

## Celestine Gifts (RATH)

### **Eshtarra**

#### **Basic**

*Earth Sense* - 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* - 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**

*Oak Song* - 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* - 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* - 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.

### **Mitanu**

#### **Basic**

*Speed of the Messenger* - 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* - 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* - 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* - 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* - 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.

## **Sokhta**

### **Basic**

*Lambent Sight* - 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* - 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* - 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* - 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* - 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.

## **Katanka-Sonnak**

### **Basic**

*Find the Heart's Flame* - 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* - 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. (These Health levels count against silver).

### **Intermediate**

*Ride the Solar Winds* - 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* - 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* - The player sacrifices a permanent point of Rage and make a willpower challenge. The difficulty is 8 to affect an area; the area cannot be larger than a large house. To target an individual, the difficulty of the Willpower challenge equals the victim's Willpower. Living or undead creatures take one damage per second for 60 seconds. The flame destroys fomori utterly; Black Spiral Dancers who survive must make a Gnosis challenge, difficulty 9, or lose their Wyrms-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. A failure on the Willpower challenge requires the user to make a simple test. On a win or tie the Garou fails to activate the Gift (and the permanent Rage point is not expended after all), while a loss inflicts one unsoakable health level of aggravated damage on the wielder (and the permanent Rage point is still lost).

### **Hakahe**

#### **Basic**

*Uncloak the Hidden* - 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* - 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* - 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* - 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* - 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.

### **Tambiyah**

#### **Basic**

*Find the Child Within* - 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* - 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* - 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* - 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* - 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.

## **Meros**

### **Basic**

*Sense of the Transformation* - 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* - 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* - 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* - 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* - 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.

## **Zarok**

### **Basic**

*Aura of Leadership* - 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* - 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* - 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 Juggling status, and semi-supernatural creatures such as ghouls and kinfolk.

*Enthronement* - Make a Static Physical Challenge (Repair) against a difficulty of 10 Traits. If successful, you may make an item of solidified air. "Air-stones" are 0 trait 1 bashing damage weapons, 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* - 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.

## **Lubat**

### **Basic**

*Sense Limits* - 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* - 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* - 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* - 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* - 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.

## **Ruatma**

### **Basic**

*Find the Portent* - 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* - 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* - 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* - 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* - 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 last for one scene.

## **Nerigal**

### **Basic**

*Battle Sense* - The player spends a point of Gnosis and becomes aware of the tactical forces 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* - The Garou using this gift can convert his rage into physical bolts ice, cutting his foes at a distance. Spend 1 rage and make mental challenge (retest with primal urge) against 8 traits. For every mental trait spent (up to 5) one shard appears. Each shard may be targeted on a different opponent if desired. Make a mental vs. physical challenge to strike with each shard. Each shard does 2 aggravated damage. Range on the shards is 5 yards per strength related physical trait of the caster. If this gift is used more than once during a conflict add 1 to the difficulty to activate on each successive attempt.

### **Intermediate**

*Nerigal's Call to Arms* - 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* - By calling on Nerigal a Garou may force an opponent to face him in a fair one on one battle. After issuing his challenge for combat the caster spends 1 rage and engages his target in a social challenge (retest with leadership). If successful the target may not use any unfair tactics, tricks, or accept outside help in the combat to come. The gift's user is under the same restrictions. The fight cannot be broken off until one side submits or dies.

### **Advanced**

*Heart of the Ice Warrior* - Spend 1 Rage Trait. Until the Garou's next attack lands, he wins on ties in attack Challenges, even against opponents who have ties, 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.

## **Shantar**

### **Basic**

*Threads of the Tapestry* - 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* - 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 Scheme* - 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* - Spend 1 Gnosis, Rage, or Willpower Trait and make a Static Physical Challenge (Repair or other appropriate ability ST discretion) 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* - 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.

### **Rorg**

#### **Basic**

*Rouse to Anger* - 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* - 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* - Once per session the user, at the top of the round, may declare that they are invoking this gift. All rage expended for that round have double the normal effect.(ST discretion on anything beyond bonus combat actions)

*Hunter's Horn* - 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* - 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.