



Auspices

# MANY FACES

An OWbN Hengeyokai Packet



Leonard Holding  
Lianara Rose

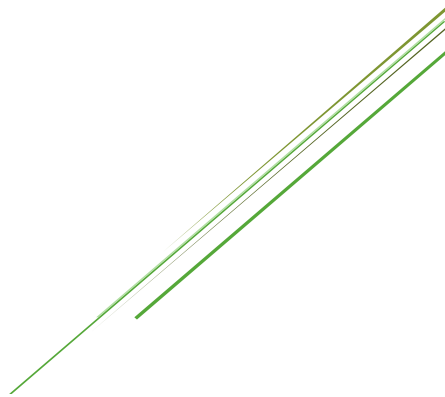
# CONTENTS

Overview .....	4
The Auspices .....	5
Lantern.....	5
Fist.....	5
Mirror.....	5
Leaf.....	5
Pillar.....	5
Courtier.....	5
Changing Auspices.....	7
Rite of the Second Face.....	7
Rite of the Great Burden .....	7
Gifts .....	8
Lantern.....	8
Basic Gifts.....	8
Intermediate Gifts.....	10
Advanced Gifts .....	11
Fist.....	12
Basic Gifts.....	12
Intermediate Gifts.....	13
Advanced Gifts .....	14
Mirror.....	15
Basic Gifts.....	15
Intermediate Gifts.....	17
Advanced Gifts .....	19
Leaf.....	20
Basic Gifts.....	20
Intermediate Gifts.....	21
Advanced Gifts .....	23
Pillar.....	24
Basic Gifts.....	24
Intermediate Gifts.....	26
Advanced Gifts .....	27
Courtier.....	28
Basic Gifts.....	28

Intermediate Gifts.....	30
Advanced Gifts .....	32

THE HOUSE SHALL HAVE  
A WELL,  
A HEARTH,  
A FIRE,  
A ROOF,  
AND A PILLAR  
TO HOLD THEM UPRIGHT  
AND KEEP THEM APART.

~Hengeyokai Proverb



The following document is for supplemental purposes only—no copyright infringement is intended. It is not intended for profit or official representation of White Wolf Publishing/CCP hf and/or their subsidiaries. Written information, including all names, abbreviations, and anything related to White Wolf’s “World of Darkness” and “Werewolf: The Apocalypse” are copyright White Wolf Publishing/CCP hf. The creators, editors, and so on of this document do not represent White Wolf Publishing or CCP hf, in any capacity. The packets and guides are written and designed by One World by Night (OWbN) and are in order to specify modifications to the system provided in our work, as deemed necessary by the organization pursuant to White Wolf/CCP requests as part of Dark Pack guidelines. Portions of this material are copyrighted and trademarks of CCP hf. and are used with permission. All rights are reserved. For more information please visit <http://www.white-wolf.com> or <http://rpg.drivethrustuff.com>.

© 2019. This document is owned by Leonard Holding for use in One World by Night. For this reason, the individual currently serving as the Hengeyokai Coordinator for One World by Night shall be considered a Licensor of this work (seen here: <http://owbn.net>). This work may be reproduced or redistributed in whole or in part without prior written permission in accordance with the below noted Creative Common Public License.

THIS WORK IS PROVIDED UNDER THE TERMS OF THIS CREATIVE COMMONS PUBLIC LICENSE ("CCPL" OR "LICENSE"). THE WORK IS PROTECTED BY COPYRIGHT AND/OR OTHER APPLICABLE LAW. ANY USE OF THE WORK OTHER THAN AS AUTHORIZED UNDER THIS LICENSE OR COPYRIGHT LAW IS PROHIBITED. FOR INFORMATION ON THE LICENSE FOR THIS WORK, PLEASE SEE: <http://creativecommons.org/licenses/by/3.0/legalcode>

**NOTE: THIS DOCUMENT IS FOR INTERNAL USE ONLY BY MEMBERS OF ONE WORLD BY NIGHT**



## **OVERVIEW**

The purpose of this Packet is to provide an explanation of auspices within the Hengeyokai, their roles within a Sentai, and a list of Gifts available to them.

## THE AUSPICES

Auspices, much like with the Garou Nation, are effectively roles that are held by individuals. The primary difference between auspices within the Nation and within the Hengeyokai is that a Hengeyokai auspice is not determined by a moon phase, but by position within a Sentai (See the Sentai packet for more information on a Sentai). For Hakken and Stargazers, who have natural auspices as Garou, they may have a different auspice within the Hengeyokai than what they were born under.

## LANTERN

**Western Equivalent:** Philodox

The Lantern is often considered the leader in the sense that their role is to guide the paths of their fellow Sentai members and helps them coordinate. The Lantern, like the other roles, has the wisdom to let another auspice lead in a situation that is better suited to their skills, such as the Fist leading in battle tactics or the Leaf leading in a stealth mission.

## FIST

**Western Equivalent:** Ahroun

The Fist is the war leader of a Sentai, serving as their martial arm. The Fist is not necessarily the best fighter or strongest, but potentially one with the best mind for tactics. Whatever the specialization of the Fist, they are responsible for the safety and well-being of the Sentai in times of battle.

## MIRROR

**Western Equivalent:** Theurge

The Mirror is the spiritual representative of the Sentai. They are the link to the spirit world and their wisdom reflects the Sentai. They are also ones to make allies with and contact spirits.

## LEAF

**Western Equivalent:** Ragabash

The Leaf is the eyes and ears of the Sentai, quietly gathering information be it through trickery or charisma. The Leaf is generally defined by stealth and espionage. They are expected to be flexible and unbreaking in challenges, bending like a leaf in the wind.

## PILLAR

**Western Equivalent:** Galliard

The Pillar is the support role of the Sentai. They serve as the legs that hold everyone up, the one carrying a fallen ally, and the one that rouses everyone's spirits. They are a jack of all trades able to help pick up slack for any other member of the Sentai if, and when, needed.

## COURTIER

**Western Equivalent:** None

Courtiers are those who aid their Court without joining a Sentai. They protect the Dragon Nest, kinfolk, and any young shifters that live there. There are many who consider the duties of the courtier to be less heroic, but these duties are vital for the safety and well-being of the courts. Some courtiers serve as assistants and apprentices to major officers.

## CHANGING AUSPICES

Occasionally, after a Sentai breaks apart, members sometimes feel a need to take on a different auspice. This can be done through the Rite of the Second Face and is seen as, at times, a necessity. It is, however, considered unlucky for this ritual to ever be done more than once. When a Hengeyokai renounces the Path of Emerald Virtue and turns their attention to their own Breed, or vice versa, this is done through the Rite of the Great Burden, which is similar to the Rite of Renunciation. Any Hengeyokai that have undergone this Rite may never again learn gifts belonging to the path they have forsaken.

## RITE OF THE SECOND FACE

Use of this Rite requires notification to the Hengeyokai Coordinator.

## RITE OF THE GREAT BURDEN

Use of this Rite requires the approval of the Hengeyokai and Changing Breeds Coordinator.

Reminiscent of the *Rite of Renunciation*, this Rite serves to mark an individual's change of focus – either to the Courts or from it. As the name implies, this Rite is not undergone lightly, and takes one of two forms, depending on whether it marks that beginning of service or the end. In either case, it is performed at a Court of significance to the individual's breed.

To mark the beginning of service, such as when inducting a member of the western world into a Court, the *Rite of the Great Burden* is performed with a repetition of the Emerald Mandates and a swearing of oaths: to the Mandates, to the Courts, and to the Emerald Mother. First, however, the individual must honestly attest that they owe no obligations which would prevent their oaths, or which would bind them in their service. The individual is then put under *Rite of the Opened Way*, and they are presented to the gathered Hengeyokai as a new brother or sister would be.

When this Rite marks the end of service to the Courts, this is a matter of great ceremony and celebration of the work that the recipient has done. This may be in the form of the recitation of deeds, or presentation of gifts to honor the tasks, or through performances which recreate the greatest moments of their service. Though the recipient of this Rite is publicly and officially released from their oaths, the individual is encouraged to maintain the ways of the Mandates – and many publicly retake that oath, even though they have just been released from it. Those who do are often shown great respect and favor from the Courts going forward.

Upon completion of this Rite, the individual undergoing it loses a single rank – their Renown becoming the base level for their new rank, according to their new role (either that of their breed, or that of the Courts). This reflects the sacrifice that they are making, and their dedication to this choice.



# GIFTS

## CANTERN

### BASIC GIFTS

#### COMMAND THE GATHERING

**Retest:** Leadership

**Cost:** 1 Willpower

**Taught By:** Lion Spirits

The user draws all eyes to themselves with a great exclamation, a clap of their hands, the striking of Klaive to shield, or some other such gesture. Until they have had their say, none may depart or interrupt them.

The user spends 1 Willpower Trait and makes a Social Challenge against the target with the highest Willpower among those whose attention they seek to gain. If they succeed, all in attendance fall quiet and listen. Any individual who wishes to interrupt the user or walk out before they have finished speaking must spend 2 Willpower Traits to do so.

#### FANGS OF JUDGMENT

**Retest:** None

**Cost:** 1 Willpower

**Taught By:** Ancestor Spirits

This Gift causes the user's claws and fangs to burn with the righteous power of law.

The player spends one Willpower trait. For the remainder of the scene, all of the user's natural weaponry attacks do one extra level of damage to all beings who have fallen from their original purpose to the service of the Wyrms (such as Black Spiral Dancers, formori, and corrupted nature spirits; Banes which came into existence as agents of the Wyrms are exempt from this Gift's sanction).

#### KING OF THE BEASTS

Per *Laws of the Wild, Revised*, page 128

#### PERSUASION

Per *Laws of the Wild, Revised*, page 118

#### SCENT OF THE TRUE FORM

Per *Laws of the Wild, Revised*, page 128 with the following exception:

Replace “You can automatically identify werewolves.” with “You can automatically identify individuals who share your creature type; Tengus, Garou, etc.”

#### STRENGTH OF PURPOSE

Per *Laws of the Wild, Revised*, page 128

## **TRUTH OF GAIA**

Per *Lams of the Wild, Revised*; page 128

## INTERMEDIATE GIFTS

### MENTAL SPEECH

Per *Laws of the Wild, Revised*; page 121

### ROLL OVER

Per *Laws of the Wild, Revised*; page 128

### TAKE THE TRUE FORM

**Retest:** Primal Urge

**Cost:** None (Optional Mental Traits)

**Taught By:** Wolf Spirits

Make a Mental Challenge against the target's Physical Traits. If successful, the target reverts to their breed form or natural unmodified form. This Gift lasts for one turn plus one additional turn per Mental Trait spent by the caster.

### WISDOM OF THE ANCIENT WAYS

Per *Laws of the Wild, Revised*; page 129

## ADVANCED GIFTS

### GEAS

Per *Laws of the Wild, Revised*; page 129

### STRENGTH OF WILL

**Retest:** Leadership

**Cost:** 1+ Gnosis

**Taught By:** War Spirits

Make a Static Social Challenge (retest with Leadership) against 8 Traits and spend Gnosis. Each Gnosis Trait spent gives all of the user's allies within 100 feet an extra Willpower Trait. These bonus Traits last for the rest of the scene and are spent as usual. Strength of Will can raise Willpower totals over their Rank maximum, and even over 10. This Gift may be used once per scene by any individual, and allies can receive its benefits from only one user at a time.

# FIST

## BASIC GIFTS

### FALLING TOUCH

Per *Laws of the Wild, Revised*, page 132

### INSPIRATION

Per *Laws of the Wild, Revised*, page 132

### PACK TACTICS

**Retest:** None

**Cost:** 1 Willpower

**Taught By:** Wolf Spirits

The user must spend a Willpower Trait before the Pack engages in a Pack Tactics maneuver. The entire Pack is up one Trait for each level of the Leadership ability the user possesses when taking part in the maneuver.

### RAZOR CLAWS

Per *Laws of the Wild, Revised*, page 132

### RESIST PAIN

Per *Laws of the Wild, Revised*, page 128

### SHIELD OF RAGE

**Retest:** None

**Cost:** 1 Willpower

**Taught By:** Wolverine Spirits

The user spends 1 Willpower Trait. For the rest of the scene, all spirits' Rage scores are considered two less than their real values for purposes of damage against the Fist.

### SNARK OF THE PREDATOR

Per *Laws of the Wild, Revised*, page 139

### SPIRIT OF THE FRAY

Per *Laws of the Wild, Revised*, page 132

### TRUE FEAR

Per *Laws of the Wild, Revised*, page 132

## INTERMEDIATE GIFTS

### COMBAT HEALING

**Retest:** None

**Cost:** 2 Rage

**Taught By:** Wolverine Spirits

The user spends 2 Rage Traits to activate this Gift. The user no longer needs to pause for a turn to heal a health level. Every round, the user heals one non-aggravated health level, regardless of their actions.

### FULL MOON'S LIGHT

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Lune Spirits

The user spends one Gnosis Trait. For the remainder of the scene, anyone within one mile who is working against the Fist or their Sentai emits a soft glow, as though illuminated by moonlight. This 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 Fist or their Sentai.

### STOKING FURY'S FURNACE

Per *Laws of the Wild, Revised*, page 133

### THUNDER OF SUSANO'O

As the Get of Fenris Gift: Might of Thor – *Laws of the Wild, Revised*, page 140

### WIND'S RETURNING FAVOR

Per *Stargazer Tribebook, Revised*, page 66

### WRATH OF GAIA

Per *Laws of the Wild, Revised*, page 147

## **ADVANCED GIFTS**

### **KISS OF HELIOS**

Per *Laws of the Wild, Revised*, page 133

# MIRROR

## BASIC GIFTS

### BATTLE MANDALA

**Retest:** Occult

**Cost:** 1 Gnosis

**Taught By:** Spider or Antlion Spirits

A mystical sigil burns into the ground around the Mirror, visible only to those with Gnosis ratings. This circle drains the Essence from spirits caught within its web. The player spends 1 Gnosis Trait and makes a Static Mental Challenge versus a number of Traits equal to 5 + the Gauntlet rating. The battle mandala encompasses a radius of 25 x the user's Permanent Gnosis Rating (round up) in feet around the user; spirits other than the user's Sentai Totem within the mandala lose 1 Essence per turn. The mandala dissipates at the end of the scene or when the user steps outside of its bounds, whichever comes first.

### CALL TO DUTY

Per *Laws of the Wild, Revised*, page 128

### COMMAND SPIRIT

Per *Laws of the Wild, Revised*, page 126

### LIAR'S FACE

**Retest:** Subterfuge

**Cost:** 1 Willpower

**Taught By:** Platypus Spirits

The user may make a single truthful statement, and no human who hears it will believe them. After the character makes a truthful statement, the user spends 1 Willpower Trait and makes a Social Challenge versus 11 Traits. This Gift automatically works on humans, causing them to believe the user is lying. Supernatural listeners with Willpower lower than the user's refuse to believe the user's words.

### NAME THE SPIRIT

Per *Laws of the Wild, Revised*, page 123

### PERSUASION

Per *Laws of the Wild, Revised*, page 118

### SPIRIT SNARE

**Retest:** Occult

**Cost:** 1 Gnosis

**Taught By:** Owl Spirits

The user casts out an invisible, mystic net which entangles hostile spirits, confounding them with a mixture of magical force and long broken but still potent Gaian law. The player



spends 1 Gnosis Trait and makes a Mental Challenge directed at a spirit within 30 feet, which can be defended against normally. Rather than inflicting damage, this attack reduces the spirit's effective Willpower by 2 for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift do not stack.

## **SPIRIT SPEECH**

Per *Laws of the Wild, Revised*, page 126

## **UMBRAL FETTER**

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Spider Spirits

With this Gift, a Mirror may create a “silver cord” connecting them to their point of entry in the Umbra, providing protection from becoming lost. Only the Mirror who activated the gift can see the cord, though some Spirits can interfere with it. For each hour the Gift is in use, spend one Gnosis to maintain the cord. Should this upkeep not be paid, the cord will begin to disappear, starting at the point of entry to the Umbra.

## INTERMEDIATE GIFTS

### BLURRING THE MIRROR

**Retest:** None

**Cost:** Gnosis

**Taught By:** Weaver Spirits

This Gift allows the Mirror to cloud the minds of other beings making it impossible for them to find the Umbra or step sideways into it. The user spends one Gnosis for every individual that they wish to affect. The Gauntlet increases by five for those targets for the rest of the scene. Up to five individuals can be affected at once. This is effective against any being capable of entering the Umbra including some mages.

### GRASP THE BEYOND

Per *Laws of the Wild, Revised*, page 127

### LIAR'S CRAFT

**Retest:** Subterfuge

**Cost:** Social Traits (variable)

**Taught By:** Fox Spirits

The user can tell the most outrageous of lies and have them accepted as truth – for a while, at least. The user first tells their lie, then the user makes a Mental Challenge against the target (or the highest Mental Traits + Subterfuge against a group). If successful, the user may expend 1 Social Trait per individual (subject to normal limitations) in order to convince the listeners. Since the challenge is made after the lie is told, this Gift always carries some element of risk.

### PULSE OF THE INVISIBLE

Per *Laws of the Wild, Revised*, page 127

### SCENT OF BEYOND

**Retest:** Enigmas

**Cost:** None

**Taught By:** Bird Spirits

The user can focus their senses on a distant spot – at any distance, in fact, or even in the Umbra as long as they are familiar with it. They see it as if standing in the middle of the chosen area. Make a Static Mental Challenge (retest with Enigmas) against 8 Traits or the local Gauntlet rating, whichever is higher. The change of viewpoint lasts for the rest of the scene, or until they choose to stop observing the target. While using Scent of Beyond, the user is unaware of their immediate environment.

### SPIRIT DRAIN

Per *Laws of the Wild, Revised*, page 127

## **SPIRIT WARD**

**Retest:** Occult

**Cost:** 1 Gnosis (+ Social Traits, optional)

**Taught By:** Wolf Spirits

The user creates an invisible pictogram to shield against spirits. The resulting symbol unnerves spirits other than pack totems and Caern spirits, and travels with them. Spend 1 Gnosis and make a Static Social Challenge against 7 Traits. On success, spirits within 100 feet of the user (other than pack totems and Caern spirits) suffer a 1 Trait penalty to all challenges, plus an additional 1 Trait penalty for each Social Trait spent. The Spirit Ward lasts for one scene or one hour.

## **UMBRAL CAMOUFLAGE**

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Wind Spirits

Although perfectly visible to all others, this Gift renders the user undetectable to spirits. The user spends 1 Gnosis point, and for the remainder of the scene, they are completely invisible to spiritual senses. They may move about as normal but cannot make any attack actions without disrupting the Gift.

## **WEB WALKER**

**Retest:** Occult

**Cost:** 2 Gnosis

**Taught By:** Pattern Spiders

This Gift allows the user to travel the Pattern Web as if it were a Moon-Bridge. Weaver Spirits will ignore the user of this Gift. Spend 2 Gnosis Traits, then make a Static Social Challenge with a difficulty of 7. Success allows the use of the Pattern Web as a Moon-Bridge, but it only works where the Web itself reaches.

## ADVANCED GIFTS

### THE MALLEABLE SPIRIT

Per *Laws of the Wild, Revised*, page 127

### ULTIMATE ARGUMENT OF LOGIC

**Retest:** Performance

**Cost:** None

**Taught By:** Coyote Spirits

Those who speak with the Mirror leave convinced of some fact they might otherwise have disbelieved. If successful, the user can cause the target to believe 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. The player must best the target three times in an Extended Social Challenge. If this Gift fails on a target, the Mirror may not attempt to convince them of the same fact for the next moon cycle.

# LEAF

## BASIC GIFTS

### BLISSFUL IGNORANCE

Per *Laws of the Wild, Revised*, page 124

### BLUR OF THE MILKY EYE

Per *Laws of the Wild, Revised*, page 124

### OPEN SEAL

Per *Laws of the Wild, Revised*, page 124

### SCENT OF RUNNING WATER

Per *Laws of the Wild, Revised*, page 124

### SENSE OF THE PREY

Per *Laws of the Wild, Revised*, page 124

### SPIDER'S SONG

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Spider or Raven Spirits

The Leaf can steal messages from the Weaver's web, plucking them from the air or eavesdropping as they race through telephone lines. The Leaf must be aware that a conversation is happening to listen in on it (though they don't have to know who's on the other end of the line). For conversations across land lines, the Leaf must place their ear against a telephone pole or cord; to listen in on cell phone discussions (or even to intercept text messages) they need only be able to see one of the phones being used. The user spends 1 Gnosis Trait. They listen in on the conversation (or receives mental translations of text messages) for as long as they keep their ear to the line or keep the cell phone user in sight.

### TAKING THE FORGOTTEN

Per *Laws of the Wild, Revised*, page 125

### WHISPER CATCHING

Per *Shadow Lord Tribebook, Revised*, page 66

## INTERMEDIATE GIFTS

### MONKEY TAIL

**Retest:** None

**Cost:** None

**Taught:** Monkey Spirits

The user may lengthen their tail and use it as a prehensile appendage at will. Although it's no replacement for a hand, it can grasp objects, wrap around branches, and even allow the user to hang upside-down. The Gift user may employ the tail at will in any form which possesses a tail.

### PATHFINDER

**Retest:** Survival/Streetwise

**Cost:** Mental Traits (Variable)

**Taught By:** Crow Spirits

The user can strike implausible trails through pristine wilderness and the urban jungle alike, locating the fastest and shortest route from one place to another. The user makes a Static Mental Test (difficulty 11), retesting with Survival (wilderness) or Streetwise (urban). If successful, they may expend a number of Mental Traits, up to 5. Each Trait thus expended reduces their travel time by approximately 10%. The difficulty of any attempts to track the user increase by 2 when this Gift is active; this increase is cumulative with other similar effects, such as Scent of Running Water.

### UMBRAL CAMOUFLAGE

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Wind Spirits

Although perfectly visible to all others, this Gift renders the user undetectable to spirits. The user spends 1 Gnosis point, and for the remainder of the scene, they are completely invisible to spiritual senses. They may move about as normal but cannot make any attack actions without disrupting the Gift.

### UMBRAL DODGE

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Trapdoor Spider Spirits

The Leaf finds that the best way to deal with an enemy is to send them far away – perhaps to a place where they'll learn the folly of their ways. They may tear open a hole in the Gauntlet while dodging an enemy's attack, sending them to the land of spirits. When attempting to dodge a close-range attack, the player spends 1 Gnosis Trait and gains 3 Bonus Traits, or half the rating of the local Gauntlet, whichever is higher. If the dodge succeeds in avoiding the attack completely, the attacker is dropped into the Penumbra (or into the physical world if this Gift is used in the Penumbra).

## **WHELP BODY**

Per *Laws of the Wild, Revised*, page 125

## **ADVANCED GIFTS**

### **PAWS OF THE NEWBORN CUB**

Per *Laws of the Wild, Revised*, page 147

### **THOUSAND FORMS**

Per *Laws of the Wild, Revised*, page 126



# PILLAR

## BASIC GIFTS

### BEAST SPEECH

Per *Laws of the Wild, Revised*, page 129

### CALL OF THE WYLD

Per *Laws of the Wild, Revised*, page 130

### CALL OF THE WYRM

Per *Laws of the Wild, Revised*, page 130

### COMMAND THE GATHERING

**Retest:** Leadership

**Cost:** 1 Willpower

**Taught By:** Lion Spirits

The user draws all eyes to themselves with a great exclamation, a clap of their hands, the striking of Klaive to shield, or some other such gesture. Until they have had their say, none may depart or interrupt them. The user spends 1 Willpower Trait and makes a Social Challenge against the target with the highest Willpower among those whose attention they seek to gain. If they succeed, all in attendance fall quiet and listen. Any individual who wishes to interrupt the user or walk out before they have finished speaking must spend 2 Willpower Traits to do so.

### DISTRACTIONS

Per *Laws of the Wild, Revised*, page 130

### DREAMSPEAK

Per *Laws of the Wild, Revised*, page 130

### HEIGHTENED SENSES

Per *Laws of the Wild, Revised*, page 122, substituting form names as appropriate.

### INFECTIOUS LAUGHTER

**Retest:** Expression

**Cost:** None

**Taught By:** Coyote or Hyena Spirits

The user must make some comment mocking the present situation in which they find themselves, then laugh at it. The user then makes a Social Challenge against the highest Rage rating of anyone listening. Success causes those who hear the user's comment and laughter to 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 the user has made them forget.

## **MOTHER'S TOUCH**

Per *Laws of the Wild, Revised*, page 126, replacing “non-Garou” with “Fera of a type other than your own.”

## **PERFECT RECALL**

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Weaver Spirits

Memory is an important tool for the Pillar and this Gift enhances it to incredible levels. By spending 1 Gnosis Trait, the Pillar can recall perfectly any one detail, no matter how small, that they have ever experienced: a name they heard once, a faint scent caught, the PIN they saw typed in. The detail gained is short, and the context around it is remembered no more than it normally would be.

## **SIGHT FROM BEYOND**

Per *Laws of the Wild, Revised*, page 126

## INTERMEDIATE GIFTS

### BRIDGE WALKER

Per *Laws of the Wild, Revised*, page 130

### EYES OF THE COBRA

Per *Laws of the Wild, Revised*, page 131

### GIFT OF DREAMS

**Retest:** Expression

**Cost:** 1 Gnosis

**Taught By:** Lune Spirits

The user crafts a dream, then breathes it into a sleeping individual. The user makes a Mental Challenge against 7 Traits. To ensure that an individual experiences this dream, the user must breathe it into the target's mouth while they sleep. The user spends 1 Gnosis Trait to complete the Gift. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning.

### SONG OF HEROES

**Retest:** Performance

**Cost:** 2 Gnosis

**Taught By:** Ancestor Spirits

This Gift requires the full recitation of a story of epic heroism, taking at least several minutes. At the end of the tale, the user spends 2 Gnosis Traits and makes a Static Social Challenge against 10 Traits. Success grants the user's Performance Rating as Bonus Traits on a single ability to the listeners, determined by the user at the telling of the story. This bonus lasts until the sun rises.

### SONG OF RAGE

Per *Laws of the Wild, Revised*, page 131

### SONG OF THE SIREN

**Retest:** Performance

**Cost:** 1 Gnosis

**Taught By:** Songbird Spirits

The user spends 1 Gnosis Trait and makes a Static Social Challenge versus 10 Traits. Sentai mates resist the Gift automatically; all others in earshot must make a Willpower Challenge against 7 Traits or be affected. Enchanted targets can't perform any actions for a number of turns equal to the user's rank, unless 1 Willpower Trait is spent for turn of free action. Those enchanted may defend themselves as normal, and the enchantment is broken if they are attacked.

## **ADVANCED GIFTS**

### **FABRIC OF THE MIND**

Per *Laws of the Wild, Revised*, page 131

### **WALL OF GRANITE**

Per *Laws of the Wild, Revised*, page 129

# COURTIER

## BASIC GIFTS

### BREATH OF THE WYLD

Per *Laws of the Wild, Revised*, page 133

### FLAME DANCE

**Retest:** None

**Cost:** 1 Rage

**Taught By:** Mongoose Spirits

The user reflexively spends 1 Rage Trait to enhance a normal dodge action, adding 3 Traits to the defense.

### LIGHTNING REFLEXES

**Retest:** None

**Cost:** 1 Willpower

**Taught By:** Mongoose Spirits

The user reflexively spends 1 Willpower Trait. For the next day, the user does not need to spend a Willpower Trait to change a combat action.

### MASTER OF FIRE

Per *Laws of the Wild, Revised*, page 118

### PERFECT RECALL

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Weaver Spirits

Memory is an important tool for the Pillar and this Gift enhances it to incredible levels. By spending 1 Gnosis Trait, the Pillar can recall perfectly any one detail, no matter how small, that they have ever experienced: a name they heard once, a faint scent caught, the PIN they saw typed in. The detail gained is short, and the context around it is remembered no more than it normally would be.

### PERSUASION

Per *Laws of the Wild, Revised*, page 118

### SIGHT FROM BEYOND

Per *Laws of the Wild, Revised*, page 126

### STAREDOWN

Per *Laws of the Wild, Revised*, page 119.

**WUXING**

Per *Stargazer Tribebook, Revised*, page 66

## INTERMEDIATE GIFTS

### ATTUNEMENT

**Retest:** Streetwise/Survival

**Cost:** 1 Gnosis (1-2 Mental Traits)

**Taught By:** Rat or Cockroach Spirits

When learned, the Courtier must decide whether this Gift functions in the city or the wilderness. This Gift allows the user to communicate with the spirits of a city or town or the wilderness and learn useful things from them: General population, supernatural beings' enclaves, secret tunnels, and the like. This Gift either only works in urban areas or in wilderness. Spend 1 Gnosis Trait and make a Mental Challenge (retest with Streetwise for urban or Survival for wilderness). Success provides general information. Spend one additional Mental Trait for precise answers to one or two questions, and two additional Mental Traits for detailed information on a whole category of questions like “supernatural enclaves”, “derelict buildings”, and so on.

### BEAST LIFE

Per *Laws of the Wild, Revised*, page 123

### BRIDGE WALKER

Per *Laws of the Wild, Revised*, page 130

### EXORCISM

Per *Laws of the Wild, Revised*, page 127

### OPEN MOON BRIDGE

Per *Laws of the Wild, Revised*, page 125

### SCENT OF THE OATHBREAKER

**Retest:** None

**Cost:** 1 Gnosis

**Taught By:** Dog Spirits

The user may spend 1 Gnosis Trait to sanctify any oath or promise they personally witness, no matter how formal or informal. If, at any point in the future, one of the individuals sworn to the oath breaks it, the user immediately becomes aware of this, and all tests for them to track the oathbreaker by scent gain a free retest. This benefit lasts until the user stands in the oathbreaker's presence. Any use of this Gift must be recorded on an index card (with details and date) which is signed by all parties involved and a Storyteller.

### SONG OF THE SIREN

**Retest:** Performance

**Cost:** 1 Gnosis

**Taught By:** Songbird Spirits

The user spends 1 Gnosis Trait and makes a Static Social Challenge versus 10 Traits. Sentai mates resist the Gift automatically; all others in earshot must make a Willpower Challenge against 7 Traits or be affected. Enchanted targets can't perform any actions for a number of turns equal to the user's rank, unless 1 Willpower Trait is spent for turn of free action. Those enchanted may defend themselves as normal, and the enchantment is broken if they are attacked.



## **ADVANCED GIFTS**

### **GEAS**

Per *Laws of the Wild, Revised*, page 129

### **HEAD GAMES**

Per *Laws of the Wild, Revised*, page 131