCs. Minor rituals never cost XP, only time. Only one rite may be learned at a time.

The level of rites a character may learn depends on her Rituals ability. A Garou with Rituals x 1 may learn basic rites; with Rituals x 3 she may learn intermediate rites; and with Rituals x 5 may learn advanced rites. This replaces the rank requirements listed in Laws of the Wild: Revised, p. 180-84.

See **Appendix 5: Rituals** for additional information about specific merits and flaws.

## *Performing a Rite*

During game sessions, rites will not be expedited, and players should role-play the rites they participate in. Good ritual performances may be rewarded with extra Experience Traits and/or Renown. Ritualists are encouraged to create a ritual bag as part of their costuming, containing ritual components such as candles, incense, drums, rattles, or other musical instruments.

# Kinfolk and Hedge Magic

Kinfolk in ***Descendants, Defiance, Domination*** are permitted to take one category of traits up to 13 with ST approval. The 3 traits past 10 must be ICly justified with the Character's actions.

Kinfolk with Hedge Magic may learn 2 paths without any restrictions. When they finish learning their second path, they must wait a year and a day to learn a third path. When their third path is completed, they must wait a year and a day to learn a fourth path. No paths may be learned beyond the fourth path without ST approval.

Kinfolk with Psychic based Hedge Magic are limited to 1 path beyond their psychic abilities.

# Other Crossover Mechanics

In general, Descendants, Defiance, Domination uses the house rules from *Black Hawk County By Night* as they relate to vampiric Disciplines, *Tea with Dragons*, as they relate to Changeling arts (Moderate Setting from the c20 conversation packet), *Shadows on the Horizon* for Mage rules not listed in **Appendix 11: Mage Companion**, *Gary by Night* for Fallen House Rules not found in the packet and *Winds in the West* as they relate to Kuei-jin Disciplines.

In addition to those house rules, which are available via google drive or via the appendix binder to any who wish to see them, we reserve the right to house rule the powers of other supernatural types (namely Fera) as we deem appropriate.



# Experience Traits

By signing into any OWBN Game and playing for at least half the game session, PCs in **Descendants, Defiance, Domination** may claim 4 XP, up to 8xp per month.

By submitting a downtime, PCs in **Descendants, Defiance, Domination** may earn 2XP, up to 8xp per month.

All One World by Night Storytellers and Coordinators based in **Descendants, Defiance, Domination** may claim 8 Experience Traits starting on the first of each month pending active status in the chronicle. Thank you for your service to our org.

All XP Claims and Spends must be sent to [threehorizonsxp@gmail.com](mailto:threehorizonsxp@gmail.com).

# Active v Inactive Status

A character who is not active may not gain XP. To be considered active, a PC must submit a downtime or play in any OWBN game once every three months. If you play in another game, the ST staff must verify attendance or must sign your sheet to verify your attendance.

Exceptions due to work, school, illness, etc, may be requested on a case by case basis to the ST staff.

# *Between Game Actions*

Downtimes accomplish several things that will help improve your gaming experience. First, it is a good opportunity for you to make sure that the experience points you are claiming and spending are recorded for the storytellers. Second, influences and some backgrounds require time to take effect and need to be turned in during the downtime. Most importantly, however, downtimes are a way for you to share more about your character with your storytellers so that they can help tell your story.

The main body of your downtime should tell your character's story. What did they experience during the last game session? How do they feel about the events and people involved? What are they doing during the time between game sessions? This is especially important in Garou, as Garou have a lot that they need to accomplish such as: progress to upkeep spiritual bans and chiminage, fulfilling auspicial and sept roles, crafting or researching new talons and fetishes, and performing rituals.

Many Garou players also coordinate their downtimes with their packmates or share details with their septmates, as Garou by genre are a very communal society. Many packs share in their duties, as well as having strong mental and emotional connections. Most Garou live in reasonably close proximity and work on the sept together, so a lot of things your character does will be visible to others. Obviously, some things are best kept on the down-low, but use your best judgment other players may contribute to your story, or give you a way to contribute to theirs when you open up lines of communication with one another.

See **Appendix 8: Between Game Actions** for additional information on BGAs

# Renown

Renown is used for a great number of things in Werewolf Society. For example, renown is used to determine if you're worthy of challenging for the next Rank and also it's used to weigh whether or not your words and actions have something behind them beyond just air. It can be used to determine whether or not you're ready for a Sept Position (Nobody wants a Den Parent that's not wise...) and it's also representative of consequences. For example, the Rite of Satire greatly reduces one's standing renown.

From an IC perspective, the actions you take IC are noticed by the spirits, either by direct observation or via report from someone else (Namely a Ragabash or a Galliard) about your shenanigans. The spirits are either very pleased (positive) or very not happy with your monkey business (negative) and adjust your spirit cred accordingly.

For Cliath, Fostern, and Adren challenges, you may challenge any PC or NPC 1-3 ranks above your current rank. **The challenge requires ST approval.**

For Athro and Elder Challenges, you must challenge within your Tribe or Auspical Splat. **The challenge requires HST Approval.**

See **Appendix 7: Renown** for additional information about Renown and how it works.

# Combat

Combat may not take place without the supervision of a Narrator or Storyteller. If combat occurs and one is not present, the scene is frozen until one can be present to supervise the events.

## Order of Challenges

Challenges are resolved in Trait order, counting only the actual Traits possessed by the character, including form Traits and named Traits granted by Gifts or Totems; bonus Traits from weapons and Merits are not included. In larger scale combat, Storytellers may elect to use the Mass Combat rules in Laws of the Wild, p. 192.

Regardless of the method used, a character may only be targeted by up to five Challenges at once.

## Ability Retests

To simplify retests in combat, Ability retests will be classified into three categories:

**Attacking:** *Archery, Brawl, Firearms, Martial Arts, Melee, and Throwing* may be used to retest challenges to attack a target.

**Avoiding:** *Dodge* – and only *Dodge* – may be used to avoid being struck by an attack.

**Enduring:** *Survival* may be used to avoid taking damage from an attack, assuming a character is hardy enough to do so. Humans may only use *Survival* to retest attacks inflicting Bashing damage, while many supernatural creatures may also use *Survival* to retest attacks inflicting Lethal damage. Garou (and most other Fera) may use *Survival* to retest any attack that is not deemed ‘unsoakable’ – such as attacks with silver weapons.

## Gift Retests

A gift can be cancelled with the same gift. I.e.: Persuasion can be cancelled with Persuasion and so on.

## Extra Actions

Certain powers (*Rage, Celerity*) allow characters to act with supernatural speed – these actions are considered to be ‘extra actions’. You may take no more than 3 extra actions per round.

## ***Follow Up Actions***

Some characters are able to take follow-up actions in a round because they possess extra limbs (e.g. *Arms of the Abyss*). These actions are considered to be ‘follow-up actions.’

## ***Action Order***

During a turn, actions are resolved in the following order.

- Preemptive Actions (e.g., *Spirit of the Fray*, *Alacrity*)
- Normal Actions
- Extra Actions
- Follow-Up Actions

## ***Blindness***

Blind characters (whether through darkness or other effects) suffer from a two-Trait penalty on all challenges relying on sight. In addition, such challenges are subject to an automatic retest if successful. Garou using the Gift *Heightened Senses*, or who are in Hispo or Lupus form may ignore the trait penalty but are still subject to the automatic retest. Garou using the Gift *Scout of Sight* ignore the penalties for blindness entirely.

## ***Surprise***

A ‘surprise action’ occurs whenever someone is not capable of perceiving an attack, does not respond to an audibly vocalized challenge within three seconds, or in other situations as determined by an ST. This represents only one action, not an entire round of actions and can only be a physically based challenge. While surprised, the defender may only passively defend and may not use Rage Actions or any other powers, fetishes or gifts that were not active before the Surprise was initiated. In the case that the attacker loses the challenge, s/he is allowed an additional retest once. Fast counting will nullify a surprise attempt. Please be considerate to new players to the system.

## ***Regeneration***

Garou may heal 3 Bashing or 1 Lethal Health Level per round. Homid and Lupus characters may not benefit from this regenerative ability while in breed forms.

## ***Damage Cap***

Damage will be limited to 7 per strike in multi action rounds, 5 per target for AoEs, and 10 for single strike, single action blows. The Bad Guys will also be held to this standard.

## ***Armor Cap***

Players are limited to 15 total ‘bonus’ health levels, not including tribal or kith advantages from armor.

# Forms

## Crinos

When making *Brawl* or *Melee* attacks, characters in Crinos may choose to upgrade Bashing damage to Lethal damage, and may choose to inflict an additional Health Level of damage of the appropriate type. Bite and claw attacks always inflict Aggravated damage.

## Hispo

When making biting attacks, characters in Hispo may choose to inflict an additional Health Level of damage of the appropriate type. Bite and claw attacks always inflict Aggravated damage.

## Lupus

Characters in Lupus always inflict Aggravated damage with bite attacks.

## Movement

	Homid	Glabro	Crinos	Hispo	Lupus
Movement Allowed	3	3	3 / 4	5	6

\* Garou in Crinos form take 3 steps while bipedal, and 4 steps while quadrupedal.

## Speed Multiplier

Unless otherwise noted in these House Rules, movement enhancing powers and abilities that multiply a character's speed only add a number of steps equal to the character's base movement for each multiplier. For example a power that doubles speed adds three steps in Homid (or six in Lupus), while a power that triples speed adds six steps in Homid (or 12 steps in Lupus).

### 'Double Move'

If a character takes no action but movement in a round, he may double his speed. The extra steps granted by a double move are not subject to the speed multipliers rule.

## *“Two Gun Mojo”*

The *Ambidextrous* Merit and similar Ability Specializations can be used to add additional traits to your bid pool. ***Descendants, Defiance, Domination*** has no offhand actions unless a gift or rote or other supernatural ability would indicate as such. If they would indicate as such, they are bound by the rule of 3.

# Tempers

## *Exceeding Temper Maximums:*

Garou may not generally possess more Rage, Gnosis, or Willpower than their permanent rating in that temper. They may go 2 over on their Rage, but lose ties on Frenzy Challenges.

# Gnosis

## *Gnosis Expenditures*

Gnosis expenditures in combat is limited to rank. A Cliath may spend 1 gnosis per round, a Fostern may spend 2, an Adren may spend 3, and so on and so forth.

## *Gaining Gnosis*

### **Caern Refresh**

A caern refreshes a garou's gnosis at the rate of 1 gnosis trait per each uninterrupted hour spent on the caern or a rate of 1 per night if they are sleeping on the sept.

### **Mediation**

The Mediation ability can be used to regain a Gnosis. To use the ability, you must sit In Character, doing nothing but meditating, for 5 minutes per dot you wish to use. This must be marked off on your sheet at the time of the spend and an ST or Narrator must sign off on it.

# Rage

## *Extra Actions*

Garou may spend Rage to gain extra actions on a one-for-one basis. The limit is 3 per round.

## *Gaining Rage*

### **Howling at the Moon**

Garou regain Rage the first time they howl at the moon each night. The amount regained is based on the moon phase: 1 Trait under the new moon, 2 Traits under the crescent moon, 3 Traits under the half moon, 4 Traits under the gibbous moon, and 5 Traits under the full moon. If the moon is in the character's auspice, he regains all of his lost Rage Traits.

### **Stressful Situations & Humiliations**

When a Garou loses a challenge in a particularly stressful situation (judged by a Storyteller), or is humiliated, you may elect to regain a Rage Trait. If the Garou regains Rage in this fashion, she must immediately test for frenzy

### **Confrontation**

Garou regain one Rage Trait at the beginning of a new conflict (not necessarily combat) in which a challenge is involved.

### **Injury**

Garou regain one Rage Trait when they are first injured in combat in an evening.

### **Frenzy**

Garou regain one Rage Trait when they enter frenzy and again a point each round



# *Raging on*

A Garou may rage on up to three times **per game session**. It is possible to rage on multiple times in a single combat, it just becomes more difficult each time you do it. We have a simplified rage on system. Things like Bloody Bandages stack with the Rage On Health Levels Obtained.

## *Minor Rage On*

PC rages on with a minor battle scar at 3 health levels.

## *Major Rage On*

PC rages on with a major battle scar at 5 health levels.

## *Final Rage On*

PC Rages on with twice their full health levels but **will absolutely die** at the end of the scene. **There is no avoiding this death.**

## *Rage in the System*

You must have at least 1 dot of rage in your system to rage on.

# *Willpower*

## *Automatic Successes*

Except under stressful situations, such as combat, a character is considered to succeed at any Static Challenge he or she can overbid. Subject to Storyteller discretion, a Willpower Trait may also be spent to succeed on a single Static Challenge or Simple Test before performing the challenge.

## *Gaining Willpower*

### **Sleep Refresh**

A full night's sleep completely restores a PC's Willpower

### **Mediation**

The Mediation ability can be used to regain a Willpower. To use the ability, you must sit In Character, doing nothing but meditating, for 5 minutes per dot you wish to use. This must be marked off on your sheet at the time of the spend and an ST or Narrator must sign off on it.

# *Losing the Wolf*

A Garou with zero Rage Traits and zero Willpower Traits reverts to breed form immediately, and may not shape shift until at least one Willpower Trait is regained.

# Rank Benefits

We give all Shifters simple rank benefits in 3D.

In their Crinos or Hispo forms, **shifters at ranks 1 and 2** have DR 1 on all attacks that are not weakness-based (such as silver, gold, or cold iron.)

In their Crinos or Hispo forms, **shifters at ranks 3 and 4** have DR 2 on all attacks that are not weakness-based (such as silver, gold, or cold iron.)

**At Rank 5, Shifters have DR 2** on all attacks that are not weakness-based (such as silver, gold, or cold iron.) regardless of form.

Regardless of DR benefits, you will ALWAYS take at least one damage per attack.

## ppp

### *Intent to Kill*

Any player who initiates combat with the intent to kill must first notify a Storyteller.

### *'Red Dot' or 'Golden Handcuffs'*

Player characters with 400 Experience Traits or more may not initiate hostile challenges against player characters with less than 400 Experience Traits without the target's player's consent or without Storyteller approval.

### *Right to Accounting*

All players have the right to an accounting for all Traits and damage called, the right to inspect any item cards used, and the right to access to written rules for any character benefits that are not provided for in a printed Mind's Eye Theater supplement or these House Rules.

### *Right to a Storyteller*

All players have the right to have a Storyteller adjudicate any challenges to which they are a party.

# Storytellers

## *Storyteller Accountability*

**Descendants, Defiance, Domination** Storytellers may not have player characters based in **Descendants, Defiance, Domination** may not portray a player character at a **Descendants, Defiance, Domination** mini-event, or grow or otherwise use influences in **Descendants, Defiance, Domination**

## *Storyteller Prerogative*

Although the Storytellers of **Descendants, Defiance, Domination** will attempt to adhere to these House Rules, we reserve the right to deviate from them where we deem necessary or appropriate. Such circumstances will be rare, and we appreciate your patience when they arise.

## *general rules*

### ***You are here to have fun***

Regardless of whether or not you become Sept Alpha, get a super awesome Klaive, or have the epic experience of curbing stomp a BSD into the floor while screaming 'SAY GAIA AGAIN BITCH I DARE YOU', you are here to have fun. Because of this, we want you to enjoy playing through the story and experiencing what the roleplay has to offer. As the STs, it is our place to watch this story unfold, interpret how the rules work, and adjudicate any disagreements that arise.

It is our hope that these house rules will better help the players understand how the World of Darkness works. Sometimes, disagreements will arise between players and/or an STs, which may result in a loud and usually very uncomfortable argument. Rest assured that you don't need to participate in this. If, for some reason, you feel that an ST has made an improper ruling, speak with this ST or another ST about this, or bring the issue to the Player Representative, at a time when it won't disrupt any role-playing or interrupt whatever the person happens to be doing.

### ***Signing into game***

By signing into the game there is an implicit agreement that you agree to follow the rules as they are set, that the ST staff are capable people, and that you trust them to adjudicate any scenes that happen during the time that you are signed in. It also means that your character is subject to this game's jurisdiction for the duration of his or her interactions here.

There is also the agreement to take any disputes with scenes to the ST staff ***Descendants, Defiance, Domination*** and exhaust all reasonable means of resolving any complaints before seeking other means of remedy. You are however, allowed to request an updated copy of the house rules before you sign in.

### ***Swapping PCs***

If you wish to swap characters during a game session, this must be approved by the HST. Your other PC will be findable and actions may be taken against them for 30 minutes after you 'sign out' with the HST.

### ***Respect:***

This is a two way street. If you want you fellow gamers to respect you, you have to respect them. If you want your ST to respect you, you have to respect them. Be courteous to your fellow gamers. Do not make rules calls for your fellow players; if a question about rules or rules call needs to be made, grab a ST. If an ST makes a call, respect the call and bring up your disagreement at a time when it will not disrupt role-play or game time. Remember, you are here to play a game, not argue with and berate others.

## ***Disciplinary Process***

Everyone makes mistakes. Some mistakes have more severe consequences than others. If something happens that requires a disciplinary action, such details will be discussed between the relevant parties **and only** the relevant parties. If you do not need to know, you are not going to know, **period**. If you are caught leaking information about a Disciplinary Process, you might find yourself sitting in the middle of one next. Everyone makes mistakes. Private matters stay private, **period**.

## ***Disciplinary Protocol***

It is the firm belief of the ***Descendants, Defiance, Domination*** staff that mistakes made should in crew consequences but those consequences should not be unreasonable. Everyone has the ability to lose their cool, make mistakes, and do something they regret later on.

## ***Things that can get you in trouble***

Below is a list of common offenses that can get you a warning or chronicle strike in 3D. Please note that all disciplinary actions are subject to appeal, but no appeals will be processed during game sessions. This list is a set of examples, it is not the only list of things to which you may be held accountable for as a player in ***Descendants, Defiance, Domination***

- Being argumentative with STs during scenes
- Harassment of players OOC
- Violating the no touch policy
- Excessive badgering of STs via PMs
- Excessive badgering of other players via PMs
- Violation of the PG-13 rule in rooms
- Magic Penciling
- Negative Metagaming

At the end of the night, remember that Wheaton's Law applies. If you violate it, you will be dealt with accordingly.

# Standard Three Strike System

## **Verbal / Written Warning**

Player will be given a verbal or written warning with simple clear reasoning as to why their behavior is currently unacceptable

**Further consequences:** None

**Public Notification:** None

**Expires:** End of Game Session

## **First Chronicle Strike**

A first chronicle strike is to be used as an awareness check for the player, to offer them the chance to take a step back and examine their behavior and change said behavior before consequences become more severe. They will be asked to step away briefly to regroup.

**Further consequences:** None.

**Public Notification:** None. Everyone makes mistakes.

**Expires:** One Month

## **Second Chronicle Strike**

A second chronicle strike is issued when a player's behavior has persisted beyond a first chronicle strike. With the second strike, a cool down period is no longer suggested, it is enforced.

**Further consequences:** The Player will not be permitted to sign in another character into 3D for a period of no less than two weeks.

If based in 3D, Player's PC will be considered out of play for a period of no less than two weeks. **IC**

**Reasoning will be given.**

If not based in 3D, Player will be removed from all aspects of 3D for a period of no less than two weeks. **IC**

**Reasoning will be given.**

**Public Notification:** None

**Expires:** Three Months

## *Third Chronicle Strike*

A third chronicle strike is given when the first and second attempts at behavior modification have failed. A cool down period is enforced, for the sake of the player, the 3D ST Staff and for the rest of the players in the game.

**Further consequences:** The Player will not be permitted to sign in another character into 3D for a period of no less than two months.

If based in 3D, Player's PC will be considered out of play for a period of no less than two months. **IC Reasoning will be given.**

If not based in 3D, Player will be removed from all aspects of 3D for a period of no less than two months. **IC Reasoning will be given.**

**Public Notification:** Facebook Group, as well as the org ST and Council lists, as this is considered a temporary ban.

**Expires:** Six Months

## *A Note on Transfers*

A PC based in Descendants, Defiance, Domination will not be permitted to transfer their PC to any other chronicle while a strike exists on their record. Post the reduction of those strikes, a PC will be released for transfer if the player so chooses without prejudice.

# *Other Disciplinary Actions*

## *Character Removal from 3D*

If there is persistent disagreement between staff, including the administration, and the player that cannot be resolved via mediation either with the staff or with the help of the player reps over a character's sheet or integration of the character into the game, the player may be asked to transfer their PC to a different chronicle without prejudice or malice, unless another disciplinary action is in effect.

We understand that this is not going to be the game that suits the needs of every player in the org. the PC and while we may be a good game to play in for many players, we might not be the best housing staff for some PCs.

**Further consequences:** None

**Public Notification:** None



## *Restricted Character Creation*

If there is persistent disagreement between staff, including the administration, and the player that cannot be resolved via mediation with the staff with or without the player reps of 3D, the player may be disallowed from housing a PC in 3D. This has no impact on their ability to bring in a visiting character. This action is put into place to give staff and player a chance to reconnect with one another and potentially approach and bridge the concept of creating a character without bad blood being in the picture.

**Further consequences:** None

**Public Notification:** None.

**Expires:** 6 Months

## *Full Ban*

This is considered a worse case scenario situation but in the case of a full ban becoming a necessity, details will be given as needed to parties who need to know. This is not something we take joy in and will strive to avoid at all costs.

**Further consequences:** None

**Public Notification:** Yes.

**Expires:** Varies

## *Other Games*

***Descendants, Defiance, Domination*** is a fully recognized Probationary game in the OWBN organization at large. There are a good number of amazing Changing Breeds Games scattered across the US that you can take your ***Descendants, Defiance, Domination*** PC to. If you wish to travel to a game and you would like us to send your sheet, please send a request to our admin by Wednesday of the week you wish to travel.

Keep in mind that when you attend other games and events, remember that you are acting as an ambassador of sorts of ***Descendants, Defiance, Domination*** . How you act away from home reflects on your home. Think before you speak. Think before you act. Remember that choices have consequences. If you misbehave at another game, the staff of ***Descendants, Defiance, Domination*** can and will echo or seek additional disciplinary actions against you. Behind every sheet is a player. If you disrespect that, there will be consequences.



## *Final Notes*

The 3D Staff would like to extend a thank you to *Past is Prologue*, Gary by Night, *TC Garou*, and *Fields of Rage* for allowing us to take parts of your house rules as our own.

To our players, a final reminder: We are here to have fun. We are here to create a community.

Treat others as you wish to be treated and enjoy your story as it unfolds!



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 9<sup>th</sup>, 2018

**Appendix 1 - Abilities**

## ***Acrobatics***

You may ignore falling damage by spending a level of *Acrobatics* for each story fallen. Normal falling damage is one lethal per story fallen.

## ***Alertness***

When you are Surprised, you may expend a Trait of *Alertness* to negate the surprise. If you are Surprised as a result of a Gift or other supernatural power, you must also defeat your opponent in a Mental Challenge.

## ***Athletics***

*Athletics* may be used for a general physical activities not covered by another ability. *Athletics* may not be used to retest thrown weapon attacks in combat – the appropriate ability for such challenges is *Throwing*.

## ***Awareness***

You must succeed in a Static Mental Challenge using this ability to realize when a supernatural ability has been used in your general vicinity. The difficulty of this challenge is equal to the number of Mental Traits possessed by the power's user.

## ***Archery***

*Archery* is used to retest challenges involving bows. *Firearms* may not be used for such weapons. If you possess *Archery*, you may also use Mental Traits in place of your Physical Traits when making such challenges.

## ***Blindfighting***

Each level of *Blindfighting* reduces the penalties for darkness or blindness by one. You may also spend a level of *Blindfighting* to negate the forced retest on challenges made while blind.

## ***Instruction***

A character with *Instruction* is particularly adept at teaching Abilities and Rituals to her students. If you do not possess a teacher with this ability for the purposes of learning this ability, you can only 'learn' 1 dot per month.

## ***Leadership***

*Leadership* may be used for a general social activities not covered by another Ability.

## ***Linguistics***

Each level of the *Linguistics* Ability increases the number of languages known geometrically. Thus a character one level of *Linguistics* knows 1 extra languages, while a character with five levels knows 16 extra languages.

# ***Martial Arts***

*Martial Arts* includes specialized Garou fighting styles such as Isakaku, Kailindo, and Klaivaskar in addition to other esoteric fighting styles found throughout the world. We've simplified the fighting styles to the following rules to make things easy to digest and understand.

## ***Learning Pre-Requisites.***

In order to learn any martial arts, you must first have Brawl or Melee x 5 and Dodge x 5

Each dot of Martial Arts costs 3xp.

## ***Cancellation***

To reflect the skill of the martial artist, Isakaku, Kailindo, and Klaivaskar cannot be canceled by any ability that is not Isakaku, Kailindo, Klaivaskar or Martial Arts.

## ***Shapeshifting***

Human martial arts were developed with the human form in mind. Accordingly, most 'ordinary' martial arts are only usable in Homid form. Isakaku and Klaivaskar may also be used in Glabro and Crinos form. Kailindo may be used in any form.

## ***Frenzy***

*Martial Arts* functions as *Brawl* or *Melee* while a character is in frenzy.

## ***Kailindo***

Kailindo may be learned as either a Soft style or as a Hard style. In addition, you may apply Totem benefits that grant bonuses relating to a combat Ability to a related *Martial Art* that you possess instead. For example, a Garou with a totem that grants free levels of *Brawl* may choose to instead take that benefit for *Martial Arts: Kailindo*.

## ***Meditation***

The Mediation ability can be used to regain a point of Gnosis OR Willpower per dot you wish to regain. To use the ability, you must sit In Character, doing nothing but meditating, for 5 minutes per dot you wish to use. This must be marked off on your sheet at the time of the spend and an ST or Narrator must sign off on it.

## ***Politics***

Characters may spend a level of *Politics* to determine a character's current Rank and Renown totals.

## ***Primal Urge***

This Ability may be used for Stepping Sideways and activating fetishes and talens.

## ***Rituals***

You must possess one level of *Rituals* to learn basic rituals, three levels to learn intermediate rituals, and five levels to learn advanced rituals. This supersedes the Rank requirement in *Laws of the Wild: Revised*, pp. 180-84.

## ***Tactics***

Packs may pool their *Tactics* Ability at the beginning of a scene calling for pack tactics, to be used on any challenges during that scene relating to that group effort. Abilities so pooled are spent for the session (regardless of whether any retests are used during the scene), and the retests must be distributed by the pack alpha at the beginning of the scene.

The size of the pool for any given scene is limited to the pack's total number of *Totem* Traits. STs retain discretion whether a scene calls for pack tactics, but this use of this ability is not restricted to combat situations.

## ***Throwing***

This Ability is used to retest challenges involving thrown weapons. If you possess *Throwing*, you may also use Mental Traits in place of your Physical Traits when making such challenges.



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 9<sup>th</sup>, 2018

**Appendix 2 - Backgrounds**

*Allies & Influences:* Per the Influence Guide [Appendix 12]

### *Arsenal:*

- You can arm one person with a handgun
  
- • You can arm one person with a shotgun, heavy pistol or semi-automatic rifle or three people with handguns
  
- • • You can arm one person with an assault rifle or submachine gun, three people with a shotgun, heavy pistol or semi-automatic rifle, or five people with handguns.
  
- • • • You can arm one person with a belt fed machine gun or combat shotgun, three people with assault rifles or submachine guns, or five people with shotguns, heavy pistols or semi-automatic rifles
  
- • • • • You can arm one person with an Anti-Material rifle or Frag Grenade, Three people with belt fed machine guns or combat shotguns, or five people with assault rifles or submachineguns
  
- • • • • • You can arm one person with a supernaturally enhanced weapon (Silver, Gold, Cold Iron, etc).

All of these weapons are illegal. If you would like them to be legal, you may spend one point higher than the level you intend to use to make them serialized and legal, but only to own, not to carry. Any obvious use of explosives draws immediate attention of Homeland Security, which may temporarily dry up your supply for a session, or draw significant police attention. It should be noted, explosives can **never** be made legal this way." (ST's call)



**Familiar Spirit (WPG, p. 34):** You have cultivated a special relationship (requiring diligent maintenance) with a spirit companion, which generally accompanies you in the Umbra, and may act as a “battery” for extra Rage, Gnosis, or Willpower Traits. In addition, your *Familiar Spirit* may be targeted by enemies or rivals seeking leverage – often by exploiting the spirit’s special sensory ties. You may not possess both the *Familiar Spirit* and *Numen* Backgrounds.

- A small, not-terribly-bright Gaffling that can store three Traits of Rage, Gnosis, or Willpower (one at a time). You may only communicate with the spirit using *Spirit Speech*, or when nearby in the Umbra. It cannot peek through the Gauntlet.
- A decent-sized Gaffling, with the intelligence of a young child, that can store five Traits of Rage, Gnosis or Willpower (one at a time). It knows instinctively where you are, and it can Peek to see you.
- A Jagging of average intelligence that can store five Traits of Rage, Gnosis, or Willpower (divided among two at a time). It knows instinctively where you are, can see through your eyes, and can Peek through the Gauntlet.
- A fairly bright Jagging that can store five Traits of Rage, Gnosis, or Willpower (in any combination). You can speak telepathically to it, so long as you are near one another. You can see through each other’s eyes, and it can Peek through the Gauntlet (and even Materialize). It knows instinctively where you are.
- An intelligent Jagging, associated with a specific Incarna, who can store six Traits of Rage, Gnosis, or Willpower (in any combination). You may communicate telepathically at any distance, and share all senses and knowledge from any Gift (e.g., Truth of Gaia).

**Fate (W20, p. 137):** *Fate* represents a prophecy that accompanied your birth or the creation of your pack. A *Fate* is always something significant, but it’s as likely to be dark and infamous as it is to be full of glory. Once per scene, you may permanently sacrifice a level of *Fate* to ignore the result of an attack that would kill your character. *Character Creation Only*

**Fetish:** This background is disallowed.

**Kintfolk:** See Appendix 12.

**Mentor:** Mentors will generally be NPC members of the Sept of 3 Horizons or Sept of Solemn Hills. We will work with you to establish your character’s connection with one of these NPCs.

**Numen (PGG, p. 170):** Same as Spirit Familiar. *Character Creation Only*

**Spirit Heritage (W20, p. 139):** Choose a type of spirit (e.g., animal spirits, plant spirits, elementals, or urban spirits) to which your family has some type ancestral tie. You gain one retest per session on Social Challenges against spirits of that type. *Character Creation Only*

**Totem:** Garou make many deals with spirits, none are more sacred than deals made with totems.

While there are exceptions, for the most part, Garou serve three general types of totems. **A Sept Totem, a Pack Totem, and a Personal Totem.** Spirits that take on the role of totem aid those who make pacts with them through various means and, in exchange, those who accept this aid give back to the spirits who aid them, a form of equivalent exchange. In laymen's terms, this means they follow a **Ban**.

**A Sept Totem** is a totem followed by all members of the Sept who have been accepted into the fold of the Sept by the Sept Alpha and the Sept Totem.

**A Pack Totem** is a totem followed by a group of at least 3 garou who come together for a specific purpose. Only the members of the pack can use these benefits

**A Personal Totem** is a totem followed by one Garou. Only that one Garou can utilize the benefits of this totem.

A Sept Totem is '**Innate**.' So long as the Garou is within the confines of the territory of the Sept, they receive the 'Innate' benefits of the Sept totem.

Pack and Personal Totems are '**Abiding**'. A garou can only receive the benefits of one Abiding totem at a time and it cannot be switched mid game.

Rites that create a temporary pack are '**Fleeting**' and the effects fade at the end of the session.

## Appendix 3: Merits & Flaws

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## Merits

### Aetherial Merits

**Celestial Guidance (1 pt.)** (RAth p. 126) – While in the Aetherial Realm, concentrate on your destination and make a Willpower Challenge (*Primal-Urge*) against a difficulty of six Traits. If successful, you can sense the nearest appropriate “step” towards your destination, whether a moon path, anchorhead or even the realm of a potential guide. Even if an Umbral event throws you off course, you can eventually find your way back to familiar territory.

**Celestial Sensitivity (2 pts.)** (RAth p. 126) – You are attuned to the Aetherial Realm, a condition which allows you to feel when something isn’t right around you. This makes it easy for you to avoid being in the wrong place at the wrong time. The Storyteller determines when you receive warning, and whether or not you can determine whether the sense of wrongness comes from some sort of astrological phenomenon, celestial event or disturbance of the local spirits.

### Auspice Merits

Auspice merits are restricted to the appropriate auspices.

### Galliard

**Cool in Battle (2 pts.)** (BoA, p. 103) – Add one to the character’s initiative for the purposes of determining Order of Challenges.

### Ahroun

**Combat Expertise (2 pts.)** (BoA, p. 124) – Once per session, you may retest a single attack or dodge Challenge. This merit does not apply to Gift attacks (e.g., *Invoke the Spirits of the Storm*).

### Physical Merits

**Ambidextrous (1 pt.)** – *Restricted.*

### Supernatural Merits

**Auspicious Birth (2 pts.)** (Hengeyokai, p. 118) – Once per session, you may automatically succeed on one non-combat Static Challenge or Simple Test. *Character Creation Only.*

### Tribal Merits

Tribal Merits may only be taken by members of the appropriate tribe.

### Black Furies

**Inner Strength (2 pts.)** (BF, 2<sup>nd</sup> ed., p. 44) – You have the grit of a true survivor. You gain a 2-Trait bonus on all Willpower Challenges if struggling against impossible odds.

**Insight (2 pts.)** (BF, 2<sup>nd</sup> Ed., p. 44) – You recognize the inner qualities of anyone around you, good or bad, and are not often fooled. You gain a 2-Trait bonus on all challenges to resist *Subterfuge* Challenges and when trying to figure someone out.

### *Children of Gaia*

**Unicorn's Horn (1 pt.)** (CoG, 2<sup>nd</sup> Ed., p. 54) – On all challenges involving healing, you may spend multiple Ability Traits, such as *Medicine* for a retest, rather than the one normally allowed. A short, horn-like shaft of light may appear from the Garou's forehead in the Umbra. *Character Creation Only.*

### *Fianna*

**Voice of the Songbird (3 pts.)** (Fianna, 2<sup>nd</sup> Ed., p. 47) – Fianna with this Merit possess a beautiful voice that haunt their listeners. In any Social Challenges involving speaking or singing, you may spend multiple Ability Traits, such as *Performance* for a retest, rather than the one normally allowed.

### *Get of Fenris*

**Physically Impressive (2 pts.)** (GoF, 2<sup>nd</sup> Ed., p. 47) – A Garou with this Merit gains a 2-Trait bonus to all Social Challenges involving intimidation. The Get appears dangerous both in outward demeanor and in physical bearing, and exudes a confidence that assists in impressing opponents.

### *Glasswalkers*

**Machine Affinity (4 pts.)** (GW, 2<sup>nd</sup> Ed., p. 51) – Working and repairing equipment has always come easy to you. Your connection to machinery spontaneously awakens technological spirits in your presence, and you gain 2-Trait bonus on all challenges when dealing with them.

### *Red Talons*

**Breeding Pack (2 pts.)** (RT, 2<sup>nd</sup> Ed., p. 51) – The Garou is in control of a breeding pack of wolves. This Merit grants one free level in the *Kinfolk* Background.

**Natural Weapon (3 pts.)** (RT, 2<sup>nd</sup> Ed., p. 51) – Garou with this Merit are greatly in tune with their wolf physique. Their balance and physical acuity in Lupus form is greater than those in Homid form. You gain a 3-Trait bonus on any attack with a natural weapon when in Lupus form. You suffer a 1-Trait penalty, however, on any such attack rolls made while in Homid form.

**Territory (2 pts.)** (RT, 2<sup>nd</sup> Ed., p. 51) – The Garou has established a territory for himself (or possibly in conjunction with other Talons or wolves). The character knows the area intimately and can tell, upon traveling there, whether any others have crossed the boundaries. Inside the territory the Garou can hunt more easily and has an intimate knowledge of all the prey there. Other Garou will not willingly enter the Garou's territory unless they seek to provoke him.

### *Shadow Lords*

**Diplomatic Immunity** (SL, 2<sup>nd</sup> Ed., p. 54) – The Garou Nation holds you in esteem as a mediator. You may travel where you please in the furtherance of your duties. No one may search you, and you are welcome at any moot. Of course, should you abuse these privileges, word will spread. The Shadow Lords have worked hard to build up the few Garou entitled to this privilege,

and if an elder of your tribe has found out that you have abused the right, you will be cast out from the tribe. (In other words, whatever you do, don't get caught.)

### *Silent Striders*

**Long Distance Runner (3 pts.)** (SS, 2<sup>nd</sup> Ed., p. 47) - You must have a minimum of 4 Stamina-related Traits to purchase this Merit. When running, you may double your normal speed for one hour per point of Stamina. Gifts improving movement are calculated from the new speed. Thus possession of this Merit and movement-improving Gifts allows you to travel at amazing velocity.

**Noted Messenger (3 pts.)** (SS, 2<sup>nd</sup> Ed., p. 48) - Your reputation as a reliable and uncorruptible messenger precedes you. You can enter most septs unchallenged, as long as you have a message for someone residing there. In addition, few Garou will attempt to hinder you in your duties, and most will let you cross their territories

### *Uktena*

**Human Tribal Status (2-4 pts.)** (Uktena, 2<sup>nd</sup> Ed., p. 46) – You not only maintain an active part in the human community you came from, but you have attained a position of status within that society as a spokesperson, healer, medicine worker or council elder. The number of points you spend determines your relative authority: Two points might mean you act as a shamanic healer for your Kinfolk, while four points qualifies you for a seat on you tribal council or gains you acclaim as a noted wisdom keeper. This Merit is only available to Homids, but is also available to members of the Wendigo Tribe.

### *Wendigo*

**Spirit Parent (6 pts.)** (Wendigo, 2<sup>nd</sup> Ed., p. 48) – Your mother or father was a spirit (the other parent was a Garou). The Storyteller and player should work together to determine the effects of this Merit, which depend largely on the nature of the spirit parent. However, some things are sure:

- ❖ The character begins with 2 extra temporary Renown, allocated according to the parent: A wild and dangerous Wind-spirit provides Glory, whereas a wise animal spirit may provide Wisdom.
- ❖ Banes hate the character more than usual and single him out of a pack for assault or punishment.
- ❖ The character has a spiritual boon, a mild power provided by his spirit heritage. It may be that he never suffers frostbite, can track caribou better than others, or walks more quietly than others.
- ❖ The character also has a mild drawback, some not-so-beneficial character trait, such as extreme impatience, impertinence, single-mindedness, selfishness, etc. It represents the bad side of his parent, whether the constant motion of the wind or the surly temper of a wolverine. This is represented by a Negative Trait that may not be bought off.
- ❖ The cost for the character's pack to take the parent as its totem is one point less than usual. This benefit is not cumulative, if multiple characters share the same spirit parent.

The *Spirit Parent* Merit may be approved for non-Wendigo characters, with a written background.

### *Zodiacal Merits*

Characters may possess either Zodiacal Merits associated with the planetary Incarna or Planetary Aspects, but not both.

#### *Eshtarra*

**Eyes of Eshtarra (4 pts.)** (RAth, p. 127) – You can use your *Kailindo* to heighten your senses to their maximum, allowing you to feel, smell and hear where things and people are. If blinded or placed in a situation where you cannot see, you can use this ability to substitute for your lack of sight. Information comes to you in a manner similar to a bat's sonar. To take this merit you must have at least one *Kailindo* Trait. This Merit negates penalties caused by blindness or darkness. You cannot take this Merit if you have the Blind flaw.

#### *Hakahe*

**Friend of Sorcery (5 pts.)** (RAth, p. 128) – Magic fascinates you in all its forms. You receive a one Trait bonus on all Gift-related or Knowledge-related *Occult* Challenges. In addition, even if your auspice is something other than Theurge, you can learn the Gifts of the crescent moon at the same experience point cost as those of your own auspice and need only possess three of your own Auspice Gifts for each Theurge Gift you possess. If you are a Theurge, you spend one less Experience Trait to acquire a new Theurge Gift (although you must still abide by the restrictions of your rank).

#### *Katanka-Sonnak*

**The Fire Within (2 pts.)** (RAth, p. 127) – The fires of Katanka-Sonnak warm you from within, making you extra resilient against cold weather or damage caused by the cold. You gain a two Trait bonus to all *Survival* Challenges or other challenges involving cold weather hazards, such as swimming to shore in an icy river or digging your way out of an avalanche. You also take one less Health Level of damage from frostbite or other cold-related hazards.

#### *Lu-Bat*

**Resigned Spirit (2 pts.)** (RAth, p. 129) – You accept defeat with a calmness uncommon in most Garou. You gain a two Trait bonus to resist frenzy from trivial matters such as personal frustration or the goading of others.

#### *Meros*

**Luck of the Road (2 pts.)** (RAth, p. 128) – The road has an affinity for you and you find most journeys pleasurable experiences. You gain a two Trait bonus on all travel-related actions – including finding places to stay along your route, locating convenient short cuts and avoiding obstacles such as traffic tie-ups (in urban areas) or rockslides and flooded rivers (in the wilderness). Your affinity extends to your companions as well, giving them a one Trait bonus on similar challenges when traveling with you.

### *Mitanu*

**Mitanu's Tongue (2 pts.)** (RAth, p. 127) – You have the ability to talk your way out of most things when dealing with reasoning creatures, including most spirits. You gain a two Trait bonus on all *Subterfuge* Challenges when attempting to evade the issue, avoid blame or otherwise escape an awkward situation.

### *Merigal*

**Battle Prowess (3 pts.)** (RAth, p. 127) – You gain a 1 Trait bonus on all *Melee* or weapon-based *Martial Arts* challenges. *Restricted.*

### *Rorg*

**Good Instincts (3 pts.)** (RAth, p. 129) – You have an uncanny ability to intuit the best course of action in situations involving instinctive responses RAthEr than logic or rational thought. You gain a two Trait bonus on all *Primal-Urge* or *Survival* Challenges.

### *Quatma*

**Hidden Talent (3 pts.)** (RAth, p. 129) – You have a knack for keeping secrets and for concealing objects so that others have a difficult time locating them. This makes you a natural recipient for sensitive information. Others suffer a two Trait penalty to their challenges for attempting to overhear your private conversations. If you hide an object, others suffer a two Trait penalty to their difficulty to locate it.

### *Shantar*

**Adaptable Nature (2 pts.)** (RAth, p. 129) – You accept change easily and adapt quickly to unfamiliar situations or alien circumstances. The most bizarre Umbral landscapes do not phase you, nor does it bother you to make sudden changes in plans or battle tactics. You can avoid any penalties associated with exposure to alien environments or drastic changes.

### *Sokhta*

**Inner Sight (2 pts.)** (RAth, p. 127) – The solutions to puzzles and mysteries come to you with relative ease. You gain a two Trait bonus on all *Enigmas* Challenges.

### *Tambiyah*

**Mother's Insight (4 pts.)** (RAth, p. 128) – You have an uncanny ability to see into the heart of a situation. You gain a one Trait bonus to all Wits-related Mental Challenges. In addition, where additional degrees of success are possible on such challenges, you automatically receive an additional degree of success (subject to the Rule of Five).

### *Zarok*

**Born Leader (1 pt.)** (RAth, p. 128) – Others respond to your inherent authority and tend to follow your orders or suggestions. You gain a one Trait bonus to all *Leadership* Challenges.



### *Planetary Aspects*

Characters may possess no more than two Planetary Aspect merits or flaws.

**Jupiter Midsky (4 pts.)** (RAAtH, p. 131) – You absorb knowledge easily and enjoy a reputation as a scholar (though not as a teacher). You gain a one Trait bonus on all knowledge-related Ability Challenges, such as *Lore, Computer, Enigmas, Investigation, Law, Linguistics, Medicine, Occult, Politics, Rituals, and Science*. *Character Creation Only*.

**Jupiter Rising (7 pts.)** (RAAtH, p. 131) – Spend two Gnosis Traits and make a number of Static Gnosis Challenges, equal to your Gnosis, against a difficulty of nine Traits. For each success, you gain a Luck Trait, which may be spent (on a one-for-one-basis) in the following ways:

- ❖ Heal one Health Level of damage
- ❖ Spend as Rage or Willpower Traits
- ❖ Retest a single challenge (once per scene)

You may only invoke *Jupiter Rising* once per scene, and any unused Luck Traits disappear at the end of the scene. *Character Creation Only, Restricted*.

**Mars Midsky (5 pts.)** (RAAtH, p. 131) – You have a reputation for your volatile temper and inspire awe in others for the destruction caused by your memorable frenzies. You never enter a Fox frenzy; instead you follow the path of the Berserk. When in a state of frenzy, you receive two extra *Healthy* Health Levels and gain a one Trait bonus on all Strength-related Physical Challenges. Ahroun receive three additional Glory Renown due to a reputation as an all-out, no-holds-barred fighter. However, there is a downside; when you successfully resist frenzy, you must retest the challenge. *Character Creation Only*.

**Mars Rising (6 pts.)** (RAAtH, p. 130) – You may gain *either* a 2 Trait bonus for any offensive combat action *or* inflict an additional Health Level of damage of the appropriate type; you must declare which of these bonuses you are claiming before making the test. *Character Creation Only, Restricted*.

**Mercury Midsky (2 pts.)** (RAAtH, p. 130) – Teaching comes naturally to you; you draw on the vast experience and insights which evolve from Mercury's skill in communicating information. Any person who studies with you gains an extra Experience Trait per month (subject to OWbN's bylaws) in which they spend at least one scene under your tutelage. Each time you agree to teach a student, you gain one temporary Honor Renown. To qualify for this benefit when teaching an Ability, you must possess at least four levels in that Ability. Stargazers gain two extra temporary Wisdom Renown if they possess this aspect. *Character Creation Only*.

**Mercury Rising (3 pts.)** (RAAtH, p. 130) – You will travel far, both in the physical realm and in your far-ranging thoughts. Garou who have Mercury Rising have a one Trait bonus to all challenges that involve the Gauntlet, from stepping sideways to using Gifts that require overcoming the Gauntlet. *Character Creation Only*.

**Venus Midsky (3 pts.)** (RAAtH, p. 130) – This aspect increases your ability to act as an intermediary or mediator between opposing factions. You possess a soothing voice and calming nature and can often stop hostilities from erupting. When acting as a mediator, you gain 3 extra Willpower Traits for the duration of that scene. However, this aspect also places a limit on your Rage. You cannot spend Rage Traits while in the process of mediation; furthermore, you gain a retest on all frenzy challenges when acting as an intermediary. Each time you successfully mediate a situation that could otherwise have become violent or hostile, you receive 3 temporary Wisdom Renown. *Character Creation Only.*

**Venus Rising (4 pts.)** (RAAtH, p. 130) – You gain a 2 Trait bonus on all charisma-related Social Challenges. *Character Creation Only, Restricted.*

## Flaws

### *Aetherial Flaws*

**Umbral Vertigo** (RAtH, p. 126) – Being in the Umbra so distorts your perceptions that you cannot tell which way is “up” or “down.” You constantly experience the sensation of falling. You suffer a two Trait penalty on all Physical Challenges while you are in the Umbra, including combat; furthermore, you must make a Static Willpower Challenge (*Primal-Urge*) against a difficulty of 6 Traits to avoid suffering the same penalty on Social and Mental Challenges, due to your inability to concentrate on what you are doing.

### *Auspice Flaws*

Auspice flaws are restricted to the appropriate auspices.

### *Galliard*

**Tangential (1 pt.)** (BoA, p. 103) – No matter how hard you try, your stories tend to meander. You can't stay on topic when in discussion or when performing, unless you heavily rehearse your lines ahead of time. As a result, you are seen as long-winded and RAtHer dull. You suffer a two Trait penalty to all *Expression* Challenges (unless you are reciting from a script or from memorized lines), and be sure to roleplay this Flaw.

### *Tribal Flaws*

Tribal Flaws may only be taken by members of the appropriate tribe.

### *Children of Gaia*

**Proselytizer (1 pt.)** (CoG 2<sup>nd</sup> Ed., p. 54) – You believe in your cause and won't rest until everybody else does too. This can really help you at first, as the fire of your passion impresses others, but you just don't let up, and this leads others to grow annoyed fast. It can lead to fights if you go too far. If the Storyteller feels the player isn't playing this well, he can impose a Willpower Trait cost per scene the character does not try to win others to his side.

### *Fianna*

**Pain of the Past (4 pts.)** (Fianna, 2<sup>nd</sup> Ed., p. 48) – One of your ancestors suffered terribly, and flashbacks to his or her life haunt you continually, especially when you are in pain. Whenever you take damage, you must make a Static Willpower Challenge (*Survival*) against a difficulty of 6 Traits. If you fail, you collapse for one turn from flashbacks of starvation or torture. You must possess the *Ancestors* Background to purchase this Flaw.

### *Get of Fenris*

**Mixed Heritage (1-2 pts.)** (GoF, 2<sup>nd</sup> Ed., p. 46) – Get of obviously mixed heritage are scorned by others. They are less likely to be accepted, must work harder to gain Renown and are often treated as poorly as metis by the more militant members of their tribe. You suffer a Trait penalty on all Social Challenges with Get of Fenris equal to the level of this Flaw.

### *Glasswalkers*

**Jinx (3-4 pts.)** (GW, 2<sup>nd</sup> Ed., p. 51) – Probably due to the actions of your ancestors, technological spirits tend to avoid you. You cannot learn Gifts from technological spirits, and you cannot use technological fetishes or talens. In addition, these spirits may cause technological devices you use to malfunction – you’re just a jinx.

Fortunately for you, there is one technological spirit that does believe in you. It likes you and thinks that you have been unjustly accused of whatever annoys the other spirits. This spirit lives inside of a piece of machinery, although it is not a fetish., and you must have it present when dealing with technology spirits or you will be ignored. With its aid, you can use any technological fetishes or talens and learn tech Gifts. If this spirit is ever killed, you are out of luck in dealing with technology. A dangerous quest into the CyberRealm may yield you a new ally, at the Storyteller’s discretion. If you purchase the 4 point version of this Flaw, then your spirit ally does not exist and you suffer all the drawbacks listed above.

### *Red Talons*

**Ward Pack (4 pts.)** (RT, 2<sup>nd</sup> Ed., p. 51) – This flaw is similar to the Ward Flaw, but refers to an entire wolf pack.

### *Shadow Lords*

**Original Sin (1 pt.)** (SL, 2<sup>nd</sup> Ed. P. 54) – You are the child or student of an infamous Garou. Galliards have spread legendary stories about him from caern to caern, and the same infamy is extended to you. Within the Shadow Lords, this may work to your benefit, as few would dare betray you, but outside of your tribe, your reputation precedes you. It is assumed that you will resume where your parent or mentor left off. Wear your scorn with pride. This cannot be taken with the *Mentor/Feared Mentor* Merit (SL, Rev., p. 82).

### *Silent Striders*

**Freak Magnet (4 pts.)** (SS, 2<sup>nd</sup> Ed., p. 48) – You attract the very worst sorts of ghosts. Thus, when your Tribal Weakness comes into play, the ghost attracted to you is always a Spectre.

### *Uktena*

**Anti-Wyrmbringer Bias (1 pt.)** (Uktena, 2<sup>nd</sup> Ed., p. 46) – You have an instinctive dislike for Garou whose ancestors came from Europe to invade the Pure Lands. You have a 2-Trait penalty on all challenges involving social interaction with Garou from all tribes but the Red Talons, Uktena, and Wendigo. With the Storyteller’s permission you may exempt up to three tribes – such as the Black Furies, Fianna, and Silver Fangs, who are dominant in the Sept of Awen’s Blessing – from your roster of “foreigners.” This merit is also available to members of the Wendigo Tribe.

**Taint of Suspicion (3 pts.)** (Uktena, 2<sup>nd</sup> Ed. P. 46) – Something indefinable arouses more distrust in you than in the average Uktena. Although you do not register as “Wyrm-tainted,” your presence raises the hackles of most Garou, as if something sinister has worked its way into your

spirit. You should work out with the Storyteller the reason why you invoke such strong feelings of discomfort and unease in other Garou. Many Bane Tenders eventually acquire this Flaw.

### *Wendigo*

**Bitter (2 pts.)** (Wendigo, 2<sup>nd</sup> Ed., p. 48) – You exceed even your fellow Wendigo in bitterness and anger over the state of the tribe, the world or your Kin. Whatever the reason – and there may be no direct reason – you get angry easily at individuals whom you perceive to be the cause of your problems: wasichu, hunters, Horned Serpent People, etc. You suffer a 1-Trait penalty on all frenzy challenges when in their presence.

### *Zodiacal Flaws*

Characters may possess either Zodiacal Flaws associated with the planetary Incarna or Planetary Aspects, but not both.

### *Eshtarra*

**Earthbound (3 pts.)** (RAtH, p. 127) – You have an inherent need to feel something solid underfoot. You must spend a Willpower Trait to board a plane, use a Gift that allows flight or take some similar action that separates you from *terra firma*. You must also make a Willpower Challenge (*Primal-Urge*) against a difficulty of 6 Traits to avoid having to suffer a 1-Trait difficulty on all your actions while beyond the Gauntlet.

### *Hakahe*

**Sadness of Hakahe (1 pts.)** (RAtH, p. 128) – You tend to succumb to depression whenever circumstances overwhelm you. If you fail three successive challenges, you fall prey to feelings of despair and inadequacy. You must bid an additional Trait in all successive challenges until you finally succeed at something.

### *Katanka-Sonnak*

**Uncontrollable Appetite (2 pts.)** (RAtH, p. 127) – You suffer from a tendency to binge whenever you are under stress or have gone without food for more than a few hours. Something in your metabolism snaps and you feel the need to eat enormous amounts of food – everything in sight that is even vaguely edible. Such binges follow each frenzy or other stress-related event; additionally, whenever you go more than four hours without at least a snack of some sort, you feel the urge to devour great amounts of food at the next opportunity. You may spend a Willpower Trait to overcome this urge for a scene. At the end of each binge, you must make a Physical Challenge (*Survival*) against a difficulty of 7 Traits or be violently ill for the next half-hour.

### *Lu-Bat*

**Indolent Will (4 pts.)** (RAtH, p. 129) – You have a hard time rousing yourself to take action. Unless you spend a Willpower Trait to allow yourself a normal initiative in the Order of Challenges, you automatically go last in any turn.

### *Meros*

**Errant Mind (1 pt.)** (RAtH, p. 128) – You have a deserved reputation for being unreliable. Your mind tends to wander frequently so that you forget meetings you promised to attend, fail to keep promises (although sworn oaths tend to stay in your memory) and otherwise fall short of the expectations of others. You must spend a Willpower Trait each time that you wish to make a determined effort to keep a promise or attend a gathering.

### *Mitanu*

**Mitanu's Retrograde Curse (3 pts.)** (RAtH, p. 127) – People constantly misunderstand you, you habitually arrive late at meetings, letters you send get delayed, lost or misdelivered and other similar misfortunes beset you. You must spend a Willpower Trait each time you need to make yourself understood clearly or make it to an appointment or meeting on time.

### *Merigal*

**Reluctant Warrior** (RAtH, p. 127) – Despite your Garou nature, you loathe fighting and have to force yourself to enter battle. Once you have committed yourself to the fray, you do not have any trouble using all your Abilities to their fullest; however, you never initiate combat of your own accord. This Flaw does not affect your ability to defend yourself when attacked.

### *Rorg*

**Foul Temper (2 pts.)** (RAtH, p. 129) – You suffer from a perpetual anger, and this shows in your words and actions. Because you are so angry so often, you find it more difficult to accumulate Rage – anger is your normal state of being, and it's hard to focus your wRAtH into something more potent. Whenever you encounter a situation that would normally result in your gaining a point of Rage, you must make Static Willpower Challenge (*Primal-Urge*) against a difficulty of 6 Traits to do so.

### *Quatma*

**Intrigue Junkie (1 pt.)** (RAtH, p. 129) – You can't resist the urge to complicate matters by inserting an element of intrigue in almost everything you do. Nothing for you is ever simple or straightforward. You assume that others have ulterior motives, just as you do. You must spend a Willpower Trait to resist your tendency to mistrust others or to avoid overcomplicating a simple situation.

**Suspicion Magnet (4 pts.)** (RAtH, p. 129) – For some reason, others mistrust you and attribute all kinds of sinister motives to your every word and deed. Even your packmates refuse to believe that you can do anything without some sort of ulterior motive. You suffer a 2-Trait penalty to Social Challenges, to reflect your problems convincing others of your sincerity or that you are speaking truthfully.

### *Shantar*

**Thoughtless Heart (2 pts.)** (RAtH, p. 129) – You suffer from a lack of wisdom in your judgments and frequently take action without regard to the consequences for yourself or for others. You suffer a 2-Trait difficulty to Wits-related Mental Challenges.

### *Sokhta*

**Sokhta's Minor Madness (2 pts.)** (RAtH, p. 127) – Madness overcomes you from time to time, although for the most part you remain functional. Choose a Derangement for your character. Whenever the moon is in your auspice, you must make a Willpower Challenge (*Primal-Urge*) against a difficulty of 8 Traits to avoid surrendering to your lunacy. You must make this challenge every night the moon remains in your phase. All other times of the month you function normally.

### *Tambiyah*

**Incorrigible Flirt (2 pts.)** (RAtH, p. 128) – You cannot resist making playful attempts at seducing anyone who fits your criteria for the perfect sexual partner. You must spend a Willpower Trait to remain focused on the matter at hand and defer your urges until a more appropriate time. Worse, your Willpower is considered to be 1 Trait lower whenever “potential mates” try to seduce you or bend your will with supernatural powers. Garou with this Flaw are almost certainly Enticer-bait, so don't assume it's all fun and games.

### *Zarok*

**Braggart (2 pts.)** (RAtH, p. 128) – You make every attempt to bring conversations around to your achievements and successes and you never fail to take credit for everything you even vaguely affected. Consequently, people tire of listening to you blow your own horn for more than a few minutes. You suffer a 1-Trait penalty to all Social Challenges as a result of others' inattention and boredom with your self-aggrandizing speeches. (If you take this Flaw, you'll be expected to roleplay your sense of pride and overimportance.)

### *Planetary Aspects*

Characters may possess no more than two Planetary Aspect merits or flaws.

**Jupiter Descending (6 pts.)** (RAtH, p. 131) – Murphy's Law seems to rule your life. Once per scene, Storytellers may force you to retest a successful challenge.

**Mars Descending (6 pts.)** (RAtH, p. 131) – Your inner anger overwhelms you to the point of inarticulateness and incapacity. You suffer a 1-Trait penalty to all combat-related challenges. In addition, you can only ever spend up to two Rage Traits per turn.

**Mercury Descending (3 pts.)** (RAtH, p. 130) – This unfavorable aspect causes you to have problems with limitations and boundaries due to the reversal of the qualities associated with Mercury. You suffer a 1-Trait penalty to actions that involve the Gauntlet as well as to attempts

to maneuver through bureaucratic red tape or bypass a locked door or security system. You also suffer a 1-Trait penalty to *Subterfuge* Challenges.

**Venus Descending (2 pts.)** (RAtH, p. 130) – Love defeats you constantly. You suffer a 1-Trait penalty on all Social Challenges involving charisma or seduction. Bone Gnawers with Venus Descending, however, receive two temporary Honor Renown.



# Appendix 4: Gifts

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## Breed Gifts

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### Homid

#### Basic

- **Persuasion** (Level One) – Spend a Social Trait. You may retest any failed Social Challenge. This Gift may only be used once per challenge.
- **Divide** (Level Two) (PGtG p. 184) – Spend a Gnosis Trait and make a Static Social Challenge (*Brawl*) against a difficulty of 7 Traits. If successful, you exacerbate divisions among a group. Among humans, the Gift simply prevents any resolution of issues and difficulties, making cooperation all but impossible. Among Garou and other creatures capable of frenzy, the difficulty of resisting frenzy is increased by one.
- **Jam Technology** (Level Two) – This Gift may be retested with *Crafts*.
- **Mark of the Wolf** (Level Two) (W20, p. 154) – Make a Social Challenge (*Primal Urge*) against the target. If successful, the target suffers from the Curse for one day, as though she had a Rage rating equal to the user's Rage.
- **Speech of the World** (Level Two) (W20, p. 154) – Make a Static Mental Challenge (*Academics*) against a difficulty of 7 Traits. If successful, the Garou may speak and understand any human language she encounters, though she speaks with an obvious accent, marking her as an outsider. This Gift does not convey literacy.
- **Stare down** (Level Two) – This Gift may be retested with *Intimidation*. Mortals affected with this Gift must flee until they are out of your presence. Garou and other supernatural beings remain frozen while you continue to stare them down.

#### Intermediate

- **Calm the Savage Beast** (Level Three) (W20, p. 154) – Spend a Willpower Trait and make a Social Challenge (*Primal-Urge*) against a frenzied Garou target. If successful, the target's frenzy is cancelled. This Gift may affect non-Garou in a state of frenzy if the user spends an additional Willpower Trait.
- **Cowing the Bullet** (Level Three) (W20, p. 154) – Spend a Gnosis Trait. For the rest of the scene, reduce by one the damage inflicted against the user by all non-silver crafted weapons, including fetishes.
- **Disquiet** (Level Three) – This Gift may be retested with *Empathy*.
- **Reshape Object** (Level Three) – No test is necessary to use this Gift.
- **Tongues** (Level Three) (LotW, p. 93) – This Gift may be retested with *Linguistics*.
- **Body Shift** (Level Four) (W20, p. 154) – Make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful you may shift your body to reduce or increase your damage by one, to gain or lose a Healthy and a Bruised Health Level, or to gain or lose three Physical Traits. You may decrease one (and only one) of these characteristics to increase one (and only one) of the other characteristics for one scene.

- **Bury the Wolf** (Level Four) (W20, p. 154) – Spend a Gnosis Trait and make a Static Gnosis Challenge (*Primal-Urge*) against a difficulty equal to your Willpower rating. For one scene, the Garou appears human to all supernatural scrutiny. The Gift also nullifies the Curse, makes spending Rage impossible, and locks the Garou into Homid form. The Garou may spend 1 or 2 additional Gnosis Traits to extend to the duration of the Gift to one day or one month, respectively. To prematurely cancel the effects of the Gift, the Garou must spend a full turn in concentration, and then spend another Gnosis Trait.
- **Spirit Ward** (Level Four) – This Gift may be retested with *Rituals*.

### Advanced

- **Assimilation** (Level Five) – This Gift may be retested with *Empathy*.
- **Beyond Human** (Level Five) (W20, p. 155) – Humans dealing with the Garou instinctively pick her out as more desirable, important, and interesting than those around her – regardless of the character’s capacity in such matters. The Curse still applies, but rather than being instinctively feared as a predator, the werewolf becomes an intimidating figure of great presence. Finally, the character may boost her Social Traits by spending Rage or Gnosis Traits. Each Trait spend grants the user an additional Social Trait for the remainder of the scene. These temporary Social Traits may exceed the Garou’s regular Social Trait maximum, and may be bid and lost as normal. Once learned, this Gift’s effects are permanent. This Gift supersedes *Ubermensch*.

### Metis

#### Basic

- **Rat Head** (Level One) (W20, p. 156) – Spend 1 Gnosis Trait. For the rest of the scene, the metis may squirm through any gap she can fit her face into. Her speed while squeezing through such spaces is reduced to one step per turn.
- **Sense Wurm** (Level One) – Make a Static Mental Challenge (*Occult*). The difficulty varies depending on the concentration and strength of the Wurm’s influence – if used against an individual, however, the difficulty is equal to their Mental Traits.
- **Shed** (Level One) (W20, p. 156) – Make a Static Physical Challenge (*Primal-Urge*) against a difficulty of seven Traits. If successful, the Garou loses a tuft of fur or skin (revealing healthy new hide), allowing him to slip free of grapples or bonds such as ropes or chains.
- **Burrow** (Level Two) – No test is necessary to activate this Gift.
- **Curse of Hatred** (Level Two) – This Gift may be retested with *Expression*, and may only be used on an opponent once per scene.
- **Grovel** (Level Two) (WWPG, p. 36) – Spend 1 Gnosis Trait and defeat your target Garou in a Social Challenge (*Performance*). If successful, the other Garou will instinctively cease to fight you; he may, however, continue to berate and harass you. The effects of this Gift last for one scene, or until you make an attack. You lose 1 temporary Honor Renown each time you use this Gift.
- **Sense Silver** (Level Two) (W20, p. 156) – As the Ahroun Gift.

## Intermediate

- **Awaken Beast** (Level Three) (WWPG, p. 36) – Bite your target and make a Social Challenge (*Primal-Urge*). If successful, the Beast is awakened in the victim and he will begin to frenzy, believing himself to be a werewolf. This effects lasts for one scene, and human victims may also suffer a permanent derangement.
- **Chameleon** (Level Three) (W20, p. 156) – Spend a Gnosis Trait. While this Gift is active, anyone trying to see the Garou, even in open ground, must defeat her in a Mental Challenge (*Investigation/Stealth*). Once the Garou enters combat, he may be attacked, but gains a free defensive retest during such challenges. Moreover, the Garou loses on ties to avoid being spotted in combat.
- **Shell** (Level Three) (W20, p. 157) – Make a Static Willpower Challenge (*Occult*) against a difficulty equal to your Rage. If successful, the Garou is immune to mind-altering magic of all kinds for the rest of the scene. However, the Garou may not enter any *Empathy*, *Primal-Urge*, or Rage Challenges, nor can he spend Rage Traits.
- **Splintered Claw** (Level Three) (WWPG 2E, p. 35) – Spend 1 Rage Trait after a successful claw attack. The target may not heal damage from that attack until he removes your claw splinters from the wound. You also suffer one Lethal Health Level of damage, which may not be avoided or reduced, but which heals normally. You have no claws until you heal that wound.
- **Body Shift** (Level Four) (WWPG, p. 36) – As the Homid Gift.
- **Lash of Rage** (Level Four) (W20, p. 157) – Spend a variable number of Rage Traits and make a Physical Challenge (*Primal-Urge*) against a target within 100 feet. If successful, the target suffers one unsoakable Aggravated Health Level of damage (meaning that it may not be reduced or redirected by powers such as *Luna's Armor* or *Fortitude*) for each Rage Trait spent. This Gift may only be safely used once per scene. Any additional uses inflict the Gift's full damage on both the Garou and his target.
- **Gift of the Porcupine** (Level Four) – Anyone who strikes you with bare flesh suffers one aggravated health level of damage.
- **Wither Limb** (Level Four) – This Gift requires a Mental Challenge (*Primal Urge*) against your target's Physical Traits. The effects of this Gift may be stacked up to four times – once for each of the target's limbs.
- **Rattler's Bite** (Level Four) (W20, p. 157) – Spend a Rage Trait before making a bite attack. If successful, the Garou's attack inflicts double damage.

## Advanced

- **Protean Form** (Level Five) (W20, p. 157) – The character's ability to partially transform is permanently modified, allowing her to make almost any grotesque modifications the player can imagine. These modifications must logically bestow one of the following benefits: four bonus Traits on a certain category of attacks (extra clawed limbs for claw attacks, tentacles for clinches, etc.), an extra Health Level of damage on a certain category of attacks (a chest-mounted squid beak for extra damage on clinches, arms coated in shark teeth for boosted claw attacks, etc.), or three extra steps per turn in combat (extra legs, vestigial wings, etc.).
- **Umbral Body** (Level Five) (PGtG p. 185) – Spend 1 Gnosis Trait and make a Static Gnosis Challenge (*Primal-Urge*) against a difficulty equal to the Gauntlet. If successful, you gain a free retest on all attempts to dodge or avoid being hit for the remainder of the scene.

## Lupus

### Basic

- **Heightened Senses** (Level One) – This Gift does not cost Gnosis, but you may not spend Rage Traits in the same turn in which you activate this Gift.
- **Predator's Arsenal** (Level One) (W20, p. 159) – By concentrating for a full turn, the Garou gains access to her bite and claw attacks while in Homid form. These attacks inflict lethal, rather than aggravated damage. Though these physical changes are obvious to onlookers, the Garou may conceal them by taking steps such as keeping his mouth shut or putting his hands in his pockets; if he does so, onlookers must defeat him in a Mental Challenge (*Investigation/Stealth*) to notice.
- **Prey Mind** (Level One) (W20, p. 159) – You must declare that you are activating this Gift. While it is active, you are 2 Traits up on all challenges made to escape, outdistance, hide from, or evade pursuit for the remainder of the scene.
- **Sense Prey** (Level One) – This Gift may be retested with *Primal-Urge*.
- **Axis Mundi** (Level Two) (W20, p. 159) – The Garou always knows what direction she is traveling or facing in, so long as she travels within the Gaia Realm. The effects of this Gift are permanent.
- **Eyes of the Eagle** (Level Two) (W20, p. 159) – You must declare that you are activating this Gift. While it is active, the Garou's visual rank is extended by a number of miles equal to her rank.

### Intermediate

- **Death Whispers** (Level Three) (PGtG p. 185) – Make a Static Mental Challenge (*Occult*) against a difficulty of 7 Traits. If successful, you hear the last words the deceased uttered or the thought most prominent in his mind at the moment of death. This Gift is only effective on corpses dead for a maximum of one hour, plus one hour for each Mental Trait spent.
- **Monkey Tail** (Level Three) (W20, p. 159) – The Garou may lengthen her tail and use it as a prehensile appendage at will. At Storyteller discretion, some tasks may require the Garou to succeed in a Static Physical Challenge (*Athletics*). This Gift supersedes *Tail of the Monkey*.
- **Name the Spirit** (Level Three) – This Gift may be retested with *Occult*.
- **Silence the Weaver** (Level Three) (W20, p. 160) – Spend a turn howling, then spend 1 Rage Trait and make a Static Social Challenge (*Primal-Urge*) against a difficulty of 7 Traits. If successful, all delicate electronics within 20 yards are destroyed in a flash of sparks.
- **Strength of Gaia** (Level Three) (W20, p. 160) – Spend 1 Rage Trait. The Garou's lupus form gains the Traits *Ferocious*, *Tough*, and *Wiry* until the end of the scene.
- **Tail of the Monkey** (Level Three) (WWPG, p. 36) – This Gift is superseded by *Monkey Tail*.
- **Beast Life** (Level Four) – No test is necessary to speak with animals.
- **Body Shift** (Level Four) (WWPG, p. 36) – As the Homid Gift.
- **Terror of the Dire Wolf** (Level Four) (W20, p. 160) – Spend a Rage Trait and make a Static Social Challenge (*Primal-Urge*) against 10 Traits, or 12 Traits if used in Homid or Glabro forms. If successful, the Garou invokes the full effect of the Delirium on any human, formerly-human,

or partly-human creature who can see her – including those normally immune to the Delirium, such as mages and vampires. Only other Garou and Fera are immune.

- **Venom** (Level Four) (PGtG p. 186) – After biting an opponent, defeat him in a second Physical Challenge (*Primal-Urge*). If successful, the target takes an additional aggravated wound and loses a Physical Trait. The missing traits return at the start of the next scene, but the damage must be healed as normal.

## Auspice Gifts

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### Ragabash

#### Basic

- **Alter Scent** (Level One) (WWPG 2E, p. 36) – Make a Static Mental Challenge (*Primal-Urge*) against a difficulty of 7 Traits. If successful, you may alter your scent trail to reproduce any scent you have encountered. Those with supernatural powers of smell can uncover your true scent by defeating you in a Mental Challenge (*Investigation / Primal-Urge*)
- **Blur of the Milky Eye** (Level One) – No test is necessary to use this Gift.
- **Hush** (Level One) (BoA, p. 32) – Defeat your target in a Mental Challenge (*Subterfuge*). If successful, the target may not communicate verbally (although other forms of communication are permitted) for one turn, plus one turn for each Mental Trait spent.
- **Infectious Laughter** (Level One) (W20, p. 161) – Make a comment mocking the situation you find yourself in. Make a Social Challenge (*Expression*) against those present. If successful, those who hear your comment and laughter lose hold of their ire, and forget what it was that had them upset in the first place – although their temper will return if they are reminded of what you made them forget.
- **Liar's Face** (Level One) (W20, p. 161) – When using this Gift after making a truthful statement, normal humans automatically believe the Garou is lying. This Gift also works on supernatural creatures with a Willpower rating lower than the user, if the user defeats his target in a Mental Challenge (*Subterfuge/Empathy*).
- **Open Seal** (Level One) – Make a Static Mental Challenge (*Security*) against a difficulty equal to the Gauntlet rating to open the device.
- **Scent of Running Water** (Level One) – Once learned, this Gift is always considered to be active, unless the user chooses to leave a scent.
- **Alter Scent** (Level Two) (PGtG p. 186) – As per LotW p. 98. This Gift may be retested with *Primal-Urge*.
- **Blissful Ignorance** (Level Two) – This Gift functions as per *Blur of the Milky Eye*, save that it lasts only as long as you remain still. However, you may use this Gift while being observed, by defeating any observers in a Physical vs. Mental Challenge. Moreover, this Gift renders you undetectable by electronic devices.
- **Obscure the Truth** (Level Two) (WWPG 2E, p. 36) – Spend 1 Gnosis Trait to double your levels of *Subterfuge* for one scene.
- **Sense of the Prey** (Level Two) – This Gift works automatically if the target isn't trying to hide. If he is, you must defeat him in a Mental Challenge (*Enigmas*). To use this Gift must know the name of your target, have something important to him, or have had a conversation with him. This Gift does not grant you the ability to spot persons who are hidden by other powers, such as *Blissful Ignorance*; you must still overcome those powers to see a magically hidden target.
- **Spider's Song** (Level Two) (W20, p. 161) – Spend a Gnosis Trait to listen in on a phone or electronic communication. The Garou must place her ear up to a telephone pole or cord to listen to landline communications, but need only see one of the devices being used to eavesdrop on a wireless device such as a cellular phone.



- **Taking the Forgotten** (Level Two) – If you successfully take an object, make a Mental Challenge. You may retest this challenge with *Stealth*, and the target may retest with *Streetwise*. If successful, the target forgets having ever owned the stolen item. If the owner is reminded of the item, he may attempt to recall it by succeeding defeating you in a Mental Challenge; bonded fetishes may ‘remind’ their owner of their own accord at the Storyteller’s discretion.
- **Slip of the Tongue** (Level Two) (BoA, p. 33) – Defeat your target in a Social Challenge (*Subterfuge*) after engaging him in conversation. If successful, the target accidentally remarks on something she wished to hide, relating to the subject of the conversation. The Garou may spend additional Social Traits to enhance the ‘quality’ of the information the target reveals.
- **Trickster Beacon** (Level Two) (BoA, p. 33) – Spend a Gnosis Trait, and touch your target. If successful, you must then defeat him in a Mental Challenge (*Enigmas*) to place a spiritual beacon attracting local troublemaking spirits. Lethal pranks are off limits, but anything else is fair game – moving or temporarily stealing possessions, jeering the target in the Umbra, or even causing him to lose his way in familiar territory. This Gift lasts for one day, plus one day for each Mental Trait spent. Using this Gift more than once per month (or more than once per season on a single) target draws the ire of the spirits, however, and may make the Garou herself a target; in addition, the user suffers a one-Trait penalty for each successive use of the Gift in those periods.

### Intermediate

- **Fly Feet** (Level Three) (WWPG 2E, p. 36) – Make a Static Physical Challenge (Athletics) against a difficulty based on the surface you are attempting to adhere to. Adhering to wood or stone is a difficulty of 5 Traits, while glass or ice is against a difficulty of 9 Traits; adhering to the ceiling increases the difficulty by one Trait. If successful, you can walk along walls or even the ceiling. This Gift may be used reflexively.
- **Impunity** (Level Three) (BoA p. 33) – After voicing an uncomfortable truth, the Garou may avoid the worst repercussions of the statement by defeating her target in a Social Challenge (*Subterfuge*). If successful, the target may not punish or attack the speaker for the remainder of the scene.
- **Liar’s Craft** (level Three) (W20, p. 162) – After telling a lie, make a Mental Challenge (*Subterfuge/Empathy*) against the target(s). If successful, the target(s) are convinced by the lie.
- **Pathfinder** (Level Three) (W20, p. 162) – Make a Static Mental Challenge (*Survival*) against a difficulty of 10 Traits. If successful, the Garou’s travel time is reduced by 10% per rank, as she blazes new trails. In addition, anyone attempting to track the Garou using this Gift suffers a two Trait penalty to their attempts.
- **Riddle** (Level Three) (PGtG p. 186) – Spend a Gnosis Trait and tell a riddle to the intended target. The riddle must have a solid answer that would make sense to most people. Until the target solves the riddle, he is down 1 Trait on all challenges. Each morning that passes without solving the question will cost the victim 1 Willpower Trait. If the target is reduced to 0 Willpower Traits, he will isolate himself from everyone for a day; after that period, the Gift ends.
- **Silence** (Level Three) (WWPG, p. 37) – Spend 2 Gnosis Traits to create a zone of silence with a radius of five yards. Any supernatural powers which require the use of sound (*e.g.*, *Clap of Thunder*) will cause you and the user of the competing power to engage in a Willpower Challenge; the winner’s power takes precedence over the loser’s.

- **The Usual Suspects** (Level Three) (BoA, p. 33) – The Garou may track a target, for whom she has an unobstructed line of sight or strong scent trail, by spending a Gnosis Trait, concentrating for three turns, and succeeding in a Static Gnosis Challenge against a difficulty of five Traits. Thereafter, the Garou may learn the general location of the target by spending a Gnosis Trait, concentrating for three turns, and defeating the target in a Mental Challenge (*Enigmas*); success gives a general location, but the specificity may be enhanced by spending additional Mental Traits. The Garou may ‘store’ a number of targets equal to her Gnosis Traits; afterwards, she must lose track of an old target to add a new one.
- **The Crawling Hand** (Level Four) (WWPG, p. 37) – Make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful, you may detach your hand, allowing it to crawl off and perform tasks. You may lend it your Physical Traits (minimum of one and a maximum of five) to perform tasks, and suffer a Trait penalty on Physical Challenges equal to the number of Traits loaned. The hand must be reconnected before the end of the scene, or else it must be regenerated over the course of a month. The hand may travel a number of yards from your body equal to your Mental Traits.
- **Fool’s Luck** (Level Four) (WWPG, p. 37) – Spend 1 Gnosis Trait. For the rest of the scene, you may retest one challenge relating to trickery, coercion, stealth, etc. This retest does not apply to combat.
- **Madness Season** (Level Four) (BoA, p. 34) – Spend a Gnosis Trait and defeat your target in a Social Challenge (*Subterfuge*). If successful, the target is reduced to a fit of gibbering madness of a number of turns equal to your Gnosis Traits, or a full scene if you spend three Social Traits. At Storyteller discretion, a target may be reduced to madness for longer periods through the expenditure of a Willpower Trait.
- **Umbral Dodge** (Level Four) (W20, p. 162) – When attempting to dodge a close-range attack, spend 1 Gnosis Trait. You suffer a 2-Trait penalty on the Dodge Challenge, but the attacker is dropped into the Penumbra (or into the physical world if this Gift is used in the Penumbra).
- **Whelp Body** (Level Four) – A target who does not possess Gnosis resists with Willpower instead of Gnosis.

#### *Advanced*

- **Blank** (Level Five) (PGtG p. 186) – Spend 3 Rage Traits and make an extended Static Gnosis Challenge against a difficulty of 8 Traits. Each success freezes every person in the room for 1 turn. Those affected will not move, nor notice anything that happens for the duration. The Gift’s user may act normally. Any attempt to harm a subject of this Gift instantly breaks the effect for everyone. Supernatural creatures may resist the effect by defeating the Gift’s user in a Willpower vs. Gnosis Challenge.
- **Thieving Talons of the Magpie** (Level Five) – You may retest this Gift with *Stealth*, and the target may retest with *Awareness*. This Gift lasts for one turn, but may be extended by spending a Gnosis Trait at the beginning of each subsequent turn.
- **Thousand Forms** (Level Five) – To take the form of a mythical animal, you must win (not tie) the challenge to activate this Gift.
- **Turn the Moon** (Level Five) (BoA, p. 34) – Spend a Willpower Trait and defeat a target Garou in a Social Challenge (*Primal Urge*). If successful, the target’s auspice is changed to another auspice, of your choice, for one day, plus one day for each Social Trait you spend. The target

loses access to his true auspice's Gifts, sets his Rage Traits to the starting number for his new auspice, and finds his thinking influenced by his new auspice.

- **Weakest Link** (Level Five) (BoA, p. 34) – Spend a Willpower Trait and make a Mental Challenge (*Enigmas*) against the members of a single pack. You learn crucial information on each target defeated; while this is usually general descriptive information about their fears or concerns, or the pecking order of the pack, Storytellers may also allow you to learn who has the most Rage or Gnosis, or possibly certain Merits or Flaws.

## Theurge

### Basic

- **Airt Perception** (Level One) (BoA, p. 56) – This Gift permits the Garou to track spirits much as one would track an animal in the material realm.
- **Sense Chiminage** (Level One) (BoA, p. 56) – Defeat your target in a Mental Challenge (*Subterfuge*). If successful, you may learn the target's state of debt in the spirit worlds. By spending three Mental Traits, you may learn the name of the one spirit the target most recently egregiously wronged, if such a being exists.
- **Umbral Tether** (Level One) (W20, p. 164) – While in the Umbra, the Garou may create a silvery “umbilical cord” connecting him to his point of entry. After each full day the Garou spends in the Umbra, he must spend a Gnosis Trait to maintain the cord; otherwise, it slowly corrodes from the point of entry, and toward the Garou.
- **Battle Mandala** (Level Two) (W20, p. 164) – Spend a Gnosis Trait and make a Static Mental Challenge (*Occult*) against a difficulty of seven Traits. If successful, all spirits (other than the Garou's pack totem) within 50 feet lose one Essence per turn. The mandala dissipates at the end of the scene or whenever the Garou steps outside of its bounds, whichever comes first. The effects of multiple Battle Mandalas are not cumulative.
- **Spirit Knife** (Level Two) (BoA, p. 57) – Spend a Gnosis Trait. For the remainder of the scene, any single weapon crafted entirely by the Garou is able to strike creatures on either side of the Gauntlet in any area where the Gauntlet is equal to or lower than her permanent Gnosis Traits.
- **Spirit Skin** (Level Two) (PGtG p. 186) – While in the Umbra, spend a Gnosis Trait and make a Static Social Challenge (*Subterfuge*). The difficulty of this challenge is 6 Traits to pass oneself off as a wolf spirit, and 8 Traits for anything else. The Gift lasts for the remainder of the scene. While this Gift is active, the caster will normally appear as a spiritual version of his lupus form.
- **The Spirits' Displeasure** (Level Two) (BoA, p. 57) – Spend a Gnosis Trait, burn an effigy of your victim, and defeat your target (who need not be present) in a Social Challenge (*Occult*). If successful, the target with fail, in spectacular manner, an important (but not life-threatening) challenge automatically, or suffer some other spectacular failure in his everyday life. This occasion is chosen by the Storyteller.

### Intermediate

- **Castigate** (Level Three) (BoA, p. 57) – Spend a Gnosis Trait and defeat your target in a Social Challenge (*Intimidation*). If successful, the target loses one temporary Renown of the Garou's choice, plus one for each Social Trait spent. In addition, the Garou loses access to a basic Gift of the Garou's choice for the remainder of the scene, or an intermediate Gift if the Garou spends three Social Traits as described above. This Gift may be used on a target once per session.

- **Exorcism** (Level Three) – Concentrate for three rounds; any interruptions require you to begin anew. If a spirit does not wish to leave, the player must make a Social Challenge (*Intimidation*). If the spirit has been bound to its lodging place (or into a fetish), then the exorcist must make a Static Mental Challenge (*Subterfuge*) against a difficulty equal to the number of Mental Traits possessed by the individual who bound the spirit, at the time it was bound. This Gift can be used to “cure” Possessed (fomori, drones, or kami), although the host will surely die as the spirit is ejected, unless a powerful healer manages to preserve her life during the exorcism. Some powerful Possessed may be immune to this Gift.
- **Evocation of Ceremony** (Level Three) (BoA, p. 57) – Through the use of ritualistic behavior, the Garou may attempt to inspire, unify, or cow an audience by succeeding in Static Social Challenge (*Rituals, Occult, Performance, or Subterfuge*, as appropriate) against a difficulty of 10 Traits. The Garou gains four bonus Traits for the purpose of enacting this Gift. The precise effect is determined by the Storyteller, but generally requires that those present adopt an appropriate attitude towards the Garou during her ritual performance.
- **Spirit Path** (Level Three) (WWPG 2E, p. 36) – Spend 1 Gnosis Trait and defeat a target spirit in a Mental Challenge (*Enigmas*). If successful, you learn the location of a spirit whose true name is known to you. Some Umbral Realms or Charms may make this Gift more difficult to use. The Gift *Name the Spirit* may be used in conjunction with this Gift.
- **Umbral Camouflage** (Level Three) (W20, p. 165) – Spend 1 Gnosis Trait. For the remainder of the scene, the Garou is completely invisible to spiritual senses. The Garou may freely move about, but the Gift’s effects are cancelled if she takes an attack action.
- **Umbral Sight** (Level Three) (WWPG 2E, p. 36) – Spend 1 Gnosis Trait and make a Mental Challenge (*Investigation*) against a difficulty equal to the Gauntlet rating. If successful, you may Peek into the Umbra from the material realm; this Gift functions in all ways like Peeking. The ability lasts for the rest of the scene or until you move to an area with a higher Gauntlet rating.
- **Umbral Tracker** (Level Three) (PGtG p. 187) – Spend 1 Gnosis Trait to see all Umbral tethers in the area. To break an existing tether, a Physical Challenge (*Occult*) must be made against the tether’s owner.
- **Web Walker** (Level Three) (W20, p. 165) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Science*) against a difficulty of 10 Traits. For the remainder of the scene, the Garou and her pack (so long as they remain close to her) may travel on the Pattern Web through the Umbra without physical difficulty, as though she were on a moon bridge. Whether the Web’s strands go where the Garou wants to travel is another matter entirely – this Gift often fails outside urban areas, and in areas of high spiritual activity, such as caerns.
- **Blurring the Mirror** (Level Four) (W20, p. 165) – Spend a Gnosis Trait for each individual you wish to affect. The Gauntlet increases by five those targets for the rest of the scene.
- **Grasp the Beyond** (Level Four) – An unwilling target may resist by making a Willpower Challenge versus the user’s Gnosis.
- **Placation** (Level Four) (BoA, p. 57) – By succeeding in a Static Mental Challenge (*Occult*) against a difficulty of ten Traits, the Garou learns what she must do to placate an offended spirit. Usually, as long as both offender and Theurge are sincere, a few Gnosis Traits are sufficient; if the offender is dead or absent, or the offense is truly great, the spirit courts may require the Garou take on a geas as chiminage, offer a fetish or undertake a quest. In legendary cases, Garou

have even been known to surrender their lives to restore the Garou Nation's ties to a wronged Incarna or totem spirit.

- **Prophecy** (Level Four) (BoA, p. 58) – This Gift offers the Garou true insight into the future. Such visions are sporadic and sometimes enigmatic, but unless a specific effort is made to change what is ahead, they are always accurate.
- **Shadow Play** (Level Four) (WWPG 2E, p. 36) – Spend 1 Gnosis Trait and make a Static Physical Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful you may animate your shadow by making “shadow puppets” with your hands. Your shadow may perform physical tasks, including combat, using your Physical Traits and Abilities; your shadow inflicts one Lethal Health Level of Damage. The shadow can operate, even when there is no light, at a range of 10 yards, and can even operate outside your line of sight.

### Advanced

- **Feral Lobotomy** (Level Five) – Defeat your target in a Mental Challenge (*Empathy*), and spend a variable number of Gnosis Traits. If successful, you can destroy a target's Mental Traits permanently. Two Gnosis Traits must be spent for each Mental Trait to be destroyed; this may not reduce the target below one Mental Trait. Additionally, the target begins acting more animalistic with each trait destroyed. This Gift may only be used on a single target once per session.
- **Healing the Soul** (Level Five) (BoA, p. 58) – Through a week-long ordeal of fasting, trance states and spirit communion, the Theurge is able to set the elements of the Triad into perfect balance within one individual's soul. The target must be willing, and the two individuals must remain in solitude (save for contact with spirits) for the duration. This Gift can cure insanity, ease emotional wounds, heal the effects of trauma and remove desensitization. If the spiritual injury was caused by ill conduct on the subject's part, however, this Gift can only benefit them once. This Gift may not cure full-blown Harano, or a Silver Fang's Quirk, but it may ameliorate the effects (or even stop one from completing the slide into Harano). When used on vampires or wraiths, this Gift may restore a Humanity Trait, subtract up to two levels of Angst once in the target's existence.
- **Malleable Spirit** (Level Five) – This Gift is not effective against totem spirits, Incarna, Celestines, or other similarly powerful spirits.
- **Poisoned Legacy** (Level Five) (BoA, p. 58) – Spend a Gnosis Trait and a Willpower Trait, and defeat your target in a Social Challenge (*Occult*). If successful, you may inflict the *Cursed Flaw* on the target at a level equal to one plus one for every two Social Traits spent (to a maximum of six Traits). If the Garou chooses to permanently sacrifice the spent Gnosis Trait and Willpower Trait, he may instead inflict the Flaw *Dark Fate*. This Gift may only be used on a target once ever.
- **Spirit Vessel** (Level Five) (WWPG 2E, p. 37) – Spend 1 Gnosis Trait and make a Static Gnosis Challenge (*Occult*) against a difficulty of 12 Traits. If successful, you may use one of a spirit's Charms for up to one scene. This Charm must be possessed by a spirit present in the scene, and some spirits may be able to resist your use of this Gift. All Essence costs must be paid in Gnosis.
- **Ultimate Argument of Logic** (Level Five) (W20, p. 166) – Defeat your target in a Social Challenge (*Performance*). If successful, the target believes implicitly in one aspect of existence (true or false) – that the Earth is the center of the universe, that there is such a thing as a spirit world, or that cities are unnatural affronts to nature, for example.

## Philodox

### Basic

- **Fangs of Judgment** (Level One) (W20, p. 166) – Spend a Willpower Trait. For the next full day, all of the Garou’s natural weaponry attacks inflict one extra Health Level of damage to all beings who have fallen from their original purpose to the service of the Wurm (such as Black Spiral Dancers, fomori, and corrupted nature spirits; Banes which came into existence as agents of the Wurm are, regrettably, exempt from this Gift’s sanction).
- **Maat’s Feather** (Level One) (PGtG p. 187) – Make a Static Mental Challenge (*Occult*) against a difficulty equal to the Mental Traits possessed by a target deceased Garou. If successful, you may determine if the deceased was among the pure, or if he had fallen to the Wurm.
- **Moon Lore** (Level One) (BoA, p. 79) – Defeat your target in a Mental Challenge (*Primal-Urge*). If successful, you learn the moon phase the target was born under.
- **Scent of the True Form** (Level One) – You may automatically tell when someone is a werewolf. Identifying anything else requires a Static Mental Challenge (*Primal-Urge*) against a difficulty equal to the target’s Mental Traits.
- **Truth of Gaia** (Level One) – Make a Mental (*Empathy*) vs. Social (*Subterfuge*) Challenge against the target. If successful, you can tell whether he is speaking the truth or lies.
- **Call to Duty** (Level Two) – The Level Three lupus Gift *Name the Spirit* does not give you the name of the spirit, for the purposes of this Gift. This Gift only allows a Garou to summon ‘allied’ spirits; Gaian Garou may summon Gaian spirits, for example, while Black Spiral Dancers may summon banes and other corrupt spirits.
- **Command the Gathering** (Level Two) (W20, p. 167) – Spend 1 Willpower Trait and make a Static Social Challenge (*Leadership*) against a difficulty of 7 Traits. If successful, all in attendance fall quiet and listen. Any individual who wishes to interrupt the Garou or walk out before she has finished speaking must spend two Willpower Traits, or defeat the Garou in a Social Challenge.
- **Omen of Truth** (Level Two) (BoA, p. 79) – After meditating on a specific decision or judgment for at least one full minute, spend 1 Gnosis Trait and make a Static Mental Challenge (*Enigmas*). The difficulty of the challenge varies based on the environment; in a sealed featureless room, the difficulty may be 10 Traits, while it may be as low as 5 in a verdant forest. The difficulty is reduced by one if the Garou spends at least thirty minutes in meditation. If successful, Garou gains some general insight into resolving the matter.

### Intermediate

- **Bonds That Tie Us** (Level Three) (PGtG p. 187) – Spend 1 Rage Trait to connect your feelings to your target, and then whisper the name of a person the target has a relationship. The Gift’s user will feel the emotions the target bears this person. A supernatural target who refuses to cooperate may attempt to resist by defeating the Gift’s user in a Willpower vs. Rage Challenge.
- **Divided Heart** (Level Three) (BoA, p. 79) – Defeat your target in a Social Challenge (*Primal-Urge*). If successful, the target does not suffer the penalties for having his Rage exceed his Willpower for the remainder of the scene.
- **Scent of the Oathbreaker** (Level Three) (W20, p. 167) – Spend a Gnosis trait to sanctify any oath or promise the Garou personally witnesses, no matter how formal or informal. If at any

point in the future one of the individuals sworn to the oath breaks it, the Garou immediately becomes aware of this, and she gains a 4-Trait bonus on all tests to track the oathbreaker by scent. This benefit lasts until the Philodox next stands in the oathbreaker's presence.

- **Sense Balance** (Level Three) (W20, p. 167) – Spend a Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 10 Traits to detect the spiritual balance of an area, if any. Wyrm manifestations feel dense and oily, Weaver presence feels cold and unyielding, and Wyld energies feel hot and trembling. The Philodox must be at peace and without distraction to use this Gift.
- **Weak Arm** (Level Three) – Make a Mental Challenge (*Brawl*) against a target, after observing him for a full round. If successful, you may either gain three bonus traits in combat challenges against the target for the remainder of the scene, or you may inflict an additional health level of damage on all attacks against the target for the remainder of the scene.
- **Reality's Path** (Level Four) (BoA, p. 79) – Make a Static Mental Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful, the target learns whether a single target is telling an unintended untruth. If the Garou spends three Mental Traits, he may also learn whether the target was intentionally misled, and if she spends five Mental Traits, he may learn the truth of the lie at the simplest level. This Gift only functions when the target believes he is telling the truth. Reality's Path deals only with knowable facts – not greater spiritual truths.
- **Scent of Beyond** (Level Four) (W20, p. 167) – Make a Static Mental Challenge against a difficulty of 10 Traits. If successful, the Garou may project her senses to any place with which she is familiar (even an Umbral location), no matter how far away it may be. The Garou must have visited the place to be viewed for it to be considered 'familiar.'
- **Take the True Form** (Level Four) (W20, p. 168) – Make a Social Challenge (*Primal-Urge*) against your target. If successful, Changing Breeds (including Garou) are forced to revert to their breed forms for one turn, plus an additional turn for each Social Trait you spend. Other shapeshifted creatures (such as vampires masquerading as wolves) targeted by this power are likewise forced to revert to their true forms.

### Advanced

- **Geas** (Level Five) – The targets of *Geas* resist with Social Traits rather than Willpower Traits. When targeting a group, challenges are resolved against each member of the group rather than the member with the highest Trait total.
- **Soul's Guilt** (Level Five) (BoA, p. 79) – Focus on a target for one full turn, and then defeat him in a Mental Challenge (*Empathy*). If successful, the Garou gains an impression of the guilt that weighs most heavily on the target's soul. Because guilt is subjective, however, a relatively innocent target may feel a strong sense of guilt over a minor transgression, while a sociopath might feel little guilt over a serious crime. Storyteller involvement in adjudicating uses of this Gift is recommended.
- **Wall of Granite** (Level Five) – Although the wall can move, it only protects only one side at a time and cannot protect against attacks from above. Moreover, the protection of the wall flows both ways – the user is also unable to attack through the wall.

### Galliard

#### Basic

- **Beast Speech** (Level One) – No test is necessary for this Gift.

- **Heightened Senses** (Level One) (W20, p. 169) – As the lupus Gift.
- **Memory Circle** (Level One) (PGtG p. 187) – When you hear something you wish to remember, spend a Gnosis Trait to gain perfect eidetic record of a given set of words. When you wish to tap this record, you must spend 1 Willpower Trait. The words will come back to you exactly as spoken. This Gift leaves tiny clear spheres matted in Garou’s fur while in the Umbra. It is recommended that you write down the words to be remembered out-of-character, to ensure that your in-character recollection is correct.
- **Mindspeak** (Level One) – This Gift may be retested with *Expression*.
- **Perfect Recall** (Level One) (W20, p. 169) – Spend 1 Gnosis Trait to perfectly remember any one detail, no matter how small, from any point in your entire life.
- **Call of the Wurm** (Level Two) – Make a Social Challenge (*Performance*) against hidden agents of the Wurm; you need only bid a single trait, regardless of the number of targets. Any Wurm tainted individuals who hear your call must come to you.
- **Command the Gathering** (Level Two) (W20, p. 169) – As the Philodox Gift.
- **Howls in the Night** (Level Two) (W20, p. 169) – Howl, spend 1 Gnosis Trait and make a Static Social Challenge against a difficulty of 7 Traits. Creatures of the Wurm who hear the howl will be jolted awake if asleep, and rendered unable to sleep for the next three hours.
- **Mimic** (Level Two) (PGtG p. 188) – Once a Garou has learned this Gift, she may automatically replicate anything she has ever heard (subject to the vagaries of her memory, of course). Particularly complicated noises (such as a whole conversation, including background noise) may require a Static Mental Challenge (*Investigation*) against a variable difficulty to get right. If the audience suspects that something is up, then a Social Challenge (*Performance*) may be required to fool them. Finally, the Garou may not make new sounds with this Gift, only replicate ones that she’s heard before.
- **Unified Force** (Level Two) (BoA, p. 101) – Spend 1 Gnosis Trait. For that turn, all members of the Garou’s pack act at the highest initiative in the pack, matching even *Spirit of the Fray*. This Gift only functions for Garou bonded by a totem and while no member of the pack is in a state of frenzy. In addition, members of the pack gain a one-Trait bonus to perform pack tactics.

### Intermediate

- **Sing the Spirits** (Level Three) (PGtG p. 188) - The song begins by calling out the spirit’s name (though simply calling it by the type of spirit will suffice). Then the Garou spends a Gnosis Trait and makes a Physical Challenge (*Occult*) against a target spirit. If successful, the spirit may not approach the singer or those she is touching.
- **Song of Heroes** (Level Three) (W20, p. 170) – This Gift requires the full recitation of a story of epic heroism, taking at least several minutes. At the end of the tale, spend 2 Gnosis Traits and make a Static Social Challenge (*Performance*) against a difficulty of 10 Traits. If successful, all listening Garou and Kinfolk gain temporary Ability Trait of your choice until the sun rises. You may spend Social Traits to increase the number of bonus Ability Traits granted, on a one-for-one basis.
- **Song of the Siren** (Level Three) (W20, p. 170) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Performance*) against a difficulty of 10 Traits. All those in earshot, except the Garou’s packmates may not perform any actions for one turn, plus one additional turn for each Social Trait spent. Those affected may break free by defeating the Garou in a Social Challenge,



or by spending a Willpower Trait for each turn of free action. A character subject to this Gift is immediately freed if he is attacked, or can no longer hear the singing clearly.

- **View the Battlefield** (Level Three) (BoA, p. 101) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Investigation*), with a difficulty based on the size of the battlefield; a large room would be against 7 Traits, while a football field would be against 10 Traits, and an entire forest would be against 12 Traits. If successful, the Garou can see the entire battlefield from above. This Gift makes it virtually impossible to ambush the user, and allows her to know if any of her allies are in immediate danger. Even if her sight is somehow blocked, she instinctively knows the exact location of her packmates. This Gift lasts for one turn, plus one turn for each Mental Trait spent.
- **Gift of Dreams** (Level Four) (W20, p. 170) – Spend a Gnosis Trait and defeat a sleeping target in a Mental Challenge (*Expression*) to craft a dream. To ensure that an individual experiences this dream, the Galliard must breathe it into the target's mouth while they sleep. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning.
- **Bridge Walker** (Level Four) – The maximum distance that can be traversed by the bridge is the user's permanent Gnosis in miles.

### Advanced

- **Fabric of the Mind** (Level Five) – The difficulty of the Static Mental Challenge is 8 Traits. Objects have a number of traits and Negative Traits corresponding to their ordinary counterparts. Living creatures begin with three traits in each Attribute. By bidding additional traits in the challenge, to a maximum of your *Performance*, you may increase these traits on a one for one basis. Once created, the objects require the expenditure of a Gnosis Trait every scene to remain in the material world if relatively inactive, or one per round if they become involve in a fight or other strenuous activity. Creatures drawn out in this fashion are sentient but not entirely independent; they react naturally, but perform by your volition. If you fail when attempting to summon a creature, make two simple tests. If you lose both, the creature appears independent of your control, and often not quite what you had imagined. It lasts until destroyed, banished, or otherwise removed.

### Ahroun

#### Basic

- **Empathy of Hatred** (Level One) (BoA, p 122) – By spending an action focusing on a target, the Garou may learn the target's temporary and permanent Rage Traits. The Gift *Aura of Confidence* blocks the effects of this Gift completely.
- **Falling Touch** (Level One) – The target of this Gift may retest with *Athletics*. If you are successful, the target falls to the ground and may not recover until your next turn begins. In addition, while the target may defend himself, he may not initiate any challenges during this time. This Gift uses an action, and may not be used in conjunction with a damaging attack.
- **Pack Tactics** (Level One) (W20, p. 171 / BoA, p. 122) – Spend 1 Willpower Trait before engaging in a pack tactics maneuver and divide a number of bonus Traits equal to your *Leadership* among everyone performing the maneuver. The bonus Traits should be allocated as evenly as possible, although the player may determine where to distribute extra Traits (or in case of the Garou's *Leadership* score granting fewer Traits than the number of packmates involved).

- **Spur Claws** (Level One) (W20, p. 171) – Spend 1 Rage Trait. The Garou’s next successful claw attack buries her claws into the victim, where they stick after breaking free from the Garou’s fingertips. Until the victim takes the time to pull them out (which takes a full turn), they suffer from the Negative Trait *Painful*. The Garou’s claws take a full turn to regenerate.
- **Renewed Vigor** (Level Two) (BoA, p. 122) – Spend 1 Willpower Trait. If you have spent three or more Rage Traits in that turn and killed an enemy, all of your allies within line of sight gain a number of Rage Traits equal to your Rank.
- **Sense Silver** (Level Two) – This Gift requires a Static Mental Challenge (*Primal-Urge*) against a difficulty of 7 Traits.
- **Shield of Rage** (Level Two) (W20, p. 171) – Spend 1 Willpower Trait. For the rest of the scene, reduce by one all damage taken from spirits.
- **Spirit of the Fray** (Level Two) – Once you learn this Gift, its effects are permanent. You always have the first opportunity to act in each round. Against other opponents with this Gift or similar powers, resolve turn order as normal. However, you may spend a Gnosis Trait to pre-empt even those actions.
- **Spiritual Wrath** (Level Two) (BoA, p. 122) – Spend 1 Gnosis Trait. A single claw attack the Garou makes that turn completely ignores any armor (mundane or magical) that targets might be wearing. All damage is applied directly to his foes’ normal Health Levels (bypassing powers such as *Luna’s Armor* and *Mettle*) and may not be reduced (by powers such as *Resistance*, *Resilience*, or *Aegis*).
- **True Fear** (Level Two) – Make a Physical Challenge (*Intimidation*) against a target, who may retest by spending a Willpower Trait. If successful, the target may not attack anyone while she remains in your presence, although she may defend herself normally, or attempt to flee.

### Intermediate

- **Combat Healing** (Level Three) (W20, p. 171): The Garou no longer needs to pause or make a Static Physical Challenge to heal during combat, and automatically regenerates one non-aggravated Health Level of damage every round. This benefit is permanent.
- **Heart of Fury** (Level Three) – If successful, you win ties on all frenzy tests (or when defending against powers used to incite frenzy) for the remainder of the scene. At the end of the scene, however, you must spend a Willpower trait, or check for frenzy immediately.
- **Purity of Spirit** (Level Three) (BoA, p. 122) – Spend a variable number of Gnosis Traits. For a number of turns equal to the number of Gnosis Traits spent, reduce all damage taken by silver equal to the number of Gnosis Traits spent. This Gift is reflexive, and can be activated in response to an attack. This Gift may not be active at the same time as *Luna’s Armor*; the latest activated cancels the prior Gift.
- **Shatter Bone** (Level Three) (WWPG 2E, p. 37) – Spend 1 Willpower Trait and 1 Rage Trait before striking an opponent’s limb. If successful, the strike crushes the bones of the limb, rendering it useless, and inflicting two unsoakable Lethal Health Levels of damage (but no other damage from the strike). The target also suffers the Negative Traits *Clumsy* and *Lame* until this damage heals; these Negative Traits stack with each new limb shattered. In addition, broken legs hinder movement, and broken arms cannot be used to hold items or attack.
- **Wind Claws** (Level Three) (W20, p. 172) – Spend 1 Rage Trait. For the rest of the turn, all of the Garou’s natural attacks completely ignore any armor (mundane or magical) that targets might

be wearing. All damage is applied directly to his foes' normal Health Levels (bypassing powers such as *Luna's Armor* and *Mettle*) and may not be reduced (by powers such as *Resistance*, *Resilience*, or *Aegis*). While this Gift is in effect, damage from natural attacks may only be enhanced through the use of Gifts (e.g. *Razor Claws* and *Silver Claws*) but not by any other source (e.g. fetishes and totem benefits).

- **Full Moon's Light** (Level Four) (W20, p. 172) – Spend 1 Gnosis Trait. For the remainder of the scene, anyone within one mile who is working against the Garou or her pack emits a soft glow, as though illuminated by moonlight. This Gift can be used to confound powers of stealth or even invisibility, but only if the target is actively attempting to harm, compete with, or otherwise foil the Garou or her pack. Affected characters who are supernaturally hidden must be defeated in a Mental Challenge (*Investigation/Stealth*).
- **Clenched Jaw** (Level Four) – This Gift may be retested with *Brawl*.
- **Touch of Rage** (Level Four) (BoA, p. 123) – Spend 1 Willpower Trait, or 2 if targeting a mortal. Spend a number of Rage Traits; the target gains them (even if that puts the target's temporary Rage Traits above his permanent Traits) and may spend them normally. This Gift only functions on mundane humans and beings that already possess Rage.

### *Advanced*

- **Aegis** (Level Five) (BoA, p. 123) – Spend 1 Willpower Trait. For the remainder of the scene, you may force the retest of any successful attacks against you. Furthermore, if you win the initial challenge when attacked, all damage from the attack is converted to Bashing damage even if your opponent successfully retests the challenge.
- **Shared Strength** (Level Five) (PGtG p. 188) – Spend 2 Gnosis Traits and state a period of time for the Gift to be active. For that amount of time, on Garou of your choice and within your line of sight immediately treated as possessing your Physical Traits, *Brawl*, *Dodge*, and *Melee* Abilities (unless the target's are higher). During this period, you are treated as having 3 Physical Traits, in all forms, and no levels of *Brawl*, *Dodge*, or *Melee*. Neither party may spend Experience Traits to raise any of these shared Traits until the Gift ends.

# Tribal Gifts

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## Black Furies

### Basic

- **Arion's Burden** (Level One) (PGtG, p. 189) – Make a Static Social Challenge (*Athletics*) against a difficulty of 7 Traits. If successful, any animal normally friendly to the Garou will stay calm regardless of her form. In addition, the Garou may ride a horse in either Glabro or Crinos, though in the latter form a Static Physical Challenge (*Athletics*) against a difficulty of 7 Traits must be made during difficult maneuvers.
- **Breath of the Wyld** (Level One) – No test is necessary to activate this Gift. You must defeat your target in a Mental Challenge if she is unwilling.
- **Man's Skin** (Level One) (W20, p. 173) – Make a Static Social Challenge (*Subterfuge*) against a difficulty of seven Traits. If successful, the Garou effectively changes gender in the eyes of onlookers. Her features and build become decidedly more masculine, and her garb seems of a masculine cut. The disguise withstands casual tactile contact, although heavy or violent contact will reveal the truth.
- **Sense Wyld** (Level One) (U:tVS, p. 138) – As the Lupus Gift.
- **Wyld Resurgence** (Level One) (W20, p. 173) – Spend a turn in concentration and spend a Gnosis Trait. The Garou immediately heals either three levels of bashing damage or two levels of lethal damage. With the expenditure of a Willpower Trait in addition to the Gnosis point, one Health Level of Aggravated damage may be healed instead. Damage caused by silver weapons cannot be healed with this Gift.
- **Kali's Tongue** (Level Two) (W20, p. 173) – Spend 1 Rage Trait and defeat your target in a Social Challenge (*Medicine*). If successful, your target may not heal damage by *any* means (including Gifts like *Mother's Touch*) for one turn, plus one turn for every 2 Social Traits spent.
- **Kneel** (Level Two) (W20, p. 173) – Point a finger or claw at your target, and defeat him in a Social Challenge (*Intimidation*). If successful, the target falls to his knees unless he spends a Gnosis Trait to resist the Gift's effects (other supernatural beings may spend their own form of mystic energy, such as blood or quintessence, but mortals remain helpless). The target kneels for one turn, plus one turn per Social Trait spent.
- **Form Mastery** (Level Two) (W20, p. 173) – As the metis Gift.
- **Trail of Pain** (Level Two) (PGtG, p. 190) – Spend at least one turn in thought, then spend a Gnosis Trait and make a Static Mental Challenge (*Empathy*) against a difficulty of 7 Traits. Raise this difficulty by one for each wound from which the Garou currently suffers. If successful, you will either pick out a particular individual as suffering in a crowd, or will sense the direction of someone suffering within 50 yards.

### Intermediate

- **Bacchantes' Rage** (Level Three) (WWPG 2E, p. 38) – Spend 2 Gnosis Traits. For the rest of the scene, you may spend Rage Traits to inflict extra damage after a wounding hit. Every Rage Trait spent in this fashion causes one additional unsoakable Health Level of damage.
- **Coup de Grace** (Level Three) – The target of this Gift may retest with *Dodge*.

- **Heart Claw** (Level Three) (W20, p. 173) – Upon making a successful claw attack, spend 1 Willpower Trait. One of the Garou’s claws breaks off in the target, burrowing toward his heart. Each turn, the burrowing claws inflicts one automatic Health Level of unsoakable lethal damage until it either kills the target or is dug out of the wound (a Static Physical Challenge (*Medicine*) against a difficulty of seven Traits, requiring a turn’s full concentration).
- **Song of the Siren** (Level Three) (WWPG 2E, p. 38) – As the Galliard Gift.
- **Visceral Agony** (Level Three) – Spend 1 Rage Trait before making an attack. If you successfully hit the target, he from suffers wound penalties as though he is one category more injured than he actually is. If he is in frenzy or is otherwise capable of resisting or ignoring pain, he still suffers from normal wound penalties. The effects of this Gift are not cumulative, and may not cause the target to suffer from the penalties of being *Incapacitated*. The effects of this Gift last until the beginning of your next turn.
- **Calm Before the Storm** (Level Four) (PGtG, p. 190) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Primal Urge*) against a difficulty of 10 Traits. If successful, you may project a sense of utter safety on a group of no more than 10 people. If they expect an ambush, they may make a Static Mental Challenge (*Empathy*) against a difficulty of 10 Traits to sense the sudden change of emotion within their own group. When this peace breaks (often by ambush) those affected suffer a 1 Trait penalty on all challenges, plus one for each Social Trait spend upon activation.
- **Wings of Pegasus** (Level Three) (W20, p. 174) – Spend a Gnosis Trait while in Hispo form to produce majestic wings, which last until dismissed. The Garou may fly at speeds of 50 mph (80 kph), or 12 steps in combat. Fine flying maneuvers requires a Static Physical Challenge (*Athletics*) at a difficulty determined by the Storyteller.
- **Wasp Talons** (Level Four) – Enhancements such as *Razor Claws*, *Silver Claws*, or *Visceral Agony* may be used in conjunction with this attack.

### Advanced

- **Gorgon’s Gaze** (Level Five) (W20, p. 174) – After making eye contact, spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Occult*). The Garou’s eyes burn red, gold, and green as she paralyzes her target for one turn, plus one additional turn for each Social Trait spent. If the Garou spends five Social Traits and sacrifices a permanent Willpower Trait, the target is permanently turned to stone. While paralyzed, the target may not defend himself against attacks.

### Bone Gnawers

#### Basic

- **Cardboard Mansion** (Level One) (PGtG p. 190) – After finding an appropriate box, spend 1 Gnosis Trait. The box becomes a windproof, waterproof, soundproof home that is always warm and dry, regardless of what it’s like outside.
- **Cooking** (Level One) – If you seek to consume edible, or inedible but harmless material, this Gift succeeds automatically.
- **Desperate Strength** (Level One) (W20, p. 174) – When making performing a feat of strength (i.e., not an attack), the Garou may gain a free retest, but suffers a Bashing Health Level of damage as the price of the surge.

- **Resist Toxin** (Level One) – This Gift automatically nullifies most normal poisons. For supernatural toxins you may be required to make succeed in a Physical Challenge (*Survival*), but are three traits up on such tests.
- **Tagalong** (Level One) – Abuse of this Gift may cause the user to accrue spirit notoriety.
- **Trash is Treasure** (Level One) (W20, p. 175) – Take hold of a broken object and make a Static Mental Challenge (*Crafts*) against a difficulty of 7 Traits. If successful, you restore the item to full functionality for one scene, and the item supplies its own power, fuel, and/or ammunition. You may spend 1 Willpower Trait to extend the item’s functionality for a full day, but you must supply the power, fuel, and/or ammunition for the item to continue functioning past one scene.
- **Between the Cracks** (Level Two) (W20, p. 175) – Spend 1 Willpower Trait and make a Static Mental Challenge (*Streetwise*) against a difficulty of 7 Traits. If successful, you are able to find the nearest barren spot within an urban area – a place where no human has set foot in at least a week, one which is not only isolated and currently unoccupied, but also likely to remain so for the rest of the night.
- **Cornered Rat’s Ferocity** (Level Two) (W20, p. 175) – Spend 1 Rage Trait and make a Static Rage Challenge against a difficulty of 7 Traits. If successful, the Garou gains a free retest on *Brawl* challenges for the rest of the combat, but also automatically enters frenzy. If the Garou is brought out of frenzy, the benefits of this Gift also end.
- **Guise of the Hound** (Level Two) (W20, p. 175) – The Garou masks herself so that she blends into the urban landscape, disguising her Lupus form so that it appears as a large dog rather than a wolf. This Gift may be activated at will.
- **Trash Magnet** (Level Two) (PGtG p. 190) – Defeat your target in a Social Challenge (*Streetwise*) and spend a variable number of Social Traits. If successful, nearby garbage hurls itself onto the target and he suffers a 1 Trait penalty on all challenges, plus one for each Trait spent. This effect last until the target spends a turn pulling himself free. This Gift is only effective where there is nearby trash.

### Intermediate

- **Beg** (Level Three) (WWPG 2E, p. 39) – Spend 1 Gnosis Trait and defeat your target(s) in a Static Social Challenge (*Performance*) after groveling or telling a sob story. If successful the target will give you some kind of handout, favor, or at least a good meal.
- **Call the Rust** (Level Three) (W20, p. 175) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Crafts*) with a difficulty based on the amount of metal being corroded. A gun is likely to be against 7 Traits, while a car would likely be 12 Traits. If successful, the target corrodes, crumbles, and jams, becoming inoperative.
- **Friend in Need** (Level Three) – No test is necessary to use this Gift.
- **Gift of the Skunk** (Level Three) (W20, p. 175) – Make a Physical Challenge (*Primal-Urge/Dodge*) against your target. If successful, you swell your musk glands, and spray your target with musk like a skunk. The target must spend 1 Willpower Trait to do anything but spend the first turn retching. Afterwards, he is 2 Traits down on all Mental, Physical and Social Challenges for the remainder of the scene. Immersion in water negates this Gift, and it is ineffective against targets with no sense of smell.
- **Gift of the Termite** (Level Three) (W20, p. 175) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Crafts*) against a difficulty of 10 Traits. If successful, the Garou can cause

wood and paper to rot with astonishing speed. Furniture falls apart, documents disintegrate, and buildings may even collapse.

- **Blink** (Level Four) (W20, p. 176) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Stealth*) against a difficulty of 7 Traits. If successful, the Garou may enter a shaded area, and exit from another shaded area within 50 yards.
- **Cliché Curse** (Level Four) (PGtG p. 190) – Spend 1 Gnosis Trait and name your victim, who must be within hearing distance and line of sight. For twenty-four hours, the victim risks disaster in the form of a movie cliché (at Storyteller discretion). Once that disaster occurs, however, the curse is ended.

### Advanced

- **Gluttony** (Level Five) (WWPG, p. 39) – Defeat your target in a Physical Challenge (*Primal-Urge/Dodge*). If successful, you open your jaws far wider than is normally physically possible, and swallow your target whole.
- **Survivor** (Level Five) – No test is necessary to use this Gift.

## Children of Gaia

### Basic

- **Brother's Scent** (Level One) (W20, p. 177) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Empathy*) against a difficulty of 7 Traits. If successful, all individuals not specifically on guard against intruders overlook any incongruity in the Garou's appearance – for example, a naked man covered in blood and carrying a grand klaive walking through a high-society ball would draw no particular notice, nor would a wolf wandering through a residential neighborhood. The Garou isn't invisible, he simply doesn't stand out when he otherwise should, and his appearance is considered unremarkable even when he's interacted with. If the Garou's actions alone would draw attention to himself (shouting, starting a fight, attempting to kick down a locked door) the Gift's illusion is immediately broken. Those specifically on the lookout for individuals who don't belong (security guards at a private facility, for example) don't succumb to this Gift.
- **Luna's Armor** (Level Two) – No test is necessary to use this Gift.
- **Para Bellum** (Level Two) (W20, p. 177) – This Gift may only be used at the beginning of a battle that was not initiated by the Garou, her pack or her allies. Spend 1 Rage Trait to gain the Traits *Stalwart* and *Quick* when attacking the enemy who fired the first shot of the battle, or any character that has inflicted an injury on a member of the Garou's pack during the scene.
- **Stinging Blows** (Level Two) (PGtG p. 190) – Spend 1 Rage Trait. For the rest of the scene, your attacks are so painful that anyone struck by you immediately ignores any other foes he may be facing and attacks you. The target may resist the effects of this Gift by succeeding in a Static Willpower Challenge against a difficulty of 9 Traits.
- **Unicorn's Arsenal** (Level Two) (W20, p. 177) – Spend 1 Gnosis Trait to initiate the transformation. Any opponent bearing a wound delivered by the Unicorn's Arsenal (the Garou's natural weapons) suffers a two Trait penalty on all attacks until the wound has healed.

### Intermediate

- **Chant of Morpheus** (Level Three) (WWPG 2E, p. 39) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Enigmas*). If successful, the target falls into restful slumber for the

rest of the scene. For one hour after waking, the target must spend 1 Willpower Trait to take any hostile action against you. Any attacks directed at the sleeper awaken her immediately and end the effects of the Gift. This Gift is ineffective if the target is in frenzy.

- **Dazzle** (Level Three) – This Gift may be retested with *Empathy/Subterfuge*.
- **Guilt Trip** (Level Three) (WWPG 2E, p. 39) – This Gift is superseded by *The Guilty Mind* (LotW, p. 110).
- **Spirit Friend** (Level Three) – Spend 1 Gnosis Trait. For the remainder of the scene, or one hour, gain a free retest on all Social Challenges against spirits.
- **Pain Chain** (Level Three) (PGtG p. 191) – Spend 1 Gnosis Trait and defeat your target in a Static Mental Challenge (*Investigation*) against a difficulty equal to the target’s Mental Traits. If successful, you learn the identity of the person ‘pulling his strings.’ You may trace that person’s chain of command by defeating each subsequent ‘boss’ in a similar challenge.
- **Unicorn’s Grace** (Level Four) (PGtG p. 191) – Spend 1 Gnosis Trait. For the rest of the scene, the Garou suffers no ill effects of Rage. He cannot frenzy, nor will any Garou or human sense his Rage. However, while this Gift is in effect, he may spend no more Rage Traits in a turn than his levels in *Empathy*.

### Advanced

- **The Living Wood** (Level Five) – This Gift requires a Static Social Challenge (*Survival*) against a difficulty of 12 Traits. The trees typically inflict two health levels of bashing damage in combat, though particularly large trees may inflict three or even four health levels of damage.
- **Trust of Gaia** (Level Five) (CoG TB, Rev., p. 68) – This Gift may be resisted with a Willpower/Gnosis Challenge (*Empathy*) against the Gift’s user.

### Fianna

#### Basic

- **Faerie Light** (Level One) – No test is necessary to activate this Gift, and the light lasts for the scene, or until dismissed.
- **Two Tongues** (Level One) (W20, p. 179) – Spend 1 Willpower Trait. For the rest of the scene, the Fianna may simultaneously carry on two conversations at the same time, which need have no relation to one another. She decides which listeners hear which version of the words she’s speaking. Anyone suspecting something odd about the Fianna’s behavior must defeat her in a Mental Challenge (*Alertness / Subterfuge*) to detect the Garou’s other conversation and to understand what she’s saying there.
- **Brew** (Level Two) (WWPG 2E, p. 39) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Medicine*) against a difficulty of 7 Traits. If successful, you can transform a pitcher of any liquid into an alcoholic substance.
- **Flame Dance** (Level Two) (W20, p. 179) – The player reflexively spends 1 Rage Trait, allowing the Garou to attempt to dodge a single attack without bidding any Traits. Alternately, if the player elects to sacrifice her normal action that turn, she instead gains three bonus Traits to the *Dodge* attempt.
- **Howl of the Banshee** (Level Two) – Spend a Gnosis Trait and make a Social Challenge (*Occult*) against your target. You may affect multiple targets with this Gift, but must bid a trait against each one to do so. Those you defeat must flee your presence for three turns.



- **St. Herve's Folly** (Level Two) (PGtG p. 191) – Spend 1 Willpower Trait and defeat your target in a Social Challenge (*Expression*). If successful, you convince your target to engage in ridiculous acts of subservience to gross lessers. This Gift lasts for one day. Garou and other supernatural creatures may resist this Gift by spending Willpower Traits, while you may spend Willpower Traits to enforce the Gift; unless the target spends more Willpower Traits than you, the Gift remains in effect.

### Intermediate

- **Faerie Kin** (Level Three) – Spend at least 1 Gnosis Trait and make a Static Social Challenge (*Occult*) against a difficulty of 8 traits. If successful, you summon a number of faeries equal to half your levels in *Occult*, rounded up. You may spend additional Gnosis Traits to increase the raw power of the faerie who responds. Note that this Gift may summon changelings or dream-spirits called *chimera*, but it will call true fae only in strange Umbral reaches, and even then very rarely. If you fail this test, faeries may still respond at the Storyteller's discretion. These faeries, however, are bad news – they are vicious and malevolent, and will act to hinder or humiliate you.
- **Fair Fortune** (Level Three) (W20, p. 179) – Spend 1 Gnosis Trait to retest any failed challenge. The result of the second test may not be further retested by you, and this Gift may only be used once per scene.
- **Ley Lines** (Level Three) (W20, p. 179) – Spend 1 Gnosis Trait. For the rest of the scene, any persons attempting to track you by any means must first defeat you in a Mental Challenge (*Occult*).
- **Woadling** (Level Three) (WWPG 2E, p. 40) – After painting woad on your body, make a Static Physical Challenge (*Occult*) against a difficulty of 10 Traits. If successful, the painted woad may be animated at any time by spending 1 Gnosis Trait. An animated woadling dances and prances around a target of your choosing, causing them to suffer a 3-Trait penalty on all challenges, which may be increased on a one-for-one basis at the time the woadling is animated. This effect lasts for one scene. You may carry multiple woadlings on your body, but only may only release one per turn.
- **Airitech's Daughters** (Level Four) (PGtG p. 191) – Spend 1 Rage Trait for each human you want to turn into a werewolf, up to a maximum of three, before making a Static Physical Challenge (*Subterfuge*) against a difficulty of 10 Traits. If successful, all humans affected by the Gift turn into werewolves for one hour. They do not receive any of the benefits of the Crinos form, do not cause Delirium, and are not protected by the Veil; the change is largely cosmetic. They may, however, receive a bonus to *Intimidation* challenges. This Gift does not work on anyone but mortal humans. It will not affect mages, vampires, or the imbued; it will, however, work on Kinfolk, ghouls, or sorcerers.
- **Balor's Gaze** (Level Four) – Spend 1 Rage Trait and 1 Gnosis Trait and make a Static Social Challenge (*Occult*) against a difficulty of 8 traits. For the remainder of the scene anyone at whom you glance must defeat you in a Mental Challenge (*Occult*) or double over in pain. Any individuals thus affected suffer from the effects of the wound penalties associated with being *Wounded*. Targets who are already suffering from the *Wounded* wound penalties are *Incapacitated*. You may only affect one target at a time with this Gift.
- **Faerie Blood** (Level Four) (WWPG, p. 39) – Spend 2 Gnosis Traits. For the rest of the scene you become immune to the effects of silver, but iron will have the same effect on you that silver normally does. In addition, you gain a 1-Trait bonus on all Gnosis Challenges, and reduce by one

the Gnosis cost of any Gift. Any Gift that normally has a Gnosis cost may not be used in the same turn that Rage Traits are spent, even if *Faerie Blood* reduces the cost to zero.

- **Song of the Dire** (Level Four) (WWPG 2E, p. 40) – While singing a battle song in Hispo form, spend 2 Gnosis Traits and make a Static Social Challenge (*Performance*) against a difficulty of 10 Traits. If successful, your packmates gain a 1-Trait bonus on all challenges, which may be increased by spending Social Challenges on a one-for-one basis. This effect lasts for one turn, but may be extended if you continue to sing, at a cost of 2 Gnosis Traits per turn.
- **Troll's Bridge** (Level Four) (WWPG, p. 40) – When in a relatively enclosed area, such as a thick grove of trees, make a Static Mental Challenge (*Repair*) against a difficulty of 10 Traits. If successful, attackers must defeat you in a Physical Challenge (*Athletics*) to enter that area.

### Advanced

- **Call the Hunt** (Level Five) – This Gift requires a Static Social Challenge (*Occult*) against a difficulty of 12 traits.
- **Fog on the Moor** (Level Five) (W20, p. 180) – Spend 1 Willpower Trait and make a Static Gnosis Challenge against a difficulty of 12 Traits. If successful, you instantly assume a ghostly form, immune to all attacks except those made with silver. You may communicate and strike opponents normally. This Gift lasts a number of turns equal to half your Gnosis, rounded down.
- **Gift of the Spriggan** (Level Five) – This Gift requires a Static Physical Challenge (*Primal-Urge*) against a difficulty of 12 traits. At your largest size you inflict an additional health level of damage in brawl or melee attacks, and have an additional *Healthy* health level.

### Get of Fenris

#### Basic

- **Lightning Reflexes** (Level One) (W20, p. 180) – Spend a Willpower Trait. For the next day, the Garou may ask any person with a lower initiative to declare his normal action to her before declaring her normal action. This effect may only be used on one person per turn.
- **Sigurd's Stride** (Level One) (PGtG p. 192) – Spend a Gnosis Trait and a variable number of Physical Traits and make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 7 Traits. If successful, you reduce the damage from fire by one, plus one for each Trait spent. This Gift lasts for one scene.
- **Berserker's Song** (Level Two) (PGtG p. 192) – While singing, spend 2 Rage Traits and a variable number of Physical Traits and make a Static Physical Challenge (*Expression or Performance*) against a difficulty of 7 Traits. If successful, for one turn, plus one for each Trait spent, you automatically frenzy, receiving the benefits of ignoring wounds, shifting immediately to Crinos, and immunity to mind influencing powers. However, you may pull out of this frenzy immediately and may use simple weapons like swords or bludgeons. If you are stopped from singing, this effect automatically ends.
- **Fangs of the North** (Level Two) (W20, p. 180) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Survival*) against a difficulty of seven Traits. If successful, the Garou's claws and teeth are transformed into curving daggers of hardened ice. Any individual wounded by the Garou's fangs or claws suffers the Negative Trait *Clumsy* for the rest of the scene as chills wrack her body. Additionally, such wounds heal badly; mortals are likely to lose injured limbs as the tissue necrotizes, and beings capable of supernaturally swift healing are unable to heal these

wounds for one turn per Mental Trait spent at the time of activation. The effects of this Gift are not cumulative.

- **Halt the Coward's Flight** (Level Two) – In addition to the effects described in Laws of the Wild, the target may not double move.
- **Sense Guilt** (Level Two) (WWPG 2E, p. 41) – After staring into the eyes of your target, defeat him target in a Mental Challenge (*Empathy*). If successful, you detect any sense of regret. By spending a Willpower Trait, you learn specific facts concerning the dirty issue. *Hand of Tyr only*.

### Intermediate

- **Alberich's Claws** (Level Three) – Spend 1 Rage Trait. If your next attack is performed with natural weaponry and strikes an inanimate object, it automatically does an extra 10 Health Levels of damage.
- **Mark the Enemy** (Level Three) (WWPG 2E, p. 41) – Touch your target and make a Static Social Challenge (*Occult*) against a difficulty of 10 Traits. If successful, you mark the target with a mystical brand that only Swords of Heimdall may see, with a successful Static Mental Challenge (*Occult*) against a difficulty of 8 Traits. Any Garou who knows the Gift may remove its effect. *Shields of Heimdall only*.
- **Might of Thor** (Level Three) – The maximum number of bonus Traits gained by this Gift is five. In addition, the Garou inflicts one additional level of damage of the appropriate type in hand-to-hand or melee combat while under the effects of this Gift.
- **Redirect Pain** (Level Three) (W20, p. 181) – Spend 1 Rage Trait and make Static Social Challenge (*Primal Urge*) against a difficulty of 8 Traits. For one scene, the target incurs whatever wound penalties are indicated by the Fenrir's current wound levels, regardless of whether or not the Fenrir actually feels the pain.
- **Venom Blood** (Level Three) – No test is necessary to use this Gift.
- **Heart of the Mountain** (Level Four) (W20, p. 181) – Spend 1 Rage Trait and 1 Willpower Trait. For the rest of the scene, the Garou cannot fail any task involving Stamina. Torturers can never break him; though he can't breathe underwater and his lungs may fill with water, he will not die. The only exception to this is resisting damage. While this Gift is active, the Garou may reduce the damage he receives from all attacks by one, but otherwise takes damage normally.
- **Hero's Stand** (Level Four) – While the Gift is active, you may bid the trait *Heroic* in all Physical Challenges, which may not be lost. Additionally, you may not be surprised, all attacks are considered frontal, and you are not required to bid extra traits in mob combat. You may not move until all foes have been defeated or have fled.
- **Scream of Gaia** (Level Four) – This Gift may be retested with *Primal-Urge*, and the difficulty of the Static Rage Challenge is 7 Traits.

### Advanced

- **Endurance of Heimdall** (Level Five) (W20, p. 182) – Spend two Gnosis Traits and Make a Static Willpower Challenge against a difficulty of six Traits. If successful, the Garou's Stamina-related Traits are doubled for the remainder of the scene, to a maximum of five bonus Traits, and he may reduce the damage he receives from all attacks by one.

## Glasswalkers

### Basic

- **Control Simple Machines** (Level One) – This Gift requires a Static Social Challenge (*Repair*) against a difficulty of 7 traits.
- **Diagnostics** (Level One) – This Gift requires a Static Mental Challenge (*Repair*) against a difficulty of 6 traits.
- **Plug and Play** (Level One) (W20, p. 183) – Spend 1 Willpower Trait. For the next day, any computer the Garou uses – no matter how simple – becomes fully compatible with any other digital device, regardless of obstacles such as different operating systems, lack of physically compatible access ports, or even the complete absence of any means of receiving or interpreting a wireless signal.
- **Garafena's Crown** (Level Two) (PGtG p. 193) – Spend 1 Gnosis Trait and don a crown of some description – a hat or even a scrap of fabric wrapped around the head will do. For the rest of the scene, any guns fired by you will never run out of ammunition.
- **Heat Metal** (Level Two) (WWPG 2E, p. 41) – As per LotW, p. 114.

### Intermediate

- **Data Flow** (Level Three) (PGtG p. 193) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Computer*) against a difficulty of 10 Traits to gain control of any electronic device. You must maintain eye contact with the device, or you will lose control of it. This Gift does not grant expertise in how to use the device. Operating a computer would still require additional *Computer* challenges, they simply can be attempted without touching the computer.
- **Doppelganger** (Level Four) – The difficulty of the Static Social Challenge is equal to your target's base Social Traits.
- **Electroshock** (Level Three) (W20, p. 184) – Spend a variable number of Rage Traits and either make Physical Challenge (*Brawl*) to touch your target, or touch a conductive surface that one or more targets are touching. If successful, you inflict two aggravated Health Levels of damage to your target(s) for each Rage Trait spent.
- **Elemental Favor** (Level Three) (W20, p. 184) – Make a Static Social Challenge (*Subterfuge*) against a difficulty of 10 Traits. The Storyteller determines the precise effect.
- **Invent** (Level Three) (WWPG, p. 41) – Make a Static Mental Challenge (*Repair*) against a difficulty of 10 Traits; the difficulty of this challenge may be adjusted based on the craziness of the item being invented. If successful, you invent a minor gadget or device to get you out of trouble. Gadgets that bend the laws of physics require the expenditure of 1 Gnosis Trait. For example: Larry has been locked in a janitor's closet by a fomor who has gone to get his boss. Larry finds some bleach and other cleaning agents, mixes them together, spends 1 Gnosis Trait and makes his challenge and – voila! a quick acid to burn away the door lock.
- **Camera Eye** (Level Four) (WWPG, p. 41) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Investigation*) against a difficulty of 10 Traits. If successful, any sight you witness may be recorded. To transfer the images to a viewable medium, you must stare at the object and spend 1 Willpower Trait.
- **Long Running** (Level Four) (WWPG, p. 41) – As the Silent Strider Gift.

- **Phone Travel** (Level Four) (WWPG, p. 41) – This Gift is superseded by *Signal Rider*.
- **Signal Rider** (Level Four) (W20, p. 184) – Spend 1 Willpower Trait and Gnosis Trait to open a moon bridge that rides the back of a telephone signal, transporting the Garou instantly to the location of whoever is on the other end of the line. While this Gift easily works on landline and cellular phones, other teleconferencing tools may require that the Garou succeed on a Static Mental Challenge (*Computers*), against a difficulty of 7 Traits. Signal Rider can take the Garou no more than (Gnosis x5) miles – if the other end of the line isn't within that range, the Gift fails. This Gift supersedes *Phone Travel*.
- **Tech Speak** (Level Four) (W20, p. 184) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Science*) to use any technological device to contact others. The difficulty of the challenge depends on the distance the message needs to be sent: the next room is 4 Traits, the same building is 5 Traits, one block away is 6 traits, ten miles is 7 Traits, and a time-zone away is 8 Traits. Beyond that, the difficulty is 9 Traits or more. Succeeding on the challenge allows the Garou to send a single word, but the Garou may additionally spend 1 Willpower Trait to send a message of unlimited length.

### Advanced

- **Technotheocratic Apocalyptica** (Level Five) (PGtG p. 193) – Spend 3 Rage Traits and a variable number of Social Traits and make a Static Social Challenge (*Science*) against a difficulty of 12 Traits. If successful, every electric device in the room the Garou is in will begin to shake. Two turns after that, the entire room is filled with monstrous electrical appliances, and everyone in the room suffers a number of unsoakable Aggravated Health Levels equal to the number of Traits spent, as the devices go berserk. Since this includes the Garou, it behooves her to leave the room in the time she has.

### Red Talons

#### Basic

- **Babble** (Level One) (WWPG, p. 41) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Primal-Urge*). If successful, the target loses the ability to read, write, or speak any language for one scene.
- **Hidden Killer** (Level One) (W20, p. 185) – After a battle, the Garou must touch or lick once each corpse she slew. Make a Static Mental Challenge (*Subterfuge*) against a difficulty of 7 Traits. If successful, the wounds alter themselves so that they resemble stabbing or slashing injuries rather than bite or claw marks. Any peripheral damage (smashed furniture, for example) remains as it was, but all forensic evidence such as hair, saliva, or blood from the werewolf's body disappears from the scene.
- **Cull the Herd** (Level Two) (WWPG, p. 41) – Defeat your target in a Mental Challenge (*Medicine*). If successful, you learn the general health and fitness of your target, including the extent of any injury.
- **Primal Instinct** (Level Two) (PGtG p. 193) – Spend 1 Gnosis Trait and defeat a target human in a Social Challenge (*Animal Ken*). If successful, the human loses his capacity for higher thought, and instead tears away his clothes, scavenges (or, more terrifyingly, hunts) for food, and attempts to mate with the opposite sex in ways that are certain not to engender a positive response. This Gift lasts for a scene.

- **Shadows of the Impergium** (Level Two) (W20, p. 186) – The Garou inflicts the Delirium in Hispo form, though observers are considered to be at +2 Willpower when judging their reaction. Anyone who succumbs to the Delirium because of seeing the werewolf in Crinos form is considered to have a Willpower five points lower than their true rating for the purposes of determining reaction. This Gift's effects are permanent, though they can be suppressed for a scene if desired.

### Intermediate

- **Herding the Infant Ape** (Level Three) (PGtG p. 193) – Spend 3 Gnosis Traits and a variable number of Social Traits and defeat a target human child no greater than ten years of age in a Social Challenge (*Primal-Urge*). If successful, the child is barred from setting foot in a city. When used upon an infant, the effect lasts a lifetime. For other children, the effects last 10 years, plus a decade for each Trait spent. If the child re-enters a city before then, he suffers incapacitating cramps, refuses to eat, and stays immobile until removed from the city.
- **Recycle** (Level Four) (WWPG 2E., p. 41) – This Gift is superseded by *Render Down*.
- **Render Down** (Level Three) (W20, p. 186) – Touch a material that does not occur in nature (e.g., plastics, alloys) and make a Static Rage Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful, the Garou may reduce twenty pounds of the target material to its base components; this Gift may be used cumulatively to affect larger objects. This Gift does not affect fetishes. This Gift supersedes *Recycle* and *Rot Weavertech*.
- **Rot Weavertech** (Level Four) (WWPG 1E, p. 41) – This Gift is superseded by *Render Down*.
- **Territory** (Level Three) (W20, p. 187) – The Garou must mark one or more areas (to a maximum equal to his Gnosis) with his own urine. Thereafter, the Garou may make a Static Mental Challenge (*Primal-Urge*) against a difficulty of 7 Traits to extend his senses to that location. The Garou may sense the area as though standing in the same place he was in when he marked the area originally. The scent marks last for one week per Gnosis Trait the Garou possess (for wilderness) or one day per Gnosis Trait (for urban environments).
- **Trackless Waste** (Level Three) – This Gift only functions in the wilderness and in caerns.
- **Form of Akhlut** (Level Four) (PGtG p. 193) – Spend 2 Gnosis Traits and a variable number of Physical Traits, and make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful, the Garou takes on an aquatic form. The more Traits spent determines the size and power of form taken; 1 Trait might allow the Garou to become a goldfish, 3 Traits a dolphin, and five the genuine killer whale of legend. While in the form of a something tiny, like a goldfish, the Garou possesses three Physical Traits, something larger like a dolphin allows him to use his own Physical Trait total, and powerful animals like a killer whale would allow the Garou to gain up to five bonus Physical Traits.

### Advanced

- **Scabwalker Curse** (Level Five) (W20, p. 187) – Spend a turn snarling at a target within 20 feet, then spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Survival*). The target takes 1 Bashing Health Level of damage per turn of physical contact with any non-natural material. This curse lasts for one day per success, and can easily prove fatal if invoked in the heart of a city.

## Shadow Lords

### Basic

- **Aura of Confidence** (Level One) – The effects of this Gift are permanent.
- **Fatal Flaw** (Level One) – The defender may retest this Gift with *Subterfuge*.
- **Rains of Mercy** (Level One) (PGtG, p. 194) – Spend 1 Gnosis Trait. By the end of the day, rain pours down in an area around the Shadow Lord. The size of this area depends on the Shadow Lord's rank; it affects a radius of a 15-minute walk for each Rank the Lord has achieved, so an Athro can affect a region one-hour's walk in radius from his location. This Gift cannot summon harsh storms, but does produce a heavy downpour.
- **Seizing the Edge** (Level One) – Activating this Gift requires an action. Changing the Attribute category affected by this Gift costs 1 Gnosis Trait and an action.
- **Shadow Weaving** (Level One) (W20, p. 188) – By spending 1 Gnosis Trait, the Garou may warp shadows within 100 yards as she wishes for the remainder of the scene. Among other creative uses, this gives the Garou a one Trait bonus on all *Stealth* and *Intimidation* challenges.
- **Clap of Thunder** (Level Two) – Affected characters must succeed in a Static Willpower Challenge against a difficulty equal to your Willpower Traits to avoid the effects of this Gift.
- **Disfigurement** (Level Two) (WWPG 2E, p. 42) – Spend 1 Willpower Trait and defeat your target in a Social Challenge (*Primal-Urge*). If successful, you inflict a nasty boil or dishonorable scar on your target, and he gains the Negative Trait *Repugnant* for the remainder of the scene.
- **Song of the Earth Mother** (Level Two) (W20, p. 190) – Spend 10 minutes communing with the Earth, during which time you may take no other actions. The Garou then spends 2 Gnosis Traits and makes a Static Mental Challenge (*Occult*) against a difficulty of 7 Traits. If successful, the Garou learns about any supernatural presence within an area of 100 yards. While the Gift doesn't offer specific information about the being or beings detected, it does indicate whether or not the presence is Wyrn-tainted.

### Intermediate

- **Curse of Corruption** (Level Three) (WWPG 2E, p. 42) – Spend 1 Willpower Trait and defeat your target in a Gnosis Challenge (*Subterfuge*). If successful, everything the victim says sounds dishonest for the remainder of the scene.
- **Direct the Storm** (Level Three) – This Gift requires a Willpower vs. Rage Challenge against your target. In addition, you enter frenzy if you *win* the follow-up Static Rage Challenge.
- **Paralyzing Stare** (Level Three) – This effects of this Gift last for five turns.
- **Summon Stormcrow** (Level Three) (PGtG, p. 194) – Spend 1 Gnosis Trait and make a Static Social (*Intimidation*) Challenge against a difficulty of 10 Traits. If successful, you may summon one Stormcrow, who will obey a single order of reasonable complexity, such as “Find your way into the Glass Walker's sept and keep an eye on them. Report to me daily.” Stormcrows are invisible within the physical world, and may only be spotted in the Umbra with a Static Mental (*Investigation*) Challenge against a difficulty of 8 Traits.
- **Under the Gun** (Level Three) (W20, p. 190) – After successfully touching your target, spend 1 Gnosis trait and make a Social Challenge (*Firearms*) against the target. If successful, all attacks against the target with any kind of missile are two Traits up.

- **Durance** (Level Four) (W20, p. 190) – Upon using a talen, the Garou may reflexively spend 1 Gnosis Trait to keep the spirit bound within from departing. This Gift is ineffective on talens that are destroyed as an inherent aspect of their use, but preserves talens whose destruction is merely a metaphysical result of their use.
- **Stench of the Peasant** (Level Four) (WWPG, p. 42) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Subterfuge*). If successful, your target must retest all successful Social Challenges he initiates for the remainder of the scene. In addition, you gain a 2-Trait bonus on all *Expression* challenges when disparaging the target, and others will be more inclined to believe your proclamations concerning the target.
- **Strength of the Dominator** (Level Four) – This Gift requires a Mental Challenge (*Intimidation*) against your target.
- **Summon Stormcrow** (Level Four) (WWPG, p. 42) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Intimidation*) against a difficulty of 10 Traits. If successful, you summon a Stormcrow, who you may give a single command, such as “Follow the Red Talon and report his activities” or “Keep an eye on the Theurge elder.” The Stormcrow is invisible to everyone except individuals in the Umbra. Anyone being targeted by the Stormcrow in such a fashion must make a Static Mental Challenge (*Investigation*) against a difficulty of 10 Traits, or employ an appropriate Gift, to see the Stormcrow in the Umbra. *Judges of Doom only*.
- **Ubiquitous Presence** (Level Four) (PGtG, p. 194) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Intimidation*). If successful, the target is cursed with paranoia, giving the target an unflinching suspicion that the Garou is watching her, even when that belief would otherwise be entirely illogical. For the next day and night, the target suffers a 1 Trait penalty on all challenges, plus 1 Trait for every two Social Traits spent at the time of activation.

### Advanced

- **Obedience** (Level Five) – Spend a Gnosis Trait for each target to be affected, and make a Social Challenge (*Leadership*) against your target(s). Those who fail must treat you as their alpha and must fight for you for one scene.

### Silent Striders

#### Basic

- **Heaven’s Guidance** (Level One) (W20, p. 191) – The Garou gains an innate sense of direction; he always knows which way is north, and the path he took to reach where he is. This Gift’s effects are permanent.
- **Silence** (Level One) – This Gift requires a Static Physical Challenge (*Stealth*) against a difficulty of 6 Traits. If successful, your movements cannot be detected by sound.
- **Speed of Thought** (Level One) – The effects of this Gift double your base move speed, and do not merely add three steps.
- **Visions of Duat** (Level One) (W20, p. 191) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Occult*) against a difficulty of 7 Traits. For the rest of the scene, the character can see (and hear) ghosts and may detect haunted areas with another Static Mental Challenge (*Occult*). This Gift bestows no power to touch or communicate with the dead, however.





## Silver Fangs

### Basic

- **Empathy** (Level Two) – This Gift requires a Static Mental Challenge (*Empathy*) against a difficulty of 7 traits.
- **Unity of the Pack** (Level Two) (W20, p. 194) – Whenever the Garou is present, all members of her pack gain a 1-Trait bonus on all challenges to execute pack tactics. The ST generally determines when this bonus applies, but it is always applicable to pack members who are involved in challenges against the same target in a single round.
- **Word of Honor** (Level Two) (WWPG 2E, p. 43) – Spend 1 Gnosis Trait. For the remainder of the scene, every word you say bears the ring of truth. Anyone who listens hears that you are speaking the truth. Listeners are not necessarily inclined to obey the Fang or follow his suggestions, but the facts are clear. You *must* speak the truth, as you know it, or the Gift automatically backfires.

### Intermediate

- **Claim of Authority** (Level Three) (PGtG, p. 195) – Spend 1 Gnosis Trait and 1 Willpower Trait before selecting another Garou as your representative. For a week thereafter, the representative is considered to possess the same level of Pure Breed as the Silver Fang, so long as she notes the name of the Silver Fang she speaks for. This Gift may not be used on an unwilling target.
- **Dominance Blow** (Level Three) (PGtG, p. 195) – Spend 1 Rage Trait and defeat your target in a Social Challenge (*Brawl*). If successful, every blow you strike against that target gives you a 1-Trait bonus on all Social Challenges against the target for one full day. The blows need not be full force to grant the bonus.
- **Princely Bearing** (Level Three) (WWPG, p. 42) – Spend 1 Willpower Trait and 1 Gnosis Trait, and make a Static Social Challenge (*Leadership*) against a difficulty of 10 Traits. If successful, you are considered to be one Rank higher for the remainder of the scene, and can issue challenges and make rulings appropriate to that Rank. This Gift does not protect against repercussions later, from those who consider use of this Gift presumptuous.
- **Talons of the Falcon** (Level Three) (SFTB, Rev., p. 67) – This Gift *does* work in conjunction with other Gifts that enhance a Garou's claws.
- **Ignore Death Blow** (Level 4) (PGtG, p. 195) – This Gift is superseded by *Sidestep Death*. Characters may purchase this Gift separately for use in other games.
- **Ignore Wound** (Level 4) (LotW p. 120) – This Gift is superseded by *Sidestep Death*. Characters may purchase this Gift separately for use in other games.
- **Sidestep Death** (Level Four) (W20, p. 195) – Once per scene, the player may spend 3 Willpower Traits to evade a single attack that would inflict enough damage to place the Garou's health levels below Wounded. The Garou simply appears instantly at the nearest location not affected by the attack, which may be an inch, a mile, or even farther away. This Gift supersedes *Ignore Death Blow* and *Ignore Wound*.

### Advanced

- **Luna's Avenger** (Level Five) – Your brawling and melee attacks inflict 1 additional health level of damage without the need for a simple test.

- **Paws of the Newborn Cub** (Level Five) – This Gift costs 2 Gnosis Traits, and lasts for one turn, plus an additional turn for each additional Gnosis Trait spent at the time of activation.

## Stargazers

### Basic

- **Iron Resolve** (Level One) (W20, p. 195) – Once per scene, the Garou may spend 1 Willpower Trait to gain a retest on any challenge. *Iron Resolve* may not be used to retest a challenge that has already been retested with *Avoid Fate*.
- **Inner Light** (Level Two) (W20, p. 195) – The Garou is always considered to be using a mirror when attempting to step sideways, regardless of the presence of any reflective surface.
- **Resist Temptation** (Level Two) (W20, p. 195) – Spend 1 Gnosis Trait. For the remainder of the scene, the Garou gains a 2-Trait bonus against any challenges attempting to ensorcel or supernaturally coerce the character. This Garou automatically resists any non-supernatural coercion.
- **Surface Attunement** (Level Two) (*Hengeyokai*, p. 98) – Make a Static Physical Challenge (*Athletics*) against a difficulty of 7 Traits to activate this Gift.

### Intermediate

- **Clarity** (Level Three) (*Hengeyokai*, p. 98) – This Gift may be retested with *Enigmas*.
- **Conundrum** (Level Three) (WWPG 2E, p. 43) – Defeat your target in a Social Challenge (*Subterfuge*). If successful, the target is distracted by an unsolvable problem, and suffers a 1-Trait penalty on all challenges for a round. Each Social Trait spent increases the penalty and duration on a one-for-one basis. Each Willpower Trait spent by the target reduces the penalty and duration by one.
- **Whispering Wind** (Level Three) (WWPG, p. 43) – Defeat your target in a Mental Challenge (*Kailindo* / [Applicable Combat Skill]). If successful, the wind will whisper the target's next combat maneuver, granting you a retest on your next attack.
- **Avoid Fate** (Level Four) (WWPG 2E, p. 43) – Once per scene, the Garou may spend 1 Gnosis Trait to gain a retest on any challenge. *Avoid Fate* may not be used to retest a challenge that has already been retested with *Iron Resolve*.
- **Preternatural Awareness** (Level Four) (*Hengeyokai*, p. 99) – This Gift may be retested with *Dodge*. You may only restrict a player's hand signs to the basic three signs (i.e., rock, paper, and scissors); you may not restrict a player to paper and the bomb, for instance.
- **Questioning** (Level Four) (WWPG, p. 43) – Once per session, you may spend 1 Gnosis Trait to ignore the results of a single challenge.

### Advanced

- **Astral Mind** (Level Five) (WWPG, p. 43) – Spend 2 Gnosis Traits and make a Static Mental Challenge (*Occult*) against a difficulty of 12 Traits. If successful, you may project your consciousness into the Penumbra. By spending a Willpower Trait, you may project your consciousness into unknown realms of thought that are not normally accessible to Garou, who normally physically enter spiritual realms (e.g., the Astral Plane). While your mind travels the Umbra, your body is left in a comatose state. You must succeed in a Willpower Challenge (*Occult*) for your mind to find its way back to your body. *World Tree only*.

- **Circular Attack** (Level Five) (Hengeyokai, p. 99) – This Gift may be retested with *Dodge*.
- **Directing the Soul** (Level Five) (WWPG 2E, p. 43) – After learning this Gift, you may spend Rage Traits or Gnosis Traits where a Willpower expenditure is called for.
- **Harmonious Unity of the Emerald Mother** (Level Five) (W20, p. 196) – Spend 1 Gnosis Trait. For the next day, the Garou enjoys the Physical Trait bonuses of the Crinos form while in Homid. This Gift doesn't grant Crinos form's claws, fangs, or expanded senses, nor does it inflict the Delirium.
- **Wisdom of the Seer** (Level Five) (Hengeyokai, p. 99) – This Gift may be retested with *Enigmas*.

## Uktena

### Basic

- **Spirit of the Lizard** (Level One) (W20, p. 197) – Spend 1 Gnosis Trait. For the rest of the scene, the character can move across any solid surface at her normal walking speed. Staying attached to a vertical surface or ceiling while taking any more strenuous movement (fighting, moving faster than walking speed, attempting to dislodge a steam gate) requires a Static Physical Challenge (*Athletics*) against a difficulty of 7 Traits.
- **Fetish Fetch** (Level Two) (W20, p. 197) – The first part of the Gift involves creating a secret hiding spot for one's fetishes. The player spends 1 Gnosis Trait and buries or covers her items. Once this ritual is complete, she need only spend 1 Gnosis Trait to summon any or all of her fetishes, or to return them to their hiding place. The fetish appears in her hand as if from thin air. Only one hiding spot can exist at a time, but the Garou can replace it with a new one whenever she wishes.
- **Medicine Dreams** (Level Two) (PGtG, p. 195) – This Gift is used when a Garou is attempting to heal someone seriously ill. Before you go to sleep, spend 1 Gnosis Trait and make an extended Static Social Challenge (*Occult*) against a difficulty of 8 Traits. If successful, you will awaken with insights into how to heal the sick person. Each challenge won will give you a 1-Trait bonus to any *Medicine* challenges made that day. Should you succeed on 10 challenges in a row, you may even attempt to cure incurable illnesses such as terminal cancer or HIV/AIDS. Such attempts would require that you obtain six successes on an extended Mental Challenge (*Medicine*) against a difficulty of 12 Traits.
- **Shadows at Dawn** (Level Two) (W20, p. 198) – After relating a bit of lore, make a make a Mental Challenge (*Subterfuge*) against your target. If successful, whatever information the Garou imparted completely vanishes from the target's memory when the sun next rises.
- **Spirit of the Bird** (Level Two) – This Gift allows you to move three steps per turn while flying.

### Intermediate

- **Chains of Mist** (Level Three) (W20, p. 198) – Concentrate for one turn, spend 1 Gnosis Trait, and make a Physical Challenge (*Enigmas*) against a number of spirits up to your Rank, within 200 feet. If successful, the spirit(s) treat their Rage, Gnosis, and Willpower ratings as though they were one lower than they truly are for the purposes of all challenges for the rest of the scene.
- **Invisibility** (Level Three) – If you are being observed when activating this Gift, you must defeat your observers in a Mental Challenge (*Occult/Investigation*).

- **Rending the Craft** (Level Three) (W20, p. 198) – After the Garou makes a successful claw attack, the player may spend 1 Willpower Trait to end the effects of any ongoing magical power enhancing the target (such as the Gift: *Razor Claws*, or the Armor Charm). Permanent magical effects cannot be rent asunder by this Gift, nor powers that are innate to the nature of the target. For example, a Garou’s Gifts could be cancelled, but not her ability to shapeshift; a vampire’s Disciplines could be disrupted, but not her immortality or her ability to spend blood to raise her Attributes. In the event that a magical effect mixes permanent and temporary elements, the permanent elements are retained while transitory elements are disabled.
- **Scrying** (Level Three) (PGtG, p. 195) – Spend 1 Gnosis Trait and win a Static Mental Challenge (*Occult*) against a difficulty of 20 Traits, unless you possess an item belonging to the person or place being viewed, in which case the difficulty drops to 10 Traits. You may view everything that happens in that area. The Gift lasts for one scene.
- **Secrets** (Level Three) (WWPG 2E, p. 44) – After formulating a question, spend 1 Gnosis Trait, touch your target, and defeat him in a Mental Challenge (*Enigmas*). If successful, you may gain an answer to a simple question (e.g., what is your favorite color?). More complex questions may require an extended challenge, at the Storyteller’s discretion.
- **Umbral Sight** (Level Three) (WWPG 2E, p. 44) – As the Theurge Gift.
- **Call Elemental** (Level Four) – You must then defeat the elemental in a Social Challenge (*Occult*) to persuade it look favorably upon you. The elemental vanishes at the end of the scene.
- **Pointing the Bone** (Level Four) (PGtG, p. 195) – Spend 1 Gnosis Trait and make a Mental Challenge (*Occult*) against your target while pointing a decorated bone at him. If successful, the target suffers one aggravated Health Level of damage. This damage may be increased by one Health Level of damage for each Mental Trait spent after making the challenge. This Gift may also be used to inflict delayed damage on the victim. By spending a second Gnosis Trait, the damage may suddenly occur a number of days after the attack, equal to the number of Mental Traits spent. The bone shatters after a single use.
- **Sideways Attack** (Level Four) (WWPG 2E, p. 44) – After locating your target with *Umbral Sight*, you may spend 1 Gnosis Trait to attack anything you see in the Penumbra, including spirits that are not materialized. You suffer a 2-Trait penalty on the attack.
- **Strange Rain** (Level Four) (WWPG, p. 44) – The Garou can evoke a rain of something truly strange and unnatural: frogs, cockroaches, slugs, etc. This can be extremely unnerving to enemies or even allies. This acts like the Bone Gnawer Gift *Infest*.

### Advanced

- **Fetish Doll** (Level Five) – The doll takes one week to construct and enchant. Make a Static Mental Challenge (*Crafts*) (difficulty 12) to construct the doll. When it is complete, make a Mental Challenge against your target. If successful, he suffers a level of aggravated damage. If you are ever unsuccessful, make two simple tests – if both fail, the doll is immediately destroyed. The doll is only capable of transferring 10 levels of damage. After 10 successful uses, the doll is too mutilated to be of further use. You may only possess one doll at a time for any single person.

### Wendigo

#### Basic

- **Beat of the Heart Drum** (Level One) (W20, p. 199) – The Garou must have an object belonging to his target, a piece of the victim (a blood sample, a lock of hair), or must have tasted his

quarry's blood in the past. Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (*Survival*). If successful, the Garou can hear her quarry's heartbeat for one day, no matter how far away they may be. The beat grows louder as the werewolf draws near, making tracking effortless.

- **Dead Stick** (Level One) (PGtG, p. 196) – Stab a stick into the ground and make a Static Mental Challenge (*Occult*) against a difficulty of 7 Traits. If successful, you may learn whether a packmate is dead, and if so, where the remains lie. If the packmate still lives, the stick will stand straight up, but if the packmate is dead, the stick will lean heavily in the direction of his remains. If you fail, the stick will simply blow out of the ground.
- **Claws of the Frozen Death** (Level Two) (W20, p. 200) – As the Get of Fenris Gift: *Fangs of the North*.
- **Cutting Wind** (Level Two) – This Gift does not require any test to set the direction of the wind. You must defeat your target(s) in a Mental vs. Physical Challenge (*Occult*) to knock them off ledges, into traffic or into pits.
- **Fog** (Level Two) (WWPG 2E, p. 44) – As the Black Fury Gift *Curse of Aeolus*. *Warpath only*.
- **Ghost Pack** (Level Two) (PGtG, p. 196) – Spend 1 Gnosis Trait and 1 Rage Trait and a variable number of Social Traits, and make a Static Social Challenge (*Occult*) against a difficulty of 10 Traits. If successful, you summon ancestral allies who serve as temporary levels of the *Ancestors* Background equal to the number of Social Traits spent. This is cumulative with any *Ancestors* you already possess. This benefit lasts for one scene.

### Intermediate

- **Blood of the North** (Level Three) (W20, p. 201) – The Garou ignores all penalties due to cold or chilling effects, and gains five bonus Traits against all cold-based attacks. The Garou also gains a two Trait bonus on all *Survival* challenges made in cold environments. This Gift's effects are permanent.
- **Bloody Feast** (Level Three) – To activate this Gift you must first bite your opponent and be able to taste blood – meaning that you must inflict at least one Health Level of damage, and your victim must be something that bleeds. If your opponent has toxic blood or none at all, this Gift will not work. Then make a follow-up Physical Challenge (*Survival*) against him. If successful, you gain an additional strength-related Physical Trait equal to your rank. These extra traits last for a number of turns equal to half your Gnosis. However, flesh and blood can be addictive. You must make an immediate frenzy test on the turn after activating this Gift.
- **Call of the Cannibal Spirit** (Level Four) – You must defeat your target in a Social Challenge (*Occult*) to activate this Gift.
- **Counting Coup** (Level Four) (WWPG, p. 44) – As per LotW, p. 124.
- **Curse of Harano** (Level Four) (PGtG, p. 196) – Spend 1 Rage Trait and defeat your target in a Social Challenge (*Expression*). If successful, your target is driven into Harano for one scene. If you choose to permanently sacrifice 5 Social Traits, the target permanently suffers from Harano. This Gift supersedes *Harano*.
- **Harano** (Level Four) (WWPG 2E, p. 44) – This Gift is superseded by *Curse of Harano*.

### *Advanced*

- **Heart of Ice** (Level Five) – This Gift may be retested with *Occult*. You may only use this Gift once per target per night.
- **Invoke the Spirits of the Storm** (Level Five) – You may retest this Gift with *Occult*, and your target may retest with *Dodge*.

# Astrological Gifts

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## Learning Astrological Gifts

Planetary Gifts are rare within the Garou Nation. Theurges can't readily summon the necessary spirits who teach them. These Gifts can only be learned by questing to the appropriate Incarna's realm and impressing the Incarna there. Accordingly, learning these Gifts requires an in-game quest to the Aetherial Realm, and the blessing of the Changing Breeds Coordinator.

## Gifts of Eshtarra

These Gifts are considered 'in-splat' for Galliard, Fianna, and all Garou born during the second lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 113.

### Basic

- **Earth Sense** (Level One) (RAth, p. 113) – Spend 1 Gnosis Trait and concentrate on the land around you for several minutes. The Garou can sense the “aura” of the immediate area – she can sense the pain of Wyrmtaint, the sickness of pollution or the robust energy of an unspoiled piece of wilderness. In some instances, the Garou can also sense the source of the area's pain – or the reason for its health.
- **Herb Call** (Level Two) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Performance*) against a difficulty of 7 Traits. If successful, the Garou's song causes the desired herbs or plants within a mile of her location to resonate, allowing her to follow the sound.

### Intermediate

- **Oaksong** (Level Three) (RAth, p. 113) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful, the Garou may communicate with inanimate objects made of wood or some other organic substance, through wordless images and sensations. You may ask a single question, plus one additional question (or the same question from a different inanimate object) for each Mental Trait spent (at the time of the questioning).
- **Lore of the Land** (Level Four) (RAth, p. 113) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Empathy*) against a difficulty of 10 Traits. By eating, smoking, or otherwise ingesting a portion of the land, the Garou can sense things that happened in the immediate vicinity in the past. If successful, you receive a piece of past information. By spending Mental Traits, you may either learn additional detail about the information you received, or a piece of information about a separate event.

### Advanced

- **Earth Heal** (Level Five) – Sacrifice a permanent Gnosis Trait and make a Static Mental Challenge (*Occult*) against a difficulty of 12 Traits (or 14 Traits in the case of Wyrmtaint). If successful, the Gift allows the Garou help a piece of land recover from blight, Wyrmtaint, poisoning, pollution or some other type of environmental disturbance.



## Gifts of Hakahe

These Gifts are considered ‘in-splat’ for Theurge, Uktena, and all Garou born during the sixth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 117.

### Basic

- **Uncloak the Hidden** (Level One) (RatH p. 117) – Defeat your target in a Mental Challenge (*Investigation/Subterfuge*), or make a Static Mental Challenge against a difficulty of 7 Traits to target an area or inanimate object. If successful, you may determine whether the target is hiding anything (e.g., disguises, concealed weapons and wires, hidden passageways). The Gift only grants general details about the concealment, however, such as “that man has some sort of disguise,” or “the floor contains a hollow beneath the floorboards.”
- **Shadow of the Ebon Whisperer** (Level Two) (RatH p. 117) – Spend 1 Willpower Trait to assume an insubstantial shadow form for one scene (or one turn in combat), plus one scene (or turn) per Mental Trait spent, that can slither and flow almost anywhere; this may also be used to gain the advantage of surprise in combat. Others may attempt to spot the Garou – if they have reason to suspect his presence – by defeating him in a Mental Challenge (*Stealth/Investigation*). This Gift does not function in bright daylight or in places where no shadows exist.

### Intermediate

- **Hidden Heart** (Level Three) (RatH p. 117)– By spending 1 Gnosis Trait when conveying a piece of information and a trigger word to another, the Garou may lock that knowledge away in her own mind so that it becomes inaccessible. Until the confidant speaks the trigger word she will not remember that she even knew the information, rendering it completely safe from interrogation of even supernatural powers of investigation. This Gift lasts until the hidden information is triggered.
- **Whisper in the Dark** (Level Four) (RatH p. 118) – Defeat your target in a Mental Challenge (*Empathy*). If successful, the Garou may learn a number of sensitive secrets about the target equal to her *Empathy* rating. These secrets encompass those that may be learned through the use of the Gift *Fatal Flaw*, as well as other secrets that may or may not be reflected on the target’s character sheet. A Storyteller should be called to administer uses of this Gift.

### Advanced

- **Ebon Binding** (Level Five) (RatH p. 118) – By sacrificing 1 permanent Gnosis Trait and defeating your target in a Willpower Challenge, you may take your knowledge of someone’s fault, practice or secret vice and bind a fitting punishment to that person. Typically, the target suffers crippling pains when he thinks of indulging in the forbidden action.

## Gifts of Katanka-Sonnak

These Gifts are considered ‘in-splat’ for Ahroun, Wendigo, and all Garou born during the fifth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 116.

### Basic

- **Find the Heart’s Flame** (Level One) (RatH p. 116) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Alertness*) against a difficulty of 7 Traits. If successful, you identify all power sources within 50 feet of you. You may extend this range by 50 feet for each Mental Trait you spend.

- **Flame of the Wind Rider** (Level Two) (RatH p. 116) – Spend 1 Gnosis Trait. You gain one bonus Trait to resist effects cold-related effects, and gain two armor Health Levels. These effects last for one scene.

### Intermediate

- **Ride the Solar Winds** (Level Three) (RatH p. 116) – Spend 1 Gnosis Trait and make a Static Mental Challenge against a difficulty of 10 Traits. If successful, you may ride the winds successfully to your destination (or until you decide to end your journey). You may spend Mental Traits to carry others with you (one Trait per person), or to reduce the travel time by half.
- **Hand of the Sun** (Level Four) (RatH p. 117) – Spend 1 Rage Trait and 1 Gnosis Trait, and make a Physical Challenge to mark your target. If successful, your target suffers two Aggravated Health Levels of damage. This damage may not be reduced or avoided. This Gift also inflicts a scar that may not be removed by any means short of permanent amputation.

### Advanced

- **Cleansing Flame** (Level Five) (RatH p. 117) – Sacrifice 1 permanent Rage Trait. To affect an area (no larger than a house), make a Static Willpower Trait against 8 Traits. To affect an individual, make a Willpower Challenge against the target. Living or undead creatures set on fire must make a Static Physical Challenge (*Survival*) against a difficulty of 12 Traits, or die from the shock. The flame destroys fomori utterly; Black Spiral Dancers who survive the Static Physical Challenge must make a Static Gnosis Challenge against a difficulty of 9 Traits or lose their Wyrn-taint and its accompanying Derangement. Such purified Garou are stripped of all Rank and Gifts; they may well fall again to corruption, but they are given a second chance.

### Gifts of Lu-Bat

These Gifts are considered ‘in-splat’ for Ragabash, Children of Gaia, and all Garou born during the tenth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 122.

### Basic

- **Sense Limits** (Level One) (RatH p. 122) – Defeat your target in a Mental Challenge (*Occult*). If successful, you may determine the general levels of Rage, Gnosis and Willpower the target currently possesses. This Gift also lets you gauge whether or not other supernaturals are currently weak-willed or drained of some other source of power. This information does not entitle you to precise numbers, but rather relative general information such as “The Black Spiral has used most of his Rage but still has a lot of Willpower and Gnosis left.”
- **Peace of the Counselor** (Level Two) (RatH p. 122) – Spend 1 Willpower Trait and succeed in a Static Social Challenge (*Empathy*) against a difficulty of equal to the highest Social Traits among the quarreling individuals. If successful, an atmosphere of temporary truce is created, and those affected must cease combat (and may not initiate combat) for one turn. You may extend the number of turns of peace by spending Social Traits on a one-for-one basis. If you spend 5 Traits, the Gifts lasts for one scene.

### Intermediate

- **Pall of Despair** (Level Three) (RatH p. 122) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Empathy*). If successful, the target experiences a feeling similar to Harano (or, in the case of humans, clinical depression). The rules for Harano may be found at Laws of the Wild, Revised, p. 214. This Gift lasts for one scene.

- **Harmonious Slumber** (Level Four) (RatH p. 122) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful, you create the perfect environment for sleep, even in the most difficult circumstances. So long as the target gets at least two hours of sleep, he gets all the benefits of a full eight hours of sleep and his Gnosis is fully replenished. You may extend these benefits to others by spending a Physical Trait for each additional person to be affected.

### Advanced

- **Burden of Knowledge** (Level Five) (RatH p. 122) – Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (*Empathy*). If successful, the victim experiences every negative aspect of her personality and past, including secret vices, shortcomings, failures, and other similar faults. The Storyteller should decide what ultimate effect the Gift produces in the victim – either a desire to reform her ways and correct her failings, an impulse to kill herself out of shame and despair, or some course of action in between the two extremes. Once the victim has experienced the total effect of the Gift, the intense awareness begins to fade – but residual memories may plague the victim for a long time afterward.

### Gifts of Meros

These Gifts are considered ‘in-splat’ for Philodox, Silent Striders, and all Garou born during the eighth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 119.

### Basic

- **Sense of the Transformation** (Level One) (RatH p. 119) – Spend 1 Gnosis Trait. For one scene, you may determine the general state of health (or illness) of the individuals or creatures in her vicinity. She can also tell if inanimate objects are on the verge of breaking down or otherwise ceasing to function.
- **Shorten the Road** (Level Two) (RatH p. 119) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Survival*) against a difficulty of 7 Traits. If successful, you may shorten a journey by a third so that a three-day trip takes only two days, while a two week long trek through unspoiled wilderness only takes ten days.

### Intermediate

- **Wyld Spirits** (Level Three) (RatH p. 120) – Spend 1 Willpower Trait and make a Social Challenge (*Empathy*) against your target. If successful, the target’s behavior becomes erratic; she fails to carry out any sustained course of action, attacking one minute and retreating the next or else stopping to make a speech. If the Gift is used in a non-combat situation, the target changes her actions radically from one moment to the next. This Gift lasts for one scene or one battle.
- **Sleep’s Travels** (Level Four) (RatH p. 120) – Spend 1 Gnosis Trait and a variable number of Mental Traits, and make a Static Mental Challenge (*Occult*) against a difficulty of 10 Traits. If successful the Garou’s spirits may journey to another location while his body sleeps. At the most basic level, the Garou may travel to the desired spot in his dreams and look around; he may overhear conversations but may not participate in them. If the Garou spends 3 Mental Traits he may converse with individuals he meets (who, if he so chooses, see him as if he is really present). If he spends 5 Mental Traits, he may transport a physical object from that location to his sleeping form.

### Advanced

- **Essential Transformation** (Level Five) (RatH p. 120) – Make a Static Willpower Challenge (*Survival*) against a difficulty of 9 Traits. If successful, you may convert one Attribute Trait into 10 Gnosis Traits. Until you use all 10 of these Gnosis Traits, you may not recover that spent Attribute Trait. When this Gift has been used a number of times equal to the Garou’s combined Attribute Traits, her body loses its material substance and the character becomes a spirit (subject to OWbN’s R&U bylaws). In most instances this means that the player must retire the character.

## Gifts of Mitanu

These Gifts are considered ‘in-splat’ for Ragabash, Bone Gnawers, and all Garou born during the third lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 113.

### Basic

- **Speed of the Messenger** (Level One) (RatH, p. 113) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Athletics*) against a difficulty of seven Traits. If successful, the Garou moves a twice her normal speed; she may also spend Mental Traits on a one-for-one basis to increase speed multiplier by one (e.g., spending one Trait triples her speed). The Garou also gains a two-Trait bonus on dexterity-related challenges while the Gift is in effect. This Gift lasts for one scene or one turn while in combat. The benefits of this Gift only apply to movement, and end immediately if the Garou stops to engage in other tasks (including making attacks).
- **Sticky Fingers** (Level Two) (RatH, p. 114) – Spend 1 Gnosis Trait. The Garou gains the ability to cling to sheer surfaces without a Challenge, and gains a two Trait bonus on *Streetwise* Challenges relating to pickpocketing or pilfering items. This Gift lasts for one scene.

### Intermediate

- **Deliberate Misinformation** (Level Three) (RatH p. 114) – Make a Mental Challenge (*Linguistics*) against a group of targets. Each person you defeat mishears or misinterprets information received from others in the group, suffering a two Trait penalty to all actions that result from information communicated verbally; simple orders, such as proceeding to a certain address or moving to the left or right flank in battle, automatically go awry. This Gift lasts for one scene or battle.
- **Mercurial Messenger** (Level Four) (RatH p. 114) – Spend 1 Gnosis Trait. The Garou is able to recall in perfect detail the contents of a conversation she overheard or message she was given. In addition, the Garou may reproduce the voice intonations, accents, and speech patterns or mannerisms of the original speaker(s).

### Advanced

- **Madthought** (Level Five) (RatH p. 114) – Spend 1 Willpower Trait and defeat your target in a Mental Challenge (*Subterfuge*). If successful, the target’s thoughts run away with him, leaving him disoriented and unable to act for one turn, plus one turn for each Mental Trait spent.

## Gifts of Nerigal

These Gifts are considered 'in-splat' for Ahroun, Get of Fenris, and all Garou born during the first lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 111.

### Basic

- **Battlesense** (Level One) (RAth, p. 111) – Spend 1 Gnosis Trait to become aware of the tactical factors involved in an impending battle. The Storyteller informs the player of the numbers and placement of opposing forces. The player can then use this information to her character's advantage.
- **Shards of Icy Rage** (Level Two) (RAth, p. 111) – Spend 1 Rage Trait and make a Physical Challenge (*Throwing*) against your target to inflict two *Aggravated* Health Levels of damage. You may increase this damage by spending Mental Traits, on a one-for-one basis, *before* making the challenge. You may not spend Rage for extra actions in the same turn this Gift is used, and each subsequent use of this Gift in a single scene reduces the damage by one.

### Intermediate

- **Nerigal's Call to Arms** (Level Three) (RAth, p. 111) – Spend 1 Gnosis Trait and a variable number of Social Traits, and make a Static Social Challenge (*Leadership*) against a difficulty of 8 traits. If successful, the Garou summons one or two creatures or spirits allied to Nerigal or appropriate to the Ice Warrior. If one Social Trait was spent five beings respond, two Traits summons up to ten creatures, while three Traits brings everything within a five-mile radius. Those creatures summoned serve as an army under the character's command for an entire scene. Of course, if there are no wild predators or War-spirits of Nerigal within range, the Gift fails.
- **Challenge of Single Combat** (Level Four) (RAth, p. 112) – After issuing a challenge to single combat, spend 1 Rage Trait and make a Social Challenge (*Leadership*) against your target. If successful, the target may not launch any surprise attacks, employ dirty tricks, or accept extra help from comrades or packmates; if you in such acts, the effects of the Gift are negated. In addition, neither combatant may break off from the fight until one participant either concedes victory to the other or dies.

### Advanced

- **Heart of the Ice Warrior** (Level Five) (RAth, p. 112) – Spend 1 Rage Trait. Until the Garou's next attack lands, he wins on ties in attack Challenges, and is immune to damage and other deleterious effects (e.g., being knocked down). When the Garou's attack finally lands, it inflicts four additional Health Levels of damage of the appropriate type. After the attack, the Garou immediately falls to the *Incapacitated* Health Level; if he is not mystically healed (e.g., using *Mother's Touch*) *within the same turn*, he dies at the end of that turn.

## Gifts of Rorg

These Gifts are considered 'in-splat' for Ahroun, Red Talons, and all Garou born during the thirteenth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 125.

### Basic

- **Rouse to Anger** (Level One) (RatH p. 125) – Make a Static Social Challenge (*Empathy*) against a difficulty of 7 Traits, and spend a variable number of Social Traits. If successful a number of targets gain 1 Rage Trait equal to the number of Social Traits spent.

- **Foetracker** (Level Two) (RatH p. 125) – Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (*Primal-Urge*). If successful, you may track the target unerringly for one scene. As this Gift relies on scent-based tracking, it requires that you be in a location where the target recently was.

### Intermediate

- **Savagery of the Taloned Hunter** (Level Three) (RatH p. 126) – Once per session, when you spend 1 Rage Trait, you gain the benefit of having spent two. In that instance, you may spend Rage Traits to gain one additional extra action beyond your ordinary limit.
- **Hunter's Horn** (Level Four) (RatH p. 126) – Spend 1 Rage Trait and defeat your target(s) in a Social Challenge (*Primal-Urge*). If successful, you make a sound so horrible and mind-chilling that it sends the target(s) into uncontrollable panic, causing them to run blindly from an area. Garou affected by this Gift enter a state of fox frenzy, while others simply become mindless panicked creatures of prey. The effect lasts for an entire scene, during which time you (and your allies) may hunt down and slay the victims if you so desire.

### Advanced

- **Pack Mind** (Level Five) – Spend 1 Gnosis Trait and defeat your targets in a Willpower Challenge (*Primal-Urge*). If successful, all those affected mimic the actions of their leader – or, more typically, the first person in a group to act each turn. If one decides to speak, all of them attempt to do so if one throws a left hook, all of them choose this form of combat, ignoring any weapons they may have.

### Gifts of Quatma

These Gifts are considered ‘in-splat’ for Theurge, Shadow Lords, and all Garou born during the eleventh lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 123.

### Basic

- **Find the Portent** (Level One) (RatH p. 123) – Spend 1 Gnosis Trait, and meditate for a few minutes to enter a receptive state to recognize the sign that comes to you. The Storyteller then produces some sort of omen or portent to serve as a hint for the character about what lies in the future. (“A black bird carrying something in its beak flies north.” “You feel a sense of dread about entering this part of the forest.”)
- **Hidden Depths** (Level Two) (RatH p. 123) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 8 Traits. If successful, you learn one hidden or concealed fact about the person, place or thing targeted by the Gift. For example, one line of prophecy may be explained.

### Intermediate

- **Unravel** (Level Three) (RatH p. 123) – Spend 1 Gnosis Trait and make a Static Mental Challenge (*Enigmas*). If successful, you are able to put together seemingly random bits of information to form a tentative analysis of a situation and formulate a course of action. (The player may ask the Storyteller to explain to her what is actually going on in a given scene and use that information as character knowledge.)
- **Blank Slate** (Level Four) (RatH p. 124) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Empathy*). If successful, you may excise a single piece of information from the mind of your target. You may choose to make secondary adjustments to the target’s memory to hide the fact that something is missing by spending 3 Social Traits before making the challenge.

### Advanced

- **Diplomatic Immunity** (Level Five) (RatH p. 124) – Spend a Willpower Trait and make a Static Social Challenge (*Subterfuge*) against a difficulty of 8 Traits. If successful, you can walk about in the middle of a hostile group without provoking the outbreak of hostilities. This allows you to interact with a group of potential enemies for the purpose of delivering a message, retrieving an item or delivering an ultimatum. This Gift lasts for one scene.

### Gifts of Shantar

These Gifts are considered ‘in-splat’ for Philodox, Glass Walkers, and all Garou born during the twelfth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 124.

#### Basic

- **Threads of the Tapestry** (Level One) (RatH p. 124) – Make a Static Mental Challenge (*Enigmas*) against a difficulty of 7 Traits. If successful, you learn the basic elements of a situation that seems confused or deliberately obfuscated. For example, you may learn the true leader of a group, or the emotional context of an otherwise poker-faced contact.
- **Fixit** (Level Two) (RatH p. 124) – Make a Static Mental Challenge (*Repair*) against a difficulty of 7 Traits. If successful, you repair a target item so that it functions for the scene.

#### Intermediate

- **Tangling the Skein** (Level Three) (RatH p. 124) – Spend 1 Gnosis Trait and defeat your target in a Social Challenge (*Enigmas*). If successful, you may alter one visual or remembered perception for your victim. For example, you may cause a Black Spiral Dancer to confuse the weakest member of his pack for the pack leader, or cause a rival to show up at the wrong caern for an important meeting.
- **Shantar’s Loom** (Level Four) (RatH p. 124) – Spend 1 Gnosis, Rage, or Willpower Trait and make a Static Physical Challenge (*Repair*) against a difficulty of 10 Traits. If successful, you may craft a simple item from the energy of the expended temper. You may increase the quality of the item by spending Physical Traits at the time of creation. The created item lasts for one day.

### Advanced

- **Drown** (Level Five) (RatH p. 125) – Spend 1 Rage Trait and make a Willpower Challenge (*Survival*) against your target. If successful, the target must receive help immediately or else die from drowning. The target may attempt to help herself by attempting to cough up the fluid, but sacrifices all actions (including movement) for each turn that she does so.

### Gifts of Sokhta

These Gifts are considered ‘in-splat’ for Theurge, Stargazers, and all Garou born during the fourth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 114.

#### Basic

- **Lambent Sight** (Level One) (RatH p. 114) – Spend a Gnosis Trait, and gains the ability to see under circumstances where sight would normally be impossible, such as total darkness or while blindfolded. This Gift does not grant sight to one who is normally blind.
- **Moonpool of Sokhta** (Level Two) (RatH p. 114) – Spend a Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 7 Traits (or 10 Traits for events more than a year in the future). If successful, the Garou may transform a pool of clear, standing water to show visions of the future. The precise effects of this Gift are left to Storyteller discretion.

### Intermediate

- **Moonriver** (Level Three) (RatH p. 114) – Make a Static Physical Challenge (*Occult*) against a difficulty of 10 Traits. If successful, the Garou gains the ability to travel across any body of water reflecting the moon. If the moon’s light becomes obscure at any point during the Garou’s travel, the effect of the Gift ends immediately.
- **Mooncat** (Level Four) (RatH p. 115) – Spend a Gnosis Trait. The Garou may assume the form of a small white cat for one scene (or until she wills it). While in this form, the Garou gains her Lupus form Traits; she may also retest attacks made against her using silver with *Survival* (though any damage inflicted remains *Aggravated*).

### Advanced

- **Moon Dream** (Level Five) (RatH p. 115) – Spend a Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 12 Traits. If successful, the Garou enters a state of lucid dreaming in which she explores some potential future, even able to interact with the creatures and situations she encounters in the dream – learning the possible effects of her actions. She may also replay these scenarios multiple times, exploring alternative courses of action. The dream typically gives the Garou knowledge of the events of the next two or three scenes after awakening, although the precise effects are left to Storyteller discretion.

### Gifts of Cambiyah

These Gifts are considered ‘in-splat’ for Galliard, Black Furies, and all Garou born during the seventh lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 118.

### Basic

- **Find the Child Within** (Level One) (RatH p. 118) – Defeat your target in a Social Challenge (*Empathy*) to issue a simple command, drawing on his instinctive response to parental authority or affection, that he might otherwise reject (e.g., Don’t leave without me). This effects of this Gift last for ten minutes
- **Mantle of the Land** (Level Two) (RatH p. 119) – Spend a Gnosis Trait to draw forth a mist or fog from the water in the atmosphere. Anyone save the Garou and her pack are three Traits down on all perception-related Challenges while in the mist. The effects of this Gift last for one scene or one combat.

### Intermediate

- **Veil of the Mother** (Level Three) (RatH p. 119) – Spend 1 Willpower Trait and make a Static Social Challenge (*Subterfuge*) against a difficulty of 10 Traits. If successful, you may alter your appearance or that of another person. You may alter your apparent height by up to six inches, and your weight by up to 30 pounds. To duplicate the appearance of another person you are familiar with, you must spend a second Willpower Trait. Because this is a disguise, rather than a transformation, persons with supernatural senses may attempt to pierce it with a Mental Challenge (*Investigation / Subterfuge*).
- **Motherly Guardian** (Level Four) (RatH p. 119) – Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (*Empathy*). If successful, you may “tag” the target. This allows you to learn the target’s general state of health and present circumstances by concentrating on them for one turn. While you are concentrating on your target, you suffer a 1-Trait penalty on all challenges.



### Advanced

- **Bring Forth the Future** (Level Five) (RatH p. 119) – Sacrifice 1 permanent Gnosis Trait and make a Static Mental Challenge (*Enigmas*) against a difficulty of 12 Traits. If successful, you may change one facet of an individual's future. The player should explain to the Storyteller which element of the future she wishes to change. For example, "I want my packmate to survive the coming battle against the fomori horde." If possible, the Storyteller should arrange events so that the change takes place exactly as stated. This Gift only affects events that will occur within the 24 hours immediately following the activation of the Gift; furthermore, characters cannot ensure the death or destruction of their foes with this power. Only pleas for preservation meet with the Veiled Mother's approval.

### Gifts of Zarok

These Gifts are considered 'in-splat' for Philodox, Silver Fangs, and all Garou born during the ninth lunar month of the year. These Gifts are located at Rage Across the Heavens, p. 120.

### Basic

- **Aura of Leadership** (Level One) (RatH p. 120) – Make a Static Social Challenge (*Empathy*) against a difficulty equal to the highest Willpower in the target group. If successful, you gain a 1-Trait bonus on all Social Challenges against that group for one scene.
- **Proclamation of Action** (Level Two) (RatH p. 120) – Spend 1 Willpower Trait and make a Static Social Challenge (*Leadership*) against a difficulty of 10 Traits. If successful, you may force an end to discussion and cause your group to take the course of action you think is best. Those who wish to resist this Gift must defeat you in a Willpower Challenge (*Leadership*). This Gift only functions if the group had been dithering over a course of action.

### Intermediate

- **Undisputed Ruler** (Level Three) (RatH p. 121) – Spend 1 Gnosis Trait and make a Static Social Challenge (*Leadership*) against a difficulty equal to the highest Willpower in the target group. If successful, you may exercise your authority over the target group (such as a paramilitary group, or a town council) for one week. This Gift is only effective against humans, spirits of no greater than Jaggling status, and semi-supernatural creatures such as ghouls and kinfolk.
- **Enthronement** (Level Four) – Make a Static Physical Challenge (*Repair*) against a difficulty of 10 Traits. If successful, you may make an item of solidified air. "Air-stones" used as weapons give no bonuses to your Traits or damage, and dissipate upon contact with your target. Those struck with such weapons, however, must make a Static Physical Challenge (*Athletics*) against a difficulty of 10 Traits or be stunned for the remainder of the round, and left unable to take any action.

### Advanced

- **Grand Gesture** (Level Five) (RatH p. 122) – Bestow an appropriate gift(s) upon an individual or group, and make a Social Challenge (*Empathy*) against a target person or group. If successful, all Gifts or Social challenges involving persuasion are automatically successful against the target(s) for the remainder of the scene.

## Appendix 5: Rituals

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### Mystic Rites

**Preserving the Fetish** (Basic) (PGtG, p. 199) – Make a Static Mental Challenge (*Rituals*) against a difficulty of 8 Traits. If successful, you gain one free retest that may be used on a challenge to activate a fetish.

**Rite of Binding** – A ritualist may create a maximum number of talens per month equal to her Gnosis rating. Spirits will ordinarily agree to enter a talen for a period of one month, but may be enticed to remain longer with more substantial chiminage and/or the acceptance of taboos. Stockpiling talens will cause the ritualist to gain spirit notoriety.

**Rite of Summoning** – This rite cannot summon Celestines. The difficulty to summon spirits is 6 Traits for Jagglings, and 12 Traits for Gafflings, and 18 Traits for Incarna avatars.

**Rite of the Fetish** – The ritualist must spend one permanent Gnosis Trait to perform this ritual, whether it is successful or not. The recipient of the fetish must also spend XP equal to the level of the fetish.

### Punishment Rites

**Tears of Luna** (Intermediate) (PGtG, p. 199) – After the subject's body is marked by the ritemaster, she is exiled for one month. During that time, the subject may not regain Gnosis. In addition, the subject takes one level of illusionary aggravated damage from each rainfall she is caught in during that time; if the subject is guilty of the crime for which she is accused, the damage is real. An innocent subject may spend a Willpower Trait to ignore the illusion for the duration of one scene, but the subject may not heal the damage – whether illusory or real – until the month is over.



Descendants, Defiance, Domination

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**Appendix 6 - Totems**

# Totems

Totem Abilities may go over cap, but they refresh once per day, same as other abilities.

## Golden Squirrel

**Type:** Cunning

**Brood:** Squirrel's Brood

**Totem Background Cost:** 12 traits

### Description:

An older Purelander spirit formerly of Turtle's brood, Golden Squirrel formed an accord with Stag after his spiritual father fell to slumber, offering him the respect and service owed to a spiritual father in exchange for aid in preserving the memory of those lost. As a trickster spirit charged with punishing those who treat the sacred without proper respect, Golden Squirrel watches, remembers and punishes. He keeps careful account of promises made and broken, grudges both new and old, inciting others to take just vengeance for transgressions with persistence that can span generations. In Golden Squirrel's eyes, all things have their rightful due and everyone will pay in time. He will wait and remember until all wrongs are righted in full.

Packs under Golden Squirrel often take after his example, growing to be adept scouts, spies and social manipulators as well as fierce and tireless advocates for causes they hold dear. Their bonds among each other tend to be tight, even for a Garou pack, and members often take up each others' quirks and mannerisms over time. Some have even claimed to feel a form of pack kinship to other children of Golden Squirrel, instinctively reacting or coming to their aid when the things they protect are endangered and sometimes even coming to seek restitution for grudges left unsettled in ages long past. For those who have wronged the Golden Squirrel, no time or distance is great enough to guarantee true safety.

### Benefits

Golden Squirrel is one. Golden Squirrel is all. He knows where each of his children are at all times and passes this knowledge onto each of his children, that they might understand they are never truly alone. All pack members under Golden Squirrel instinctively know where their pack mates are at all times and in which realm they currently reside.

Golden Squirrel sees what you did there and he never forgets what he sees. He keeps tabs on those who cross him and gives his children the ability to do the same. Each member of the pack gains the use of the gift: The Usual Suspects.

Golden Squirrel is seen only when he wishes to be seen. When in dense areas, his children can call upon this power, becoming unnoticeable until they wish to be noticed or until someone actively seeks them out. Each member of the pack gains the mental trait 'Cunning', and the Ability Stealth x2. They can also make a Static Mental Challenge against six Traits (or more, in conspicuous circumstances) to blend into the area around themselves. Anyone who notices their presence must defeat them in an opposed Mental Challenge to see them. If they do something conspicuous to call attention to themselves, everyone present gets this Mental Challenge.

## ***Ban***

Upon petitioning Golden Squirrel, the pack must collectively choose something they all wish to protect. This may be a physical object, a person, a place, or something more abstract such as a promise or a principle. Once chosen, all members of the pack are sworn to defend the chosen thing at all costs. If the protected thing is lost, the pack loses all benefits of their totem until contrition has been given and a new target of protection is found.

This promise is reflected on the character sheet in the form of Derangement: Power Object or Derangement: Promise.

It is important that the Children of Golden Squirrel remember their charge is to lay old slights to rest, not to perpetuate them themselves. Where possible, seek to destroy your enemies by leading the ones they have wronged to them. Never prevent another from harming your enemy, except in defense of what you have sworn to protect.

# *Pursuit of Happiness*

***Background Cost:*** 4

***Type:*** Respect

## ***Description:***

Many Glass Walkers rely on wealth to accomplish their goals for the good of Gaia. In the past, O'Mighty Dolla was a mainstay, but in this age of inflation and computers, many find his ban impractical. Easy Credit, on the other hand, is a dangerous seductress. Many feel she has done a disservice to the people, driving many into debt and inadvertently (we hope) increasing the power of the Wyrms. Seeking a balance that allows both modern concepts of wealth and business, along with the innate morality that modern business seems to lack, a group sought out the consort of American Dream, the Pursuit of Happiness.

Pursuit of Happiness is a totem spirit from Cockroach's brood that has only recently resurfaced after half a century of relative dormancy. It originally drew its power from the dreams of immigrants, gold miners, and an emerging middle class, seeking to make their fortune. As the industrial revolution picked up steam, it became the patron of businessmen who had the right idea at the right time and made their mark, although rarely their children. Now, it continues to draw on the young and inspired entrepreneurs who become the hub for community instead of trying to rise above it.

## ***Benefits:***

Gain a +3 bonus on all challenges involving Finance. Gain 2 in the Resources background.

## ***Ban***

Do not hoard your wealth, but use it to enhance your community to increase the overall flow of wealth. Do not use your wealth to prevent others who follow the Pursuit of Happiness (whether they know they follow it or not) from reaching their goals.

This totem is inspired by O'Mighty Dolla and Easy Credit, along with Smiling Happy Buddha (mechanics) and American Dream (flavor). The idea was to find a monetary concept that is not outdated or carrying the baggage of the recession, while still feeling 'heroic' enough to be followed by Gaian Garou. The totem trait is the same as its brethren, while the ban encourages (forces) the Garou in question to use at least a portion of their time and wealth for people other than themselves. It also gives the storyteller a lot of easy "off" switches with a broad but focused ban.

# Mishipeshu

**Background Cost:** 8

**Type:** Mystery

## **Description:**

Mishipeshu translates into "the Great Lynx". The spirit of the underwater panther was the most powerful underworld being to the Algonquins. The Ojibwe traditionally held them to be masters of all water creatures, including snakes. They were depicted in drawings as having long tails, with spike shaped forms along the back and tail. They were the counterforce to the spirit in the skies, the Thunderbird. Some traditions believed the underwater panthers to be helpful, protective creatures, but often they were viewed as malevolent beasts that brought death and misfortune.

## **Benefits**

Ability to breath underwater

Invisibility in Shadows

Immunity to Reptile Venom

+1 Commanding Social Trait

## **Bans:**

Must comfort any dying people they encounter

Must aid wraiths visiting the Skinlands, if the ghost's purposes are moral and good.

Must protect cats of all shapes and sizes

Must provide bagels to ShadowStar on a regular basis



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**Appendix 7 - Renown**



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# Renown

The stories of a Garou's memorable accomplishments are told and re-told among werewolves and their ancestral spirits. These stories are known as a Garou's Renown, and they correspond loosely to how much respect others in the Garou Nation owe the werewolf. Going up in Rank requires a Garou to earn certain amounts of Renown.

***Descendants, Defiance, Domination*** uses a hybrid renown system, borrowed and taken in part from Past is Prologue and Twin Cities Garou.

## Types of Renown

The Garou recognize three categories of noteworthy accomplishments:

Deeds of Glory

Deeds of Honor

Deeds of Wisdom

## Earning Renown

The earning of Renown is not a humble endeavor. Whenever a werewolf does something noteworthy or admirable, it's in their best interests to brag about it -- or to have someone else do it on their behalf. This role, the art of Bragging, falls traditionally upon Garou of the Galliard auspice. When a Galliard tells the story of someone's worthy accomplishments, the spirits and the Nation take note.

## Rite of Accomplishment

The player of a Galliard character can perform the story of your noble deeds -- either in person on the game floor, or by writing it up and posting it on one of the electronic mediums available to you (e.g. the national lists, the game list, the facebook page, etc etc etc)

This is the first step to performing the Rite of Accomplishment -- a ritual done in front of the Sept that confirms your worthiness to receive a new tale of Renown.

# Self Claiming

Sometimes, the Gibbeous auspice isn't available to you. Sometimes, your story can't be told publicly. The spirits do not forget your actions. To reflect this, once a month, you may lay claim to a single deed from one of the Renown charts. Glory, Honor, and Wisdom.

In-character, this happens at a downtime Moot.

Submit this claim with your Experience spending to have it added to your sheet.

## Self Claim Form guidelines

When you make this claim, before you submit it, please ensure it meets the following criteria:

### Listed

The accomplishment corresponds closely to a deed listed in one of the Renown charts (Glory, Honor, or Wisdom). **Note:** If your claim is unique, you **MUST** have a Galliard back up your tale in an email also sent to the ST list

### Worthy

Your current Renown total in that category must be equal or less than the corresponding total listed (see each chart for more explanation of this).

### Recent

You performed the deed within the past 30 days.

### New

Your claim must not be very similar to any claim you've made before. Aka, **you cannot claim Renown for doing the same thing again and again.**

### In-Game

It is an accomplishment you achieved **in-game** -- i.e., you did this on the game floor or in Downtimes

## A word of caution

**These claims are not secret.** The spirits announce all such stories to the Sept. (Out of character, the admin ST publishes these claims to the mailing list and to the facebook group)

If you make claims you don't deserve, **the rest of the Sept may turn on you and take away your Renown instead.**

# Renown Loss and Punishments

Sometimes the deeds you do aren't worthy of praise -- quite the opposite. Various leaders in the Sept have the power to punish Garou for their misdeeds. This is described in greater detail on the Renown Loss and Punishments page.

## Rank

Rank is the measure of a Garou's social standing in the Nation, and (some say) in the eyes of Gaia. Like military officers, Garou of high Rank command those of lower Rank, while those of lower rank seek to prove themselves worthy of higher standing.

As a werewolf earns recognition for their deeds in the form of Renown, they become eligible to advance in Rank. Each Auspice has different minimum Renown requirements they must meet before challenging for the next Rank. Certain minimums of time must pass between rising from Rank to Rank as well. This page lists those requirements with the description of each rank.

Once a Garou meets the minimum requirements of Renown and time, they must challenge a higher-Ranking Garou to recognize their worthiness for the next Rank. The Challenged Garou chooses the nature of the contest – there are several traditional ones, but the challenge is free to innovate. The challenger must prove themselves worthy to the elder's satisfaction before they advance. A Sept's Master of Challenge oversees these contests to ensure they are fair and worthy tests of the challenger's capabilities.

Even if you obtain the amount of renown needed to go to the next rank, you are not required to challenge. You may continue to gain renown as normal, but people may take issue with your refusal to challenge as time progresses.

# Renown numbers

Below is a quick reference guide. The Renown 'number' requirements for each Rank appear here. The requirements differ by Auspice.

## Ragabash

Rank	Any Combination of Renown Traits
Cliath	3
Fostern	7
Adren	13
Athro	19
Elder	25

## Theurge

Rank	Glory	Honor	Wisdom
Cliath	0	0	3
Fostern	1	0	5
Adren	2	1	7
Athro	4	2	9
Elder	4	9	10

## Philodox

Rank	Glory	Honor	Wisdom
Cliath	0	3	0
Fostern	1	4	1
Adren	2	6	2
Athro	3	8	4
Elder	4	10	9

## Galliard

Rank	Glory	Honor	Wisdom
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Cliath	2	0	1
Fostern	4	0	2
Adren	4	2	4
Athro	7	2	6
Elder	9	5	9

## *Ahroun*

Rank	Glory	Honor	Wisdom
Cliath	2	1	0
Fostern	4	2	1
Adren	6	3	1
Athro	9	5	2
Elder	10	9	4

# *The Ranks of the Garou*

## **Cub – rank zero**

Cubs are young men and women thrown into the deep end of the war for Gaia. They've just recently had their First Change, which may be their first traumatic introduction to the world of the Garou. Other werewolves capture cubs and educate them quickly, both protecting them and indoctrinating them into their new role as Gaia's warriors. Cubs must learn quickly, leaving the trappings of their old lives behind in favor of mastering the basic skills of their Auspice. They must submit to the orders of everyone except their fellow cubs. They cannot fully participate in Garou society -- such as challenging, and being challenged -- until they prove themselves in a ritual called a Rite of Passage. Cubs do not begin play with Gifts; they can learn breed and auspice Gifts under the guidance of others, but access to tribe Gifts comes only after their Rite.

**Duties:** Learn as much as you can about Garou society and your place in it.

**Privileges:** None

**Gifts Available:** Basic Breed and Auspice Gifts, with their Den Parent's approval.

**Rites Available:** May learn Basic and Minor Rites; may perform Minor Rites

**Maximum Traits per Category:** 10

**Maximum Rage, Gnosis, and Willpower:** 5

**Time Requirement:** None

**Renown Requirements:** None



# Cliath~ rank one

Cliath are the youngest members in full standing of the Garou Nation. They have fulfilled a Rite of Passage, which proves them worthy of joining the war for Gaia; they are welcomed into the extended family of a tribe. But now their responsibilities truly begin. Higher-ranked Garou expect Cliath to submit to their orders and to the demands of the Litany; Cliath who fail at these tasks can expect harsh judgment. While they are no longer watched by a Den Parent, Cliath must continue to learn, seeking out instruction from the elders of their Auspice and Tribe.

**Duties:** Serve your Sept however your elders require, including boring minor tasks like cleaning up the bawn or patrolling the perimeter. Seek out Garou to train you as the kind of warrior you want to become. Find a pack to join, or gather up some fellow Cliath and start one yourself.

**Privileges:** You can ask your Sept leadership for justice when you are wronged, or challenge any Cliath, Fostern or Adren who wronged you. When your Renown is sufficient, you can challenge a Fostern or Adren for your next Rank. You might have a little license to fuck up thanks to youth, inexperience and stupidity -- but don't rely on it. It won't stretch far. Spiritually speaking, as long as they have invested in a relationship, Cliath may enjoy the full blessings of a Personal Totem.

**Gifts Available:** Basic. Upon succeeding at a Rite of Passage, a cub who becomes a Cliath learns a tribe Gift for free (as well as breed and auspice, if they have not already done so as a cub).

**Rites Available:** May learn and perform Minor and Basic Rites

**Maximum Traits per Category:** 11

**Maximum Rage, Gnosis, and Willpower:** 5

**Lore Allowance:** You may learn up to level 1 in Lore: Garou, Lore: Spirit, and your tribal Lore without a teacher.

**Time Requirement:** Garou spend at least a month as a cub before becoming Cliath.

**Renown Requirements:** These Renown are not earned as cubs, but gained upon completion of the Rite of Passage:

Ragabash: Any 3

Theurge: 3 Wisdom

Philodox: 3 Honor

Galliard: 2 Glory, 1 Wisdom

Ahroun: 2 Glory, 1 Honor

# Fostern~ Rank two

Fostern Rank is usually considered the minimum to hold true responsibility. Fostern have proved themselves on their own initiative, choosing how to make their mark and earning some Renown to show for it. They have taken risks and overcome challenges that killed some of the cliath they grew up with. Fostern are considered fully responsible adults, requiring no indulgence from their elders.

**Duties:** Continue serving your Sept. You may be entrusted with greater duties now that you've got experience under your belt. Take responsibility for the safety and success of your fellow Garou. Attend Sept moots. Keep learning, becoming a worthy example of your Auspice, Breed and Tribe.

**Privileges:** Your freedom to move from Caern to Caern is heightened. You're reliably allowed onto your own, and you can even ask the Gatekeeper to open moon bridges for you to travel to to other Caerns, provided you have a serious reason.

**Gifts Available:** Basic, as well as basic gifts from the common gift list.

**Rites Available:** May learn up to Intermediate Rites; may perform Minor and Basic Rites

**Maximum Traits per Category:** 12

**Maximum Rage, Gnosis, and Willpower:** 6

**Lore Allowance:** You may learn up to level 1 in Lore: Garou, Lore: Spirit, and your tribal Lore without a teacher.

**Time Requirement:** Garou spend at least 3 months as Cliath before becoming Fostern.

**Renown Requirements:**

Ragabash: Any 7

Theurge: 1 Glory, 5 Wisdom

Philodox: 1 Glory, 4 Honor, 1 Wisdom

Galliard: 4 Glory, 2 Wisdom

Ahroun: 4 Glory, 2 Honor, 1 Wisdom

# Adren – Rank 3

Adren are the first rank of true leaders among Garou. Few Garou survive this long, but those who do tend to be especially competent, carving out a niche where they are well-known for their service to Gaia. Athro and Elders scrutinize Adren and train them in the duties of Sept positions. Ragabash scrutinize Adren as well, eager to increase their own standing by pointing out the Adren's flaws.

**Duties:** Spend most of your time training under an older Garou for new duties. If you're tapped for one of the Sept's lesser duties -- Keeper of the Land, Gatekeeper, Guardian, Den Parent or so on -- carry out the role with distinction. Train younger Garou, sharing the wisdom and insights you have earned along the way. You may not have as much authority as you have responsibility, so you'll need ingenuity to excel at your duties.

**Privileges:** You may petition the Sept for justice in a decision rendered by the Sept Alpha or Truthcatcher, or by a philodox or council they appoint.

**Gifts Available:** Basic, Intermediate, as well as basic gifts from the common gift list.

**Rites Available:** May learn and perform Minor, Basic, and Intermediate Rites

**Maximum Traits per Category:** 14

**Maximum Rage, Gnosis, and Willpower:** 7

**Lore Allowance:** You may learn up to level 2 in Lore: Garou, Lore: Spirit, and your tribal Lore without a teacher.

**Time Requirement:** Garou spend at least 6 months as Fostern before becoming Adren.

**Renown Requirements:**

Ragabash: Any 13

Theurge: 2 Glory, 1 Honor, 7 Wisdom

Philodox: 2 Glory, 6 Honor, 2 Wisdom

Galliard: 4 Glory, 2 Honor, 4 Wisdom

Ahroun: 6 Glory, 3 Honor, 1 Wisdom

# Athro – Rank 4

Known widely in the Garou Nation, Athro have achieved true respect and authority. Other Garou seek them out for leadership and advice. Few Garou live to earn this rank.

**Duties:** Lead your fellow Garou -- not just your pack, but your auspice, your tribe, even your Sept. Organize other Garou on quests and missions that you deem necessary for the good of Gaia. Gaia may even prompt you to do so with visions; do not hesitate. You set the example by facing danger and taking risks yourself -- you will not ask another Garou to bear a burden you're unwilling to carry.

**Privileges:** When accused of wrongdoing, you have the option of being judged either by a single Philodox of the Sept, or by the Sept's council of elders (typically including Auspice Alphas and the Sept Alpha). You can reliably get your choice of the best missions available to your Sept. Younger Garou defer to you as a proven teacher (don't prove them wrong).

**Gifts Available:** Basic, Intermediate, as well as basic gifts from the common gift list.

**Rites Available:** May learn up to Advanced Rites; may perform up to Intermediate Rites

**Maximum Traits per Category:** 16

**Maximum Rage, Gnosis, and Willpower:** 8

**Lore Allowance:** You may learn up to level 2 in Lore: Garou, Lore: Spirit, and your tribal Lore without a teacher.

**Time Requirement:** Garou spend at least 9 months as Adren before becoming Athro..

**Renown Requirements:**

Ragabash: Any 19

Theurge: 4 Glory, 2 Honor, 9 Wisdom

Philodox: 3 Glory, 8 Honor, 4 Wisdom

Galliard: 7 Glory, 2 Honor, 6 Wisdom

Ahroun: 9 Glory, 5 Honor, 2 Wisdom

# Elder – Rank 5

Known widely in the Garou Nation, Athro have achieved true respect and authority. Other Garou seek them out for leadership and advice. Few Garou live to earn this rank.

**Duties:** As the elder of a tribe or auspice, you take responsibility for the well-being of all fellow tribe and auspice members of your Sept. See to it that they are well-trained, led, and advised. Represent them when they're in trouble and discipline them when they fail. Adopt worthy new members into the tribe, and expel those who act heinously. Take a role managing the local human population if you're a homid, and dealing with the local wolf packs if you're a lupus.

**Privileges:** When accused of wrongdoing, you may choose whom to be judged by: an Adren or better from the Sept in question, the Sept's council of elders (typically including all major Sept offices), or a council of fellow Elders of the Nation. You may veto a Renown nomination if you feel a story hasn't truly been earned, but you should not employ this privilege lightly. You're largely free to do as you like, as long as you're carrying out the duties above.

**Gifts Available:** Basic, Intermediate, Advanced, all common gifts.

**Rites Available:** May learn and perform all levels of Rites

**Maximum Traits per Category:** 18

**Maximum Rage, Gnosis, and Willpower:** 10

**Lore Allowance:** You may learn up to level 3 in Lore: Garou, Lore: Spirit, and your tribal Lore without a teacher.

**Time Requirement:** Garou spend at least 12 months as Athro before becoming Elder.

**Renown Requirements:**

Ragabash: Any 25

Theurge: 4 Glory, 9 Honor, 10 Wisdom

Philodox: 4 Glory, 10 Honor, 9 Wisdom

Galliard: 9 Glory, 5 Honor, 9 Wisdom

Ahroun: 10 Glory, 9 Honor, 4 Wisdom

## Glory

Glorious deeds are tales of Renown in which a werewolf faces danger or humiliation and withstands the ordeal. Garou earn Glory when their strength, endurance, courage, tactics, bold leadership, and risk-taking make the difference. The chart below lists the kinds of deeds that are Glorious in nature. You may not already have Glory for a very similar accomplishment. As your Glory rises, so too must your deeds become more impressive, as described in the chart.

As your Glory rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Glory	Deeds Worthy of New Glory
<b>Hero</b> No matter your current Glory, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Defeating a truly deadly foe singlehandedly (major Jagglings bane, elder vampire, elder BSD)</li><li>• Helping defeat a group of truly deadly foes</li><li>• Helping destroy a Hive</li><li>• Helping build a Caern</li><li>• Following a totem of War as part of a pack for 1 year</li><li>• Following a Personal totem of War for 1 Year</li></ul>
<b>Veteran</b> If your Glory is 8 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Helping defeat a truly deadly foe (major Jagglings bane, elder vampire, elder BSD)</li><li>• Destroying a major stronghold of the wrym</li><li>• Planning and/or leading a large, important assault</li><li>• Visiting a highly dangerous Umbral Realm (Malfeas, the Scar)</li><li>• Telling an epic tale about truly historic events</li></ul>
<b>Warrior</b> If your Glory is 6 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Defeating a dangerous foe singlehandedly (strong Jagglings bane, fomor, ancilla vampire, adren/athro BSD)</li><li>• Helping defeat a group of dangerous foes</li><li>• Destroying a minor stronghold of the wrym</li><li>• Planning and/or leading a dangerous assault</li><li>• Visiting a dangerous Umbral Realm</li><li>• Telling a truly worthy tale about important events</li></ul>
<b>Guardian</b> If your Glory 4 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Defeating a minor foe singlehandedly (average bane, fomor, neonate vampire, cliath/fostern BSD)</li><li>• Helping defeat a group of minor foes</li><li>• Helping defeat a dangerous foe (strong bane, fomor, ancilla vampire, adren/athro BSD)</li><li>• Planning and/or leading a minor assault</li><li>• Telling a great tale</li></ul>
<b>Rookie</b> If your Glory is 2 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Defeating a weak foe singlehandedly (small bane or weak fomor)</li><li>• Helping defeat a group of weak foes</li><li>• Helping defeat a minor foe (average bane, fomor, neonate vampire, cliath/fostern BSD)</li></ul>

## Honor

Honorable deeds are tales of Renown in which a werewolf proves they are wolves of their word, that their principles are stronger than steel. Garou earn Honor when they make a difference thanks to duty, promises, tradition, fair judgment, sacrifice, obedience to the Litany, and doing the right thing despite the cost. You may not already have Honor for a very similar accomplishment. As your Honor rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Honor	Deeds Worthy of New Honor
<p><b>Paragon</b></p> <p>No matter your current Honor, these deeds can earn you another:</p>	<ul style="list-style-type: none"> <li>• Holding a Sept Position for a year</li> <li>• Judging and/or punishing Garou over matters that affect an entire Sept</li> <li>• Judging and/or punishing an Elder of the Nation</li> <li>• Making great personal sacrifices for the good of others</li> <li>• Honorably taking a mate, and breeding</li> <li>• Owning a Klaive and bearing it with distinction</li> <li>• Helping build a Caern</li> <li>• Following a totem of Respect as part of a pack for one Year</li> <li>• Following a Personal totem of Respect for one Year</li> </ul>
<p><b>Champion</b></p> <p>If your Honor is 8 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> <li>• Providing key leadership on a critical issue</li> <li>• Mediating challenges or disputes between Elders</li> <li>• Risking your life to save another</li> <li>• Accepting an honorable surrender when you'd rather kill them where they stand</li> <li>• Giving up something precious, like Fetishes or Kinfolk, for the greater good</li> </ul>
<p><b>Judge</b></p> <p>If your Honor is 6 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> <li>• Mediating challenges or disputes between Adren and Athro Garou</li> <li>• Performing an important duty with distinction</li> <li>• Protecting innocent humans, animals, kinfolk, or cubs</li> <li>• Making sacrifices to protect the Veil</li> <li>• Participating in an honorable challenge over an issue that affects the Sept</li> </ul>
<p><b>Mediator</b></p> <p>If your Honor is 4 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> <li>• Mediating challenges or disputes between Cliath and Fostern Garou</li> <li>• Giving up a chance at Glory to stay back and protect the Caern</li> <li>• Upholding the traditions particular to your Tribe</li> <li>• Performing the Moot Rite</li> <li>• Protecting the territory of another</li> <li>• Giving up something minor, like Talens or prized possessions, for the greater good</li> <li>• Telling a great tale</li> </ul>



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**Follower**

If your Honor is 2 or less,  
these deeds can earn you  
another:

- Keeping your word in a difficult situation
- Following orders quickly and competently
- Performing regular minor duties around the Caern
- Actions that demonstrate your dedication to the duties of your Auspice
- Participating in an honorable challenge
- Healing those outside your pack



## Wisdom

Wise deeds are tales of Renown in which a werewolf proves they can shepherd Gaia's children from chaos and corruption into growth and life. Garou earn wisdom when they make a difference through good judgment, insight, rare expertise, specialized knowledge, flexible thinking, and sometimes sheer cunning and guile. You may not already have Wisdom for a very similar accomplishment. As your Wisdom rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Wisdom	Deeds Worthy of Wisdom
<b>Visionary</b> No matter your current Wisdom, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Performing dangerous advanced Rites, like Caern-Building</li><li>• Dealing successfully with Incarnae</li><li>• Creating new rites or Gifts</li><li>• Creating a uniquely powerful Fetish</li><li>• Following a totem of Wisdom as part of a pack for one Year</li><li>• Following a Personal totem of Wisdom for one Year</li></ul>
<b>Sage</b> If your Wisdom is 8 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Teaching rare or difficult intermediate or advanced Rites to worthy students</li><li>• Recovering potent lost Lore or Fetishes</li><li>• Finding an clever, effective solution to a critical problem</li><li>• Deceiving a truly deadly foe into falling for a trap</li><li>• Gathering actionable intelligence on truly deadly foes</li><li>• Visiting a deeply mysterious Umbral Realm (Summer Country, the Flux)</li></ul>
<b>Scholar</b> If your Wisdom is 6 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Learning rare or difficult intermediate or advanced Rites</li><li>• Recovering minor forgotten Lores or Fetishes</li><li>• Finding an clever solution to a serious problem</li><li>• Deceiving a dangerous foe into falling for a trap</li><li>• Gathering actionable intelligence on dangerous foes</li><li>• Visiting a mysterious Umbral Realm (Aetherial Realm, the Cyberrealm, tribal homelands)</li><li>• Creating a typical Fetish</li><li>• Correctly interpreting signs and visions</li></ul>
<b>Disciple</b> If your Wisdom is 4 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Teaching basic Rites or useful skills to others</li><li>• Creating Talens for the good of the Sept</li><li>• Finding a clever solution to a minor problem</li><li>• Offering good advice on a major matter</li><li>• Gathering actionable intelligence on minor foes</li><li>• Deceiving a minor foe into falling for a trap</li><li>• Calling for aid or calling a retreat in a close battle</li></ul>
<b>Pupil</b> If your Wisdom is 2 or less, these deeds can earn you another:	<ul style="list-style-type: none"><li>• Learning basic Rites</li><li>• Placating spirits with well-chosen chiminage</li><li>• Offering good advice on a minor matter</li></ul>

# Renown loss and punishment

When Garou screw up, their Sept will often punish them with a loss of Renown. It's a shameful moment, especially if a Rite of Punishment is involved, but it's not usually a career-ending event. The only high-Ranking Garou who have never lost Renown are those who have never made mistakes.

## *What It Means*

When you lose Renown, the spirits no longer speak of your good stories. The character inflicting the punishment against you will usually choose which story is forgotten. On the bright side, you can prove yourself again: you can perform a similar deed to earn a tale to replace what you lost.

Garou of lesser Rank are usually given more leeway to screw up than Garou of higher Rank. Losing one's self-control to Frenzy, for example, might be overlooked in a Cliath who is still learning -- but Elders should plainly know better.

## *Understanding the Auspical Roles*

### **Ragabash**

**Ragabash** bring others' scandalous actions to the attention of the Sept Alpha or Truthcatcher, who will call for an investigation that may result in Renown loss. Ragabash may question others' stories of Renown be they told over the list, performed on the game floor, or claimed during off-camera moots. Their questions hold particular weight during Rites of Accomplishment. They may attempt to tell stories of shame

### **Philodox**

**Philodox** sit in judgment over questions of scandal, deciding the correct punishments. They may block stories questioned by the Ragabash. They have an easier time performing rites of punishment.

### **Galliards**

**Galliards** choose which positive Renown tales to tell, and are best at performing Rites of Accomplishment. They should never support a tale of Renown whose worthiness they doubt. Galliards may also tell stories of shame.

# Those who sit in judgment

All the following parties have an innate power to strip Renown from the Garou of a Sept. These powers may only ever be exercised **once per incident** and **once per session**: stripping more Renown than this for a single incident usually calls for a Punishment Rite.

## The Sept Alpha

The Sept Alpha may strip a tale of Renown from any Cliath, Fostern, or Adren Sept member. This judgment may be challenged by the subject, the subject's pack alpha, any Athro or Elder, or the Truthcatcher.

## The Sept Beta

The Beta gains the powers of the Sept Alpha if the Alpha is not present for the game session (not just busy somewhere else).

## The Truthcatcher

The Truthcatcher may strip a tale of Renown from any Cliath, Fostern, or Adren Sept member. Their judgment may be countermanded by the Sept Alpha. Their judgment may be challenged by the subject, the subject's pack Alpha, or any Elder.

## Auspice Alphas

Auspice Alphas may strip a tale of Renown from any Cliath, Fostern, or Adren Sept member of their Auspice. Their judgment may be countermanded by the Sept Alpha or Truthcatcher. Their judgment may be challenged by the subject, the subject's pack Alpha, or any Athro or Elder.

## The Master of the Challenge

The Master of the Challenge may strip a tale of Renown from any Cliath, Fostern, or Adren Sept member, but only if: The subject cheated in a challenge or violated its terms; or the subject interfered with a challenge; or the subject refused an honorable challenge without grounds to do so.

## Elders of the Nation

Elders of the Nation may strip a tale of Renown from any Cliath, Fostern, or Adren. Their judgment may be challenged by the subject or the subject's pack Alpha if they are of close enough Rank to challenge. Their judgment may be challenged by Sept Alpha, Truthcatcher, the subject's Auspice Alpha, or any Elder.

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# *The Spirits and NPC Elders*

While the Storytellers prefer that renown be managed through PC actions and politics, there is a need for oversight. Through spirits or NPCs outside of the Sept, the Storytellers may strip any character of Renown fitting to their actions, regardless of their Rank or position. Being of high Rank especially may come with great privileges, but it is not an invitation for abuse, and no character is untouchable. Renown stripped by the Storytellers may be instead of or in addition to any loses or punishments listed above.

## *Stories of Shame*

Galliards and Ragabash may attempt to publicly shame any Garou to cost them a tale of Renown by telling a story of their dishonorable, inglorious, or unwise deeds. The character must publicly tell the tale in front of the Sept -- either on the game floor or via email. In the simplest case, this inspires one of the Sept officers to exercise their powers of judgment listed above; in that case, the Storytellers don't need to get involved. But in some cases, the Storytellers will handle the consequences via spirits or other NPCs. This type of Renown loss does not include a trial and ignores the typical rights of Rank; the Renown loss of Athro and Elders is decided by the Storytellers.

### *Losing Glory*

A werewolf loses Glory when their acts make them seem like less-than-capable warriors. Inglorious tales may include:

- Displays of fear and cowardice
- Acts of incompetence in battle
- Bad tactical leadership
- Refusing to fight the Wyrn
- Refusing to accept a proper Challenge
- Decisions that cause unnecessary loss of life or damage to Gaia
- Losing one's self-control to Frenzy, outside of battle

### *Losing Honor*

A werewolf loses Honor when they fail to fulfill their promises or make poor moral choices. Dishonorable tales may include:

- Disobeying orders
- Crimes of disrespect toward the spirits, other Garou, or kinfolk
- Failing to respect others' territory, mating with other Garou, eating human flesh, and other Litany violations
- Untrustworthy behavior to advance your own interests
- Setting a poor example for younger Garou
- Neglecting your Sept duties or performing them poorly
- Inciting conflict and causing strife

## *Losing Wisdom*

A werewolf loses Wisdom when their actions show incompetence, shortsightedness, and a lack of caution. Unwise tales may include:

- Mangling the performance of a Rite
- Causing unintentional offense to the spirits or other Garou
- Damaging the Veil
- Failing to gather good information before mounting an attack
- Incompetent performance of your Auspice duties
- Trying to solve problems but making them worse
- Bringing Wyrms-taint onto the Caern

## *Additional Punishments*

Some incidents, such as major violations of the Litany, are serious enough to warrant more than the loss of a single Renown. The Sept may also inflict punishments like the following:

- A Punishment Rite.
- A quest to atone.
- Ritual scarring.
- Loss of privileges.
- Loss of Kinfolk.
- Loss of Fetishes.
- Forced service to the offended party.
- Banishment.
- Execution (typically through Punishment Rites)

# **DESCENDANTS, DEFIANCE, DOMINATION**

## **House Rules**

### **Appendix 8: Crafting**

**February 7<sup>th</sup>, 2018**

# CRAFTING

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**DESCENDANTS, DEFIANCE, DOMINATION** uses the crafting system created and found in the house rules of Black Hawk County by Night

## CRAFTS TIME

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Crafts Time required for the creation of a craft will be determined by the ST on the basis of scope, intricacy, and time dedicated each downtime by the character. Crafts can be made to the level of ability possessed by the character with a chop made for each level at an increasing difficulty as listed below:

- Crafts 1 - Difficulty 5 traits
- Crafts 2 - Difficulty 7 traits
- Crafts 3 - Difficulty 9 traits
- Crafts 4 - Difficulty 11 traits
- Crafts 5 - Difficulty 13 traits
- Crafts 6 – Difficulty 18 traits

## CRAFTS BONUSES

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At **Crafts 3**, one adjustment can be made from the Dark Epics statistics, giving a bonus trait to a weapon or removing a negative trait.

At **Crafts 4**, the crafter can instead add a special ability, change the conceal ability of the item by one step, and work with rare materials such as silver or cold iron.

At **Crafts 5**, the crafter can make two different adjustments, including adding one damage with a negative trait to a weapon, or one health level to an armor. All adjustments are subject to ST discretion based on the item in question and must be sensible.

At **Crafts 6**, the crafter can make one final adjustment from the list listed above with the addition of another negative trait. All adjustments are subject to ST discretion based on the item in question and must be sensible.

## **VISITING ITEMS**

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All items brought in from other game will be required to abide by these crafting rules within this game. "Mastercraft" abilities are not allowed to further modify combat statistics in this game.

\*\*A note on creativity: the ST's welcome players to try to be creative with crafts to create specialized items and equipment. However, all item creation and modifications are subject to ST approval. **Item bonuses do not stack.**



# CRAFTING FETISHES

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DESCENDANTS, DEFIANCE, DOMINATION uses the following system for creating fetishes.

## FETISH COST

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To create a fetish does not cost XP in 3D. It takes time. The fetish must be pre-approved by our staff before you begin the creation process.

## CREATION TIME

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The fetish costs the level of the fetish x 3 in BGA actions.

A level 5 fetish will cost you 15 total BGA actions to complete. This means, as a minimum, the fetish will take 1.5 months to create, assuming you do literally nothing else during that 1.5 month time frame. Doing this is possible, but has had serious kick backs to everyone who's done it. Make it quickly at your own caution and risk.

## FETISH LIMIT

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You are limited to possessing 1 fetish per dot of your perm gnosis at any one time, period.



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 9<sup>th</sup>, 2018

**Appendix 9 – Between Game Actions**

# *Between Game Actions*

## *Between Game ActionS - BGAs - Downtimes*

Sometimes, you can't get everything done that you want to get done in a game session. Sometimes, things you want to look into take time to look into! You look into these things by submitting a BGA [Between Game Action].

## *The BGA System*

This system has been designed to streamline this process down to a fine and smooth submission that makes what you all are doing in between games both meaningful toward your game experience and also make the responses meaningful to you, the player.

## *Submitting a BGA*

When BGA submissions are open, you can submit one here: <https://tinyurl.com/y7fkx3p>

# *The Three Categories*

## *The first category: Communal Downtimes.*

Communal downtime actions are not something you will get individual responses for, rather. How much (...or little) you all contribute to these will feed directly into rumors and the world at large. What does that mean? Well, you'll just have to find out!

## *The second category: Personal Downtimes*

These are downtimes which typically won't require a direct response from staff but might depending on circumstances. Let's say you want to train yourself in a new sphere, gift, or ability, this is where you would log those efforts. Be advised that we are reviewing the rules consumable item production such as talens and so this process is likely to have a revised process in the future.

## *The third category: Long Term Project*

This is the most complex, personal, and will generally warrant a direct and personalized response from staff beyond simple acknowledgement. Your 'long term project' downtime actions are where the magic happens. These will typically be the most accessible means for you to forward your character's longer term agenda in a meaningful capacity and are meant to reduce the time and burden of custom one on one ST scenes. That is not to say that this is a replacement for those and there will be no more scenes, just that we want you to be able to make progress towards your goals even when staff is overwhelmed or unable to respond for whatever reason. Visiting characters **MUST** have long term projects approved prior to beginning but may freely assist others with their projects without issue.

### **Caveats on Long Term Projects**

Players may only progress on one long term project at a time. There is no penalty for not having a long term project so do not feel pressured to use this section if it does not currently fit with your character's situation. In such cases, leave this section blank. (Examples of long term projects include but are not limited to: designing a custom fetish, researching an ancient diary, conducting an investigation, running for mayor, etc...) Use of this section always counts as one action of progress so that no matter how busy your character gets you always make at least a little progress towards your goals. You cannot assist another player's long term project with this section-- this is to control the economy of downtime actions available to the game at large.



**DESCENDANTS, DEFIANCE, DOMINATION**

**House Rules**

**Appendix IO: Big Bad Book of Beating Ass**

**8 - 1 - 2017**

**Thank you Fargo for putting this Together!**

# WSR's Official Big Book of Beating Ass

## Melee Weapons

<p><b>Broken Bottle</b>            Bonus Trait: 1            Negative Traits: Fragile, Short            Conceal: Pocket            Damage: 1L</p>	<p><b>Club</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1B</p>	<p><b>Cane</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1B</p>
<p><b>Dagger</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Pocket            Damage: 1L            Special: Speed</p>	<p><b>Scalpel</b>            Bonus Trait: 1            Negative Traits: Fragile, Short            Conceal: Pocket            Damage: 1L            Special: Speed</p>	<p><b>Wooden Stake</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L            Special: Staking</p>
<p><b>Knife</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Pocket            Damage: 1L            Special: Speed</p>	<p><b>Short Sword</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Jacket            Damage: 1L            Special: Speed</p>	<p><b>Police Baton</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1B            Special: Speed</p>
<p><b>Mace</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 2B</p>	<p><b>Scissors</b>            Bonus Trait: 1            Negative Traits: Short            Conceal: Pocket            Damage: 1L</p>	<p><b>Meat Cleaver</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L</p>
<p><b>Tire Iron</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Trenchcoat            Damage: 2B</p>	<p><b>Machete</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Trenchcoat            Damage: 1L</p>	<p><b>Cutlass</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Trenchcoat            Damage: 1L</p>
<p><b>Fencing Blade</b>            Bonus Trait: 3            Negative Traits: Fragile            Conceal: Trenchcoat            Damage: 1L            Special: Speed</p>	<p><b>Spear</b>            Bonus Trait: 3            Negative Traits: Heavy            Conceal: NA            Damage: 2L            Special: 2-Hand Requirement, Staking if Wooden</p>	<p><b>Staff</b>            Bonus Trait: 3            Negative Traits: Heavy            Conceal: NA            Damage: 2B            Special: 2-Hand Requirement</p>
<p><b>Stun Baton</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1B            Special: Electric</p>	<p><b>Hatchet</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L</p>	<p><b>Broadsword</b>            Bonus Trait: 3            Negative Traits: Heavy            Conceal: Trenchcoat            Damage: 2L</p>

<p><b>Saber</b>            Bonus Trait: 3            Negative Traits: Heavy            Conceal: Trenchcoat            Damage: 2L</p>	<p><b>Katana</b>            Bonus Trait: 3            Negative Traits: Heavy            Conceal: Trenchcoat            Damage: 2L</p>	<p><b>Axe</b>            Bonus Trait: 3            Negative Traits: Clumsy            Conceal: NA            Damage: 2L            Special: Destroy Shield</p>
<p><b>Longsword</b>            Bonus Trait: 4            Negative Traits: Clumsy, Heavy            Conceal: NA            Damage: 2L            Special: 2-Hand Requirement</p>	<p><b>Greatsword</b>            Bonus Trait: 4            Negative Traits: Clumsy, Heavy            Conceal: NA            Damage: 2L            Special: 2-Hand Requirement, Destroy Shield</p>	<p><b>Scimitar</b>            Bonus Trait: 4            Negative Traits: Clumsy, Heavy            Conceal: NA            Damage: 2L            Special: 2-Hand Requirement</p>
<p><b>Scythe</b>            Bonus Trait: 4            Negative Traits: Clumsy, Heavy            Conceal: NA            Damage: 2L            Special: 2-Hand Requirement</p>	<p><b>Nunchaku</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Jacket            Damage: 1B            Special: Speed</p>	<p><b>Morning Star</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Trenchcoat            Damage: 1L</p>
<p><b>Chain</b>            Bonus Trait: 3            Negative Traits: Clumsy, Heavy            Conceal: Jacket            Damage: 1B            Special: Disarm</p>	<p><b>Whip</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L            Special: Speed, Disarm</p>	<p><b>Chainsaw</b>            Bonus Trait: 2            Negative Traits: Clumsy, Heavy, Loud            Conceal: NA            Damage: 3L            Special: 2-Hand Requirement</p>
<p><b>Knucks/Fist Loads</b>            Bonus Trait: 1            Negative Traits: None            Conceal: Pocket             Damage: 1B</p>	<p><b>Spiked Knucks</b>            Bonus Trait: 1            Negative Traits: Illegal            Conceal: Pocket             Damage: 1L</p>	<p><b>Torch</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: NA            Damage: 1A</p>
<p><b>Meat Hook</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Jacket            Damage: 1L</p>	<p><b>Sai</b>            Bonus Trait: 2            Negative Traits: Short            Conceal: Jacket            Damage: 1L            Special: Disarm</p>	<p><b>Sledge Hammer</b>            Bonus Trait: 4            Negative Traits: Clumsy, Heavy, Slow            Conceal: NA            Damage: 3B            Special: 2Hand Requirement</p>

## Thrown Weapons

<p><b>Thrown Rock/Brick</b>            Bonus Trait: 0            Negative Traits: Clumsy            Conceal: Pocket            Damage: 1B</p>	<p><b>Throwing Knife</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Pocket            Damage: 1L</p>	<p><b>Dart</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Pocket            Damage: 1L</p>
<p><b>Shuriken</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Pocket            Damage: 1L            Special: Spray (3 targets, 20ft.)</p>	<p><b>Molotov Cocktail</b>            Bonus Trait: 2            Negative Traits: Fragile            Conceal: Jacket (Until Lit!)            Damage: 1A            Special: Incendiary, Spray, 2-Hand Requirement</p>	<p><b>Grenade</b>            Bonus Trait: 2            Negative Traits: Clumsy, Loud            Conceal: Pocket            Damage: 2L            Special: Spray, 2-Hand Requirement</p>
<p><b>Throwing Axe</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L</p>	<p><b>Thrown Spear/Javelin</b>            Bonus Trait: 3            Negative Traits: Clumsy, Heavy            Conceal: NA            Damage: 1L            Special: Staking (If Wooden)</p>	



## Ranged Weapons

<p><b>Slingshot</b> Bonus Trait: 1 Negative Traits: Clumsy Conceal: Pocket Damage: 1B Rate: 1</p>	<p><b>Crossbow</b> Bonus Trait: 2 Negative Traits: Heavy, Slow Conceal: NA Damage: 2L Rate: 1 Special: Destroy Shield, Armor-piercing, Staking (If Wooden), and 2-Hand Requirement</p>	<p><b>Short Bow</b> Bonus Trait: 2 Negative Traits: Fragile Conceal: Trenchcoat Damage: 1L Rate: 1 Special: Armor-piercing, Staking (If Wooden), and 2-Hand Requirement</p>
<p><b>Compound/Longbow</b> Bonus Trait: 3 Negative Traits: Fragile, Heavy Conceal: NA Damage: 2L Rate: 1 Special: Destroy Shield, Armor-piercing, Staking (If Wooden), and 2-Hand Requirement <b>*Wooden Arrows may not be used with Compound Bows*</b></p>	<p><b>Blowgun</b> Bonus Trait: 1 Negative Traits: Clumsy Conceal: Jacket Damage: 1L Rate: 1</p>	

## Firearms

<p><b>Zip Gun</b>            Bonus Trait: 1            Negative Traits: Loud            Conceal: Pocket            Damage: 1L            Rate: 1            Special: One Shot Only</p>	<p><b>Nail Gun</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L            Rate: 2            Clip: 30</p>	<p><b>Pistol</b>            Bonus Trait: 2            Negative Traits: Loud            Conceal: Pocket            Damage: 2L            Rate: 5            Clip: 10</p>
<p><b>Heavy Pistol</b>            Bonus Trait: 2            Negative Traits: Loud            Conceal: Jacket            Damage: 2L            Rate: 3            Clip: 10            Special: High-Caliber</p>	<p><b>Submachine Gun</b>            Bonus Trait: 2            Negative Traits: Loud            Conceal: Jacket            Damage: 2L            Rate: 4            Clip: 30            Special: Fully-Automatic, Spray (5 targets, 10ft.)</p>	<p><b>Flamethrower</b>            Bonus Trait: 0            Negative Traits: Clumsy, Heavy, Fragile, Illegal            Conceal: NA            Damage: 2A            Rate: 1            Clip: 15            Special: Incendiary, Spray (5 targets, 20ft.), 2-Hand Requirement</p>
<p><b>Shotgun</b>            Bonus Trait: 3            Negative Traits: Loud            Conceal: NA            Damage: 2L            Rate: 2            Clip: 1/2/3/5            Special: Mass-Trauma, Spray (3 Targets, 20ft.), 2-Hand Requirement</p>	<p><b>Combat Shotgun</b>            Bonus Trait: 3            Negative Traits: Loud            Conceal: NA            Damage: 2L            Rate: 3            Clip: 20            Special: Fully-automatic, Mass-trauma, Spray (3 Targets, 20ft.), 2-Hand Requirement</p>	<p><b>Sawed-Off Shotgun</b>            Bonus Trait: 2            Negative Traits: Loud, Illegal            Conceal: Trenchcoat            Damage: 2L            Rate: 2            Clip: 3            Special: Mass-Trauma, Spray (3 Targets, 20ft.)</p>
<p><b>Rifle</b>            Bonus Trait: 3            Negative Traits: Loud            Conceal: NA            Damage: 2L            Rate: 3            Clip: 5            Special: 2-Hand Requirement</p>	<p><b>Assault Rifle</b>            Bonus Trait: 3            Negative Traits: Loud            Conceal: NA            Damage: 2L            Rate: 4            Clip: 30            Special: Fully-automatic, Spray (3 Targets, 20ft.), 2-Hand Requirement</p>	<p><b>Sniper Rifle</b>            Bonus Trait: 3            Negative Traits: Loud            Conceal: NA            Damage: 2L            Rate: 2            Clip: 5            Special: High-Caliber, 2-Hand Requirement</p>
<p><b>Flare Gun</b>            Bonus Trait: 1            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1A            Rate: 1            Clip: 1            Special: Incendiary</p>	<p><b>Dart Gun</b>            Bonus Trait: 2            Negative Traits: Slow            Conceal: Jacket            Damage: Varies            Rate: 1            Clip: 1</p>	<p><b>Stun Gun</b>            Bonus Trait: 2            Negative Traits: Clumsy            Conceal: Jacket            Damage: 1L            Rate: 1            Clip: 1            Special: Electric</p>

## Armor

<b>Leather</b> Health Levels: 1 Negative Traits: None Conceal: Normal Clothes	<b>Chain Mail</b> Health Levels: 2 Negative Traits: Heavy Conceal: Trenchcoat	<b>Plate Mail</b> Health Levels: 3 Negative Traits: Heavy, Clumsy Conceal: NA
<b>Ballistic Vest</b> Health Levels: 2 Negative Traits: None Conceal: Jacket Special: Does not protect against melee weapons.	<b>Reinforced Vest</b> Health Levels: 2 Negative Traits: Heavy Conceal: Jacket	<b>Riot Suit</b> Health Levels: 4 Negative Traits: Heavy, Clumsy Conceal: NA

## Shields

Using a shield requires the weapon used in the primary hand to be any that does not have the Two-Handed Requirement Special ability.

<b>Small Shield</b> Bonus Trait: 1 Negative Traits: None Conceal: Jacket Special: Protects against Melee and Unarmed attacks	<b>Large Shield</b> Bonus Trait: 2 Negative Traits: Heavy Conceal: NA Special: Protects against Melee and Unarmed, ranged and thrown weapon attacks	<b>Body Shield</b> Bonus Trait: 2 Negative Traits: Heavy, Clumsy Conceal: NA Special: Protects against Melee and Unarmed, ranged and thrown weapon attacks
	<b>Riot Shield</b> Bonus Trait: 2 Negative Traits: Heavy, Clumsy Conceal: NA Special: Protects against all manner of physical attacks	

## Firearm Add-ons

**Scope / Laser Sight:** Cannot be used with any type of shotgun or flamethrowers. Scopes add one bonus Trait to the weapon if the user aims for one entire round before firing.

**Sound Suppression:** Only pistols, submachine guns and sniper rifles may make use of sound suppression. This hardware removes the *Loud* Negative Trait by dampening the sound of the weapon's discharge. A weapon with sound suppression loses one Bonus Trait. A 2-liter bottle may be affixed to the barrel of a Shotgun to remove the *Loud* Negative Trait as well, but this works only for the first shot. Affixing a silencer onto a gun moves the concealment up one on the scale (i.e. a pistol with normal conceal: Pocket with a silencer attached now has a concealment of Jacket).

**Flash Suppression:** Though flash suppression adds no bonus Traits, nor removes Negative Traits, it is a logistics feature that hides the flash of a gun from any observing the gunner from the target's viewpoint.

**Bipod/Tripod:** When used properly with a rifle, assault rifle or sniper rifle, a tripod adds one *Steady* Trait when firing.

**Extended Clip:** This option adds 10 rounds to the normal number a clip holds. Any gun that uses a clip can utilize extended clips.

## Ammunition

**Armor-piercing:** When using this Teflon-coated ammo type, armor is ignored. Cannot be used with any type of shotgun.

**Incendiary:** Turns the first level of damage from a firearm into Aggravated damage.

**Non-Lethal (rubber) Rounds:** Converts all damage from a firearm to Bashing.

**Dragonsbreath:** Only useable with shotguns, this converts the first two levels of damage to Aggravated. When Dragonsbreath rounds are fired, a tremendous plume of flame erupts from the gun. Only two shots of this ammo type may be fired before the gun is ruined due to the extreme heat. This ammo type is extremely illegal.

**Darts:** Used with dart guns, these darts may be filled with various fluids which the dart injects upon successful strike against the target. A dart holds 50 cc's of fluid. Darts typically have a range of about 30 yards.

**Blowdarts:** Used with blowguns, these darts may be coated with various fluids and poisons which the dart delivers upon successful strike against the target. Blowdarts typically have a range of about 20 yards.

## Special Abilities

**Destroy Shield:** A weapon capable of destroying a shield penetrates it automatically and renders it useless after three successful blows, no matter what size or strength the shield may be.

**Fully-Automatic:** By expending 10 bullets in a single attack, this weapon inflicts an extra health level of damage automatically due to the sheer volume of fire. Once the clip is empty, the character must spend one action reloading the weapon before he may fire again.

**High-Caliber:** When a high-caliber bullet hits a target, the attacker should make a Simple Test immediately. A win or tie indicates that the target suffers an additional health level of damage from the shot.

**Mass-Trauma:** Weapons with Mass-Trauma score an extra health level of damage when they are used appropriately. A shotgun may only utilize either the Mass Trauma or Spray Special Ability in a round, depending on how it is being used.


**Speed:** In close combat with someone whose weapon has a Negative Trait of *Slow*, *Clumsy*, or *Heavy*, you gain one additional bonus Trait, provided you have at least one level of the Melee Ability.

**Spray:** The weapon can strike up to three closely grouped targets at once, as long as they are farther than five feet from the shooter. The shooter makes one test against all the targets simultaneously. Each target who fails the test suffers the weapon's damage, while each target who succeeds avoids the weapon's damage. The shooter risks only the Traits required to test against each member of the group, and he loses only those Traits if any of the defenders wins the test. Submachine guns and assault rifles expend 10 rounds to spray, and the shooter cannot use this capability at the same time as Fully-Automatic.

**Staking:** Staking weapons paralyze vampires when a successful blow penetrates one's heart. The attacker must win or tie two successive Simple Tests in order to stake the vampire successfully.

**Two-Hand Requirement:** Characters must employ two-handed weapons with both hands regardless of their strength, meaning that they may not also make use of a shield or second weapon when doing so. Even characters with Potence must use two hands as this reflects not only pure might required, but also the dexterity needed to wield such a weapon.

**Disarm:** If using a weapon with this Special Ability, the user gains one bonus Trait to perform the Disarm called shot.



**Electric:** These weapons are designed to incapacitate their target. If striking with such a weapon, the user may choose to leave the weapon in place, thus dealing the weapon's damage each round. The victim of such an attack must succeed in a Physical challenge against the user in order to remove the effects of the weapon.

**Improvised Weapon:** Objects such as chairs, motorcycle mufflers, and other characters (or their limbs) all have a single Bonus Trait, have the *Clumsy* Negative Trait, and deal damage as appropriate to the nature of the object.



# DESCENDANTS, DEFIANCE, DOMINATION

## House Rules

### Appendix II: Cross Genre Combat Mechanics

February 7<sup>th</sup>, 2018.

# CROSS GENRE COMBAT

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## CROSS GENRE COMBAT

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While we are a primarily Changing Breeds game, DESCENDANTS, DEFIANCE, DOMINATION does allow cross genre participants on a limited ratio-based basis.

When combat breaks out, it can be confusing as to what happens when. We've simplified it (mostly for ST sanity) and you can find the round of actions below.

# ORDER OF OPERATIONS

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- Alacrity – Spirit of the Fray – Spells / Rotes / Arts that let you go first
- Normal Mental / Social Actions
- Normal Physical Actions
- Swiftess - Rage 1 – Quick Silver – Spells / Rotes / Arts that give you extra actions
- Legerity - Rage 2 – Quick Silver – Spells / Rotes / Arts that give you extra actions
- And so on and so forth.



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 9<sup>th</sup>, 2018

**Appendix 12 - Influence, Kinfolk, and Contacts**

# *Influence Basics*

First, don't panic. It's much, much simpler than it looks and most of the description blurbs are just there for reference. Once you get the hang of it you'll be able to breeze through this process in no time! Influence submissions will be executed and archived often and routinely within appropriate reason and are not subject to the same deadlines as downtime actions unless it is being used in direct conjunction with what your character is doing in their downtime activities.

## *Influence Timer*

Influence "resets" the first of each month in real time.

## *Submitting an Influence Downtime*

To submit an influence action, follow this link:

<https://docs.google.com/forms/d/e/1FAIpQLSeMXybWx7r4pqTC9Br7z0JU5I635AkIboKzwQ2URB0WcMKKaw/viewform>

## *Active vs. Indirect vs. Building:*

- **Active Influence** is when your character is calling in favors and using influence to accomplish something relatively immediate such as avoiding a speeding ticket or getting into an elite club. In most cases this will be done at game and this form is just for record keeping purposes since an ST will have already run you through the logistics. Active Influence is the only type of influence that can be used in direct conjunction with a downtime action.
- **Indirect influence** however is the puppet master-- you give people orders and a plan and expect things to happen. The players relinquish a degree of control to have their NPC contacts do the heavy lifting off screen and since these effects typically relate directly to a character's world building and personal labors there should be at least some storyteller notice and collaboration before submitting the influence in order to ensure that we are on the same page and so that you know how much large a scope your project will be / how much influence it will require.
- **To build influence** remember two simple things. First, the number of build points required to reach the next purchasable level is three times the next level. So if your building to level two you need to expend six levels of influence to qualify for purchasing it. Clearance for purchase is subject to storyteller audit and approval. Second, like builds like, church builds church, police builds police, etc. This is for auditing and logistics purposes. Downtime actions can count towards build levels with storyteller confirmation and so long as the action makes narrative sense.

## ***Big Thing to Remember***

You only have your rating in an influence per month. Period. If you 'overclock' your influences by attempting to spend more per month than you very well may find yourself subjected to a host of new and exciting narrative consequences from working your people so hard. Psst...this would count if you tell someone you're going to lend them your help but don't because you want to mess with them...not that anyone would do that.

## ***Contacts***

In Three Horizons, players are allowed to use this background to ask one question per trait of the Contact background about any rumour or ongoing plot and receive an answer from the appropriate ST. The question must be reasonably obtained through the player's contacts and asking particularly dangerous questions may put those contacts at risk but the player will receive some manner of clue for each trait spent in this fashion. Traits spent in this fashion are recovered at the start of the next game session.

## ***Visiting Sheets***

Visiting sheets who are not based in 3D may submit influence actions only if their fame is enough to reach our shores.

# *Kinfolk*

In 3D, Kinfolk the background is still capped at a total of 5 different kinfolk maximum however each kinfolk has its own rating from 1 to 5. That rating will determine the kinfolks base traits and abilities in any given challenge with a few options for customization.

## *Kinfolk Attributes*

A kinfolk's attribute rating is equal to 2 times the background rating, a kinfolks ability rating is equal to the background rating /2 rounded down with a minimum of 1. For each rating in the background, the kinfolk may have an ability chosen as a focus which for those challenges they are considered to have their background rating in that ability.

## *Kinfolk Abilities in Combat*

Kinfolk cannot retest challenges.

Kinfolk do not lose traits.

Kinfolk count for the purposes of mass combat.

Kinfolk may not use supernatural tools or weapons.

Kinfolk are considered to have the standard 7 health levels.

### **Example Kinfolk:**

Kinfolk 3 (Brawl, Dodge, Drive)

Awareness Challenge: Bidding 7  $((2 \times 3) + (3/2 \text{ Rounded Down}))$

Brawl Challenge 9  $((2 \times 3) + (3))$



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**Appendix 13 - Discord Etiquette**





# Base Discord Rules

All individuals signing into ***Descendants, Defiance, Domination*** are to abide by these rules and will be subject to removal or other sanctions at the ST's discretion if they are not followed.

Discord events carry the same weight of actions as live events and their impact no less binding. All 3D House Rules in our House Rules and appendixes apply.

All travelers will have their sheets sent to [septofthreehorizons-st@googlegroups.com](mailto:septofthreehorizons-st@googlegroups.com) before they will be allowed to sign into the rooms.

If responding to an NPC played by the STs, please make sure to use @(insert name of st) in order to allow us to make sure we respond to you.

# *Content Rules*

For the comfort and enjoyment of all players the following boundaries apply:

All discord rooms are expected to remain at a PG-13 rating. These rooms may include more frank discussions but should not involve overt sexual content. Failure to comply with this will result in a loss of your discord privileges.

## *E-RP*

E-RP happens. There's nothing wrong with consensual e-rp. The problem comes when people are involved in these types of scenes that other people do not want to be involved in. If you wish to engage in E-RP, you can do so only in PMs. Put more simply, explicit sexual content should be kept to emails or PMs.

## *Post Etiquette*

PCs are welcome to give full descriptions of their characters as they see fit. In game terms, such as merits or number of appearance traits, are not to be posted outside the character description page unless specifically inquired after by players. Pure breed levels, as well as obvious flaws, are fine.

As a side note, regardless of merits, traits, etc that a PC may have, no PC can compel another PC to find them attractive without use of a power. Such power usage requires ST Approval.



# *Combat*

It is expected if you are in combat that you will focus and remain at your computer. PCs have 3 minutes to respond when their initiative is called and 5 minutes to declare and roll their action. Anyone exceeding these time limits forfeits their action. 3 or more forfeits may involve more considerable downsides.

PCs have 5 minutes to respond and roll when they are being attacked by NPCs. If they do not, they relent.

Characters must have specific records of their activations as well as a census of their effective health levels, accessible tempers and be able to explain their trait bids if called on.

Any expenditures must be posted in your declarations page. Failure to do so may result in consequence.

PCs should limit PMs to STs running combat to only those strictly needed.



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**Appendix 14 – Narrative Combat**



# *Narrative Combat*

## ***Basics***

Some people do not enjoy sheet to sheet combat. This may be because they're still new to the system or it might be because they've done it for so many years the idea of doing it again makes them not enjoy game. As our goal is to have options for everyone to enjoy the things that make them most happy, we have this narrative system that any of our STs may use in place of sheet to sheet combat. We will absolutely inform you before you enter a scene with this narrative system.

## ***Why narrative?***

We want to offer our players the ability to customize their gaming experience without removing lethality from the table. Not everyone wants to play the math game but still want to participate in plot. This is the most ST-effective way for us to offer a different experience without removing the 'bite' from the plot overall. It is always optional, just as sheet-to-sheet is optional.

# *How it works*

## *Deciding Turn Order*

Your turn order is based, primarily, on either your Arete or Rank rating. If you are a Changeling or other full supernatural that doesn't have a 'rank' system, you will go when the Adren / Arete 3 PCS go.

## *Turn Order*

- Demi Supernaturals / Normal Humans
- Cubs
- Cliath / Arete 1
- Fostern / Arete 2
- Adren / Arete 3 / Changelings / Other Genre PCs
- Athro / Arete 4
- Elder / Arete 5
- Bad Guys

## *A Note on Extra Actions*

Under this system, all of your actions happen roughly at the same time. If you are spending 3 rage for example, you will combine all of your actions into a single declared 'turn'. For example, "My PC is running across the roof for his first action, dropping his sword across the bad guy on the left for this second action and his third and fourth actions will be to stab the other guy." Keep in mind: **The Bad Guys will also do this on their action.**

## *Social Soliloquy*

There is a two sentence limit, per round, per pc, on every pc in these narrative combat rounds. This format encourages cooperative play and you do not need to wait until your initiative to speak and communicate with the other members of your team. ☺

## *Justification on the Turn Order*

The larger your PC is, the easier it is for you to destroy everything in your path. By allowing the smaller PCs to go first, we allow them an opportunity to have a cool moment (or take a huge risk) before the larger sheets clean house so to speak. You can always delay your actions to go later if you'd like to wait for say the Adren to give you an order, but the smaller sheets will be given first crack so to speak at the big guys to have their turn in the spotlight.



Descendants, Defiance, Domination

*Season 3 – There are Always Consequences*

House Rules – Updated October 11<sup>th</sup>, 2018

**Appendix 15 – Sex, Pregnancy, and Child Plot**

# *Sex and Babymaking*

3D has a zero tolerance policy on opt-ing in on whether or not your PC becomes pregnant. This is not something the staff will ever force on you or your PC. Keep in mind, we do not require "proof of Metis" for the first tenant of the litany to be violated.

All PC IC pregnancies must be consented to and this consent must be emailed to the staff.

If your characters want to go bang, they are free to go bang so long as everyone consents to the scene at hand. Fade to black is okay, e-rp is okay if everyone is consenting to the e-rp but please for the love of all that is good in this world, don't CC us on your smut.

## *Sexual Assault*

The fact we have to make this a house rule is a depressing part of our world today. Your PC may not, under any circumstances, rape, sodomize, or otherwise assault another PC or NPC. Period.

## *Metis Thrall*

Because of the above rule, Metis will either Homid or Lupus thrall frenzy if they should wrym frenzy upon losing a frenzy chop and a set of thrall chops.





# Pregnancy Plot

While we get a lot of jokes about 'come for the plot and leave with a baby' as we start season 3 with a few 'expecting' PCs, we would like to reiterate that children in 3D are neither a bonus nor a negative mark. There are no benefits from having them. There are no benefits for not having them.

PCs who are pregnant ICly may RP as much or as little of the pregnancy as they like. They are welcome to participate in as much or as little plot as they like.

the 3D staff will not, at any point in time, target the pregnancy aspect of the PC without EXPLICIT written permission from all parties involved in the plot. PCs MAY NOT TARGET the pregnancy aspect of a PC or NPC under any circumstances with any sort of powers or a show of physical force.

As for why we're doing this:

1 in 4 mothers today has experienced pregnancy loss. This is not a joke. This is a very real part of the world we live in. This is not an aspect of the world we are going to have in our game. There are parents who play in this game, including parents of rainbow children (children born after loss) who do not want nor do they need this type of dark horror in their make believe world.

This is not a negotiable rule. This is not a contestable rule. The pregnancy aspect of any PC or NPC is off limits. Period. Failure to comply with this rule will result with consequences.

# Child Plot

As some of you know, 3D has had some child plot. To our newer guests, these plots are always opt in and come with content warnings. If your PC has a child ICly, unless it is a plot-related NPC (Example: Mary), we will not touch a hair on that NPC child's head without your explicit permission.

If you take a plot-related NPC and the content at some point in time becomes too much for you, at any point in time, we can discard the plot and remove the situation from being a negative factor in your experience with our game.

Example: In Season 1, Ariel, an NPC child, was fished out of the river and adopted by a pack in this game. There was occasionally plot involving the child (such as a brief kidnapping) but when players involved with that pack came to the ST staff and said 'Hey, this was fun, but due to BLAH, I'd like to not have this be part of our gameplay anymore' and the ST staff wrote all plot-oriented hooks with Ariel completely out of the game within a game session. She is now an NPC toaster for them to play with on their own without any ST involvement. :)

Again. All of these child-based plots are opt in. They all come with content warnings. You can opt out at any time.

This is the world of darkness. Bad things happen. That does not mean you have to participate in them if it is too much for you. We have not yet had a case of people 'abusing' this right so please do not think you will be abusing it or 'escaping IC consequences' if you need to exit a scene due to IRL reasons.

You and your IRL health and well being come before anything else in this game. We, your staff, love each and everyone of you and find you important to our game's overall health

Please communicate with us, so that we can make sure your experience is a good one! <3