

New River Bastion: **Gift House Rules**

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These are guidelines for how Gifts should expect to be run but STs ultimately make calls on their effects and mechanics, with the HST making the final call for all disputes.

These guidelines are for the gifts found in *Laws of the Wild Revised (LotWR)*, *Werewolf 20th Anniversary (W20)*, *Guardians of the Caern (GotC)*, all Tribebooks (both Revised and 1st Ed.), *Werewolf Player's Guide (1993)* and *Player's Guide to Garou (PGtG - 2003)*. Gifts do exist outside of these, such as the myriad gifts of the Wyld West, *Rage Across the Heavens*, and other material. Those Gifts will generally be run per the book at ST discretion.

New River Bastion Story Teller Staff would like to thank the Rage and Fury Story Teller Staff and authors for their contribution in making this document.

Gifts Banned from Play Against PCs in NRB

Poisoned Legacy *Book of Auspices*, pg. 58

Rebirthing *Werewolf Storyteller's Handbook*, pg. 122

All Custom Gifts are banned from play in NRB

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Homid Gifts

Basic:

Apecraft's Blessing (*W20* pg. 152) - Make a Mental challenge (difficulty 7, retest Performance). Gain an additional unnamed Trait in your next attempt to use a man-made tool. You may spend up to 3 Mental Traits to increase this 1 for 1.

City Running/Climb like an Ape (*W20* pg. 152) - Spend a point of Rage. For the rest of the scene, you may climb urban features at your full movement speed, the difficulty of all Athletics challenges to navigate through cities (running down cluttered alleys, climbing the side of buildings, leaping from rooftop to rooftop) is reduced by two.

Divide (*PGtG* pg. 184) - Spend a Gnosis trait and make a static Social challenge (retest Intimidation) against a difficulty of 7 Traits. If successful, you exacerbate EXISTING divisions among a group. Among humans, the Gift simply makes cooperation all but impossible. Among Garou and other creatures capable of frenzy, the difficulty of resisting frenzy is increased by one.

Global Citizen (*W20 Rage Across the World* pg. 119) - Any active efforts to recognize the Garou as non-member of the local culture suffer a +4 difficulty. To fake an unfamiliar behavior, make a Static Mental challenge (retest Etiquette). The difficulty is at ST discretion. Spend a Gnosis Trait to temporarily establish Allies and Contacts Background dots equal to your Permanent Wisdom, divided however you wish.

Mark of the Wolf (*W20* pg. 154) - Select a target who you have interacted with during the scene, then make a Static Social challenge (difficulty 7, retest Primal Urge). The target inherits the Curse as though she had a Rage rating equal to that of the Garou for one day per Garou's rank.

Rooftop Sprint (*Book of the City* pg. 112) - The user spends 1 Rage and makes an extended Static Physical challenge (vs. 6, retest Athletics). Each success, up to Rank, allows the user to jump horizontally or vertically an extra 3 ft., and take less damage from falling by 10ft. per success.

Speech of the World/Tongues (*W20* pg. 154) - This Gift allows you to speak and understand any human language she encounters, though you speak with an obvious accent. This Gift does not apply to the written word, or cultural knowledge. An ancestor-spirit teaches this Gift. Make a Static Mental challenge (difficulty 7, retest Linguistics). The effect lasts for one scene. Completely alien languages may have a higher difficulty.

Stench and the City (*Book of the City* pg. 112) - The user can direct the foul smell of the city to overwhelm a target. The user spends 1 Rage and makes an extended Social Challenge (retest Survival). For each success the target is overcome by the stench and is down 1 trait, but at 5 successes the target may only defend itself and move at half speed, as long as it isn't holding its breath.

Weaver's Eyes (*Changing Ways* pg. 150) - Functions as the Gift of Fenris Gift: Lightning Reflexes, though it costs 1 Gnosis to activate for the scene.

Intermediate:

Body Shift (*W20* pg. 154) - Body Shift may be used once per round and lasts for the remainder of the scene. You can spend a Rage to instantly call upon this Gift's effects. If you have the Merit: Metamorph, you can utilize this Gift's effects instantly with no additional expenditure. Make a static physical challenge vs 9 traits (retest Primal-Urge). Upon success, you may shift half of your total physical traits plus your rank. Shifts made by this Gift may be deemed permanent per ST approval.

Bury the Wolf (*W20* pg. 154) - Spend one Gnosis and make an extended Static Gnosis challenge (difficulty of your permanent Willpower). Success causes the character to appear human to all supernatural scrutiny, nullifies the Curse and makes spending Rage impossible, you are locked in Homid form so long as the effects persist.

- 1 success - 1 scene
- 2 successes - 12 hours
- 3 successes - 1 day
- 4 successes - 1 week
- 5 successes - 1 lunar month

To "free the wolf" before that time expires, spend a full turn in concentration and another point of Gnosis. This gift may only be used on yourself.

Calm the Savage Beast (*W20* pg. 154) - Spend a Willpower Trait and make a contested Mental challenge versus the frenzying target (retest Animal Ken). If successful, calms a frenzying Garou within 30 feet, canceling the frenzy. For an additional Willpower Trait, this Gift may affect non-Garou in a frenzy, such as other shapeshifters or vampires.

Cocoon (*LotWR* pg. 119) - Spend one Gnosis to create the cocoon. This takes one turn. Once inside it, you ignore all attacks which fail to inflict levels of bashing or lethal damage equal to your Stamina-related Physical Traits. The first attack to inflict more damage than that dissolves the cocoon. Otherwise, it lasts for one scene or for one hour. At any time before the cocoon dissolves, you can spend an additional Gnosis to extend the duration of the cocoon. Aggravated damage is cumulative and reduces the overall damage needed to break the cocoon.

Cowing the Bullet (*W20* pg. 154) - Spend a Gnosis. For the rest of the scene, gain two additional armor levels that refresh each round against all crafted weapons not made of silver.

Gaia's Toolbox (*Book of the City* pg. 113) - The user spends 1 Gnosis and asks how a tool can be better used in the grand scheme of fate and the greater web of life. The user then makes a static Mental challenge (vs. 8, retest Enigmas). Upon success, the user gets a hint as to how they can use the tool, perhaps in ways they might not have thought of before.

Rally the Troops (*Changing Ways* pg. 150) – Spend 1 Gnosis, for the scene you are up traits equal to either your Tactics or Leadership for directing group efforts. A good example is rallying a crowd of volunteers toward a task.

Reshape Object (*LotWR* pg. 119) – This gift may be used in conjunction with the Crafts ability to reduce crafting time by half, rounded down. Items made with this may not have a crafts rating, without the use of crafts.

Spirit Ward (*LotWR* pg. 119) - Spend one Gnosis and make a static Social challenge against seven Traits (retest Occult or Intimidation). On success, spirits within 100 feet of you (other than pack totems and caern spirits) suffer a one-Trait penalty to all challenges, plus an additional one-Trait penalty for each Rank the user has. The Spirit Ward lasts for one scene or one hour. The ward is on the Gift user.

Web of Knowledge (*Changing Ways* pg. 150) – By spending a Gnosis, the user can comb through copious amounts of information to find what they are investigating for, effectively finding the needle in the haystack.

Advanced:

Ubermensch/Beyond Human (*W20* pg. 155) - Once bought, this Gift is always active. Humans view the Garou's curse as a positive intimidating and magnetic presence instead of something to be avoided. The Garou may also boost their socials 1 for 1 by spending either Rage or Gnosis. This effect lasts one scene and the traits expenditure is limited to Rank. The boost does not work on Garou.

Metis Gifts

Basic

Form Mastery (*W20* pg. 156) - All shapeshifting difficulties are reduced by 1. The player no longer needs to spend a Willpower trait for partial transformations. The Gift's effects are permanent.

Grovel (*LotW 1st Ed.* pg. 95) - Spend a Gnosis trait and make a Social Challenge (retest Performance). If successful, the attacking Garou must back off and end her attacks. This effect lasts for one hour or until the user makes a move against the Garou who spared her (whichever comes first.) The use of this gift may result in the loss of an Honor Trait at the next moot.

Primal Anger (*LotWR* pg. 120) – If the use of this gift causes the character's Rage to Exceed their Willpower maximum for their Rank the character must make a frenzy challenge.

Rat Head (*W20* pg. 156) - Spend one Gnosis, and make a physical challenge against 7 Traits (retest Athletics). For the rest of the scene, you can squirm through any gap you can fit her face into, moving at walking speed.

Sense Wyrms (*LotWR* pg. 121) - Vampires with three or fewer Humanity Traits always smell of the Wyrms; vampires on a Path of Enlightenment stink of the Wyrms no matter what their rating.

Shed (*W20* pg. 156) - Make a Static Physical Challenge, difficulty 7 traits (retest Primal Urge) to break free of a Grapple. Metis gains +2 Traits to squeeze through tight spots, get out of handcuffs, or other similar feats.

Stoat's Guise (*Changing Ways* pg. 150) - The user makes an extended static Mental challenge (vs. 6, retest Subterfuge). Each success allows the werewolf to alter one aspect of his appearance for the scene. Examples include: hair/fur color or length, skin tone, eye color, and height or size by about a fifth in either direction. This Gift can alter or hide tribal markings and lesser scars, but it's never potent enough to hide metis deformities completely.

Wriggle (*GotC* pg. 105) - Spend a Gnosis point and the Gift takes effect immediately. For the rest of the scene, no matter what her form, the metis can squeeze into a space no less than half the size of her body. STs should make judgments on space limitations.

Intermediate

Awaken Beast (*Werewolf Player's Guide* pg. 36) - After a successful bite attack, spend a Gnosis Trait, and then make a Social challenge against the target's Willpower (retest Primal Urge). If successful, the Beast is awakened in the victim and he will begin to frenzy, believing he has become a werewolf. If the target actually is a creature normally capable of frenzy, they must make a normal frenzy challenge. The effect lasts for one scene, although a human bit with this Gift may suffer a permanent derangement.

Badger's Heart (*GotC* pg. 105) - Spend a Gnosis Trait and make a Willpower challenge (retest Primal Urge). If successful, whenever the target spends a Rage Trait, they actually use an additional Rage, with no benefit (this has no bearing on spend limits). This Gift lasts for a scene or hour.

Body Shift (*Werewolf the Player's Guide* pg. 36; *W20* pg. 154) - Same as Intermediate Homid Gift (see pg. 8 of this packet)

Chameleon (*W20* pg. 157) - Spend one Gnosis Trait to activate the Gift. Anyone trying to see you, even when out in the open, must make a Mental Challenge against you. Once the Garou attacks, the difficulty of that challenge drops by 3. The Gift affects only sight; it does not mask the Garou's sound or scent. If this power is active while using another Gift that allows for the character to be hidden (ie. Blur of the Milky Eye) then the Garou receives 4 bonus traits to remain hidden.

Eyes of the Cat (*LotWR* pg. 121) - This Gift requires no Gnosis or challenges to use; simply declare when it's active and allows you to see through all magical and nonmagical darkness.

Frozen Form (*GotC* pg. 105) - Spend 1 Willpower Trait and make a Static Physical challenge (difficulty is the target's Physical Traits, retest Primal Urge). If successful, it locks a Garou (and only a Garou) into Crinos for 1 day plus 1 day per extra Willpower spent (up to 3).

Gift of the Porcupine (*LotWR* pg. 121) - You must be in Crinos, Hispo or Lupus form to use this Gift. Spend one Gnosis; your fur immediately sharpens. Anyone you tackle, grapple or immobilize suffers a level of aggravated damage. Anyone who strikes you with bare flesh

suffers damage as if he'd struck himself. The Gift lasts for one scene, or until you will your fur to return to normal.

Lash of Rage (*W20* pg. 157) - Spend a Rage Trait and make a permanent Rage challenge versus the target's permanent Willpower. A target within 100 yards takes one level of aggravated damage equal to 1 plus the Garou's Rank. This Gift can be used safely once per scene. After that, the gift inflicts its full damage to both the metis and the target.

Mental Speech (*LotWR* pg. 121) - You must know the target personally (though you do not have to like the target) or have something that belongs to the target, such as a lock of hair. Spend one Willpower Trait and make a Social Challenge (retest Empathy). If successful, you can communicate with a target at a distance of up to 10 miles per current Gnosis Trait the user has. This Gift does not allow for mind reading, but you can use social Abilities such as Intimidation. The Gift remains active for one scene.

Rage of the Underdog (*Changing Ways* pg. 150) – As the Get of Fenris Gift: Redirect Pain (see pg. 69 of this packet); however, it requires that the user makes a strike against the target and then Spend 1 Rage. Unlike Redirect Pain, it can be established on as many opponents as the Metis can afflict and lasts the scene.

Rattler's Bite (*W20* pg. 157) - Spend a Rage when attempting to bite an opponent. If the bite is successful, the damage is doubled.

Shell (*W20* pg. 157) - Make a Static Willpower challenge versus your own Permanent Rage. Success makes you immune to mind-altering magic of all kinds for the rest of the scene. However, you cannot use Empathy, Primal-Urge or Rage.

Advanced

Protean Form (*W20* pg. 157) - The character's ability to partially transform is permanently modified. These modifications must logically grant one of the following benefits: +4 Traits on a certain category of attack (extra clawed limbs for claw attacks, tentacles for clinches, etc.), +2 levels of damage on a certain category of attack (arms coated in shark teeth for extra claw damage, a chest-mounted squid beak for extra damage on clinches, etc), or +5 yards of movement per turn (extra legs, vestigial wings, etc). You can only have one of these benefits at any given time.

Twist of Fate (*GotC* pg. 106) – When the character takes damage that would kill them spend one Rage Trait to get that final shot; no wound penalties apply. The attack doesn't automatically land, although you may spend Willpower Traits for retests (even though you have already spent Rage in the turn). A successful attack deals an additional 10 aggravated damage - a metis's parting shot channels a lifetime of Rage, and is almost always lethal.

Umbral Body (*PGtG* pg. 185) - With this Gift, you can partially reach into the Umbra, sending certain body parts into the Umbra while maintaining others in the physical world. A Pattern Spider teaches this gift. Make a Gnosis challenge (difficulty the local Gauntlet) and spend one Gnosis. For the rest of the scene, the metis automatically succeeds on initial challenges for Dodge.

Lupus

Basic

Axis Mundi (*W20* pg. 159) - You always know what direction you are traveling or facing, so long as you are in the Gaia Realm. The spirits of migratory birds teach this Gift. This Gift's effects are permanent.

Eyes of the Eagle (*W20* pg. 159) - Declare this Gift active and make a Static Mental challenge (difficulty 8, retest Investigation). You gain an extra mile of clear vision per Rank you possess.

Find Water (*Ways of the Wolf* pg. 51) - The user can find the nearest body of water in 1 mile, but can expend Mental Traits to increase the range by 1 mile per trait spent. There is no cap to this spend.

Go For the Throat (*Changing Ways* pg. 151) – Spend 1 Rage to give an additional 3 unnamed traits toward the next bite done. This effect can stack.

Hare's Leap (*LotWR* pg. 122) - This Gift does not require an action for the first use of it in a round, but does for all other uses in the same round.

Predator's Arsenal (*W20* pg. 159) - Concentrate for a turn to gain access to bite and claw attacks in Homid form for the rest of the scene, or until you dismiss the transformation. These attacks inflict lethal rather than aggravated damage, and may be concealed by simple expediences such as keeping your mouth closed, wearing long sleeves, or keeping your hands in your pockets. You can even speak normally, as long as you are careful not to open your mouth too wide, although your voice sounds rough and a bit distorted (attempting to discern that there's something amiss with you requires a Mental challenge against you).

Prey Mind (*W20* pg. 159) - This will provide 3 bonus Traits on challenges made to escape, outrun, or evade pursuit. It is only applicable to defensive tests, such as running, dodging, wriggling out of being bound, jumping over fences, and the like.

Scent of Sight (*LotWR* pg. 122) - Make a Static Mental Challenge (retest Primal-Urge) to trace a scent. The difficulty varies (ST discretion). Make fresh challenges only when the scent changes or events might become distracting, like following it through water or into a fight in a reeking alley. This Gift does not function in Obtenebration as the supernatural darkness chokes those within it needs air.

Scent of the True Form (*LotW 1st Ed.* pg. 96; *LotWR* pg. 128) - You can automatically recognize other werewolves. To detect other sorts of creatures, make a Static Mental Challenge (retest Primal-Urge) against six Traits for most sorts of creatures, against eight Traits for vampires, faeries and other shapeshifters, or against 10 Traits for fomori and mages. Difficulty is at ST discretion.

Sense Prey (*LotWR* pg. 122) - Sense Prey identifies large numbers of prey within 50 miles when you're in the wild, or within the limits of a city and its suburbs. Human beings do not register as prey. Make a Static Mental Challenge (retest Primal-Urge) against seven Traits in wilderness, nine Traits in urban environments. Success reveals the location of enough prey to feed a large pack. If multiple concentrations of prey would all serve, the Gift points to the nearest gathering (not necessarily the easiest or safest).

Sense the Unnatural (*LotWR* pg. 122) - Sense the Unnatural reveals magic, spirits, the Wyrms, wraiths, vampires and other creatures, but doesn't distinguish between something unnatural and someone merely touched by it (a haunting, a ghoul). Make a Mental Challenge (retest Awareness). Success provides a vague impression susceptible to various interpretations. Spend one additional Mental Trait for a clear but general impression or two Mental Traits for a specific signature impression. The ST may require a second Static Mental Challenge (retest with Occult), against six Traits, to interpret an unfamiliar impression.

Sense Wyld (*Umbra Revised* pg. 133) – As the Metis Gift: Sense Wyrms (see pg. 11 of this packet), but for traces/taints of Wyld

Trapper's Bane (*Rage Across the World* pg. 81) – The user has a permanent sixth sense for traps. If declared active (it's a toggle effect), the ST gives a static chop for the user of the gift when they come within a reasonable distance of most traps. Mystically concealed or especially complex traps may be quite a bit harder to detect, but most mundane traps heavily ping the sixth sense.

Intermediate

Beast Life (*LotWR* pg. 123) - Spend one Gnosis and make a Social Challenge (retest Animal Ken). If successful, you can speak with all animals. You can also call animals of a single type within 10 miles, and those who can reach you without too much trouble or delay will do so. Spend an additional Mental Trait for each increase in 10 miles of the calling radius. Wild animals become friendly to you, willing to follow all reasonable requests and many unreasonable ones. The Gift lasts for one scene, plus an additional scene for each Gnosis Trait you choose to spend.

Body Shift (*Werewolf the Player's Guide* pg. 36; *W20* pg. 154) - Same as Intermediate Homid Gift (see pg. 8 of this packet)

Catfeet (*LotWR* pg. 123) - This Gift is innate and always active. The Garou gain a two-Trait bonus to all challenges involving body slams, efforts at grappling, balance and equilibrium.

Death's Whisper (*PGtG* pg. 186) Make a Mental Challenge (retest Investigation) against the number of hours the corpse has been dead to hear its last words.

Detect Spirit (*The Apocalypse* pg. 87) Initiate a Mental challenge (retest Investigation or Spirit Lore) to detect the presence and nature of hidden spirits or to detect if a spirit in disguise.

Hibernation (*Changing Ways* pg. 151) – Spend 1 Gnosis and 1 Willpower, and initiate a static Mental challenge (vs. 6, retest Primal Urge), on a success the player begins to hibernate until the user attempts to wake up or is disturbed. Failing to use the gift will cause instant Frenzy as the body rejects the process. To awaken, the user need only spend a Willpower and make the same challenge. Should the user run out of Willpower, the user will remain in hibernation until either the Apocalypse or until awakened by being attacked or awakened by an outside source.

Monkey Tail (*W20* pg. 159) - The Gift grants a prehensile tail at will in any form which possesses a tail. A Static Physical challenge is required to manipulate objects with the prehensile tail (difficulty 5 for simple actions, 10 for moderately difficult tasks, 15 for truly complex actions, retest with appropriate physical ability). This tail may not be used to wield a weapon.

Scream of Gaia (*LotWR* pg. 140) - Spend one Gnosis and make a Rage Challenge. Everyone within 50 feet is knocked down and suffers one level of bashing damage, plus another for each Social Trait you spend (up to 3). This manifests as a distinct shockwave that rips through the area.

Silence the Weaver (*W20* pg. 160)/ **Shattering Howl** (*Changing Ways* pg. 151) - Spend a turn howling, then spend 1 Rage and make a Static Social challenge (difficulty 7, retest Primal Urge). Delicate electronics are destroyed in a flash of sparks within a radius of 20 yards plus another 20 yards for each Social Trait spent (up to 3).

Strength of Gaia (*W20* pg. 160) - Spend one Rage Trait. You gain an additional 3 strength related physicals.

Terror of the Dire Wolf (*W20* pg. 160) - Spend 1 Rage Trait and make a Mental challenge versus the opponent's Willpower or, if affecting a group, the highest Willpower represented, (retest Primal Urge). If successful, you invoke 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 werewolves and Fera are immune. It may be used in any form, although Homid and Glabro raise the difficulty of the Mental Challenge by one.

Thousand Teeth (*W20: Book of the Wyrms* pg. 119) – Spend 1 Rage and make a static Physical (vs. 8, retest Primal Urge). The next bite attack does an additional 3 Aggravated damage. Additional bites can be prepped by expending additional Rage, augmenting 1 bite per Rage; however, these prepped bites only last the round. This gift, as it produces a multitude of teeth in the user's mouth is noticeable and stack with gifts such as Fangs of the North.

Venom (*PGtG* pg. 186) - On a successful bite, make a contested challenge, the bitten target takes an additional aggravated damage and loses 1 Physical Trait. This Gift does not stack with Rattler's Bite.

Advanced

Boon of the Animal Fathers (*Ways of the Wolf* pg. 51) – While in the Umbra, spend 2 Gnosis while entreating a specific animal father and making a static Social challenge (difficulty at ST discretion, retest Primal Urge). For the scene, the user gains a specific embodiment of a real animal as its totem. The totem gives rather potent benefits for the user and stacks with whatever totem the user already receives. The ST determines the boons and bans of the entreated animal father. It functions similarly to a personal totem, but lasts 1 scene. The gift can be used once per scene. The totem gives benefits, it does not manifest or use charms, though appearing standing behind the user (aesthetically) makes for good RP. The gift does not cause spirit notoriety with its inherent use, though abuse as always can gain such notoriety.

Elemental Gift (*LotWR* pg. 123) - Spend one Gnosis and make a Social Challenge (retest Primal Urge or Spirit Lore). If successful, you call an elemental capable of commanding one of the four elements in any of their forms, occupying a space about 20 feet on a side, plus another 20 feet for each Social Trait you spend. The elemental remains for one scene or until it's destroyed or dismissed. What happens once the elemental is called is another matter. Use of this Gift requires the presence of a ST.

Song of the Great Beast (*LotWR* pg. 123) - Spend one Gnosis and make a Social Challenge (retest Primal-Urge). If successful, the Great Beast comes out of the Umbra; spending more Social Traits increases the odds of it answering a request favorably. The ST can set the Great Beast's Traits to suit the situation, but they should be impressive - this is a creature of legend after all.

Auspice Gifts

Ragabash

Basic

Disguise Fetish (*Changing Ways* pg. 152) – Make a static Mental challenge (vs. the Gnosis rating of the fetish or talen, retest Disguise or Subterfuge), until the scene is over or the item is activated, it appears to be a mundane counterpart.

Emergency Exit (*Umbra Revised* pg. 133) – Spend 1 Willpower, make an extended static Physical challenge (vs. 8, retest Survival). Each success gives more information about the closest exit - perhaps not the safest, but the closest.

Hush (*Book of Auspices* pg. 32) - Make a contested mental challenge (retest Intimidation). Upon success, you may spend Mental Traits up to your Rank. The target fumbles their words and can't speak coherent sentences (although other forms of communication, such as sign language or writing, are still possible) for 1 round + 1 per Mental spent. Using this Gift on a pack mate places the user up 3 Traits.

Infectious Laughter (*W20* pg. 161) - Make a Social challenge (difficulty of the highest Rage rating of anyone listening, retest Performance). Success causes those who hear the Ragabash's 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 the New Moon has made them forget.

Liar's Face (*W20* pg. 161) - After making a truthful statement, spend one Willpower and make a Social Challenge (retest Subterfuge) difficulty 7. Supernatural listeners with a Willpower rating lower than the yours refuse to believe your words. There is no challenge for this Gift to work on humans.

Obscure the Truth (*Werewolf Player's Guide, 2nd Ed.* pg. 36) – Spend 1 Gnosis. The user is up additional traits equal to their Subterfuge for lying and deceit for the scene

Open Seal (*LotWR* pg. 124) - This Gift may not work against supernaturally-sealed barriers.

Petal Float (*Changing Ways* pg. 152) – The user makes a static Physical challenge (vs. 6, retest Athletics) before making a jump. If successful, the user takes no falling damage as they gently float to ground like a flower petal; however, their reduced weight can make wind tricky.

Play Dead (*Changing Ways* pg. 152) – The user makes an extended static Physical challenge (vs. 6, retest Subterfuge). The user spends a turn shutting down their body's functions and then appears medically dead, no pulse, no signs of life for one minute per success. The user may use the gift reflexively at the cost of a Gnosis.

Scent of Running Water (*LotWR* pg. 124) - This Gift becomes active whenever you indicate. While it's active, all challengers trying to track you by scent suffer a two-Trait penalty.

Sense of the Prey (*LotWR* pg. 124) - This Gift operates in the Umbra as well as in the material world. This Gift works automatically if the target isn't trying to hide. If it is, make a Mental Challenge (retest Hunting). If the target is a spirit, pit your Mental total against the spirit's Gnosis. You must provide IC knowledge of the tracked target to the ST.

Slip of the Tongue (*Book of Auspices* pg. 33) - Make an extended Mental challenge vs your target (retest Subterfuge). One success allows a subtle slip only noticeable to the already suspicious, while five results in the spilling of damning information no judge could discount.

Spider's Song (*W20* pg. 161) - You must be aware that a conversation is happening to listen in on it. For conversations across land lines, you must place your ear against a telephone pole or cord; to listen in on cell phone discussions (or even to intercept text messages), you need only be able to see one of the phones being used. Spider and raven-spirits teach this Gift. Spend a Gnosis Trait. You can listen in on the conversation (or receive mental translations of text messages) for as long as you keep your ear to the line or keep the cell phone user in sight.

Taking the Forgotten (*LotWR* pg. 125) - Make a Mental Challenge (your retest Stealth, the target with Streetwise). Bonded fetishes may stir memories of their own accord, though (the victim may make a Mental Challenge, ST discretion, to "remember" that he had an item like this, but not how it went missing or by whom). **Ragabash Players!! PLEASE READ THIS GIFT THOROUGHLY**, as there is ST discretion with what may stir memories.

Trickster Beacon (*Book of Auspices* pg. 33) - This Gift is taught by any trickster spirit. Expend a Gnosis Trait and touch the target (a pat on the back or handshake do as well as a punch). Make a Static Mental challenge of your Mental Traits + Subterfuge ability versus the target's Mental Traits + their Rank. The Gift effects last for one day. If you lose the challenge, you are marked instead. Even spirits agree there is such a thing as carrying a prank too far. If you use this Gift more than once per lunar month or against a given individual more than once per season, you risk becoming the target of the spirits' attention (down a trait for each consecutive use of the Gift).

Intermediate

Fly Feet (*Werewolf Player's Guide* pg. 37) - Make a Static Physical challenge, (retest Athletics). The difficulty depends on the surface (ST discretion). Upside down movement adds one or two to the difficulty (ST discretion). The ability lasts for one scene. Can be used upside down at half speed.

Gremlins (*LotWR* pg. 125) - Make a Static Social Challenge (retest Occult) with the difficulty based on the type of device.

- 4 = Computers, complex electronics
- 6 = Telephones, electrical items
- 8 = Cars, machines
- 10 = Knives, simple tools

If successful, the device stops working for the rest of the scene. Spend one additional Social Trait to make the failure last for the rest of the session, two to make it permanent. At ST discretion, good roleplaying may add to your Social total or count as one (or even both) of the additional Traits. This power does not last longer than one round plus one round per Social Trait spent when used against Fetished items.

Impunity (*Book of Auspices* pg.33) - The Gift is taught by a cat-spirit. By succeeding in a static Social challenge (difficulty 12, retest Empathy), you can avoid the worst repercussions of your statements. The target(s) must make a Simple test to punish or attack the speaker for the rest of the scene. Each attempted use of this Gift in the span of a lunar month adds an additional +1 to your difficulty. Note that whatever you say must be clearly and completely true from your point of view — no prevarication or double entendres are possible. For example, “Your nephew broke the Litany” would work if said Garou ate a policeman, but not if he failed to respect a Black Spiral’s territory. (Though a simple opinion, such as “You’re being an idiot,” is acceptable if heartfelt). The ST is the final arbiter. If you attempt to misuse this impressive Gift, not only will you not realize it didn’t work until after you speaks, but Cat will make her displeasure evident.

Liar’s Craft (*W20* pg. 162) - This Gift is taught by a Fox-spirit. After telling a lie, make a contested Mental challenge (your retest Subterfuge, their retest Investigation), if successful the target believes your lie. If there is irrefutable evidence then the Ragabash may be down traits to convince their target, this is ST discretion.

Madness Season (*Book of Auspices* pg. 34) - The player expends one Gnosis point and makes a extended contested mental against the target’s Willpower (retest Empathy). One success causes the victim to become gibbering and helpless in a fit of madness for a number of turns equal to the Ragabash’s Gnosis rating; three successes causes the madness to last the remainder of the scene. With ST discretion, four or more successes may render the victim incoherent for a longer period of time.

Misdirection (*Changing Ways* pg. 152) – Spend 1 Willpower and enter a contested Social challenge with the user's Subterfuge vs. the target’s Investigation. For each success, the user can take 1 heinously larcenous action like stealing the glasses off their face or killing a person right behind their back. Any evidence after the gift expires remains, but as long as it’s working, it's all hidden by sleight of hand and fast talking.

Monkey Tail (*W20* pg. 159) - Same as Intermediate Lupus Gift (see pg. 17 of this packet)

Open Moon Bridge (*LotWR* pg. 125) - You can create a moon bridge, with or without the cooperation of a caern totem. Spend one Gnosis to activate this Gift. See the Rite of the Opened Bridge (p. 154 of *LotWR*) for details; a moon bridge created with this Gift can stretch up to one thousand miles.

Pathfinder (*W20* pg. 162) - Make a Static Mental challenge (retest Survival) with the difficulty determined by the ST. You can spend Mental Traits to decrease the travel time by 10%, up to a maximum of 50%.

Riddle (*PGtG* pg. 186) - This Gift requires an ST be present. Create (or find) a riddle to be told. It must have a solid answer (given to the ST) that must be understood by most people. After telling it to the victim, spend one Gnosis Trait. From then on, the victim will be driven to distraction by the riddle, and until he can solve it, he suffers +1 difficulties on all challenges. In addition, every morning the victim loses one Willpower. Should this drain him entirely of Willpower, he will go a little crazy, most likely by barricading himself in his room for a day and refusing to come out. At the end of the day, however, the riddle will no longer concern him.

Terrain Shift (*Changing Ways* pg. 152) – Spend 1 Gnosis and a minor element of the immediate terrain becomes more passable to the user and less passable to any individuals chasing or tracking the user. An additional activation of the gift allows for an Earth tunnel to open up for the user.

The Crawling Hand (*Werewolf Player's Guide* pg. 37) - Make a Static Physical challenge (difficulty 9, retest Stealth or Subterfuge). You must concentrate for this hand to act. The user loses 1 Physical Trait per turn this Gift is in use and to perform fine manual tasks, those Physical Traits are with the hand for the rest of the scene. The character must retrieve his hand before the end of the scene or it cannot be reconnected: he must regenerate another (as if he lost four aggravated Health Levels, but they “heal” at a rate of one per week). The range the hand may travel from the body is equal your Mental Traits x3 in steps.

The Usual Suspects (*Book of Auspices* pg. 33) - Owl-spirits or urban spirits of Wisdom teach this Gift. You can keep tabs on a number of individuals equal to your Gnosis rating. To choose a target, you must either have an unobstructed view or have a strong scent trail of the target and make a Gnosis challenge (difficulty 7). Thereafter, by spending a Gnosis point and concentrating for three turns (make a Static Mental challenge, difficulty 8 for real beings or their Gnosis rating for spirits) you can sense the general location of the target. Details given are at ST discretion. If you already have a maximum number of targets saved, you must “lose” one before acquiring another.

Umbral Dodge (*W20* pg. 162) - When attempting to dodge a close-range attack, spend one Gnosis Trait and increase the difficulty of the dodge by 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 (*LotWR* pg. 125) - Spend one Gnosis and make a Gnosis Challenge against the target. Success (not a tie) lets you permanently remove one of your target's Physical Traits. You may only remove six Physical Traits in this way (by spending additional Gnosis during the challenge). The target can regain them by spending experience points as usual. This Gift works only once ever against a particular target. **Ragabash Players!!!! PLEASE READ THIS GIFT, THE CONSEQUENCES ARE REAL!**

Advanced

Blank (*PGtG* pg. 186) - A spirit of electricity or an electric eel-spirit teaches this Gift. Spend 3 Rage Traits. This gift automatically blanks every human in a room for one turn. Supernatural creatures (including vampires, mages and imbued hunters) can make a resisted Willpower challenge against the Ragabash's Mental Traits. The effects of this Gift last a number of rounds equal to your Rank.

Thieving Talons of the Magpie (*LotWR* pg. 125) - With this Gift, you can appropriate the powers of others. This Gift extends to Garou Gifts, spirit Charms, vampiric Disciplines, mage Spheres and the like. Make a Mental Challenge against the target (retest Larceny or Occult). If successful, you can use one specified power for one turn per Gnosis Trait you spend. During this time, the target cannot use the same power. Use your current Gnosis in place of any Trait that Garou don't normally possess, like Blood Traits, Glamour and so on. You must know something about the power in question - enough to specify which one you're taking - and must physically be able to accomplish the actions it requires, like looking at someone.

Turn the Moon (*Book of Auspices* pg. 34) - Any spirit of Luna can teach this Gift. Spend a Willpower Trait, and make an extended Simple test, winning on ties. For each success, the target must spend a day in his new auspice. You can end the effects of the Gift earlier, if you so choose. The target loses access to specific auspice Gifts, gains or loses enough temporary Rage points to bring him to the base minimum for the appropriate auspice, and suddenly finds his thinking influenced by the duties of the new auspice. The New Moons of rank use this Gift to teach a lesson to those taking the duties of their auspice too much to heart, and it can be quite effective at showing them a different perspective.

Weakest Link (*Book of Auspices* pg. 34) - Spend a Willpower Trait and make an extended Static Mental challenge versus the highest Mental Traits of the group you are targeting (retest Investigation). With each success above one, you can find out crucial information on two pack members per success. The ST should word things in a descriptive way but need not give specific information. Moreover, this Gift can clue in a Ragabash on specific fears or phobias he can best use to his advantage. At ST discretion, he might also discern the ranking of pack members, who has the most Rage and Gnosis, and possibly certain Merits or Flaws. STs should be generous, as this is a rare and powerful Gift.

Theurge Gifts

Basic

Airt Perception (*Book of Auspices* pg. 56) - Any ancestor-spirit renowned as a great hunter can teach this Gift. This Gift functions just like identifying and tracking animals (by scent or by looking for tracks, at your discretion), but apply it to spirits instead. Note that you may not be able to go everywhere spirits do to follow the trail — remember, spirits can fly.

Battle Mandala (*W20* pg. 164) - Make a Static Mental Challenge (difficulty 7, retest Spirit Lore). Spirits (other than your pack totem) within the mandala (100 ft. radius) lose one Essence per turn. The mandala dissipates at the end of the scene or when you step outside of its bounds, whichever comes first.

Blood Life (*Changing Ways* pg. 153) – Upon a successful bite attack against a creature with blood running through its veins that inflicts at least 1 damage, spend 1 Gnosis. The user gains a vision of the target’s memory that gives some insight into the target.

Command Spirit (*LotWR* pg. 126) - Spend one Willpower and make a Social Challenge (retest Leadership) against the spirit’s Gnosis. Each command after the first requires another Willpower Trait. You cannot command spirits to leave areas to which they’re bound.

Eyes of the Lynx (*Changing Ways* pg. 152) – Make a static Mental challenge (vs. 6, retest Alertness). Upon success, the user can see through solid objects up to their Gnosis rating in yards.

Hear the Silence (*Changing Ways* pg. 152) – By spending a Gnosis, the user becomes immediately aware if someone in their vicinity has a secret directly weighing on their mind. There is no bearing on the nature of the secret, only which individuals are burdened by them.

Mother’s Touch (*LotWR* pg. 126) - Spend one Gnosis to heal one health level of damage (make a Mental Challenge to heal non-Garou). Spend a second Gnosis Trait and make a Mental Challenge (retest Medicine) to heal battle scars, but only if you apply Mother’s Touch in the same scene in which the scars were inflicted. This Gift may only be used once per source of damage.

Name the Spirit (*LotWR* pg. 123) - Same as Intermediate Lupus Gift (see pg. 17 of this packet)

Sense Weaver (*Umbra Revised* pg. 133) – As the Gift: Sense Wurm (see pg. 11 of this packet), but with traces/taints of the Weaver.

Sense Wyld (*Umbra Revised* pg. 133) – Per the Lupus Gift (see pg. 16 of this packet)

Sense Wurm (*LotWR* pg. 121) - Same as Basic Metis Gift (see pg. 11 of this packet)

Spirit Knife (*Book of Auspices* pg. 57) - Spend one Gnosis point, and any single weapon you crafted entirely yourself is able to strike creatures on either side of the Gauntlet in any area where the Gauntlet is equal to or lower than your Gnosis. This effect lasts for the scene.

Spirit Skin (*PGtG* pg. 187) - Spend one Gnosis and make an extended Static Gnosis challenge (difficulty 6 if imitating a wolf-spirit, difficulty 8 for imitating anything else, retest Primal Urge or Spirit Lore). Each success keeps the disguise in place for one hour. It should be noted that the character will still somehow be recognizable as themselves to those looking at them, even though they will clearly not look like their lupus form. This Gift is obviously of little use outside the Umbra.

Spirit Snare (*W20* pg. 164) - Spend one Gnosis point and make a Static Mental challenge (difficulty 8, retest Spirit Lore or Intimidation) as an attack 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 two for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift don't stack.

The Spirits Displeasure (*Book of Auspices* pg. 57) - A Stormcrow teaches this Gift. Spend a Gnosis, burn an effigy of the victim and make a Static Mental challenge (difficulty 7, retest Rituals); the intended target does not need to be present. Sometime in the same story the Gift is used, the target will fail an important (but not life-threatening) challenge automatically.

Umbral Tether (*W20* pg. 164) - This Gift is taught by a spider-spirit. No challenge is needed to create the thread. However, after each full day you spend in the Umbra, a point of Gnosis must be spent to maintain the cord or it slowly corrodes from the point of entry and toward the Garou.

Intermediate

Blurring the Mirror (*W20* pg. 165) - Spend one Gnosis Trait for every individual you wish to affect. The Gauntlet increases by five for those targets (up to five) for the rest of the scene. While normally used against other Garou, this Gift is effective against any being capable of entering the Umbra sideways, including other Fera and some mages.

Castigate (*Book of Auspices* pg. 57) -. A hyena-spirit teaches this Gift. Make an extended Mental challenge versus the target's Social Traits (your retest Etiquette, their retest Intimidation). You may only peel off Renown equal to the target's rank and target must have some spirit world offense claimed (ST discretion). The targeted Garou loses access to one Gift of the Theurge's choice for the rest of the game session. Multiple uses of this power do not stack.

Evocation of Ceremony (*Book of Auspices* pg. 57) - Possession of this Gift grants you 4 additional Charismatic Social Traits when attempting to inspire, unify or cow others.

Parting the Velvet Curtain (*Umbra Revised* pg. 133) – Spend 1 Gnosis, static Mental challenge (vs. the Gauntlet + 1 for each individual targeted; however, Garou and kinfolk do not raise the difficulty, retest Occult). Upon success up to 8 targets are able to be taken into the Umbra along with the user, each bound to the Theurge with spiritual silken cords. At the expenditure of 1 Willpower, the user can sever one of the target's connections and resend the individual back to where the Gift was performed. A target may resist entry or forced exit of the Umbra with a contested Willpower challenge with the user.

Placation (*Book of Auspices* pg. 57) - With this Gift, you always know exactly what kind of sacrifice is necessary to make atonement for an offense against the spirit world. A spirit from the realm of Erebus teaches this Gift. With a Mental challenge (difficulty 7, retest Spirit Lore), you learn what you must offer to placate an offended spirit (ST discretion).

Prophetic Vision (*Rage across the Heavens* pg. 111) - The user spends 1 Gnosis and makes an extended static Mental test (vs. 7, retest Rituals). The user gains a vision of the future that is more detailed the more successful the challenge.

Prophecy (*Book of Auspices* pg. 58) - An owl-spirit teaches this Gift. Visions come only at ST whim and contain whatever information he desires.

Spirit Drain (*LotWR* pg. 127) - Make a Static Gnosis Challenge against the spirit's Gnosis. On a success, you drain two Power points from the spirit, granting a temporary Willpower Trait. You may use this Gift as frequently as you like, but any Willpower exceeding the maximum for your Rank is lost at the end of the scene. Excessive use of this gift could result in Spirit Notoriety and using this gift on a Wyrms tainted spirit may result in being Wyrms tainted.

Spirit Path (*Werewolf Player's Guide, 2nd Ed.* pg. 36) – On a successful static Mental challenge (vs. 8, retest Spirit Lore), the user can track a spirit quite literally anywhere by using its true name. Gifts and/or charms may be used to raise the difficulty of this gift.

Spirit Ward (*LotWR* pg. 119) - Same as Intermediate Homid Gift (see pg. 10 in this packet)

Umbral Camouflage (*W20* pg. 165) - A wind-spirit teaches this Gift. Spend one Gnosis point, and for the remainder of the scene, you are completely invisible to spiritual senses. She may move about as normal but cannot make any attack actions without disrupting the Gift.

Umbral Sight (*Caerns: Places of Power* pg. 13) Make a static Mental challenge (vs. 7, retest Occult). Success indicates who or what is coming across a moon bridge. Disguised individuals may still come up as their disguise.

Umbral Tracking (*PGtG* pg. 187) - By spending one Gnosis, you can see all active Umbral tethers around you. You do not know to whom the tethers belong, but can tell in which direction it extends towards its owner. Garou attempting to break the tether enter an extended contested Physical challenge (retest Athletics). To break the tether, you must make successful challenges greater than the tether owner's Gnosis before the tether owner gains successes equal to the Your Rage.

Watchful Eyes (*Changing Ways* pg. 153) – The Theurge spends a Gnosis and invites local spirits to be present for whatever follows. The watchful eyes of these spirits add a subtle mysticism that gives the Theurge 4 unnamed traits for social challenges involving intimidating, impressing or persuading. If the spirits can interact in some manner or must choose a side, they are generally inclined to side with the user.

Web Walker (*W20* pg. 165) - Any Weaver-spirit can teach this Gift. Spend one Gnosis point (for yourself, plus 1 per companion) and make a Mental challenge (difficulty 7, retest Umbral Lore or Weaver Lore). Success enables you (and your pack, so long as they stick close to you) to travel through the Umbra across the Pattern Web as though you were on a moon bridge. Whether the Web's strands go where you want to travel is another matter entirely.

Advanced

Feral Lobotomy (*LotWR* pg. 127) - Spend two or more Gnosis and make a Static Mental Challenge (retest Empathy) against Traits equal to the target's Willpower + 3. You can destroy one Mental Trait per success, at a cost of two Gnosis each. The target becomes more and more animalistic with each lost Trait; he can only be dropped to one Mental Trait. These effects last the night.

Healing the Soul (*Book of Auspices* pg. 58) - The subject to be healed 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: even the greatest empath has little sympathy for those who willingly slide back into self-degradation after being helped out the first time. An avatar of Unicorn teaches this Gift. The effects are largely character and story-based. This Gift alone cannot cure full-blown Harano, but it can certainly ameliorate the causes, preventing it before it takes hold completely.

Invoked Presence (*Book of Auspices* pg. 58) - The use of this Gift is at ST Discretion.

Shadowplay (*Werewolf Players Guide* pg. 37) - You can summon a shadow-duplicate of yourself in battle. These shadow-wolves resemble you and share some of your characteristics. Make a Static Gnosis Challenge against eight Traits and spend one Gnosis Trait. It has your Attributes and Abilities but may not use Gnosis, Willpower or any of your Gifts. It has just one health level so that most major damage destroys it. Surviving duplicates fade away at the end of the scene.

Spirit Vessel (*LotW 1st Ed.* pg. 101) - Spend a Gnosis Trait and win a Static Mental challenge (number of traits equals the area's Gauntlet). If you succeed, you gain the Basic Spirit Charm for one scene. A second Gnosis spent and a second challenge won gains you an Intermediate Charm, and a third Gnosis allows a third test to attempt to gain an Advanced Charm. If you tie, you win only the Charms you had won prior to this test, and may not attempt to use this Gift again this session. If you lose the first test, you become possessed by a Bane. A ST will then instruct you on the appropriate actions and behavior. Accessible Charms are ALWAYS ST discretion; the Charm must be obtained in the vicinity of a Spirit who has such a Charm.

The Malleable Spirit (*LotWR* pg. 127) Make a Static Gnosis Challenge against a difficulty depending on the intended change, while the spirit makes a Static Gnosis Challenge against your Gnosis. Changing the spirit's Willpower, Rage or Gnosis requires a Static Gnosis Challenge against six Traits, with one success required per Trait added or removed. Changing the spirit's disposition (friendly, neutral or hostile) requires a Gnosis Challenge against eight Traits, with success allowing you to specify the spirit's new disposition. Changing the spirit's basic type (Naturae, Elemental, Bane, etc.) requires a Gnosis Challenge against 10 Traits.

Ultimate Argument of Logic (*W20* pg. 166) - A coyote-spirit teaches this Gift. An ST is required for the use of this Gift. Make a Static Mental challenge (compare your Mental Traits plus Performance ability to the target's Mental Traits plus Enigmas ability). If successful the Garou convinces their target of some fact implicitly. This power lasts until the fact is proven to be completely true.

Philodox

Basic

Building a Legend (*Changing Ways* pg. 153) – Whenever the gift user would gain renown, the user regains an equal amount of temporary Willpower. These effects are always on.

Call to Duty (*LotWR* pg. 128) - This Gift allows for one command, after which the spirit is free to leave; it does not teach the names of spirits. Make a Static Social Challenge (retest Leadership) against the spirit's Willpower. If successful, you can summon a local spirit and give a single command. Spend two Gnosis to summon all spirits within one mile to aid or protect you, even without knowing their names. Name the Spirit (Intermediate Lupus Gift, see pg. 17 in this packet) can provide spirit names as can personal acquaintance through other means.

Command the Gathering (*W20* pg. 166) - Spend one Willpower Trait and make a Static Social challenge (difficulty equals the highest Willpower among those whose attention you seek to gain, retest Leadership). On success, all in attendance fall quiet and listen. Any individual who wishes to interrupt the Philodox or walk out before she has finished speaking must spend two points of Willpower to do so.

Fangs of Judgment (*W20* pg. 166) - Spend one Willpower point. For the next full day, all of your natural weaponry attacks do two extra levels of damage to all beings who have fallen from their original purpose to the service of the Wyrms (such as Black Spiral Dancers, fomori, vampires, ghouls and corrupted nature spirits; Banes which came into existence as agents of the Wyrms are, regrettably, exempt from this Gift's sanction).

Firm Stance (*Changing Ways* pg. 153) – Spend 1 Willpower. For the scene, the user is up traits against persuasion, supernatural or otherwise, equal to their permanent Honor. This gift is ineffective against those with higher permanent Honor.

King of Beasts (*LotWR* pg. 128) - You can command the loyalty of a specific animal, which will follow your commands willingly and unconditionally. The target must be within 100 feet. Make a Static Social Challenge (retest Animal Ken) against three Traits for a sibling animal (such as a wolf littermate), six Traits for an animal you feed and care for, eight Traits for an unfamiliar animal or 10 Traits for a hostile one. This Gift can only affect one animal at a time and does not draw animals to your vicinity

Ma'at's Feather (*PGtG* pg. 187) - If the Garou died in the service of Gaia, the Gift works automatically, revealing this to be so. If, however, the Garou had betrayed the mother, make a Static Mental challenge (difficulty the deceased's Gnosis, retest Investigation) to correctly determine their guilt.

Moon Lore (*Book of Auspices* pg. 79) - Any moon-spirit can teach this Gift. A success on a Static Mental challenge (difficulty 6, retest Occult) is required to determine the moon's phase at the time of the subject's birth and whether it was waxing or waning.

Omen of Truth (*Books of Auspices* pg. 79) - Spend a Gnosis point and makes Static Mental Challenge (difficulty varies, from 9 in a featureless, sealed space to 5 for a forest at sunset, retest Enigmas). The Gift takes a minimum of one full minute to use; the user gains a -1 difficulty if he dwells on the problem for half an hour. The effects of this Gift are up to the ST, and depend on the situation.

Persuasion (*LotWR* pg. 118) - Same as Basic Homid Gift (see pg. 7 of this packet)

Realm Wisdom (*Umbra Revised* pg. 134) – Extended static Mental challenge (difficulty variable, based on realm's obscurity, retest Law or Umbra Lore). For each success up to 5, the user may learn a relevant fact about the current realm they are visiting.

Resist Pain (*LotWR* pg. 128) - Spend one Willpower. No wound penalties apply for the rest of the scene or for one hour.

Scent of the True Form (*LotWR* pg. 128) - Same as Basic Lupus Gift (see pg. 16 of this packet)

Strength of Purpose (*LotWR* pg. 128) - Make an extended Static Physical Challenge (retest Rituals) against seven Traits. For every success, regain one Willpower Trait, up to your maximum. You may use this Gift once per scene.

Truth of Gaia (*LotWR* pg. 128) - Make a Mental Challenge (retest Investigation). If successful, you can determine whether the target is deliberately lying. (The key word is deliberately - the target may speak falsehood but be telling the truth as she understands it, complete with misinformation or altered memories.)

Intermediate

Bonds That Tie Us (*PGtG* pg. 187) - Spend one Rage Trait as the you tap deep into your own wellspring of emotion, connecting those emotions to those of your target. After this, you whisper the name of a person with whom the target has a relationship, and you will immediately feel every emotion towards that person that the target has. These emotions aren't yours, but you certainly feel it, and it is wise to avoid the person to whom those emotions are directed for as long as the effects last (one scene). A Garou or other supernatural that doesn't want to cooperate with the Gift may make a contested challenge, comparing their Willpower versus the user's Rage.

Divided Heart (*Book of Auspices* pg. 79) - For every success on an extended Static Mental challenge versus the target's Rage, the Curse is treated at 1 Rage lower (to a minimum of 0) for the target character (retest Primal Urge). The effects last for five minutes per success — you can temporarily alleviate the Curse, but never negate it.

Flow like Water (*Changing Ways* pg. 153) – Spend 1 Willpower. For the scene, when the user would contest a Physical action with their own (as in they did not initiate the challenge), the gift user is up traits equal to their Brawl and Dodge added together, then divided by 2 rounded up.

Power of the Ways (*Umbra, the Velvet Shadow* pg. 137) – While in the Umbra, the user spends a Gnosis makes an extended static Willpower challenge (vs. 8). Each success grants the user 1 restored point of Willpower, Rage or Gnosis. The restoration is only limited by the user's successes, indeed it can return all the user's tempers to cap. The gift can be used once per night.

Reality's Path (*Book of Auspices* pg. 79) - A Jaggling of Falcon teaches the Gift. Make an extended Mental challenge (difficulty 7, retest Investigation). A single success determines if the subject is telling an unintended untruth. Three successes will discover if the subject was deliberately misled. Five successes or more will reveal the truth of the lie at its simplest level (it might tell who perpetrated a crime, but not why or who the perp was working for). Note that this Gift only works when a subject speaks what he truly believes. Reality's Path deals with knowable facts ("She never intended to return", "despite his boast, your brother didn't kill the Bane single-handed"), not greater spiritual truths.

Rebirth (*Changing Ways* pg. 154) – The user spends 1 Gnosis and ritually bleeds on an animal carcass not tainted by the Wyrms and dead no longer than a year. The animal carcass regrows into a somewhat similar state as before it died, though it is totally devoted to the user and will act like a completely loyal minion. The newly risen beast keeps a permanent health level from the user until it dies or expires, at which point the health level returns to the user as lethal. It generally has weaker stats than the original creature and can carry out reasonable commands. If not killed or dismissed, the beast lives for 48 hours. A corpse can only have this done to it once, ever. This gift must be learned from a servitor of Quetzalcoatl and is thus rare.

Roll Over (*LotWR* pg. 128) - Make a Willpower Challenge. If successful, the victim can take no action other than submission unless in direct danger. This Gift lasts for one scene or one hour.

Scent of Beyond (*LotWR* pg. 129) - Make a Static Mental Challenge (retest Enigmas) against eight Traits or the local Gauntlet rating, whichever is higher. The change of viewpoint lasts for the rest of the scene or until you choose to stop observing the target. While using Scent of Beyond, you are unaware of your immediate environment.

Scent of the Oathbreaker (*W20* pg. 167) - You may spend one Gnosis Trait to sanctify any oath or promise you 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, you immediately become aware of this, and you are up four traits on all attempts for you to track the oathbreaker by scent. This benefit lasts until you next stand in the oathbreaker's presence.

Sense Balance (*W20* pg. 167) - Spend a Gnosis point and make a Static Mental challenge (difficulty 8, retest Primal Urge) to detect the spiritual balance of an area, if any. Wyrms manifestations feel dense and oily, Weaver presence feels cold and unyielding, and Wyld energies feel hot and trembling. You must be at peace and without distraction to use this Gift.

Take the True Form (*W20* pg. 168) - Make a Static Social challenge (difficulty 7, retest Intimidation). If successful, Changing Breeds (including Garou) are forced to revert to their breed form for one turn, plus 1 turn for each Social Trait spent at the time of the challenge (up to 3). Other shape-shifted creatures (such as vampires masquerading as wolves) targeted by this power are likewise forced to revert to their true forms for the same amount of time, but this does not do away with Visc mods.

Weak Arm (*LotWR* pg. 129) - Concentrate for one full turn and make a Mental Challenge (retest Brawl). Success gives you a one-Trait bonus on your next attack against that target, plus an additional bonus Trait for each Mental Trait spent (up to 3) on Weak Arm. Weak Arm can only be used once per scene against any individual target, and the benefits last only until the end of the scene.

Wisdom of the Ancient Ways (*LotWR* pg. 129) - Meditate for at least one full turn and make a Static Gnosis Challenge against nine Traits (-1 for each level of Ancestors you possess). If successful, you get a general impression of the information you seek. Spend one Mental Trait to make it clear though broad, two to make it detailed and specific. Lores cannot be permanently learned in this manner.

Advanced

Geas (*LotWR* pg. 129) - You can impose a Geas, a sacred binding oath, upon the target. A Geas cannot override basic instincts such as self-preservation, but you may otherwise command one or more individuals as you see fit. Spend one Gnosis and make a Static Social Challenge (retest Leadership) against the target's Willpower. To Geas a group, such as a pack or family, make the test against whoever has the highest Willpower. The compulsion lasts until the assigned task is completed, or the target falls to Incapacitated in pursuit of the quest. No victim can suffer from more than one Geas at a time, and the first one laid always takes precedence.

Release from Bondage (*Book of Auspices* pg. 79) / **Break the Bonds** (W20 pg. 168) - This Gift shatters all bonds, whether physical or mental, from sturdy iron chains to the slavery of a vampire's bewitched blood. The Garou may use it to benefit any being, including herself. It is taught by any Incarna with the freedom to come and go as they please. The Garou is automatically immune to any supernatural coercion, and may break bonds as though she had Puissance. She may also break another's physical bonds with that same Strength (+8 Strength Traits), or banish mental bonds from another with a Social challenge (difficulty 11 – target's Willpower). You can spend a Willpower for a retest.

Soul's Guilt (*Book of Auspices* pg. 79) - This Gift is taught by one of Falcon's brood, or any spirit associated with Justice. You must look at (or in some cases, listen to or smell) the target and concentrate for one full turn. Make an extended Static Mental challenge (difficulty 7, retest Investigation); number of successes indicate the clarity of the Garou's impression (5 successes at maximum).

Wall of Granite (*LotWR* pg. 129) - Spend one Gnosis. The wall emerges automatically, and is three yards high, two yards long and one yard thick. It can absorb 10 levels of bashing and lethal damage and has 15 health levels that must be penetrated to break through it at any point. The wall lasts for one scene or until released.

Galliard

Basic

Battle Cry (*Changing Ways* pg. 154) – The user makes a sharp howl that rouses allies. Making an extended static Social challenge (vs. 8, retest Expression), the user adds traits to the group's initiative equal to the number of successes up to the user's Expression. This can stack with Call of the Wyld and other such bolstering howls.

Beast Speech (*LotWR* pg. 129) - Make a Social Challenge (retest Animal Ken). Each separate encounter or type of animal requires its own challenge - for example, a successful challenge to speak with a rattlesnake would allow you to speak with all venomous snakes, but you need another successful challenge to talk with a stag.

Call of the Wyld (*LotWR* pg. 130) - Make a Physical Challenge (retest Leadership or Primal Urge). A single success carries it to all Garou within twice normal hearing range. Spending an additional Physical Trait provides the following bonus - those Garou who hear the call gain a one-Trait bonus to the next challenge they take part in as members of the pack or sept (that is, to group efforts, not individual ones). Spend two additional Physical Traits to impose a one-Trait penalty on all combat-related challenges that the hearing Garou's opponents engage in for the rest of that scene.

Call of the Wurm (*LotWR* pg. 130) - Make a Static Social Challenge (retest Performance) against the Wurm-creature's Willpower. If successful, you can implant an overwhelming urge in the Wurm-creature's mind that cannot directly cause the death of the Wurm creature. Spend an additional Social Trait to hide the otherwise obviously external source of the impulse and make the creature regard the urge as its own idea.

Canine Call (*Changing Ways* pg. 154) – By pitching their howl, the user can make howls that only canines (and homid Garou) can hear. It can be useful for communicating and such.

Command the Gathering (*W20* pg. 166) - Same as Basic Philodox Gift (see pg. 23 of this packet)

Distractions (*LotWR* pg. 130) - Make a Social Challenge (retest Performance). If you succeed, the victim suffers a one-Trait penalty on all challenges next turn, plus an additional one-Trait penalty for each Social Trait you spend (up to 3).

Dreamspeak (*LotWR* pg. 130) - Make a Mental Challenge (retest Empathy) to gain control over the victim's dream. No damage the victim suffers in the dream carries over into waking reality, but disorientation imposes a one-Trait penalty on the victim's challenges for one turn per Gnosis Trait you possess (if you are inflicted a disorienting or unpleasant dream). If the dreamer awakens while you are still in the dream, you will be immediately thrown out of the dream world and lose one Gnosis Trait.

Howls in the Night (*W20* pg. 169) - Spend a Gnosis point and make a Social challenge (difficulty 7, retest Intimidation). Creatures of the Wurm who hear the howl will be jolted awake if asleep, and rendered unable to sleep for the next 1 hour + 1 per social trait spent.

Memory Circles (*PGtG* pg. 187) - This Gift is performed in two parts. When hearing words you wish to remember perfectly, spend one point of Gnosis. As this happens, the ST should write down exactly what you are committing to Umbral memory. Later, when you wish to retrieve the memory, you may spend one point of Willpower and ask the ST to read it back verbatim. The use of this Gift leaves tiny clear spheres matted within the Garou's fur that can be seen within the Umbra, the so-called "memory circles." Should the Garou wish to remove a memory circle, they may do so while pulling it out of their fur while in the Umbra. Also, it is possible that combat within the Umbra might break some of the circles (at ST discretion).

Mimic (*PGtG* pg. 188) - Once the Garou learns this Gift, they may automatically replicate anything they have ever heard (subject to the vagaries of their memories, of course). Particularly complicated noises (such as a whole conversation, including background noise) may require a Static Mental challenge (at ST discretion, retest Acting or Performance) to get right. If the audience suspects something is up, make a contested Social challenge. Finally, the Garou may not make new sounds with this Gift, only replicate those they have heard before.

Mindspeak (*LotWR* pg. 130) - Spend one Willpower Trait per sentient being to link in Mindspeak. Make a Social Challenge against each unwilling participant (retest Leadership). Participants can speak freely once linked, and can use Social Abilities against each other. They suffer a two-Trait penalty on all challenges dealing with their own surroundings. Mindspeak ends when all participants choose to end it, or when you fail a challenge against an unwilling target. Participants must be within line of sight of each other when the Gift goes into effect, but can move any distance thereafter.

Perfect Recall (*W20* pg. 169) - Spend one Gnosis point to perfectly remember any one detail, no matter how small, from any point in your character's entire life.

Ritual Tuning (*Changing Ways* pg. 155) – The user sets the stage for a rite. By using this gift, the user adds their levels of Performance or Expression to the next Ritemaster performing a rite immediately after this gift is used.

Unified Force (*Book of Auspices* pg. 101) - Spend 1 Gnosis per round. This Gift affects all Garou (and Kinfolk in packs) that are part of your side of the combat. Your entire pack need not be there. Any Garou who frenzies no longer receives this benefit. When anyone affected by Unified Force retests with Tactics, they are up 1 trait.

Intermediate

Book of Years (*Book of Auspices* pg. 101) - An ancestor-spirit teaches this Gift, although certain reptilian spirits have been known to impart it as well. Make a Static Mental challenge (vs 6 traits or the difficulty of the local Gauntlet, whichever is higher, retest Primal Urge; the Garou need not have the Ancestors Background to learn this Gift). The character falls into a trance and is immediately immersed in a deluge of memories stretching back to the dawn of time. This flood continues until the character terminates the Gift, and the memories get older the longer she remains in the trance. For every hour the character remains under the Gift's influence, the memories stretch back roughly five centuries. For each hour that the character remains in the trance, however, you must make a Willpower challenge (difficulty 7) to keep the character grounded in your own time. If you win the challenge, the Gift continues to function as normal. On a tie, you will lose a Willpower but be able to continue using the Gift. If you lose the Willpower challenge, your body disappears and reappears somewhere in the Umbra; the Legendary Realm and the Battleground are both popular choices. An ST is required for the use of this Gift.

Bridge Walker (*LotWR* pg. 130) - Spend one Gnosis to create the bridge. It lasts for only one passage unless you also spend a permanent Gnosis Trait while creating the bridge, in which case it lasts until the next full moon. The bridge can extend up to one mile per Gnosis Trait the Garou possesses at the time of creation.

Eyes of the Cobra (*LotWR* pg. 131) - Make a Social Challenge (retest Enigmas). If you win, the victim begins moving toward you; spend an additional Mental Trait to make the victim move as rapidly as possible without risking actual injury. The victim regains power of choice within arm's reach of you or if damage is caused.

Gift of Dreams (*W20* pg. 170) - Spend a Gnosis Trait and defeat a sleeping target in a Mental Challenge (retest Expression) to craft a dream. To ensure that an individual experiences this dream, you must breathe it into the target's mouth while they sleep. You may spend up to 3 Mental Traits to create a more vivid dream. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning. The affect of the dream is up to ST discretion.

Scent of Distinction (*Umbra Revised* pg. 134) – By sniffing out an area, the user can determine the spiritual resonance of the area, such as taints of the Wyld, Weaver, or Wyrms, as well as other facts like dominating spirits of the area (such as if an Incarna makes residence here). The smaller an area sniffed out, the more information; the inverse is also true. The user spends the time to sniff out the area and then 10 minutes in meditation. Then a static Mental challenge (vs. 9, retest Survival for wilderness and Streetwise for more urban areas).

Shadows by the Firelight (*LotWR* pg. 131) - You invoke shadows and dreams to create stories in which others take part in... willingly or not. Shadows surround the participants as they act out the roles you assign, and dreamlike sensations fill in sensory gaps. There is no challenge required to use this Gift on willing subjects. To force unwilling targets into a story, make a Social Challenge (retest Performance) against each victim. The story begins when the requisite number of victims are all compelled to act. Each must act precisely as one of the characters in the story you tell. This Gift lasts for one turn per Gnosis Trait you spend. Any damage caused during the use of this gift goes away at the end of the story in which they take part in and regain all items and lost traits used during the story.

Sing the Spirits (*PGtG* pg. 188) - Spend one Gnosis and make a Physical challenge against the spirit's Rage (retest Performance). If the spirit loses, it may not approach for the remainder of the round. Each round the spirit may reinitiate the challenge to break through. You don't need to know the exact name of a spirit, but must be able to name it appropriately. (Telling it what kind of spirit it is, such as "Cat" or "Nexus Crawler" is sufficient.) The effect of this Gift lasts one scene.

Song of Heroes (*W20* pg. 170) -The Gift requires the full recitation of a story of epic heroism taking at least several minutes. At the end of the tale, make a Static Social Challenge with a difficulty of 8 (retest Performance). This Gift grants an extra dot to all listeners of an ability, treated as an actual permanent dot for the night. Listeners cannot gain this benefit more than once.

Song of Rage (*LotWR* pg. 131) - You sing a song that unleashes the Beast in others, driving werewolves, vampires and other supernatural creatures into frenzy and inspiring berserker rages in human beings. Make a Social Challenge (retest Leadership). The victim flies into a violent rage for one turn (or frenzies if he is susceptible to frenzy), plus one for each additional Social Trait spent (up to 3). This Gift affects one victim at a time; you may use it once per turn.

Song of the Siren (*W20* pg. 170) - Spend one Gnosis. Make a Social Challenge (retest Performance) versus the highest Willpower to be affected. If successful, targets cannot act for a number of turns equal to one plus the number of Social Traits spent (up to 3). A target may attempt to break free of the Gift with a Willpower challenge against your Social Traits. This Gift affects an area.

View the Battlefield (*Book of Auspices* pg. 101) - Spend one Gnosis Trait and make a Static Mental challenge. The difficulty varies based on the size of the battlefield. One large room would be difficulty 10, while a football field would be difficulty 14, and an entire forest would be difficulty 18. If successful, you can see the entire battlefield as if from above (and can look through ceilings and the like to view the combatants below). This makes ambushing you nearly impossible, and allows you to know if any of your allies are in immediate danger. Even if your sight is somehow blocked (through use of the Gift: Shroud, for example), you still instinctively knows the exact location of your packmates. This Gift lasts for as long as you concentrate, at the same local penalties found in the Philodox Gift: Scent of Beyond.

Words like Wind (*Changing Ways* pg. 154) – Upon making a quip or a small saying, the user can spend a Gnosis and make a contested Social challenge with an audience member. Upon success, the user’s snippet goes viral and the user temporarily gains the Merit: Reputation within 10 miles. This Gift is best used as a down time action as it takes time for it to spread.

Advanced

Break the Bonds (*W20* pg. 168) - Same as Advanced Philodox Gift: Release from Bondage (see pg. 27 of this packet)

Fabric of the Mind (*LotWR* pg. 131) - Make an extended Static Mental Challenge (retest Performance) against eight Traits. With a success, each Trait successfully risked (up to your rank) provides one Trait which you can assign as you like to a single imagined object or creature. The Traits can go into one object or several and have any characteristics you can imagine and describe. Once created, the objects require one Gnosis Trait per scene per object to remain in the material world if they’re relatively inactive, one Gnosis Trait per turn per object if they’re involved in fights and other strenuous activities. Creatures brought out thusly are sentient, but not entirely independent; they react naturally, but perform by your volition. If you fail the challenge before accumulating the desired Traits, make two Simple Tests. If you fail both, the object emerges immediately, independent of your control and often not exactly what you wanted. It lasts until destroyed, banished or otherwise removed.

Head Games (*LotWR* pg. 131) - Make a Social Challenge (retest Empathy) against the target. Success allows you to manipulate the target’s emotions in any way you desire. The Gift lasts for the rest of the scene, or for one hour. Creating lasting emotions is difficult; the effects of this Gift wear off in ensuing scenes unless events reinforce them. You can, for instance, make the target fall in love with someone, but the passion will fade unless the target has reasons to find that person attractive without manipulation and without some sign of favorable response from the

object of desire. On the other hand, an irrational fear of a particular mode of attack or kind of creature can easily become lasting if the target suffers damage from the object of fear while this Gift is in effect.

Legend’s Insight (*Book of Auspices* pg. 101) - Only characters with the Ancestors Background may learn this Gift. Make a Static Social challenge (difficulty 7, retest Ancestors). If successful, you may boost an Ability to five dots, or an Ability already at that level to six dots. Normally, “modern” Abilities such as Computers, Drive, and even Firearms are disallowed, but this is at ST discretion. This Gift may be used up to 3 times per game, but constant use may make the Ancestors unhappy.

Storyteller (*Book of Auspices* pg. 101) - No one knows what sort of spirit teaches this Gift; presumably an avatar of Gaia, but since so few Garou even know of the Gift's existence, no one can say for certain. The player spends one permanent Gnosis point and explains, in as much detail as possible, the change she wants to make to the story. The ST, of course, has final say, and once the "dramatic alteration" is done, the Garou has no further control. Events that she concocts can and do spiral out of control, so utmost care must be taken with the Storyteller Gift.

Ahroun

Basic

Empathy of Hatred (*Book of Auspices* pg. 122) - An Epiphling of Rage teaches this Gift. No challenge is needed; the effect is automatic. By spending an action focusing on a person, you can learn the permanent and temporary Rage that said person possesses. This is most useful for spirits and other shapechangers, of course, although some fomori may possess Rage as well. The Shadow Lord Gift: Aura of Confidence blocks the perception granted by this Gift completely.

Falling Touch (*LotWR* pg. 132) - Make a Physical Challenge (retest Medicine). If successful, the target falls down. The target must sit on the ground for the next four actions (or 15 seconds if not in combat). He may not initiate Physical Challenges, but may defend himself as normal.

Inspiration (*LotWR* pg. 132) - Spend one Gnosis. Each comrade (excluding the Gift-user) within arm's reach receives an automatic success on a single Willpower Challenge that scene, or one additional Willpower Trait to spend. The recipients must immediately announce which benefit they choose.

Loyal Defender (*Changing Ways* pg. 155) – The user is permanently down a trait to attack their allies under any circumstances. When the user is supernaturally influenced to attack their allies and does so successfully, the Gift user may make a contested social challenge to break out of the influence (this includes Frenzy).

Pack Shield (*Changing Ways* pg. 155) – Make a contested Willpower challenge with a target and spend up to your Rank in Social Traits. Upon success, for each Social trait spent, the user goads the target into attacking the user. If the target starts taking significant damage from another target, it may break away its concentration i.e. it may run after the user, but if the user simply retreats while their cohorts beat the target, the target will most likely fight back.

Pack Tactics (*W20* pg. 171) - Spend a Willpower and makes a Static Mental challenge (difficulty 7, retest Tactics). If successful, your pack gains an extra pool of Tactics equal to your Leadership.

Razor Claws (*LotWR* pg. 132) - Spend one Rage and take one full turn to sharpen your claws. For the rest of the scene, your claw attacks inflict an additional level of damage. Can be laid overtop other claw gifts such as Silver Claws.

Renewed Vigor (*Book of Auspices* pg. 122) - To activate this Gift, you must have spent at least three Rage points in that turn, and must have killed an enemy with a stroke that brought it at least three health levels below Incapacitated. Spend a point of Willpower, and all your Garou allies gain a number of points of temporary Rage equal to your Rank. Using this Gift does not require a separate action in combat aside from the action used to kill the enemy. This gift may not be used to allow a Garou to gain more Rage than their Rank maximum.

Rhythm of War (*Changing Ways* pg. 155) – Spend 1 Rage. For the rest of the scene, the user ignores stunning effects and knockdown from mass challenges as long as they attack every turn.

Shield of Rage (*W20* pg. 171) - Spend one Willpower Trait. For the rest of the scene, all spirits' Rage scores are considered two less than their real values for the purpose of damage against the Ahroun.

Spirit of the Fray (*LotWR* pg. 132) - This Gift is always in effect. You are considered to have 10 additional Traits for initial challenges, and can spend a Gnosis Trait for an additional 10 for a single challenge. Remember that Garou can't spend Rage and Gnosis in the same turn, so buying the initiative edge this way means that you can't spend Rage for extra actions.

Spiritual Wrath (*Book of Auspices* pg. 122) - By calling upon this Gift, you manifest your spiritual nature more strongly than physical for a brief period, allowing your claws to cut through defenses they could never normally pierce. This Gift has no effect on creatures that are half spirit already, like other Garou, fomori and changelings. But any being entirely of one world, such as Banes, vampires, ghosts or animals, is vulnerable to its sting. Any spirit of war can teach this Gift.

Spur Claws (*W20* pg. 171) - Spend one Rage. The next successful claw attack you make buries your claws into the victim, where they stick after breaking free from your fingertips. Until the victim takes the time to pull them out (which takes a full turn), they suffer +2 difficulty to all actions. Your claws take a full turn to regenerate.

True Fear (*LotWR* pg. 132) - Make a contest of your Physical Traits (retest Intimidation) against the target's Willpower. If you are successful, the target cannot attack for one turn, plus one turn for each Mental Trait you spend (up to 3). The target can defend against attacks and otherwise act normally (or as normally as possible when gripped with terror).

Intermediate

Black Mamba Strike (*Changing Ways* pg. 156) – Spend 1 Rage, then for the scene, the user can take a full movement action and still make a physical attack.

Body Shift (*W20* pg. 154) - Same as Intermediate Homid Gift (see pg. 6 of this packet)

Clenched Jaw (*LotWR* pg. 132) - Make a successful bite attack before using this Gift. Spend one Rage Trait. On succeeding turns, make a biting attack with a two-Trait bonus to keep inflicting bite damage. The victim can make a Physical Challenge to break free (suffering an additional level of agg damage if it works), but you can add half your Willpower Traits to your total for the challenge. If you are killed, your teeth remained clenched.

Combat Healing (*W20* pg. 171) - You automatically regenerate one non-aggravated health level every round in combat. This benefit is permanent, but still does not work in your breed form, unless the Garou is Metis.

Full Moon's Light (*W20* pg. 172) - Spend one Gnosis Trait. For the remainder of the scene, anyone within one mile who is working against you or your 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 you or your pack.

Heart of Fury (*LotWR* pg. 132) - Make a Static Willpower Challenge against your permanent Rage Trait total. You receive a one-Trait bonus per success to efforts at resisting frenzy that scene. At the end of the scene, spend one Willpower Trait or make a frenzy check at normal difficulty.

Home Turf (*Changing Ways* pg. 156) – The user makes a howl and static Social challenge (vs. 8, retest Intimidation). If successful, an area equal to 10x the Rage of the user is a claimed area where the user and the pack are up traits equal to the user's Permanent Rage against fear effects or being cowed.

Purity of Spirit (*Book of Auspices* pg. 122) - Using this Gift, the werewolf can, at great cost, briefly shield himself against silver's damaging power with his own spiritual energies. A Lune teaches this Gift. Spend 1 Gnosis to bid stamina against Silver at the cost of 1 Gnosis per attack.

Savage Spirit (*Umbra Revised* pg. 134) – Upon a successful bite, the user may spend 1 Rage to make a Spirit lose Rage equal to the user's Rank. However, it may not reduce a Spirit's Rage below 1.

Shatter Bone (*Werewolf Player's Guide, 2nd Ed.* pg. 37) – Before a strike, the user calls a limb and spends 1 Rage and 1 Willpower. On a successful strike, the user cripples the named limb. A leg reduces the target's movement, whereas a crippled arm may reduce the actions a target can make. You may not target an opponent's head with this gift.

Silver Claws (*LotWR* pg. 133) - Make a Static Gnosis Challenge against seven Traits. If successful, your claws become silver for the rest of the scene or until you decide to return them to normal. While silver, your claws do aggravated damage to all targets. When you make a successful strike on your target, you inflict an extra level of aggravated damage to any creature susceptible to silver. The transformation is agonizingly painful, giving you an automatic Rage Trait, each turn and imposing a one-Trait penalty on non-combat challenges. DOES NOT stack with other claws gifts that would coat the silver such as Fangs of the North, but does work with razor claws.

Stoking Fury's Furnace (*LotWR* pg. 133) - You automatically regain one Rage Trait in any turn that you suffer damage, and do not have to test for frenzy from that specific stimulus (though other stimuli may impose challenges as usual). You can spend one Rage Trait per turn without losing temporary Rage. If you spend two or more Traits in one turn, they're marked off as usual.

Touch of Rage (*Book of Auspices* pg. 123) - A fury-spirit teaches this Gift. Spend one Willpower, or two if bestowing Rage on a mortal. Then expend a number of temporary Rage points, and the target gains them and may spend them normally. Once any points above the target's normal maximum Rage (zero for humans) are spent, they are gone for good barring a second use of this Gift (unless they are kinfolk). This Gift cannot grant Rage to mages, ghosts or other kinds of supernatural beings that do not already possess Rage. Spirits already have a Rage Trait, but can receive the temporary points to gain extra actions in combat as Garou do. Mortals can spend 1 Rage a round. Kinfolk can spend 2 Rage a round.

Wind Claws (*W20* pg. 172) - Spend one Rage Trait. For the rest of the turn, all of your attacks completely ignore any armor (mundane or magical) that target might be wearing. This Gift only works on claws or fangs and can be used with Gifts like Silver Claws.

Advanced

Aegis (*Book of Auspices* pg. 123) - Spend 1 Willpower. For the scene, any bashing damage is negated, any lethal damage the Garou takes is reduced to bashing, aggravated damage is reduced by one, and is up two traits for Dodging and bidding Stamina.

Kiss of Helios (*LotWR* pg. 133) - Spend one Gnosis. For the rest of the scene, you take no damage from natural fire, up to and including molten lava. Mystical sources of fire inflict half their usual damage (round up), and is healed as bashing damage. You can inflict two additional levels of aggravated damage if you attack with blazing fists, claws or fangs. This Gift can stack with gifts such as Wind Claws, Silver Claws, Razor Claws as the fire is surrounding the claws, but it does NOT stack with Fangs of the North.

One on One (*Book of Auspices* pg. 123) - Say a brief prayer to Luna and the other innumerable spirits of blood, terror and vengeance in the Garou pantheon. You are then transported instantly to a single foe of your choice, whom you may engage in one-to-one combat to the death under Luna's own aegis. The foe cannot flee (though tactical withdrawal with the specific intent of continuing the fight this scene is acceptable), nor can she receive aid from outsiders. You are bound by same restrictions, of course. Luna herself teaches this Gift, and not through an avatar— the petitioner must journey to Luna's court in the Aetherial Realm and convince the capricious goddess that her reasons for needing this power are just. This Gift cuts through all supernatural forms of warding, concealment, contingency spells and similar precautions without any roll. For the remainder of the scene, both affected parties can receive no aid from other sources, and can only use powers that are directly physical in nature. A vampire's unearthly strength and speed or a faerie's ability to strike at enemies with the spirit of holly would remain potent, but a member of either race would be stripped of his supernatural mind-clouding and unearthly presence. Likewise, a Namebreaker might throw lightning or increase his own strength, but not teleport away or turn incorporeal to avoid the Garou's strikes utterly. This Gift involves the direct interference of the Celestine Luna in mortal affairs, and the ST should remember that a thinking being is determining the Gift's exact effects, not a defined supernatural spell. The ST should make judgment calls on the Gift's effects keeping it within its intended spirit of providing a fair, open and physical fight. A Garou asking to be transported to a vampire in torpor, for example, might find the Leech awake and ready to fight.... The Garou must expend a point of permanent Gnosis to activate this Gift.

Once the fight is done, normal rules of reality reassert themselves — which might be bad if the Garou has been sent to Malfeas or some other hellish domain

Shared Strength (*PGtG* pg. 188) - This Gift is taught by a wolf-spirit. Spend two points of Gnosis and state a period of time for the Gift to remain active. This could be "the next turn," "an hour," "the rest of the scene," or even "until the day I die." (If you die, the Gift ceases to work immediately, so "Until the Final Battle" won't work unless you survive to see it.) For that amount of time, one Garou of your choice and within your line of sight immediately is treated as possessing your Physical Attributes, Brawl, Dodge and Melee abilities. (If the target should have higher statistics than the user, they retain those statistics.) However, you are treated as having a mere three Physical Traits, in all forms, as long as the Gift is active, and no dots in Brawl, Dodge or Melee. The target and Ahroun cannot spend experience points to raise any of the shared Traits until the Gift ends.

Strength of Will (*LotWR* pg. 133) - Make a Static Social Challenge (retest Leadership) against eight Traits, and spend Gnosis. Each Gnosis Trait spent gives all of the Garou'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 only be used once per scene by any individual Garou, and allies can receive its benefits from only one Garou at a time.

Unstoppable Warrior (*W20* pg. 172) - You become permanently capable of healing all aggravated damage as though it were lethal damage, save for wounds inflicted by silver.

Tribal Gifts:

Black Furies

Basic

Arion's Burden (*PGtG* pg. 189) - Make a Static Social challenge (difficulty 6, retest Animal Ken). A success is all that is needed to keep this Gift active for the rest of the scene. While this Gift works to calm any animal normally friendly to you, it is most commonly employed on horses. Riding in Crinos form, even with this Gift, is a tricky business, requiring a Static Physical challenge (difficulty 7).

Breath of the Wyld (*LotWR* pg. 133) - You must touch the target's skin (Physical Challenge if necessary) while outdoors in some reasonably natural setting (a park will do in cities). Make a Static Gnosis Challenge against five Traits for Garou, six Traits for humans. Success grants the target a one-Trait bonus on all Mental and Rage Challenges for the rest of the scene. The target also feels invigorated and clear-headed; minor confusion slips away.

Curse of Aeolus (*LotWR* pg. 134) - Make a Static Gnosis Challenge against a number of Traits, dependent on frequency of fog in the area: four Traits on the seashore, six Traits in most locations, nine Traits in the desert. This power does not function in places where fog could not naturally occur (such as indoors). You suffer no visual impairment; all others can use only half their normal Trait total (rounded up) in perception-related challenges. Everyone except you and your packmates also suffer a one-Trait penalty on Willpower Challenges as the fog seems unnerving and menacing. The Gift lasts for the rest of the scene.

Form Mastery (*W20* pg. 156) - Same as Basic Metis Gift (see pg. 11 of this packet)

Heightened Senses (*LotWR* pg. 122) - Same as Basic Lupus Gift (see pg. 15 of this packet)

Kali's Tongue (*BFTB* pg. 66) - Make a social Challenge versus twice the lower of either the target's Rage or Willpower (for target's without Rage, retest Medicine). The target cannot be healed by any means for 1 round. 2 Social Traits may be spent after winning the contest to increase the duration by an extra round up to a total of 3 rounds. Those killed while under its effects die permanently (No Raging On or Raging Back or Aegis). Spirits in the Umbra are unaffected by this Gift.

Kneel (*W20* pg. 173) - This Gift is taught by one of Pegasus's brood. Make a contested Social challenge versus the target's Willpower (retest Intimidation). You may spend Social Traits (up to 3) to extend the effect 1 round per trait spent. A Gnosis (or supernatural-related trait) may be spent to ignore the effect, but mortals cannot resist.

Man's Skin (*W20* pg. 173) - The Gift is taught by an ancestor-spirit or a seahorse-spirit. Make a Static Social challenge (difficulty 7, retest Disguise). The illusion lasts for one scene or until you 47

shift form. The disguise withstands casual tactile contact, although heavy or violent contact will reveal the truth.

Owl Speech (*Black Fury TB 1st Ed.* pg. 40) – This gift effectively works like Beast Speech (see pg. 36 of this packet) and King of Beasts (see pg. 32 of this packet), but only for Owls.

Sense of the Prey (*LotWR* pg. 124) - Same as Basic Ragabash Gift (see pg. 21 of this packet)

Sense Wyrm (*LotWR* pg. 121) - Same as Basic Metis Gift (see pg. 11 of this packet)

Stoking the Soul's Fire (*BFTB* pg. 66) - This Gift can only be used by a maiden Fury. Make a Mental challenge against your Rage rating (retest Occult). Upon success, spend 1 Willpower, 1 Gnosis and 2 Mental Traits to regain all Rage.

Touch of the Muse (*BFTB 1st Ed.* pg. 40) - A successful Gnosis challenge (difficulty 8) gives you a bonus Social Trait on all Social challenges for the scene.

Trail of Pain (*PGtG* pg. 190) - You must spend at least one turn in silent thought before using this Gift. After this, spend one Gnosis point and make a Static Mental challenge (difficulty 6, raised by 1 for every wound level you currently carry, retest Medicine). You will either pick out a particular individual as suffering in a crowd, or will sense the direction of someone suffering within 50 steps.

Watchful Eyes (*BFTB* pg. 65) - Make a Static Mental challenge with an ST after spending 1 Gnosis (retest Investigation). The ST gives a general direction of the proximity of the closest violator of Gaia's Laws if there is one in the area.

Wyld Resurgence (*W20* pg. 173) - Spend a turn in concentration and then spend one Gnosis Trait. You immediately heal either three levels of bashing damage or two levels of lethal damage. With the expenditure of a Willpower point in addition to the Gnosis point, one level of aggravated damage may be healed instead. Damage caused by silver weapons cannot be healed with this Gift.

Intermediate

Barring the Will (*BFTB* pg. 66) - This Gift can only be used by a Mother Fury. Make a Mental challenge against your Willpower rating (retest Occult). Upon success spend 1 Rage, 1 Gnosis and 2 Mental Traits and regain all Willpower.

Beast Life (*LotWR* pg. 123) - Same as Intermediate Lupus Gift (see pg. 16 of this packet)

Body Wrack (*LotWR* pg. 134) - Spend one Gnosis and make a Physical Challenge (retest Medicine). On success, the victim is racked with fiery agonies. The victim suffers a one-Trait penalty on all challenges due to the pain, plus an additional one Trait for each Mental Trait you spend (up to 3). The pain lasts for the rest of the scene, or for one hour. 48

Bolster the True Name (*BFTB* pg. 67) - This Gift can only be used by a Crone Fury. Make a Mental challenge against your Gnosis rating (retest Occult). Upon success, spend 1 Rage, 1 Willpower and 2 Mental Traits and regain all Gnosis.

Calm Before the Storm (*PGtG* pg. 190) - This Gift is taught by a cat-spirit. Make a contested Social challenge (retest Leadership). On success spend Mental traits (up to rank). The group being assaulted is down traits equal to the total traits spent. It only works on groups of 10 or less, and the targets need not be aware of the user's presence.

Coup de Grace (*LotWR* pg. 134) - Spend one Willpower and make a Mental Challenge (retest Brawl). If successful, you inflict double damage with your next attack if it succeeds. (If the next attack fails, the benefits of Coup de Grace are lost.)

Flames of Hestia (*BFTB* pg. 67) - Spend 1 Gnosis and make a Gnosis challenge (difficulty 8). Touch an object to remove taint/radiation/disease. Used on a tainted creature may heal the target for 1 health level and cleanse the taint per ST discretion. In battle, the flames about the hands can be used to levy an additional damage that cannot be reduced. This Gift will stack with most claw gifts (see Kiss of Helios).

Heart Claw (*W20* pg. 173) - Upon making a successful claw attack, spend one point of Willpower. The burrowing claw inflicts one automatic level of unsoakable lethal damage each subsequent turn until it either kills the target or is dug out of the wound. The challenge to remove the claw is a Static Physical (difficulty 7, retest Medicine).

Song of the Siren (*LotW 1st Ed* pg. 107; *W20* pg. 170) - Same as Intermediate Galliard Gift (see pg. 39 of this packet)

Visceral Agony (*LotWR* pg. 134) - Spend one Rage before attacking. Wound penalties the target suffers during the next attack are doubled - the target is at a four-Trait penalty when Wounded, and so on. The target only suffers the normal wound penalties if in frenzy or otherwise capable of resisting or ignoring pain. This Gift can stack with Razor Claws, Wind Claws but; cannot stack with Silver Claws. Resist Pain does NOT cancel this Gift, but they will essentially cancel each other out having the Garou feel their normal wound penalties.

Wasp Talons (*LotWR* pg. 134) - (You cannot make any more claw attacks with a hand you've used until the claws regenerate.) Spend one Rage and make a Physical challenge (retest Brawl). Figure the difficulty penalties as if you were using a gun. Damage is normal claw damage for the character (this excludes any other claw-enhancing Gifts like Silver Claws). It takes one full turn to regenerate claws once fired off.

Wings of Pegasus (*W20* pg.174) - Spend a Gnosis point to produce the wings capable of 50 miles per hour flight, which last until dismissed. Particularly challenging flying may require a Static Physical challenge at ST discretion. 49

Advanced

Bacchantes' Rage (*LotW 1st Ed.* pg. 107) - This maiming Gift can be used only in the deep wilderness. While this Gift is in effect, you win all ties in any tests involving melee combat without resorting to comparing Traits, and may spend a Rage Trait after successfully hitting an opponent to do an additional level of damage. This Gift can also be linked with Razor Claws (but not with any other gift) for additional damage. It costs two Gnosis to use this Gift, and its effects last for the duration of the scene. This Gift also works for brawl attacks.

Gorgon's Gaze (*W20* pg. 174) - Establish eye contact and spend 1 Gnosis. Then make a contested Social challenge. If successful, the target is fully paralyzed for a turn even if eye contact is broken or the target is attacked. Provided you do nothing except focus upon your target, you may extend the effect for up to a number of rounds equal to your Rank by expending a Social Trait and making another contested Social challenge each round. If this Gift

is successfully used or maintained on a target for 5 rounds within a scene, the target is permanently transformed into stone. This Gift must be obtained from Legendary Basilisk

Thousand Forms (*LotWR* pg. 126) - Same as Advanced Ragabash Gift (see pg. 25 of this packet)

Wyld Warp (*LotWR* pg. 134) - Make a Static Mental challenge (retest Enigmas) against the local Gauntlet rating. Success summons a variable number of Wyldings, who behave as the ST sees fit. The Wyldings will do something that helps - it's just unlikely to be what you most want or expect.50

Bone Gnawers

Basic

Between the Cracks (*W20* pg. 175) - Spend 1 Willpower and make a Static Mental challenge (difficulty 5, retest Streetwise) to find a secluded urban area that no human has been for at least 1 week.

Blissful Ignorance (*LotWR* pg. 124) - Same as Basic Ragabash Gift (see pg. 20 of this packet)

Cardboard Mansion (*PGtG* pg. 190) - After finding an appropriate box, spend one Gnosis point; the box gains no real resistance to actual physical damage, but is otherwise comfortable and resilient.

Cooking (*LotWR* pg. 135) - Make a Static Mental Challenge (retest Survival), against a difficulty depending on the ingredients: six Traits for inedible but harmless materials, up to 10 Traits for virulent toxins.

Cornered Rat's Ferocity (*W20* pg. 175) - Make a Rage test against 8 to gain 1 dot of Brawl for the remainder of the scene. The challenge is immediately followed by a Frenzy test. If the user Frenzies, they lose the extra Brawl after the frenzy ends.

Dead End (*BGTB* pg. 69) - If someone has physically tracked you, you can counter by saying "Dead End" and burn one Gnosis - you slip away unless your pursuer burns an additional Trait for his power or Ability and follows up with a successful Mental Challenge. For instance, if someone has tracked you down with Ritual of the Questing Stone, you would see the prop indicating the use of that rite and respond with the words "Dead End." The question Garou could then burn a Rituals Traits and issue a Mental challenge. If you succeed, you escape.

Declamation (*BGTB* pg. 67) - Spend a Gnosis to retain anything read given 5 minutes to memorize per 5 pages. An additional Gnosis may be spent each week to retain the information. At ST discretion, the user may gain a free well-read retest on 1 challenge per scene when dealing with a Mental challenge involving the text's information.

Desperate Strength (*BGTB* pg. 67) - Spend a Willpower and take a level of aggravated damage. You gain a retest for a Physical action. There are no limits to the amount useable, other than your health levels and Willpower Traits.

Find the Prize (*BGTB* 1994 pg. 43) - Spend a Gnosis point and make a Static Mental challenge (the difficulty depends on the rarity/uniqueness of the item being sought, retest Streetwise or

Larceny). Information regarding the item is at ST discretion. Note that just because an item has been located does not mean it can be easily gotten.

Guise of the Hound (*W20* pg. 175) - A dog-spirit teaches this Gift. Make a Static Social challenge (difficulty 7, retest Disguise or Subterfuge). This Gift lasts for one scene. 51

Hootenanny (*BGTB* pg. 70) - You must sing or perform a fast-paced country song to use this Gift. (You don't actually have to know the words, although it would be disturbing if you did. One of the most common songs for this is "Dueling Banjos.") You add two Physical Traits to each of your packmates' challenges, but cannot join in any of those challenges.

I Got a Rock (*BGTB* pg. 69) - Spend 1 Gnosis. Gain a retest for any Physical action involving throwing an object.

Kitchen Chemistry (*BGTB* pg. 68) - Burn one Rage Trait before writing a chemical formula and the name of your character on an index card. Then attempt a Static Mental challenge (difficulty at ST discretion, retest Science). If you succeed, you can use this card as a "bomb" against a chosen target, inflicting two aggravated damage. Everyone within three giant paces of the target takes on aggravated damage. The user of this Gift can only make one such index card at a time. If this Gift is allowed in a game, every player must know it is available; everyone in the vicinity must freeze when you use it.

- 1 trait - When you tear the card, you can "throw" it by pointing at anyone within five giant paces. Shout "Boom!" Everyone freezes long enough for the Garou to count out the range and describe the effect.
- 3 traits - You can leave the index card on any surface above the ground. You must be within ten giant paces to activate the effect. Shout "Boom!" Everyone freezes long enough for the Garou to count out the range and describe the effect.
- 5 traits - You can design a complex trigger designed to detonate based on movement over a particular area, the sound of someone's voice, or proximity to a specific target. The card must detail the conditions to be met.

Odious Aroma (*LotWR* pg. 135) - Spend one Gnosis. All beings with a sense of smell suffer a two-Trait penalty to all challenges while within 20 feet of you, thanks to the stench. This Gift lasts for the rest of the scene.

On Patrol (*BGTB* pg. 69) - Use a Gnosis Trait to activate this Gift. An ST must be present for the use of this Gift.

Resist Toxin (*LotWR* pg. 135) - Make a Physical Challenge (retest Survival). Success neutralizes most poisons and gives you a three-Trait bonus on challenges to cope with Wyrms-enhanced poisons.

Road Ward (*BGTB* pg. 69) - Spend a Willpower Trait. This Gift cancels Falling Touch and allows you to spend Survival Traits to cancel damage from falling or collisions on a one-Trait-for-one-health-level basis.

Scent of Sweet Honey (*W20* pg. 174) - Spend one Gnosis Trait and make a Static Mental challenge (difficulty 7, retest Streetwise). The target suffers a 1-Trait penalty to all actions for one hour; the smell will not wash off during this time. 52

Smell of Success (*BGTB* pg. 65) - Approach your target and ask for a favor or spare change. You can then activate this Gift with a Mental challenge (preferably while using a Trait tied to perception or deduction, retest Streetwise). If you succeed with this Gift, you can deduce approximately how much money the target is carrying. For amounts over \$100, you can estimate within \$50 (rounded down); for lesser amounts, you can estimate within \$5. By burning a Streetwise Trait, you can also figure out the number of Resources Traits the target has. As a side effect, you can then figure out one significant fact about the target's home.

Stench and the City (*Book of the City* pg. 113) - Per the Homid Gift (see pg. 8 of this packet)

Stone-Throwing Devil (*BGTB* pg. 69) - Spend 1 Rage to increase the damage of a thrown object by 1.

Tagalong (*LotWR* pg. 135) - Make a Static Social challenge (retest Subterfuge) against the totem's Gnosis. Success means you are treated just like a member of the caern or pack for one day, and the totem will disapprove of any Garou who mistreats you without cause. Overuse of this Gift can cause bad will, though occasional, careful and respectful usage won't. The use of this Gift requires an ST.

The Hungry Hound (*BGTB* pg. 65) - With a successful Static Mental Challenge (difficulty at ST discretion, retest Streetwise or Survival), you can hunt down the closest free source of discarded, safe, edible food. An alleyway in back of a row of restaurants would be a 1-Trait challenge, while the freeway by the outskirts of town might be a 7- or 8-Trait challenge. If you win, you can find food in about a minute; if you tie, it'll take five minutes.

The Mark (*BGTB* pg. 67) - Spend 1 Gnosis and take an action to "mark" an object/willing creature. You may only have 1 mark active at a time. You know where your marked object or person is - the ST keeps track of it (ST discretion for range).

Trash is Treasure (*W20* pg. 175) - Grab a broken object and make a Static Mental challenge, (retest Streetwise or Crafts). The object functions perfectly for one turn plus 1 round for each Mental Trait spent (up to 3), and also supplies its own power, fuel, or ammunition — a dull knife cuts, a busted microwave runs (without being plugged into anything), an old rusty Saturday night special fires even without bullets, a junked car starts up and runs. The lifespan of the object's renewed usefulness can be extended to one full day by spending a point of Willpower, but the object requires proper power, fuel, and ammunition in such circumstances.

Trash Magnet (*PGtG* pg. 190) - A garbage-spirit teaches this Gift, though rat spirits teach a similar Gift using sewer flotsam instead of trash. Make an extended Social challenge (difficulty 7, retest Scrounge). Each success dredges up a portion of any surrounding garbage and hurls it onto the Bone Gnawer's target, adding +1 difficulty to all challenges that target makes until he spends a turn dragging himself free. If fives successes were gained, the target is effectively buried. Note that this Gift only moves trash, it doesn't create it. If a fight were to occur in an

open courtyard, then the ST might limit the number of successes possible to one or two. In a sterile laboratory, he could disallow it. 53

Urban Ward (*BGTB* pg. 66) - Using this Gift costs one Gnosis Trait and requires a rather unusual prop: a ball of string. Stomp out a roughly circular area at least five giant steps in diameter and mark it with the string. The characters in the game don't see a piece of string, of course. They will notice, however, trash, detritus, bottles and whatnot scattered throughout the area where the urban ward has been left. If anything crosses the ward, you receive a mental warning only you can hear. He can set this as anything from a whisper on the wind to a rat-like scream. Even if the creature crossing the ward is using Stealth, Blur of the Milky Eye, Blissful Ignorance, Camouflage, the vampire Disciplines Obfuscate or Obtenebration, or any other obfuscative supernatural power, you know that something is there. If any of the aforementioned powers are used, you will still need to make the appropriate challenge to figure out exactly what it is. Since the Bone Gnawer has to be in the area of this Gift, it's your responsibility to stay in the area.

Intermediate

Attunement (*LotWR* pg. 135) - This Gift only works in urban areas. Spend one Gnosis and make a Mental challenge (retest Streetwise). Success provides you with 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.

Beg (*Werewolf Player's Guide* pg. 39) - Make a contested extended Social challenge, (retest Subterfuge). The number of successes (up to 5) determines how good the reward will be (ST discretion).

Blink (*W20* pg. 176) - A rat-spirit teaches this Gift. Make a Static Physical challenge (difficulty 7, retest Stealth). The maximum distance is 50 ft.

Call the Rust (*W20* pg. 175) - This Gift is taught by a water elemental. Spend a point of Gnosis and make a Static Mental Challenge (difficulty at ST discretion, retest Occult or Spirit Lore).

Cliché Curse (*PGtG* pg. 190) - Spend one point of Gnosis and name the victim, who must be within hearing distance and line of sight. For 24 hours, the victim risks disaster. Once that disaster occurs, however, the curse is ended.

Cooter's Revenge (*BGTB* pg. 71) - You gain an automatic retest on any Repair challenge at a cost of one Gnosis Trait. If you burn one Rage Trait, you can also wield any tool larger than a half-inch crescent wrench as a weapon with three bonus Traits. The weapon can be concealed under a jacket, has the Negative Trait: Dangerous, and inflicts lethal damage.

Dumpster Diving (*BGTB* pg 71) - You may invoke this Gift once in a session, and you must make a challenge as if stepping sideways against a Gauntlet of four Traits. If you succeed, you and your pack can dive into a trash pile or dumpster, and you'll appear somewhere else. Where, though, depends upon ST discretion. 54

Face in the Crowd (*BGTB* pg. 72) - Against a Mob challenge of faceless mooks - that is, any time that a bunch of unidentified NPCs show up to serve as milling bystanders - you can expend a Willpower Trait to determine, each turn, what action the Mob takes as its challenge. You don't need to make any test to direct the Mob, but this only works on a Mob that doesn't include players' character or important, named NPCs.

Friend in Need (*LotWR* pg. 135) - Spend one Willpower and make a Willpower Challenge. If successful, you can transfer one of the following - health levels, Rage, Willpower or one Gift from yourself to a comrade. This Gift does not allow for transferring Gifts of higher ranks than the recipient could know, nor for the transfer of Abilities or Attributes. The transfer lasts for the rest of the scene, or until the recipient chooses to terminate the transfer. While this Gift is in effect, you cannot use the transferred Traits. If the recipient dies before they're returned, you lose them permanently (although you may buy them back with Experience Traits). Health levels lost in this way return as aggravated damage.

Gift of the Skunk (*W20* pg. 175) - The spray is directed with a Static Physical challenge (difficulty 7, maximum range of 10 feet, retest Survival). A target struck by this attack must spend a Willpower point to do anything but spend the first turn retching. The target is down 2 traits on all challenges for the remainder of the scene.

Gift of the Termite (*W20* pg. 175) - Spend one Gnosis point and make a Static Mental challenge (difficulty 7, retest Crafts or Repair). Then you can spend Mental Traits (up to your rank) - 1 Trait can rot a ream of paper, 2 can destroy a wall, and 3 can collapse the roof of a small building.

Infest (*LotWR* pg. 136) - You can summon vermin to invade any structure up to the size of a large building. The creatures summoned do not attack people, but behave according to their nature, which generally means looking for dark places to hide within the targeted structure. Spend Gnosis Traits to achieve the desired effect, and make a Static Social Challenge (retest Animal Ken) against seven Traits. A single Trait gathers a few creatures to make a nuisance, while five Traits fill the building with enough vermin to make it uninhabitable for a prolonged period of time.

Laugh of the Hyena (*W20* pg. 175) - All attempts to mentally compel you suffer a +2 difficulty penalty, so long as you laugh out loud at them.

Lucky Bastard (*BGTB* pg. 70) - Once per session, you can spend a Gnosis Trait for a retest on any challenge. This challenge follows up after other types of retests, so you could tack this on after an Ability challenge. If you use this Gift, though, it's the only Gift you can use for a retest - you can't add other Gifts and then use this one if they fail.

Rant and Rave (*BGTB* pg. 71) - Use one Gnosis and give a brief (up to five sentences) message to an ST to deliver to someone. As soon as the ST leaves to deliver the message, you must begin ranting for at least a full minute. The statements you make must be utter gibberish. You don't need to shout, but you can't whisper - muttering is fine. You cannot start challenges while ranting, but you can be challenged. After you've been challenged, you must begin ranting again

for at least a full minute. In the meantime, the "spirit" delivers the message. The receiver may then elect to return a message at least five sentences long (with the same limitations and restrictions). If she takes this option she must then begin ranting as you did for a full five minutes.

Reshape Object (*LotWR* pg. 119) - Same as Intermediate Homid Gift (see pg. 9 of this packet)

Shadow of the Rat (*BGTB* pg. 72) - Spend 1 Gnosis to reduce all Stamina challenges by 1 trait for the scene.

Streets Tell Stories (*BGTB* pg. 71) - Since use of Streets Tell Stories takes about an hour and gives a flash of a whole past day, it's not useful in the middle of a game; rather, it's useful between sessions. Tell the ST that you want to "read" a specific area. You can only use Streets Tell Stories once between each game session.

Trust Me (*BGTB* pg. 73) Once each session, you can automatically win one Social challenge by saying the words, "Trust me." Your opponent can only retest if he has at least twice as many Social Traits as you do, but this requires him to overbid. The ST should present you with a signed and dated card for this Gift at the beginning of each session; you tear it up immediately after using it. This Gift only works on normal humans, not on supernatural creature or animals.

Advanced

Help Me (*BGTB* pg. 73) - Once each session, you can tell a tale of suffering so pitiful that you can elicit the help of an average human. Masters of this Gift have managed to walk with a mark to the ATM for a sizable donation, borrow the keys to a car for an evening, or sleep on someone's floor. While this Gift only works on a normal human and only once per game session, it automatically causes the human to become predisposed to help you as best as possible. This will depend upon the human's skills, proclivities and Nature. You should at least try to roleplay out telling your sob story to influence the subject. Remember, use of this elder-level Gift for trivial or selfish ends may result in the loss of Honor, even if only the spirits see it.

Piping (*BGTB* pg. 73) - If you have this Gift, the ST should inform you of all the other Bone Gnawers in play.

Riot (*LotWR* pg. 136) - Spend Gnosis enough to achieve the desired effect, and make a Static Mental Challenge (retest Subterfuge) against eight Traits. One Gnosis Trait provides enough spirits to infest a building, two to infect a block, three to rouse a neighborhood, four to arouse several neighborhoods or a district, five to affect the whole city. The spirits begin by concentrating on a target group you specify, but they don't work together or stay directed. The spirits leave at the end of the scene; after that, normal human psychology takes its course.

Survivor (*LotWR* pg. 136) - Spend one Gnosis and make a Physical challenge (retest Survival). The effects last for one day. By spending a second Gnosis, you can gain three Stamina-related Traits and suffer no wound penalties, but the Gift will expire early after 10 rounds of combat.

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When the Gift wears off, you must sleep for at least eight hours, and you'll awaken ravenously hungry. The Traits gained count toward initiative.

Children of Gaia

Basic

Brother's Scent (*W20* pg. 177) - Spend a Gnosis point and make a Static Social challenge (difficulty 8, retest Empathy). All individuals not specifically on guard against intruders overlook any incongruity in the Garou's appearance. If the werewolf'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. Mortals, regardless of being on alert, automatically are affected by this Gift. Supernatural creatures can make a contested Willpower challenge versus your Mental Traits.

Calm (*LotWR* pg. 136) - Spend one Gnosis and make a Social Challenge (retest Empathy). Success removes one of the target's Rage Traits, plus one for each Mental Trait you spend (up to 3). Creatures who can frenzy but do not possess Rage, like vampires or fomori, come out of frenzy.

Domestic Seeming (*CoGTB*, pg 66) - Spend a Willpower trait and make a Social challenge (retest Animal Ken). With success, your lupus form merely looks like a large dog, not a wolf, and only supernatural observers may attempt to penetrate the disguise (by making a Mental challenge resisted by your Social Traits). If you lost the challenge, any observer may do so by making a Mental challenge (retest Animal Ken). You should wear a tag or some other marker to indicate your change.

Grandmother's Touch (*W20* pg. 177) - You CAN use Grandmother's Touch to heal yourself, but not spirits or the undead with this Gift. Spend one Gnosis to heal one health level of damage, of any variety (make a Mental Challenge to heal non-Garou). Spend a second Gnosis Trait and make a Mental Challenge (retest Medicine) to heal battle scars, but only if you apply Mother's Touch in the same scene in which the scars were inflicted. Must buy Mother's Touch First.

Jam Weapon (*W20* pg. 177) - Shout an ancient word of power and grace and spend a Gnosis Trait. Make a Willpower challenge against a difficulty of highest Willpower of any armed individual within earshot. On success, all manufactured weapons will not function for one turn. This includes guns, crossbows, flame-throwers, and even knives and swords, which refuse to cut. Natural weapons (such as claws) and natural objects appropriated as weapons (such as rocks or naturally-fallen tree limbs) are unaffected.

Mule's Bane (*CoGTB* pg. 66) - Spend one Gnosis Trait and make a Physical challenge (retest Expression). With success, your opponent gains your metis deformity and any related Negative Traits for one turn.

Para Bellum (*W20* pg. 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 one point of Rage; for the rest of the scene, the character gains one Brawny Trait and one Dexterous Trait 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 Child's pack during the scene.

Stinging Blows (*PGtG* pg. 190) - Spend one Rage. 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 (Willpower challenge, difficulty 9 to resist).

Swallow Rage (*CoGTB* pg. 66) - Whenever you fail a frenzy test, you may immediately make a Rage challenge (no retest allowed, nor do you need to make a follow-up frenzy test). With success, you do not enter frenzy, but you lose one Rage trait and take one unsoakable level of lethal damage.

Unicorn's Arsenal (*W20* pg. 177) - Spend one Gnosis point to initiate the transformation. Any opponent bearing a wound delivered by the Unicorn's Arsenal is down two Traits on all combat challenges until the wound has healed. Does NOT stack with Silver Claws, Fangs of the North, but does stack with Razor Claws.

Water Conning (*CoGTB* pg. 65) - Make a Static Mental challenge against 3 for biological, 5 for chemical, and 9 for Wyrms-tainted water to purify (retest Occult).

Intermediate

Chant of Morpheus (*Werewolf Player's Guide* pg. 39) - Make a contested Social challenge (resisted by the target's Willpower, retest Expression) and spend a Gnosis point. The number of Social Traits spent (up to your rank) is the number of hours the target will sleep. During this time the Garou may not attack the sleeper, nor may she allow him to come to harm. If any attacks are directed against the sleeper, he will instantly awaken. When he awakens naturally, however, he will be disinclined to carry out any actions that would harm the user of this Gift; he must spend a Willpower point to do so. This effect last for the remainder of the scene.

Good Faith (*CoGTB* 1994 pg. 50) - This Gift is taught by avatars of the New World Trinity totem. Make a Static Social challenge (difficulty 6, retest Empathy). Anyone who actively wants to resist finding common ground or negotiating in good faith must make a resisted Willpower challenge (difficulty 6). If he fails to resist, his opposition will be betrayed by his sudden flatulence.

Lover's Touch (*CoGTB* pg. 67) - Spend one Gnosis to heal two health levels of damage, one Willpower Trait, or one Essence. The Mental challenge to heal non-Garou is still required (retest Medicine). This power does not work on the undead.

Pain Chain (*PGtG* pg. 191) - This Gift is taught by a dog-spirit. Spend 1 Gnosis and make a series of Simple Tests. For each success, you can (vaguely) determine the who's who order of a chain of Wyrms agents. A single success would reveal that the corporate oil baron is being ridden by a particularly manipulative Bane, two would let you know which BSD summoned the Bane, and three might tell you who that BSD's alpha is. None of this informs the Child of Gaia where these people are, but it gives them firms names and visual impressions to go after.

Serenity (*W20* pg. 178) - Spend one Gnosis Trait and make a social challenge (difficulty the target's Willpower, retest Empathy). For one turn, the target automatically fails all Rage challenges, cannot frenzy, and cannot spend Rage. However, you may spend additional Social Traits (up to 3) to extend the effect. This power may not be used to stop a creature with Rage traits from being able to Rage back to life.

Serpent Driving (*CoGTB* pg. 68) - You must clearly define the area you suspect of containing concealed creatures, then make a Static Gnosis challenge against four traits for ordinary animals such as snakes, six traits for lesser Wyrms creatures, eight traits for strong Wyrms servitors, and 10 for powerful Wyrms creatures. Success flushes out your chosen prey and they must leave the area you defined. Any creatures that were using Gifts, Disciplines or other powers of concealment may make a Willpower challenge against your Gnosis and must stop using those powers if they lose. This Gift may be used only once per session.

Soothe the Savage Beast (*CoGTB* pg 67) - Make a Gnosis challenge (if attempting this against a large group, mob rules apply); you must also provide audible, soothing music of some sort (no heavy metal, no rap) for the Gift to work. Everyone within earshot loses one Rage Trait. A target's Rage Traits may not fall below one.

Speech of All Things (*Rage Across the World 20th* pg. 119) – Per the Homid Gift: Speech of the World (see pg. 8 of this packet) of the World; however, it can be used for writing as understanding nearly any language within reason (i.e. secret societies are pretty secret).

Spirit Friend (*LotWR* pg. 137) - Make a Social Challenge (retest Empathy). Success gives you a one-Trait bonus on all challenges involving spirits for the rest of the scene, plus an additional Trait per Mental Trait spent (up to 3).

Strike the Air (*LotWR* pg. 137) - Spend one Willpower and make a Mental Challenge (retest Dodge) against a target. If successful, you automatically dodge all attacks your opponent makes. The Gift is immediately canceled if you attack your opponent in any way, even if someone else attacks on your behalf. Strike the Air can befuddle multiple opponents, but it requires a separate Willpower Trait and challenge for each one.

The Cleaving Hoof (*CoGTB* pg. 67) - Spend a Gnosis for a retest on the next damaging attack. Lasts for 1 round.

The Guilty Mind (*LotW 1st Ed.* pg. 110) - Defeat the target in a Social challenge (your retest Etiquette, their retest Subterfuge). If you are successful, the target will do the ethical thing, because of the guilt he feels trying to do anything else. **Note:** "Ethical" is at ST discretion.

Uncaught Since the Primal Morn (*CoGTB* pg. 68) - Spend one Gnosis Trait and make a Physical challenge (retest Athletics) against the fastest of your pursuers. If you win, your pursuers have no chance of catching you for one hour.

Unicorn's Grace (*CoGTB* pg. 67) - Spend a Gnosis Trait; for the remainder of the scene, you cannot Frenzy. Your ability to spend multiple Rage Traits in a turn is limited by your Social Traits rather than your Physical Traits. This Gift also softens the Curse when dealing with humans. This Gift will not work if you are in Crinos.

Words of the Alpha (*CoGTB* pg. 67) - Announce the goal for which you seek advice to an ST, then spend five minutes in meditation. At the end of five minutes, spend a Gnosis Trait and make a Mental challenge (retest Leadership). With success, an ST may provide you with some advice that can help you achieve your goal.

Advanced

Halo of the Sun (*LotWR* pg. 137) - Spend one Gnosis. Blinding light surrounds you, and all direct attacks suffer a three-Trait penalty due to the visual overload. You inflict two extra levels of damage in brawling attacks, and all brawling damage is considered aggravated. Vampires within 20 feet take aggravated damage as if exposed to direct pure sunlight. This Gift lasts for the rest of the scene. 61

The Living Wood (*LotWR* pg. 137) - Spend one Gnosis and make a Social Challenge (retest Survival). Success animates one tree. The trees move with your own Dexterity-related Physical Traits and fight with your Physical Traits (and possibly more, up to as many as 15 total for particularly massive trees). Any other Traits are at the discretion of the ST.

Trust of Gaia (*CoGTB* pg. 68) - Spend a Gnosis Trait and make a Static Social challenge (retest Empathy, mob rules apply); all listeners within earshot resist with Willpower. The difficulty is six Traits to affect humans, eight traits to affect Wyrms-tainted humans or other supernaturals, and 10 to affect supernatural creatures indirectly affected by the Wyrms (such as vampires). Any affected targets that fail their Willpower tests treat the Garou as a trusted friend for the duration of the scene, and do not remember being induced into this trust. Black Spiral Dancers, fomori, Banes and other creatures directly born of or enslaved to the Wyrms are immune to this Gift.

Fianna

Basic

Brew (*Werewolf the Player's Guide* pg. 39) - Make a Static Mental challenge (difficulty 7, retest any Brewing-style ability or Occult) and spend a Gnosis point. The "proof" of this brew is determined by the number of Mental Traits spent: one Trait creates beer, two Traits create whiskey and three create an old and fine wine. A failed challenge still turns it to alcohol, but it is terrible and those who drink it are down 1 Trait for the night (multiple drinks do not stack). This Gift cannot nullify poisons: if the liquid was poisonous before the transmutation, it will be poisoned alcohol.

Ceridwen's Blood (*FTB 1st Ed.* pg. 48) - This Gift is taught by spirits allied to Stag. You can heal an injured target by spilling your own blood (a small cut will do) and making a Static Physical challenge against (difficulty 8, retest Medicine). On success, you are able to heal your target. However, you suffer a number of wounds equal to the amount healed - you cannot soak this damage. You can heal aggravated wounds by spending a Gnosis point, although you will only take non-aggravated wounds in exchange.

Fair Fortune (*FTB* pg. 72) - By expending a Gnosis Trait, you gain a retest on a lost challenge. The second result stands. The Gift may only be used once per scene, and no more than twice per session.

Fire in the Belly (*FTB* pg. 73) - Spend a Rage Trait and make a Willpower challenge. With success the Garou gains one retest for a Crafts, Expression, or Performance test. Losing the challenge requires a test for frenzy. This Gift may be only use once per month, and once per project.

Flame Dance (*W20* pg. 179) - Spend 1 Rage Trait to attempt to dodge a single attack without bidding any Traits. Alternately, you may then spend an additional Rage to be up 3 traits for your next dodge action.

Glib Tongue (*LotWR* pg. 138) - Spend one Gnosis and make a Social Challenge (retest Expression). The Gift lasts for one turn per Social Trait you possess, or until the end of the scene if you spend a Gnosis Trait.

Hare's Leap (*W20* pg. 179)/ **Salmon Leap** (*FTB* pg. 72) - Same as Basic Lupus Gift (see pg. 15 of this packet) 63

Howl of the Banshee (*LotWR* pg. 138) - Spend one Gnosis and make a Social Challenge against your target (retest Intimidation). Those who fail the challenge must flee for one turn per Social Trait you possess. The Gift does not distinguish between friend and foe. Your allies get a two-Trait bonus on this challenge but risk being overcome as well.

Howl of the Unseen (*W20* pg. 179) - Make a Gnosis challenge (difficulty of the local Gauntlet). You may howl or speak for one turn plus one additional turn for each Social Trait spent (up to 3); the words or howl will be clearly audible on both sides of the Gauntlet.

Spear Dancing (*FTB* pg. 72) - Spend a Gnosis Trait and make a Static Physical challenge (retest Athletics), with the difficulty based on the feat attempted. The ST may require additional tests if the feat gets more challenging. The Gift lasts for one scene or combat.

St. Herve's Folly (*PGtG* pg. 191) - The Gift is taught by an ox-spirit. Spend a point of Willpower and make a Static Mental challenge (difficulty 8, retest Leadership or Subterfuge). A success convinces your target to engage in ridiculous acts of subservience to gross lessers. Spending an additional Willpower continues this effect for one day. Garou and other supernaturals may resist this Gift by spending one point of Willpower, although if the Fianna continues her lecture and spends a second point of Willpower, another Willpower is required to resist. Effectively, it becomes a bidding war between the Fianna and her victim; whoever spends the most Willpower wins.

Two Tongues (*W20* pg. 179) - Spend a Willpower point. For the rest of the scene, you may simultaneously carry on two conversations at the same time, which need have no relation to one another. You decide which listeners hear which version of the words you are speaking. Anyone suspecting something odd about your behavior must make a Static Mental challenge (difficulty 9, your retest Investigation, their retest Subterfuge) to detect the Garou's other conversation and to understand what she's saying there.

Intermediate

Airitech's Daughters (*PGtG* pg. 191) - The Gift is taught by an ancestor-spirit. Spend one point of Rage for each human you want to turn into a werewolf, up to a maximum of three, before making a Static Physical challenge (difficulty 8, retest Primal Urge). 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. The victims gain an additional 3 Intimidating Social Traits. 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 (*LotWR* pg. 138) - Spend one Rage and one Gnosis. Make a Static Social Challenge against eight Traits (retest Intimidation). If successful, any target whom you gaze on must make a Willpower Challenge (difficulty 8 traits) to avoid crippling pain. While tormented, he suffers the penalties as if Crippled (-5 Traits on all challenges), regardless of his actual health levels. Targets who are already Crippled are considered Incapacitated. The effects of Balor's Gaze wear off at the end of the scene. You may only affect one target at a time with this Gift and must maintain visual focus on the target. Resist Pain reduces the effects of this Gift to wounded penalties, but once you are crippled you still fall unconscious.

Faerie Blood (*Werewolf Player's Guide* pg. 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. The character will be considered to have potent blood to vampires: each blood point is worth three (Garou are normally worth 2) for their feeding but there is always a side effect for the vampire drinking this fey blood. Any Kindred with the second level of the Auspex Discipline (Aura Perception) will recognize the Garou's blood as special, even for a werewolf. This Gift is learned from a powerful Fae, which requires an ST.

Faerie Kin (*LotWR* pg. 138) - Spend one or more Gnosis Traits and make a Social Challenge (retest Fae Lore or Occult). A success calls forth a Fae of some sort. One Gnosis Trait produces a very weak creature; more Traits raise the capabilities of the creatures. If you fail the initial challenge, make two Simple Tests. If both fail, a Fae still comes, but now they're hostile.

Ley Lines (*W20* pg. 179) - Spend a Gnosis point and make a Static Mental challenge (difficulty 7, retest Occult). Any attempt to track the Garou must begin with a successful Static Mental challenge (difficulty 8, retest Investigation). Otherwise, the tracker's attempt to follow the Fianna will automatically fail.

Phantasm (*LotWR* pg. 138) - Spend one Gnosis Trait (up to your Rank) for each 10-foot area to be covered by the illusion and make a Static Mental Challenge (retest Expression) against six Traits. Anyone who doubts the illusion must make a Static Mental Challenge (retest Awareness) against the creator's Mental Trait total to see through it.

Pin the Eagle's Wings (*FTB* pg. 73) - Spend a turn in concentration and makes a Willpower challenge. With success, you may spend up to four Gnosis Traits to do one of the following options: increasing the spear's flight for 20 yards (or feet for a small game site); as bonus traits for the challenge to hurl the spear; or applied as wounds. This Gift only works with a thrown spear.

Reshape Object (*LotWR* pg. 119) - Same as Intermediate Homid Gift (see pg. 9 of this packet)

Song of the Siren (*W20* pg. 170) - Same as Intermediate Galliard Gift (see pg. 39 of this packet)

Woadling (*LotW 1st Ed.* pg. 111) - By painting ancient Celtic war-spirit symbols on your body and spending a Gnosis Trait, you may release one of these symbols as a spirit to bewilder and confuse your foes when fighting in close quarters. The spirit exists for five turns, unless another Gnosis is spent to revitalize it. While the spirit is active, it harasses and harries a foe, causing 65 him to be four Traits down (when comparing for ties). The effects of this Gift are not cumulative (only one sigil can harry a foe at a time), and it can be used only in Homid or Glabro forms - the effects are immediately canceled if the Garou assumes any other form. You must mark your face, arms and/or legs with obviously visible markings in order to use this Gift.

Advanced

Call the Hunt (*LotWR* pg. 139) - You can only use this Gift once per month and only in dire need. It summons forth the Great Huntsman of Celtic myth to harry and slay a great evil designated by the Fianna. This Gift requires a full hour be spent in chanting prior to use. Spend one Gnosis and make a Social Challenge. If successful, the Huntsman appears with one hound, plus an additional hound for each Rage or Gnosis Trait you spend. If the evil is not worthy of the Huntsman's attention, you do not join the hunt, or you lose the challenge, the Huntsman hunts you instead. The Huntsman is a powerful Jaggling in the service of Stag, appearing as a tall, antlered man with 10 Willpower, 10 Rage, 5 Gnosis, 40 Essence, and the Charms Armor, Materialize and Tracking. His hounds are Gafflings, usually numbering nine, with coal-black coats and eyes of green fire. They can easily keep pace with a Garou in lupus form. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms Materialize and Tracking.

Fog on the Moor (*W20* pg. 180) - Spend one Willpower point and make a Gnosis challenge (difficulty 7) to instantly assume a ghostly form. The form lasts half your permanent Gnosis rounded down and you cannot regenerate while in this form.

Forms Cernunnos (*FTB* pg. 73) - As per the Ragabash Gift: The Thousand Forms (see pg. 25 of this packet). Mythical creatures are not options for this version of the Gift. The Fianna can change another willing participant for two Gnosis Traits and an additional trait to the difficulty. The second participant requires the assistance of someone who knows the Gift to change back. Someone who knows The Thousand Forms may be able to assist for an additional trait of difficulty.

Gift of the Spriggan (*LotWR* pg. 139) - Spend one Gnosis and make a Physical Challenge (retest Primal-Urge). The effects last for one hour or until you choose to cancel them. You gain three Strength-related Physical Traits (up to a maximum of 10 extra Traits) per 100% increase in size. You retain your normal Traits while shrunk, but get a one-Trait bonus on stealth-related challenges per 25% reduction in size.

Havgan's Healing (*FTB* pg. 73) - Spend two Gnosis and concentrate for a turn. For the rest of the scene or combat, any wounds you receive either heal or harm you - the first strike injures, the second heals, the third injures, and so on. The type of damage received determines what can be healed - to heal bashing damage, the Garou must receive a bashing wound; lethal damage may be healed with a lethal wound. Aggravated damage can heal any wound. Further, the damage is healed on a one-for-one basis (two lethal wounds versus one level of lethal "healing" results in level healed and one remaining). Extra levels of healing damage that are not used simply vanish - they cannot be stored or stacked. Wounds caused by silver cannot heal; they cause normal aggravated damage and also use up the blow - if the blow was meant to heal and it is caused by silver, the wound remains and the following strike also injures as usual. Aggravated damage not caused by silver suffered afterward on the following strike and every other attack afterward could heal the silver damage. If any wounds remain at the end of the scene, they must be healed as usual. This can be a monster to track in combat and the ST is within his rights to disallow it for simplicity.

Sleep of the Hero (*FTB 1st Ed.* pg. 50) - This Gift is taught by Fianna ancestor spirits. Spend two points of Gnosis and make a Static Mental against a difficulty of 9. If you succeed, the life comes back into the hero and he falls into a deep sleep, usually after having a chance to say a few last words. The hero may awaken and return to the caern at any time of great crisis, at ST discretion. *May Duncan "Strong Arm" O'Hara forever find peace at the Sept of Mountain's Rest until he is needed once more.*

Troll's Bridge (*LotW 1st Ed.* pg. 112) - This Gift costs a Gnosis Trait to use. With it, you can set up a small, enclosed area as a last line of defense. Examples include the end of a hall, a small room or closet or a ditch or gully. To enter the area, attackers must first beat down the invisible mystical barrier (Stalwart x10) that the Gift creates. Each attacker must defeat the barrier separately, but each one that gets through reduces the barrier's rating by one Trait for all others. The effects of this Gift last for one scene, and the effects of repeated invocations are not cumulative.

Get of Fenris

Basic

Berserker's Song (*PGtG* pg. 192; *LotW 1st Ed.* pg. 113) - This Gift costs two Rage to use, and you must sing appropriately while it is being used. The Gift lasts for the duration of one combat. You may sing any song IC that makes sense for your character that you can justify. You need not sing out-of-character. While active this power puts the Fenrir into a frenzy that is able to be directed, without the risk of Thrall of the Wyrms. To come out of this frenzy the Garou spends one temporary Willpower.

Fangs of the North (*W20* pg. 180) - Any individual wounded by your fangs or claws suffers a 1-Trait penalty for the rest of the scene as chills wrack her body. However, Fangs of the North adds an additional aggravated damage which cannot be healed for 1 day by supernatural creatures. The challenge for activation is a Static Mental challenge (difficulty 7, retest Brawl or Occult). This Gift does stack with Razor Claws and Wind Claws, but does NOT stack with Kiss of Helios. If a supernatural creature struck with this is immune to extreme cold, they do not suffer the trait penalty, but still take the damage.

Lightning Reflexes (*W20* pg. 180) - Reflexively spend one Willpower point. For the next day, the character need neither make a Willpower challenge, nor spend a Willpower Trait, to abort an offensive action to change to a defensive action.

Safe Haven (*GoFTB* pg. 75) - Spend one Gnosis to create the barrier, and one Gnosis per day to maintain it. If something Wyrms-tainted crosses the barrier, make a Mental challenge with an ST (retest Occult) to receive the warning. Safe Haven does not identify the creature, only that it is Wyrms-tainted. This Gift is only applicable to your own territory, such as a single-family house and the surrounding lands. Territory may only be as large as a single Fenrir can patrol in one night and must be established as his own (through a land deed, territorial marking, combat, etc.).

Sense of Guilt (*GoFTB* pg. 75) - Make a Mental challenge (retest Empathy). Success reveals the presence or absence of guilt or regret with an incident. To discover more, spend Mental Traits on a one-for-one ratio to dig into the subject's feelings. You may use this Gift to detect feelings regarding a specific incident by bringing the incident up in conversation or interrogation, but beware a rush to judgment - this Gift only reveals the presence (or lack) of guilt or regret, not whether the suspect actually committed the deed. Further, this Gift only works if the subject feels guilty about the deed in question; someone who felt justified in his action would not be affected by this Gift.

Sigurd's Stride (*PGtG* pg. 192) - Spend a Gnosis Trait and spend up to 3 Physical Traits and make a Static Physical challenge (retest 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 damage reduction counts towards each instance of fire damage. This Gift lasts for one scene and may not reduce balefire damage to less than half the total damage round up.

Snow Running (*GoFTB* pg. 75) - Spend a Gnosis Trait to walk on top of snow or ice without leaving footprints or sinking. The effects last for one session/day.

Troll Skin (*GoFTB* pg 76) - Spend a Gnosis Trait and make a Physical challenge (vs. 7 traits, retest Primal-Urge). For the rest of the scene (or until you dismiss it), your hide is thick and warty (not to mention strange-looking and smelly). You receive three bonus Healthy health levels. You also suffer a one-Trait penalty on social challenges (except those relating to Intimidation).

Wearing the Bear Shirt (*GoFTB* pg. 76) - Once learned, the Gift's effects are automatic. You never enter fox frenzy, but always go into berserk frenzy, regardless of circumstances. You also receive a single retest against Gifts or supernatural powers that incite fear (the results of the retest must stand).

Intermediate

Alberich's Claws (*PGtG* pg. 192) - This Gift is taught be a mole-spirit or earth elemental. Spend one point of Rage. If your next attack is performed with natural weaponry and strikes an inanimate object, it automatically does an extra ten levels of damage. This does not stack with other powers that raise the damage, such as Razor Claws.

Glory Scars (*GoFTB* pg. 76) - Spend a Rage Trait to activate the Gift, plus one for each Battle Scar. The Gift lasts for four turns. While the Gift is active, you suffer no wound penalties or debilitations from your Battle Scars, including missing limbs (which function normally while the Gift is active). This Gift only restores combat-related abilities.

Heart of the Mountain (*W20* pg. 181) - Spend one Rage and one Willpower Trait. For the rest of the scene, you cannot fail any task involving Stamina. All damage taken is reduced by 1 to a minimum of zero.

Loki's Touch (*GoFTB* pg. 76) - To invoke this Gift, touch your opponent (or make an appropriate Physical challenge to do so), and make a Static Social challenge against a difficulty of the target's Rage + Rank (retest Empathy). With success the target spends the next three rounds in fits of roaring laughter, during which time he may not take offensive action but may defend himself if attacked and move at only half speed. If the target of this power takes damage, they may spend a Willpower to act normally for the rest of that round.

Might of Thor (*W20* pg. 181) - Spend one Gnosis and one Rage, then make a Willpower challenge (difficulty 8). Your Strength-related Traits double for one turn, plus one turn for every Social trait spent (Max 3). This Gift can only be used once per scene; you can still spend more Rage after invoking this gift, it is an exception to the norm as it requires both a Gnosis and a Rage.

Redirect Pain (*W20* pg. 181) - Spend one Rage point and make a Static Social challenge (difficulty 8, retest Intimidation). For one scene, the target incurs whatever wound penalties are indicated by your current wound levels, regardless of whether or not you actually feel the pain.

Advanced

Call Great Fenris (*W20* pg. 182) - Spend one Gnosis point and make a Static Physical challenge (difficulty 6, retest Get of Fenris Lore). Success summons the war-avatar of Great Fenris, who will fight at your side for the duration of the scene. At the combat's end, you automatically gain the Battle Scar: Maimed Limb as the war-avatar claims Fenris' due; even if the Garou already possessed that Battle Scar, he gains it a second time as Fenris devours another limb. This Gift must be learned from Great Fenris. Any not of Fenrir's children that attempt to use this gift are immediately attacked by Fenris when he arrives.

Endurance of Heimdall (*W20* pg. 182) - Spend two Gnosis points and make a Willpower challenge (difficulty 6, retest Primal Urge). If successful, your Stamina Traits are doubled for the duration of the scene. This Gift can only be used once per scene.

Horde of Valhalla (*LotWR* pg. 140) - You may use this Gift only if you are in good standing with your tribal totem and in great need of help, as it calls directly on Fenris to send great wolves. Spend one or more Rage and/or Gnosis Traits and make a Static Social Challenge (retest Animal Ken) against six Traits. If successful, one great wolf, equivalent to the wolves of the Great Hunt, appears from the Umbra per Rage or Gnosis Trait spent. The wolves remain for the rest of the scene. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms Materialize and Tracking. This Gift can be revoked by Fenris for poor standing with him or general cowardice.

Strength of Ancestors (*GoFTB* pg. 76) - You must have at least one level of Ancestors to learn this Gift. Spend a Rage Trait and make a Static Social challenge (difficulty of 10 Traits minus one for each level of the Ancestors Background possessed, retest Ancestors). You must carve runes of your ancestors into your flesh while invoking this Gift. Success grants as many extra Attribute Traits as he has in the Ancestors Background. These Traits may be split up among the Attribute categories or applied to the same one. Once the crisis has passed, the Traits depart. Using this Gift frivolously rouses the Fenrir's ancestors' enmity, and they will strip the same number of Traits granted from their foolish descendant.

The Good Death (*GoFTB* pg. 77) - Spend a full turn in concentration and spend all Gnosis in calling on Fenris' aid against the foe you name (you may not name an entire army - pick one). When the Good Death is activated, you suffer no wound penalties and will not fall until your foe is dead, whereupon you die immediately. This Gift can only be used against an enemy that is on the field of battle. This Gift is considered a last resort, as an avatar of Fenris will devour what is left of the you after your death. If the target called successfully flees from the combat and is not killed by sunrise the next morning the power ends, the Garou using this Gift dies, and Fenris devours the remains.

Glass Walkers

Basic

Encrypt (*Book of the City* pg. 113) - The user spends 1 Willpower and makes a static Mental challenge (vs. 7, retest Computers). The user can then encrypt a message beyond mortal means. The user can then spend 1 Gnosis to make it so the message appears innocuous like a tax spreadsheet, unless the viewer has some magical or mystic way of piercing the facade.

Garafena's Crown (*PGtG* pg. 193)/**Hands Full of Thunder** (*W20* pg. 184) - Spend a point of Gnosis. For the rest of the scene, any gun you fire won't run out of ammunition, so long as it had ammo to begin with. Burst restrictions are still recommended with automatic weapons to keep the gun from overheating and jamming. Garafena's Crown requires wearing a hat to activate.

Overclock (*Book of the City* pg. 114) - The user can overclock just about any technology if they are smart enough. The user makes an extended static Mental test (vs. 6, retest Repair). Each success greatly overclocks the technology, but everything has its limits.

Pennies From Heaven (*GWTB* pg. 75) - Spend a Gnosis Trait and make a social challenge (retest Politics). Success changes one item of currency to the next highest value (i.e., a dime to a quarter, one dollar to five dollars). The basic challenge will work on currency from a penny to a five-dollar bill. To increase the value further, you must bid two Traits during your challenge. You cannot increase a piece of money's value more than twice, nor can you expand it beyond 100 dollars. Foreign currency works in comparable fashion, and with this Gift, it is possible to change one piece of money to its counterpart in another currency (such as dollars to Euros). This Gift will also change a country's old currency (such as lira or Deutsche marks) into Euros. This Gift has no effect on historic currencies like Confederate dollars, government war bonds, Reichs marks or Roman coins.

Plug and Play (*W20* pg. 183) - Spend one Willpower Trait. For the next day, any computer you use — 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.

Skyscraper Vision (*GWTB* pg. 75) - Make a Gnosis challenge. With success, and the availability of suitable areas, you can gain the perspective of any window within your line of sight. The ST may ask for a Mental challenge to pick out fine details, as the higher you go, the less distinct things become. The ST may choose to disallow this Gift if the setting does not support it.

Steel Fur (*GWTB* pg. 75) - Spend a Willpower Trait, and make a Physical challenge (retest Science). Success grants you two extra Healthy health levels as your fur turns into hardened steel, but you also gain the Negative Trait Clumsy on Physical challenge and the Negative Trait Repugnant when in social challenges against non-Glass Walkers. You must be in Crinos, Hispo or Lupus form to use this Gift.

Intermediate

Call the City's Wolves (*Book of the City* pg. 114) - The user spends 1 Rage and makes an extended static Mental challenge (vs. 6, retest Leadership). For each success, one of the city's predators will appear to aid the user - those whose job or position make them cullers of the city's herd. Such predators may be gang members, business men, serial killers, who knows? Maybe even a particularly hardy squirrel. They arrive within 5 rounds, but extra success can reduce that time. They are definitely deposed to helping the user, but won't blindly charge into fights.

Camera Eye (*Werewolf Player's Guide* pg. 41) - Any sight that you witness can be captured with the expenditure of a Gnosis point and a Static Mental challenge (difficulty 5, retest Science). To transfer the images to a viewable medium (video, photos, etc.), you must stare at the object (tape, film-roll, etc.) and spend a Willpower point. If you wish to take pictures or shots that can pass as art, Performance is a complementary skill.

Data Flow (*PGtG* pg. 193) - After spending one Gnosis point, make a Static Mental challenge (difficulty 7, retest Computers) 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 a device. Operating a computer would still require additional Computer rolls, they simply can be attempted without touching the computer.

Doppelganger (*LotWR* pg. 141) - Spend one Gnosis and make a Social Challenge (retest Performance). This Gift doesn't duplicate Traits, Abilities or Gifts, but does include voice, posture and scent. The effects last one day, plus an additional day for each Mental Trait spent.

Electroshock (*W20* pg. 184) - Spend a number of Rage Traits (up to 3). Each point of Rage spent inflicts two levels of aggravated wounds on your opponents. These levels of damage may be divided among as many opponents as the number of Rage points invested in this Gift. As usual, the character cannot spend more Rage than half of his permanent rating in one turn.

Heat Metal (*LotW 1st Ed.* pg. 114) - By spending a Gnosis Trait, you may raise the temperature of a small metal object that you can easily see. The victim must make a Simple Test. Winning means the object and anyone touching it avoid damage. A tie means the object heats up but anyone holding or touching it may release or drop the object to escape harm. Losing the challenge means the object heats up, and there is no chance to let go before being burned. Each level of Celerity (Alacrity, Rapidity, or Fleetness) possessed or Rage Trait spent by the victim allows the character to retest a loss, but not a tie. Damage suffered (ST discretion) is aggravated. The object returns to normal temperature in one minute, but if the number of times the object is exposed to this Gift exceeds the number of traits it possesses, it is ruined.

Intrusion (*GWTB* pg. 76) - Spend a Gnosis Trait. For three minutes, almost no barrier or door can interfere with you - locks tumble into place, deadbolts slide back. Very secure doors may need a challenge to bypass.

Signal Rider (*W20* pg. 184) - Spend one Willpower and one Gnosis to open the moon bridge. You must have a connection between a telephone at your location and one at the target destination to use this Gift, although it doesn't discriminate between landlines or cell phones - using online conferencing software, requires a Static Mental challenge (difficulty 7, retest Computers). Signal Rider can take the character no more than (Gnosis x 5) miles - if the other end of the line isn't within that range, the Gift fails.

Tech Speak (*GWTB* pg. 77) - Find a Pattern spider to play messenger (it must be inhabiting or near a technological device), then spend a Gnosis Trait and make a Social challenge (retest Science). With success, the Pattern spider scuttles off to find the target and deliver the message. This is not the subtlest of Gifts - anyone near the recipient will see or hear the message as well.

Tractor Beam (*GWTB 1st Ed.* pg 52) - This Gift is taught by Weaver spirits. Spend one Willpower point for each object brought over to the Umbra. It must be something you can carry and it must weigh no more than your own body weight. However, two or more Garou with this Gift can team up and carry larger items into the Spirit World. Despite its name, you do not emit a beam.

Virtual Umbra (*Umbra Revised* pg. 135) – The user may transport themselves from the regular Pattern Web into the Computer Web of the Cyber Realm. Spend 1 Gnosis and make a static Mental challenge (vs. 8, retest Computers) to step into the Computer Web. The user can transport others with him, only limited by the Gnosis spent as it costs 1 Gnosis per individual and raises the static difficulty to 10.

Advanced

Calm the Flock (*LotW 1st Ed.* pg. 115) - Same as Advance Homid Gift: Part the Veil (see pg. 10 of this packet)

Custom Built (*GWTB* pg. 77) - Spend a Gnosis Trait and make a Static Social challenge (retest Science), difficulty based on the similarities of the items being changed. Items that are of similar purpose are four Traits, items that are of similar complexity are six Traits, and items that are wildly different in complexity or purpose are eight Traits. The item can be used once before it falls apart and the spirit within dies.

Long Running (*LotW 1st Ed.* pg. 115) - You can take advantage of the time slippage associated with the Umbra to drastically reduce travel time between two points in the physical world. Spending more Gnosis can make the journey quicker. However, once the trip begins, it may not be interrupted or any bonuses for travel are lost. You must use a vehicle for this Gift to function.

- 1 Gnosis = Travel time reduced by 25%
- 2 Gnosis = Travel time reduced by 50%
- 3 Gnosis = Travel time reduced by 75 %

It costs Glass Walkers (who tend to call this Gift Quick Drive) one less Gnosis to use this Gift inside a city (traveling on an interstate count as Weaver, so the discount applies there too).

Phone Travel (*LotW 1st Ed.* pg. 115) - Spending one Gnosis while dialing a phone number allows you to sidestep into the phone net and step out again on the other end almost instantly. Someone must physically pick up the receiver (modems, answering machines and call forwarding do not count) for this Gift to work. If the receiver is on a cordless, you arrive at the base unit. If it is on a cellular phone, you end up at the switching station where the call is sent to the first tower. This Gift sends you only as far as there are physical phone lines.

Song of the City-Beast (*Book of the City* pg. 114) - The gift functions per the Lupus Gift: Song of the Great Beast; however, cities typically do not have such. Therefore, the beast may come in the form of rampaging construction equipment, a plague of hell-rats, or even an unruly St. Patrick's Day parade. Whatever the case, it will do its best to defeat or stalled those enemies of Gaia. If the city has some terrifying beast of legend it may appear instead....though that is rather rare. It should be equally as powerful as a mythic beast of legend in function if not form.

Summon Net-Spider (*LotWR* pg. 142) - You can summon a Net-Spider, a very potent Weaver spirit, and use it to gain control over any computer. The Spider can modify or destroy all data in the system and extensively manipulate its physical features: turning power on and off, overloading circuits and so on. Spend one Gnosis and make a Static Social Challenge (retest Computer) against eight Traits. If successful, the Net-Spider appears and heeds your commands. Halve the difficulty of all computer-related challenges, in addition to whatever devilry you and Net-Spider cook up. The Net- Spider remains for the rest of the scene. The Net-Spider has 5 Willpower, 4 Rage, 6 Gnosis, 12 Essence.

Red Talons

Basic

Beastmind (*LotWR* pg. 142) - The moment the victim takes any damage this power ends.

Eye of the Hunter (*W20* pg. 185) - Make a Static Mental challenge (difficulty 7, retest Survival or Hunting). If successful, you learn which members of a chosen group within sight are the strongest or weakest and which is the leader. If you attack the group after employing this Gift, you inflict one extra level of damage against only the weakest individual for the rest of the scene.

Hidden Killer (*W20* pg. 185) - After a battle, the Garou must touch or lick once each corpse she slew. Make a Static Mental Challenge (difficulty 7, retest Survival or Subterfuge). 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 your body disappears from the scene.

Predator's Leap (*RTTB* pg. 65) - Make your Physical challenge to leap. Should you win or tie, spend a Rage Trait and make a Mental challenge (retest Primal-Urge). With success, you gain two bonus Physical Traits in your next Physical challenge (whether attacking or pursuit) against your foe. After the next challenge is made, the bonus Traits are lost.

Primal Howl (*RTTB 1st Ed.* pg. 47) - Make a Static Physical challenge (difficulty 7, retest Expression). If successful, anyone (except other Garou or wolves) who wishes to approach you must first make a Willpower challenge (difficulty 6) to overcome his instinctive fear. If you approach him, he must make the challenge to stand his ground. In addition, you may spend Social Traits (up to your rank) to make the howl sound as if it came from one additional Garou (or wolf) per Trait spent. Each additional wolf adds one to the target's Willpower challenge difficulty (maximum 10). If the target of the Gift can see you during the howl, it will be clear to him that there is only one Garou, and the difficulty penalty will not apply.

Primal Instinct (*PGtG* pg. 193) - Red Talons force the secret of this Gift from ape-spirits. After spending one point of Gnosis, make an extended Static Mental challenge, difficulty of the human's Willpower (retest Intimidation). The number of successes determines the extent of the animalism. One success makes a human slightly distracted and hungry. Five creates a raving beast. Note that humans have a Willpower of 2-3, this making it highly likely that this Gift will be exceedingly effective.

Purify Meat (*RTTB* pg. 65) - Spend a Gnosis point and touch the meat you want to cleanse. This Gift can cleanse about 50 pounds of dead meat of non-supernatural toxins (chemicals, toxic waste, drugs, alcohol), it does not clean any Wyrms Taint that might be in the meat. This Gift only works on dead meat - it is not an arm's-length Resist Toxin.

Shadows of the Impergium (*W20* pg. 186) - You inflict 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 you in Crinos form is considered to have a Willpower five points lower than their true rating (minimum 1) for the purposes of determining reaction. This Gift's effects are permanent, though they can be suppressed for a scene if desired.

Intermediate

Avalanche (*Werewolf the Apocalypse, 1st Ed.* pg. 184) – In a mountainous or geographically unstable area, the user makes a simple test. On a win or tie, the user causes a decent sized avalanche. On a failure, the user still causes the avalanche, but is caught up in it as well.

Babble (*LotW 1st Ed.* pg. 116) - To use this Gift, spend a Gnosis Trait and win a Mental challenge against the target (your retest Primal Urge, their retest Linguistics). If the attempt is successful, the victim cannot read, write, speak intelligibly or understand the speech of others. Not even hand gestures are possible - only animalistic grunts are permitted. The effects of Babble last for one scene. Negates Mother's Tongue.

Form of Ahklut (*PGtG* pg. 193) - Two Gnosis points are required to activate this Gift, and then you make a Static Physical challenge (difficulty 8, retest Primal Urge or Hunting). Success allows you to become a more powerful aquatic denizen. You may spend Mental Traits (up to your rank) to increase the effect of this Gift. One Trait might allow you to become a goldfish, three a dolphin, five the genuine killer whale of legend.

Gaze of the Hunter (*RTTB 1st Ed.* pg. 48) - This Gift is taught by the spirit of any predatory mammal - wolf, mountain lion, bear, etc. Spend one Gnosis point and make a contested Mental challenge (difficulty 6 for animals or the human [or other sentient] target's Willpower - whichever is higher, retest Intimidation). If the Gaze is successful, the target (human or animal) understands the link and will act accordingly: Wild animals will run into the open, allowing the hunter to eventually catch and kill them. Humans and domesticated animals - for whom this is a terrifying experience - may run or cower, terrified. No victim will begin a fight, although if you pursue and catch the prey, a battle might result. The Gift does not work on other Garou, but will be effective against most creatures the Garou sets out to hunt.

Gorge (*LotWR* pg. 143) - Upon learning this Gift, choose one Trait - Rage, Gnosis or Willpower - to store. Thereafter, you can accumulate three more Traits in that characteristic than your permanent rating. Extra Traits are spent as usual, and Traits over the character's maximum do not count in challenges. You must learn this Gift multiple times to store multiple characteristics, and may use this on a particular Trait only once (you may not Gorge three times on Rage and have nine extra Rage Traits).

Herd the Infant Ape (*PGtG* pg. 193) - Spend three Gnosis and make a Static Social challenge (retest Intimidation). The difficulty is the child's age; any child less than a year old automatically is barred from setting foot in a city for the rest of their life. For children age one and up, the number of Social Traits spent becomes the number of decades that pass before they can re-enter a city. If they do so before then, they suffer incapacitating cramps, refuse to eat, and stay immobile until removed from the city. Since this Gift only works on those too small to fend for themselves, few who use it simply abandon their charges. After all, a dead human child in the wild isn't the example the Whelp's Compromise wants to make.

Howl of Death (*W20* pg. 187) - Make a Social challenge versus your intended target (retest Intimidation). A success inflicts one level of lethal damage, which the target may soak if he is able. The effect may be increased by one level of damage for each Physical Trait spent (up to 3). The damage manifests as massive internal damage, as the target's innards suddenly rupture.

Mother's Rage (*RTTB* pg. 65) - This Gift may only be used in defense of someone or something of great value - a wounded packmate, Kinfolk, cubs, a caern, or the like. Spend two Rage Traits to activate this Gift. You then enter a kind of controlled frenzy. You are bound by the usual guidelines of frenzy, but you do not risk entering Thrall of the Wyrms, will only attack anything that gets too close to your charge. You take no wound penalties, gain two extra Healthy health levels and the Physical Traits Ferocious x2. While this Gift is in effect, you also regain a Rage Trait at the end of each turn. The Gift's effects end when your charge is out of danger or the scene ends, whichever comes first.

Quicksand (*LotWR* pg. 143) - Spend one Gnosis and make a Social Challenge (retest Primal-Urge). Success changes a spot of ground 10 feet in radius into a quicksand-like morass; you can increase the radius by 10 feet for each Mental Trait spent (up to 3). Anyone but you move through Quicksand at half walking speed, suffers a one-Trait penalty on all combat challenges and cannot execute any combat maneuvers requiring special movement. Quicksand lasts for the rest of the scene, powers that allow the victim to move on top of liquid ignore this power.

Render Down (*W20* pg. 186) - Make a Rage challenge (difficulty 7); a success reduces twenty pounds of the target material to its base components. You may spend Mental Traits (up to 3) to increase the amount of destroyed substance.

Rot Weavertech (*LotW 1st Ed.* pg. 116) - Anything developed after the Renaissance is fair game for this Gift. Rot Weavertech costs Rage Traits (the more Traits invested, the larger the item that can be affected) and a Mental challenge vs 8 traits to use. Success indicates the destruction of the item. A tie means the item is aged, but still works. A loss means that the device is unaffected and cannot be affected by this Gift for the rest of the story line. Fetish or magical items require a Mental challenge vs the owner.

- 3 Traits - Flashlight, pistol, minor appliance, lock
- 7 Traits - Rifle, video equipment, stereo, wiring in a single room
- 10 Traits - Computer, wiring in a small house or car

Territory (*RTTB* pg. 66) - First, mark your chosen areas (discuss with ST); you may have as many marked locations as you have Gnosis, and not every place that your character urinated is part of this Gift. With the areas marked, you can make a Mental challenge (retest Primal-Urge) and extend your senses to a spot in question, allowing you to sense it as though you were physically present. The markings last for one week per Gnosis (in the wilderness) or one day per Gnosis (in the city).

Trackless Waste (*LotWR* pg. 142) - You must know the territory to use this Gift. Spend one Gnosis and make a Static Mental challenge (retest Primal-Urge) against six Traits. If successful, the Gift “scrambles” an area two miles in radius, plus an additional two miles for each Mental Trait you spend (up to 3). The Gift functions on werewolves as well as humans, but Garou can overcome their confusion with a Mental challenge (retest Primal-Urge) against you. (Do this as a Static Challenge if the Gift-user isn’t on the scene.) This Gift's effects last for four hours.

Advanced

Blessing of the First Pack (*RTTB* pg. 66) - Spend two Gnosis Traits and make a Static Social challenge (difficulty eight Traits, retest if you have Ancestors). With success, for the rest of the scene, you may be considered to have Pure Breed x5 (in addition to any levels you already own). You may also make use of any auspice Gift for your auspice at Intermediate or Basic level (it's up to the ST whether you can use that nifty Children of Gaia or Fianna Auspice Gift, though). Blessing of the First Pack also grants further endowment of your auspice.

- Ragabash - Stealth x3, Clever x2, Quick x2
- Theurge - Enigmas x3, Knowledgeable x2, 2 Gnosis Traits
- Philodox - Rituals x3, Persuasive x2, Tireless x2
- Galliard - Expression x3, Expressive x2, Stalwart x2
- Ahroun - Leadership x3, Ferocious x2, 2 Rage Traits

Curse of Lycaon (*LotWR* pg. 143)/ **Curse of Dionysus** (*LotW 1st Ed.* pg. 116; for ST information purposes) - Spend one Gnosis and make a Static Gnosis Challenge against the target’s Willpower. Success lets you force a werewolf into lupus form for one day or transform a human being into a wolf, body and mind, permanently.

Home in All Lands (*RTTB* pg. 67) - You must first have Pure Breed x5 to learn this Gift, and only the Progenitor Wolf teaches it. Make a challenge to step sideways. With success, you may appear anywhere on Earth where wolves might be found (whether they're still there or not), or any place that has a Garou population. You may also appear in any Umbral Realm you have previously visited.

Scabwalker Curse (*W20* pg. 187) - Spend a turn snarling at a target within 20 feet. Then spend one Gnosis point and make a Social challenge (difficulty 7, retest Primal Urge). The target takes one level of bashing damage per turn of physical contact with any non-natural material (crafted objects formed entirely of natural materials, such as wooden furniture held together with iron nails, are safe). This curse lasts for one day per success, and can easily prove fatal if invoked in the heart of a city.

Shield of Gaia (*W20* pg. 187) - You become immune to the effects of one form of technology, such as bullets, photography (i.e. cannot be photographed), electricity, chemical toxins, etc. This Gift is taught by Griffin. You must determine what this Gift grants immunity to at the time of purchase. Its effects are permanent.

Shadow Lords

Basic

Cold Voice of Reason (*SLTB* pg. 67) - If you are attacked in combat or threatened, you may spend a Gnosis Trait and make a Social challenge (retest Subterfuge). You must speak in a language your opponent can understand, but it need not be much more than "You're starting something you're going to regret...." For the next three turns, your attacker cannot initiate hostile actions against you, provided you and your allies don't initiate hostilities against your attacker. If your target is attacked by anyone, the effects wear off and he may resume his first course of action.

Disfigurement (*LotW 1st Ed.* pg. 117) - By spending a Gnosis Trait and defeating your opponent in a Social challenge (retest Etiquette), you can bestow upon the target the Negative Social Trait: Repugnant. The effects of this Gift last for one scene and are not cumulative. Repeated successes with this Gift can extend the effect's duration.

Rains of Mercy (*PGtG* pg. 194) - Spend one point of Gnosis. By the end of the day, rain pours down in an area around you. The size of this area depends on your rank; it affects a radius of 15 minutes' walk for each Rank you have 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 (*LotWR* pg. 144) - Spend one Gnosis. For the rest of the scene, you have a number of Traits based on your Rank that you may add to your total for the purposes of comparing on ties. These Traits may be switched between the three Attributes (Physical, Social, Mental), but may not split up. There must be a direct confrontation to use this Gift (such as a combat or a staredown). Static Challenges to activate Gifts or use Abilities do not benefit from this.

Shadow Weaving (*W20* pg. 188) - Spend one Gnosis point and make a Static Physical challenge (difficulty 7, retest Occult or Subterfuge). For the rest of the scene, you may warp shadows within 100 yards as you wish. Among other creative uses, this lowers the difficulty of all Stealth and Intimidation attempts by 1.

Song of the Earth Mother (*W20* pg. 190) - Spend 10 minutes communing with the earth, during which time you may take no other actions. Then spend two Gnosis points make a Static Social challenge (difficulty 7, retest Rituals). Success indicates that the earth tells you 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 Wyrms-tainted.

Whisper Catching (*SLTB* pg. 66) - Spend a Willpower Trait. For the rest of the scene, you may choose one whispered conversation to listen in on, which you can hear quite clearly. This is best done by having the player sit in the location out of play to listen. In a place such as a dance club, this will require Mental challenges to interpret the sound around all the other distractions. This Gift has no effect on a place protected by the Murmur Rite. The ST may choose to disallow this Gift due to logistical concerns. Inform an ST when you are using this Gift.

Intermediate

Call the Storm (*SLTB Rev.* pg. 68) - Per the Wendigo Gift: Invoke the Spirits of the Storm (see pg. 112 of this packet), but only for thunderstorms

Curse of Corruption (*Werewolf Player's Guide, 2nd Ed.* pg. 42) – Spend 1 Willpower and make a contested Gnosis challenge against the target. Upon success, the target's statements appear to be untruthful to those who hear it for the next few minutes. The effect may be extended by making the challenge again and spending another Willpower.

Direct the Storm (*W20* pg. 190) - Spend a point of Gnosis and make a Willpower challenge (difficulty of the target's Rage). Success indicates that you control the target's frenzy and can set him on anyone you choose for two rounds. Using this Gift on a Garou in the Thrall of the Wurm is possible, but doing so requires the you to make a Rage challenge (difficulty 7) to check for frenzy for your own character.

Durance (*W20* pg. 190) - Upon using a talen, you may reflexively spend one Gnosis point to keep the spirit bound within from departing. This Gift is ineffective on talens which are destroyed as an inherent aspect of their use (such as the nightshade talen, which must be drunk to activate its powers), but preserves talens whose destruction is a metaphysical result of their use (such as moon glow and Wurm scales).

Icy Chill of Despair (*SLTB* pg. 67) - Spend one Gnosis Trait and make a Social challenge (retest Intimidation). With success, any who mean to do you harm must succeed in a Willpower challenge to act normally against you; those who fail must spend a Willpower Trait to do anything that would oppose you - attacking you physically, verbally sparring with you, calling on others to rally against you.

Open Wounds (*LotWR* pg. 144) - Spend one Gnosis and make a Physical Challenge (retest Medicine). If your next attack inflicts any damage, the wound continues to bleed, the target suffering one level of lethal damage the following turn, plus another on successive turns, at a rate of one extra turn per Mental Trait you spend (up to 3). When you stop inflicting damage, the target may start healing the wounds. The only way to heal wounds during the use of this gift is with Advanced Gifts or Talen/Fetishes with a Gnosis rating of 9 or 10.

Raven's Wings (*SLTB* pg. 67) - Spend a Gnosis Trait and make a Mental challenge (retest Occult) to manifest a spirit avatar to spy for you. The raven can see and hear, and may travel up to five miles away from you. You must concentrate to see through the raven's eyes. The raven exists in the Penumbra and sees the Penumbral environment, but may peek into the material world. The spy lasts for one scene. Use of this Gift is at ST discretion.

Seeds of Doubt (*SLTB* pg 68) - Spend a Gnosis Trait and make a Static Social challenge (difficulty is the target's Wits-related Mental Traits and Subterfuge ability, retest Subterfuge). With success, the target believes one lie you tell him, provided it is not directly harmful to the listener. Acceptable lies would be: "You've already seen my passport," "It was a Mokole that killed your mother," "Mike is smart and funny." Unacceptable lies would be: "It won't hurt to stick your head in the oven," "These mushrooms aren't poisonous." The target will believe the lie until he is somehow convinced otherwise (direct evidence or even psychological deprogramming).

Shadow Cutting (*SLTB* pg. 68) - Activate the Gift by spitting on your opponent's shadow and spending a Gnosis Trait. For the rest of the scene, you may injure your target by attacking his shadow. Only silver, teeth, claws and fetish-weapons will affect the target; firearms and mundane weapons like sword have no effect. Your target cannot parry attacks to his shadow and suffers a two-Trait penalty to dodges. The ST may adjudicate other benefits or penalties, such as fighting during sunset or early morning when shadows are long or attempting the attack near noon. This Gift need not be performed outside - any shadow cast by any light will do. Obtenebration and Uktena Shroud are NOT the shadows of the users, they are the substance of the Abyss.

Stench of the Peasant (*Werewolf Player's Guide* pg. 42) - Make a contested Social challenge and spend a Gnosis point (retest Expression or Performance); spend a Mental (up to your Rank) for each target beyond the first and make the same challenge Those affected are down 4 Social Traits for comparison on ties. In addition, you gain a +2 to your Expression ability when making disparaging comments about these "lowly fools." The effect last for one scene. While those affected suffer no Renown loss, they will find it hard to speak at moots and will be considered last for honorable missions.

Strength of the Dominator (*LotWR* pg. 144) - With this Gift, you siphon off a target's anger to feed your own. Make a Static Social Challenge (retest Intimidation) against your target. With success, the victim loses three Rage Traits over the next three turns. You gain those Traits at the same rate and can spend them as usual. This Gift can only affect a particular target once per scene.

Summon Stormcrow (*PGtG* pg. 194) - By spending one Gnosis point and making a Static Social challenge (difficulty 8), 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 the. Report to me daily." Stormcrows are invisible within the physical world, and may only be spotted in the Umbra with a contested Mental Challenge (difficulty at ST discretion).

Ubiquitous Presence (*PGtG* pg. 194) - Shadow or night-spirits teach this Gift. Spend one Gnosis and make Social challenge versus your target's Mental Traits. Success indicates that the curse takes effect, imposing a 2-Trait penalty on the victim. The effects last for one day and night. You may spend Mental Traits (up to your Rank) to increase the Trait penalty on a one-for-one basis.

Advanced

Obedience (*LotWR* pg. 144) - Spend one Gnosis and make a Static Social Challenge (retest Leadership) against eight Traits. Anyone in the vicinity must make a Willpower Challenge to avoid the compulsion to obey. Spend Gnosis to determine the degree of obedience. One Trait allows you to give orders that others wouldn't normally mind following (even if they wouldn't choose to do those things now). Three Traits requires others to treat you as their alpha and fight for you. Five Traits, and you can lead others into the Abyss or other virtually suicidal actions.

Shadow Pack (*LotWR* pg. 145) - Make a Static Gnosis Challenge against eight Traits and spend one or more Gnosis Traits (up to your Rank). Each Trait summons one shadow-duplicate, which has your Attributes and Abilities but may not use Gnosis, Willpower or any of your Gifts. Each shadow-duplicate has just one health level so that most major damage destroys it. Surviving duplicates fade away at the end of the scene.

Wounding Lies (*STTB Rev.* pg. 69) - Spend a Gnosis and make a Static Social Challenge (difficulty of the target's Willpower, retest Intimidation). With success, your target's lies rebound on him - for the rest of the scene, each lie he tells inflicts a level of aggravated damage. Half-truths open small wounds but do not inflict levels of damage. The ST may require the target to succeed in a Willpower challenge to keep silent in the face of such treatment. A Garou targeted by the Gift may overcome this effect by spending 5 Gnosis. Omissions (such as giving a description of someone's car by giving the color and model, but not the make) are not detected.

Silent Striders

Basic

Axis Mundi (*W20* pg. 159) - Same as Basic Lupus Gift (see pg. 15 of this packet)

Heaven's Guidance (*SSTB* pg. 74) - With this Gift, you are never lost while the stars shine in the sky. This Gift is taught by a spirit servant of the North Star. Only works from sunset to sunrise.

Speech of the World (*W20* pg. 154) - Same as Basic Homid Gift (see pg. 8 of this packet)

Speed of Thought (*LotWR* pg. 145) - You can double your running speed. Spend one Gnosis; the effects are automatic and last for the rest of the scene.

Summon Talisman (*LotW 1st Ed.* pg. 118) - You may summon forth an item that has been dedicated to you by the Rite of Talisman Dedication. This power costs a Gnosis to use, and cannot access items currently in the Umbra, unless the Gift: Grasp the Beyond (see pg. 29 in this packet) is also know and used (or unless you are in the Umbra).

Tread Sebek's Back (*SSTB* pg. 74) - Spend a Gnosis trait and make a Static Physical test (retest Survival). Success allows you to travel across liquid as if it were dry land for one scene.

Visions of Duat (*W20* pg. 191) - Spend one Gnosis point and make a Static Mental challenge (difficulty 7, retest Occult or Awareness). For the rest of the scene, you can see (and hear) ghosts and detect haunted areas with another Static Mental challenge (difficulty at ST discretion). This Gift bestows no power to touch or communicate with the dead. A failure on the second challenge cause your eyes to shine as beacons in the underworld, drawing the notice of broken, vengeful shades.

Intermediate

Black Mark (*W20* pg. 193) - Spend a point of Gnosis when the you successfully strike an opponent with your claws. The target becomes haunted for one day per level of damage inflicted, as with Mark of the Death-Wolf.

Dam the Heartflood (*SSTB* pg. 75) - This Gift can only be used on characters with Blood Traits. Expend one Gnosis Trait and make a Mental challenge (retest Occult). If you win, the target cannot use any Blood Traits for one turn per Mental Trait that the you expended during the challenge. This Gift can only be used by the Garou once per scene per target, although multiple Garou could use it on the same target.

Death Track (*PGtG* pg. 194) - Stand over the body of the dead. Then, spend one point of Gnosis and make a Static Mental challenge (difficulty 7, retest Investigation). A success allows you to smell the direction of the ghost from the body. Every day the search continues, you must make a new challenge. The ST determines how far away the ghost is.

Guiding Hand of Djeheuty (*PGtG* pg. 194) - The spirit of any migrating animal teaches this Gift. Spend two points of Gnosis and make a Social challenge (difficulty 8, retest Enigmas), while you loudly state the message's destination. The message must be written on something physical (paper, table, bone shard). A success imbues the message with a Gaffling that will ensure it arrives at the stated destination. The method of delivery is a matter of coincidence; the message is picked up by someone curious, ends up on a truck heading that direction, floats on the wind, etc. The number of Mental Traits spent (up to 5) determines how long this takes, regardless of distance.

- 1 success = A year
- 2 successes = Six months
- 3 successes = One season
- 4 successes = One week
- 5 successes = One day

While the message is in transit, you cannot regain the two points of Gnosis invested in it. Nor can you revoke the message. As a result, this Gift tends to be used only when all other avenues have been tried and failed. Your death will not disrupt this Gift.

Great Leap (*LotWR* pg. 145) - Spend one Willpower and make a Physical challenge (retest Athletics). Success lets you jump 100 feet (vertically or horizontally), plus an additional 100 feet per Mental Trait spent (up to 3).

Mark of the Death-Wolf (*W20* pg. 192) - Spend one Gnosis point upon making the mark, which takes a full turn, and then make a Static Mental challenge (difficulty 7, retest Enigmas, Theology or Occult). The mark retains its mystic potency for one week, leaving the area around it badly haunted if there are any ghosts in the area at all. Destroying the mark can end this Gift's effects prematurely.

Message Glance (*Werewolf Player's Guide* pg. 42) - Make a Mental challenge (difficulty 7, retest Enigmas), to formulate the message. The number of Mental Traits spent determines the length of the message. One = one symbol or five words. Two = doubles this, and so on. One Gnosis must be expended to deliver the message and the target must be in sight.

Scale of Ma'at (*SSTB* pg. 75) - Make a Social test against the target (retest Empathy by the Garou using this Gift and retest Subterfuge by the target). Success indicates that you know which of the target's statements are true and which are false. Attempting to question the target (rather than just listening to him) requires a second Social test. An additional Social Trait can be used to determine a level of guilt about the truth or lie. Example: "Please, no, I never set foot inside her house!" "That is true, but you forced the door open so that your companions could enter. The guilt is plain and written on your heart."

Tongues (*Werewolf Player's Guide* pg. 35) - After spending one Willpower point, makes a static Mental challenge (retest Linguistics). The obscurity and relative age of the language determines the difficulty. A common modern language such as Spanish is difficulty 4. An ancient and obscure tongue, such as Etruscan, would be difficulty 10. The character may read, write, and speak that language for the remainder of the scene or an hour.

Advanced

Invocation of the Pharaoh (*SSTB 1st Ed.* pg. 49) - You must be in Homid form, must spend a Gnosis and a Willpower point, and must enact a 10-minute chant to the greatest of ancient Egyptian spirits. Once this is done, you expand and grow, becoming a giant similar to the depictions of pharaohs on mastabas and sarcophagi. This Gift is taught by Sphinx. You grow to a height of nearly eight feet, but otherwise remain in Homid form. You gain the Physical bonus Traits of a Crinos (+8), but loses no Social Traits; the Garou is up 6 Traits on all Leadership or Intimidation based challenges. A Garou in Pharaoh form does not inflict aggravated damage, but adds one to all Brawl and Melee damage inflicted against Wyrms-foes (or adds two when facing Followers of Set or their ghoul). The Garou regenerates as a Crinos, but is invulnerable to silver and cannot frenzy. Essentially, the Pharaoh form combines the best of both Homid and Crinos forms. This form lasts for one scene.

89 Silver Fangs

Basic

Awe (*Werewolf the Apocalypse, 1st Ed.* pg. 186) – The user makes a contested Social challenge versus the target (retest Leadership). On success, the user is up 1 Social trait on the target and the target is down 1 trait for striking or harming the user.

Eye of the Falcon (*SFTB* pg. 66) - Spend a Gnosis Trait. For the rest of the scene, the user is up two Traits on all tests related to general vision and perception, and one Trait up on all ranged attacks.

Hand Blade (*W20* pg. 193) - Spend a point of Rage to transform one or both hands. For the rest of the scene, he may use his arm like a sword by making a Physical challenge (difficulty 6). The blade works like a Crafts x5 Long Sword (+3 traits, 2 damage, no negatives).

Ice Dance (*SFTB* pg. 66) - With the expenditure of a Gnosis Trait, you ignore the normal penalties for traveling across snow or ice, and in fact, are considered one Trait up on Physical tests made while traveling such surfaces. Philodox users are two Traits up on all relevant tests, and move at twice normal speed across such surfaces. This Gift lasts for the remainder of the session.

Reason's Grasp (*SFTB* pg. 67) - This demanding Gift requires the expenditure of a Gnosis Trait and a number of Simple Tests equal to the Garou's permanent Willpower. For each Simple test you win (or tie, if you also expend a Willpower Trait while activating this Gift), you are free from any Derangements you might suffer from for one scene or hour, whichever the ST deems appropriate for the game. Even if confronted with stress that would normally trigger your Derangement during this time, you are unaffected, though the player should still roleplay some reaction to such stimuli. In addition, each successful test grants you a retest against any sanity-altering powers used against them, though each retest used in this fashion no longer counts as a success for the purpose of determining the Gift's duration.

Unity of the Pack (*W20* pg. 194) - Whenever you are present, all members of your pack (including yourself) gain one extra Trait on all attempts to execute Pack Tactics. This Gift's benefits are permanent. You cannot benefit from this Gift when you are alone.

Word of Honor (*Werewolf Player's Guide, 2nd Ed.* pg. 43) – When this Gift is used, their words are imbued with the absolute ring of truth. After spending 1 Gnosis to activate the gift, all who hear the user may not have to follow or agree with the user, but know their words ring true. Lying while using this gift automatically makes it backfire, stupendously.

Intermediate

Burning Blade (*W20* pg. 194) - The werewolf concentrates for a turn, and the player makes a Gnosis challenge (difficulty 7) to activate the Gift. The weapon now does two extra levels of aggravated fire damage. Flammable objects will catch fire if struck by the blade. The weapon remains ignited for a number of turns equal to your Rank.

Claim of Authority (*PGtG* pg. 195) - This Gift is taught by an ancestor-spirit. Spend one point of Gnosis and one point of Willpower before selecting a Garou as your representative. For a week thereafter, the representative is considered to possess the same level of Pure Breed as you, 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 (*PGtG* pg. 195) - A wolf-spirit teaches this Gift. Spend one point of Rage and rolls make a Static Social challenge (difficulty 7, retest Intimidation). If successful, then every blow the you strike against a specific target grants you an additional Social Trait on all Social challenges against that target, allowing you to browbeat or intimidate the target more easily. You may only receive a number of additional Social Traits up to your Rank. The blow need not be full force to grant the bonus, which lasts for one day.

Mastery (*W20* pg. 194) - Make a contested Social challenge (retest Leadership). If successful, you can give the target one non-suicidal command, which he must obey for one turn, plus one turn for each Mental Trait spent (up to 3). This Gift works only against Garou.

Princely Bearing (*Werewolf Player's Guide* pg. 42) - Spend Gnosis to temporarily increase Rank for 1 Scene. Must have an ST present to use this Gift and cannot raise your rank above elder.

Talons of the Falcon (*SFTB* pg. 67) - By spending a Gnosis Trait and emitting a fierce falcon-like screech, you may add two additional levels of aggravated damage to a single claw attack. This Gift may used as often as the Garou likes, but the Gnosis Trait must be spent before the attack challenge is made; if the attack fails, the Gnosis is still spent. This Gift does not work in conjunction with other Gifts that enhance a Garou's claws such as Razor Claws or Silver Claws; only one may apply for a given attack.

Advanced

Ignore Wound (*LotW 1st Ed.* pg. 120)/**Ignore Death Blow** (*PGtG* pg. 195) - Once per scene, you may spend one Willpower point and ignore all damage of a single attack.

Luna's Avenger (*LotWR* pg. 147) - Your whole body, whatever form it's currently in, becomes living silver. Concentrate for one full turn and spend one Gnosis. The transformation is automatic. While silver, you are immune to the effects of silver weapons; all damage you inflict is aggravated to other Garou and several Changing Breeds. When you make a successful strike, make a Simple Test; success means you inflict a second level of aggravated damage. You gain the Physical Traits Rugged x 2 and one additional health level while the Gift lasts. Luna's Avenger remains in effect for the rest of the scene. Per *LotWR*, the traits are named and count for initiative. The extra aggravated damage is on top whatever you would normally get. This Gift does not stack with Silver Claws.

Paws of the Newborn Cub (*LotWR* pg. 147) - Spend one Gnosis and make a contest of your Gnosis against the target's Willpower. If successful, you can strip the target of all special powers - shape-shifting, Gifts, Disciplines, etc. - for one turn. If there are already powers active on the target this does not end those powers. This power does not force the target back to their breed form, it simply stops them from shifting.

Renew the Cycle (*W20* pg. 195) - You and your target enter into a resisted contest of Gnosis versus Willpower. If you win the contest, the undead is reduced to its natural state — fresh corpses simply lose their animation, whereas an elder vampire would crumble to dust. Mummies are simply banished to a season of sleep. You must spend one Gnosis for every hundred years (or fraction thereof) the undead has existed in its unnatural state; should the target's age exceed the Garou's capacity to spend Gnosis points, permanent Gnosis may be sacrificed to account for 500 years of age per dot spent after all temporary Gnosis has been spent. An ST must be present when this Gift is used, and it must be obtained from Gaia herself.

Sidestep Death (*W20* pg. 194) - Once per scene, you may spend three Willpower points to evade a single attack that would inflict enough damage to place your health levels below Crippled (before soak). You simply appear instantly at the nearest location not affected by the attack, which may be an inch, a mile, or even farther away.

The Secret of Gaia (*SFTB* pg. 67) - This effect is largely descriptive, and in essence is a combination of the Gifts: Spirit Speech and Pulse of the Invisible. You must spend a Gnosis Trait to activate this Gift; once it is in effect, you are up two Traits on all tests to cross the Gauntlet, and can automatically see and communicate with any local spirits without difficulty. In addition, you are up three Traits on all tests involving sensory perceptions due to your acute awareness of your surroundings, and receive a free retest on all friendly Social tests with nearby spirits devoid of Wyrms taint. At ST discretion, your intense closeness to the immediate may occasionally manifest in less direct ways as well, such as receiving premonitions of important events about to occur, sensing impressions of a great triumph (or tragedy) that happened there in the past, and so on. This Gift lasts for one scene per Gnosis Trait you possess.

Stargazers

Basic

Balance (*W20* pg. 195) - Difficulties for climbing decrease by three, and attempts to maintain balance automatically succeed. This Gift's effects are permanent.

Channeling (*SGTB* pg. 65) - Once per session, you may spend a Rage Trait to gain a retest on a single action; what's more, on this retest you are considered to be up a number of Traits equal to your current Rage rating. The ST may well require a frenzy test for using this Gift to perform particularly intense or physically demanding task.

Drunken Spider (*SGTB* pg. 65) - By spending a Willpower Trait and making a Social test (retest Crafts) against a difficulty of the spirit's Gnosis, you may attempt to impair the logical functioning of a Weaver spirit. If successful, spirits encountered "alone" are considered a number of Traits down on all Willpower tests equal to your Willpower or Gnosis rating (whichever is higher). In the case of weapons or items being used directly in the scene, this Gift forces the user to retest the first successful test made with the device each turn, making failure far more likely. Both effects last for the remainder of the scene, and multiple uses of this Gift are not cumulative.

Imbalance (*SGTB* pg. 65) - Provided it is activated no later than the first time of combat, the Stargazer may spend a Gnosis Trait to immediately inflict the Negative Physical Trait: Clumsy to one attacker engaged in close combat with her. (Multiple attackers may all be targeted at once, provided the requisite Gnosis is spent and they are all within the required range.) This Gift lasts for as long as the Stargazer is willing to spend Rage Traits - one Trait per attacker per turn.

Inner Light (*W20* pg. 195) - The character is always considered to be using a mirror when attempting to step sideways, regardless of the presence of any reflective surface.

Inner Strength (*W20* pg. 195) - Concentrate for five minutes and then make a Static Mental challenge (difficulty 8, retest Primal Urge). A success converts one point of Rage into a point of Willpower. You may spend Mental Traits to increase the effect. This Gift may be used only once per scene.

Iron Resolve (*W20* pg. 195) - Once per scene, the Garou may spend 1 Willpower Trait to gain a retest on any challenge.

Paper Butterfly (*SGTB* pg. 64) - By spending a Gnosis Trait and making a Mental test (retest Performance) against a target, you may cause that opponent to be down a number of Traits equal to twice your permanent Gnosis rating on their next test; should this reduce an opponent to zero Traits, they may still attempt the test, but automatically lose all ties. (If the target possesses a power that normally permits him to win all ties, these two effects cancel each other out, and the test resolves normally.) If desired, the Stargazer may choose to split this Trait modifier between their opponents next two actions however they desire, though they cannot apply to actions past that range, and cannot re-use this Gift against the same target until the effects of the previous use have expired. Additionally, multiple simultaneous uses of this Gift against the same target are not cumulative. At the Narrator's discretion, Gifts such as Call the Breeze or similar powers may diminish or even cancel this Gift's effects outright.

Resist Temptation (*W20* pg. 195) - Make a Static Mental challenge and spend one Gnosis point (vs. 5 traits, retest Meditation). This Gift is automatically successful against non-supernatural coercion and you are up 2 traits against supernatural coercion.

Surface Attunement (*W20* pg. 195) - The spirits of small, often-overlooked animals (such as rabbits, sparrows and mice) teach this Gift. Concentrate for a turn and then make a Static Physical challenge (difficulty 6, retest Athletics). This Gift lasts for a scene.

Wuxing (*SGTB* pg. 66) - Use of this Gift requires a Mental test (retest Enigmas), with a difficulty based on how hard or rare the material being worked with is. Success allows an amount of the element up to a number of square feet equal to the Garou's Gnosis or Enigmas rating (whichever is higher) to be changed into an alternate element of one of the traditional types. Note that shape is still retained, even for objects transmuted to liquid. Only fairly basic manifestations of the five elements can be generated by this Gift - it does not allow the Stargazer to conjure up radioactive isotopes, exotic chemicals and so on. This Gift lasts for a number of minutes/turns equal to the character's Gnosis rating.

Intermediate

Avoid Fate (*Werewolf Player's Guide, 2nd Ed.* pg. 43) – The user can spend a Gnosis to retest a failed challenge, once per scene.

Conundrum (*Werewolf Player's Guide, 2nd Ed.* pg. 43) – Per the Ragabash Gift: Riddle (see pg. 23 of this packet)

Cunning Koan (*SGTB 1st Ed.* pg.52)/**Clarity** (*W20* pg. 196) - You can make a contested Mental challenge against illusions (retest Investigation), for all other effects it functions like the Metis Gift: Eyes of the Cat (see pg. 12 of this packet).

Imaginal Mantra (*SGTB 1st Ed.* pg. 52) - During the chanting, you must imagine the area as being inherently magical, seeing the rocks, stones and buildings as living things — you must pretend to dream while awake. This Gift is taught by a Chimerling. Make a Static Mental challenge (difficulty is equal to the area's Banality, ST discretion, retest Occult or Meditation) and spend one Gnosis point. If successful, any Banality is banished for one scene. In addition, any Fae are revealed in their true forms. 95

Merciful Blow (*W20* pg. 196) - Functions per the Child of Gaia Gift *Mercy* (see pg. 57 of this packet) though there are no visible wounds and the target, once knocked out, remains knocked out for the scene and regains all health levels lost as a result of the combat.

Mouthpiece of the Successor (*SGTB* pg. 66) - Recording a willing subject requires only listening patiently; two minutes per level of Empathy you possess may be recorded in this fashion (minimum two minutes). This Gift may be used only once per scene, but may be used repeatedly over multiple scenes if the circumstances permit. Replaying the conversation costs one Gnosis Trait. Recording an unwilling or unaware target's voice requires a Mental test (retest Empathy) against the target's Social Traits (target retests with Subterfuge). Actual recording devices may be used to simulate this Gift's effect in-game, or the player may simply announce "I am speaking with voice of <subject>" before replaying the recorded conversation.

Preternatural Awareness (*LotW 1st Ed.* pg. 121) - When an attack is initiated against you, you may spend a Gnosis (even if you do not know the attack is coming) to force anyone wishing to attack you to make a Simple Test first. If the attacker wins, he is unhindered in his assault and challenges as normal. If he ties, he loses any ties when attacking you during that combat. If he loses, his first attack misses completely (neither party suffers a wound or loses Traits), and he still loses all ties for the rest of the combat when attacking. This Gift lasts for one scene. It only works if the target is initiating an attack. If the target is not initiating, compare traits as normal. It is one Gnosis per target.

Questioning (*Werewolf Player's Guide* pg. 43) - Once per scene, you may restart a Mental or Social challenge.

Sense Balance (*W20* pg. 167) - Same as Intermediate Philodox Gift (see pg. 34 of this packet)

Summon the Chu-Mong (*SGTB* pg. 67) - Spend a Gnosis Trait and make a Gnosis challenge, difficulty outlined in a chart below. If this test fails, immediately make a Simple Test - on a failure, the Chu-Mong appears as requested, but is hostile to you.

- Below 0 degrees F = Difficulty 5
- 0-32 degrees F = Difficulty 6
- 32-49 degrees F = Difficulty 7
- 49 - 65 degrees F = Difficulty 8
- 65-80 degrees F = Difficulty 9
- Above 80 degrees = Difficulty 10

Chu-Mong (Snow Goblin) stats - Willpower 8, Rage 5, Gnosis 6, Essence 20; Charms: Airt Sense, Materialize, Freeze

The Silken Cloth (*SGTB* pg.67) - At its heart, all this Gift does is allow you to make an additional stepping sideways test to bring one additional "guest." This test is otherwise treated as a normal crossing test in every way, save that you pay any attendant costs. At ST discretion, a particularly dramatic failure of this crossing test may have all manner of unpleasant results, and even if it proceeds normally, you should remember that your guest will still depend on you to provide a means of returning as well. This Gift can never be used on an unwilling subject, nor can it bring over imbued hunters.

Walk the Web (*SGTB 1st Ed.* pg. 52) - You must chant a mantra through sub-vocalization (mouthing it silently). This Gift is taught by various Enigmatics. However, if you take direct action against any Weaver minions, the effect of the Gift is canceled and the spiders will come.

Wind's Returning Favor (*SGTB* pg. 66) - This Gift can only be used against someone using a melee weapon against you in close combat. To attempt to steal a foe's weapon, you must spend a Willpower Trait and allow your foe to attack you. You may attempt a Dodge normally, but cannot harm your foe during this turn. If you successfully avoid the strike, you may immediately call for a Simple Test - on a win or a tie, you have stolen the attacker's weapon, and may use it the following turn. Due to the speed and magical nature of the Gift, the foe receives no chance to use Melee or other abilities and powers to retest this Simple Test. Failure means that the weapon remains with the attacker, although the Gift may be attempted again if you desire.

Advanced

Ancestral Incarnation (*SGTB* pg. 67) - Only Stargazers with the Ancestors Background may purchase this Gift. Activating it requires three Gnosis Traits, and the effects last for the remainder of the scene. For the remainder of the scene, you add twice your rating in Ancestors to all tests, and you may choose to spend levels of Ancestors to retest any Ability-related test during this time as well. These retests function identically to normal Ability retests, but may be used in addition to Ability retests on a single test. Only one retest gained from this Gift can be used on a single test, however. Spending levels of Ancestors in this fashion does not diminish the Trait benefit gained upon activating this Gift. This Gift may only be used once per session, if that often, and you must add a number of physical alterations to your appearance equal to your rating in Ancestors, reflecting how you have literally become your ancestors through this Gift.

Break the Loom (*SGTB 1st Ed.* pg. 52) - This Gift is taught by Chimera herself. Make a Static Mental challenge (difficulty 7, retest Enigmas) and spend one Gnosis point. If successful, a particular manifestation of Paradox is canceled. In addition, the Gauntlet of the area drops for the rest of the scene by one point. This is an immensely powerful Gift when put to use for a mage; however, Stargazers usually let mages learn from their own mistakes, intervening only if the Paradox threatens someone other than the unwise willworker. 97

Circular Attack (*W20* pg. 196) - Spend one Willpower point and make a contested Mental challenge (difficulty equals the highest Mental Traits of any present opponents, retest Dodge). You automatically win the initial challenge to dodge or redirect an attack for the next three challenges. You may not use this Gift multiple times in one turn or spend Rage during the same turn, although you may take multiple actions in the standard fashion.

Directing the Soul (*Werewolf Player's Guide* pg. 43) - This Gift is exempt from both the restriction against spending Gnosis and Rage in the same turn and the limit to spending tempers. For a single challenge a night, you can expend any number of Rage, Gnosis, and/or Health (as aggravated damage) to gain a 1 for 1 bonus Trait for a challenge.

Harmonious Unity of the Emerald Mother (*W20* pg. 196) - Spend one Gnosis point. For the next day, you enjoy the Physical Trait bonuses and regenerative powers 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 (*W20* pg. 196) - Spend one Gnosis point and make a Static mental challenge (difficulty 7, retest Enigmas). If successful, you can ask any one simple question of the ST and expect an answer that is honest, if vague and wrapped in symbolism. The clarity of the information is at ST discretion, and it is rare to gain a complete and straightforward answer.

Mantra Gifts

Mantra gifts require the ability to say the Mantra and thus take a round to use and cannot be used when influenced by Frenzy. The following will list the actual IC mantra that players are encouraged, but not required to say

Basic

Seed of Speech (*Stargazer TB Revised* pg. 68) *Aum-Vak-Bija* is the mantra spoken. The user spends a Gnosis and can understand the roots and verbs of an unfamiliar language. For the scene, they can effectively speak and understand a broken version of an unfamiliar language.

Sound of Suffering (*Stargazer TB Revised* pg. 68) - *Aum-Kama-Rudra* is the mantra. The user says the mantra and spends 2 mental traits and then initiates a Social challenge with the target retesting Empathy. Upon success, the user asks the target if they “understand the pain and suffering of the world and life?” The target need not comprehend, but the question must be said aloud. The target is wracked with sobbing and grief for a number of rounds equal to the user’s Empathy. The target can still defend themselves normally, but is obviously unable to initiate most challenges.

Intermediate

Burning Fire-Mind (*Stargazer TB Revised* pg. 69) – *Aum-Hana-Daha* is the mantra. The user makes the chant and spends 1 Rage and a static Social test (vs. 6, retest Empathy). Upon success, all those within earshot of the chant, take 1 Lethal for each Rage spent after the mantra is spoken. It does not differentiate between friend, foe or even the user. The damage cannot kill, only knock an individual unconscious. It lasts a number of rounds equal to the user’s Primal Urge. If the Gift fails the user loses all current temporary Rage.

Seeking the Void (*Stargazer TB Revised* pg. 69) – *Aum-Ha-Sa-Kha-Prem* is the mantra. The user speaks the mantra while clutching an item of the target’s and makes a Mental challenge (vs. a variable determined by the ST, retest Enigmas). The user can then find the location of the individual on most any realm, but it is more difficult in further realms and long journey make require extra uses of the gift.

Advanced

Liberation of Flesh (*Stargazer TB Revised* pg. 69) – *Aum-waha-guru-dha-yan* is the mantra. The user spends 1 Gnosis and focuses deeply. The subject becomes incorporeal and can only make simple movement and even then only with great concentration. Nearly invisible, it requires a mental challenge to even see the user. For the user to move they need to make a physical static vs 6, retesting Meditation.

Thought-Form of the Twelve Ministers (*Stargazer TB Revised* pg. 70) – *Aum-ka-la-rim-sa-ka-la-rim-ha-ka-la-rim* is the mantra. The user spends one of each Temper and receives the following benefits immediately: 2 traits for all mental tests, 2 dots of Brawl, 3 dots of Enigmas, 3 dots of Empathy and all friendly Garou within a few steps regain Gnosis to cap.

Uktena

Basic

Another's Moccasins (*UTB* pg. 66) - This Gift requires that you first enter into a detailed conversation with your target about a particular species or culture for at least ten minutes, and then spend a Willpower Trait and make a Social test (retest Subterfuge). Success means that the target becomes interested in learning more about and possibly aiding the culture or species involved in the conversation, and spends a good portion of their next downtime actively pursuing these goals, up to a maximum of one month. At the end of this time the Gift's effects fade, although it's entirely possible the target has come to be interested in the subject naturally and thus continues his work after the Gift itself has ended. It should also be noted that even use of this Gift to stir a desire to help a culture you belong to does not mean the target becomes glassy-eyed and immediately does whatever you ask - their goodwill is directed toward the culture or species in general, and while they may be more open to aiding you than they were before, they are not compelled to do anything for you. Player characters may cancel the need to act on this Gift directly with a Willpower Trait, though even then they should still roleplay their new interest and perhaps some minor actions taken to investigate it.

Blending (*UTB* pg.65) - This Gift is identical to the Ragabash Gift: Blissful Ignorance (see pg. 20 in this packet), except for two differences. Due to the Uktena's innate connection to the wilderness, it may only be performed outdoors, in a natural environment. However, unlike Blissful Ignorance, you may move at a slow walk and remain undetected, provided all onlookers are looking directly away; as a rule of thumb, if you can see more than the back of an onlooker's head, you can't move and hope to remain undetected. Talking, fighting, interacting with the environment (such as opening a door) or moving while another is watching immediately cancels this Gift.

Coils of the Serpent (*UTB* pg. 66) - One tentacle is summoned per level of Occult the Uktena possesses, plus an additional tentacle per Physical Trait you wish to spend when activating the Gift. A Physical test (retest Occult) is necessary to ensnare a target with this Gift; you are considered a number of Traits up on this test equal to the number of tentacles attacking the target. You may also choose to have summoned tentacles focus on multiple targets, up to a maximum number of separate targets equal to your Occult rating. Treat use against multiple targets like a standard group challenge. Those successfully ensnared by the tentacles can defend themselves normally, but cannot attack or move from their current location until they break free, which requires a Physical test against a difficulty equal to twice your Occult rating plus the number of tentacles currently grappling them. These tentacles do not inflict damage, and last until the end of the scene, the target frees himself, or the caster dismisses them.

Fetish Fetch (*W20* pg. 197) - The first part of the Gift involves creating the secret hiding spot for the fetishes. Spend one Gnosis and bury or cover your items. Once this ritual is complete, you need only spend a Gnosis point to summon any or all of your fetishes, or to return them to their hiding place. The fetish appears in your hand as if from thin air. Only one hiding spot can exist at a time, but you can replace it with a new one whenever you wish.

Implacable Grip (*UTB* pg. 65) - Same as Basic Silver Fang Gift: Falcon's Grasp (see pg. 89 of this packet)

Indian Giver (*UTB* pg. 67) - This Gift requires a Mental test (retest Subterfuge) against the target, and can only be performed after you have told the target a secret. If successful, the target immediately forgets what they were told at a point determined by you (never more than 24 hours after); with the expenditure of a Willpower Trait, you can cause them to forget the entire conversation. The target is otherwise able to remember the general conversation, including giving you information, but is completely unable to remember what he got in return. Mortals are likely to blame bad memory, though some supernatural creatures (particularly those versed in mind control and memory tricks) may realize what's going on. A suspicious supernatural creature may cancel your Willpower expenditure with one of his own, though he is still unable to recall the secret banished by this Gift, as it has been completely removed from his mind.

Medicine Dreams (*PGtG* pg. 195) - Before you go to sleep, spend one point of Gnosis and make a Static Social challenge (difficulty 8, retest Medicine or Occult). If successful, then you will awaken with new insights into how to heal the sick person. Each Social Trait spent at the Gift's activation (up to Rank) adds one Trait to any Medicine rolls made for that day.

Moonstruck Path (*Croatan Song* pg. 117) - The user must be in complete darkness to use this gift. Asking for guidance, the user makes a static Mental challenge (vs. 8, retest Occult). If successful, the user sees a pale moon light that shines upon where their path should start.

Overlook (*UTB* pg. 65) - To activate this Gift, you must make a Mental test (retest Subterfuge) against a difficulty based on how much you look like those where you're trying to fit in and how vigilant the security in the area happens to be. You may attempt to blend in with more than one group of people, but doing so requires a new Mental test and likely a change of clothes as well. Success means that as long as you keep a low profile, you are essentially ignored by those around you, who assume that you are just another one of the crowd. A description tag reading "Ignore Me" or similar method should be used to alert others to your forgettable status. Those attempting to pierce this disguise must either possess supernatural senses or be actively looking for an intruder, and defeat you in a Mental test. The ST may also call for additional Mental tests during the scene if you act out of character, calls attention to yourself or are caught lacking critical props or knowledge ("What do you mean you don't have an ID card? Everybody around her has one"). Note also that this is not true invisibility and that it also does not function if there is no group to blend into.

Pull Water (*Croatan Song* pg. 118) - The user takes a classic divining tool such as a forked stick or smooth stone. then makes a static Mental challenge (vs. 8, retest Survival or Occult). Success pulls enough water from the earth to sustain 1 individual for one day.

Reveal the Hidden (*UTB* pg. 66) - By spending a Mental Trait and naming a single person or object, you immediately find it, provided it is in the immediate area and you are somehow capable of detecting it (however well hidden). If more than one object or person in the area matches the criteria, the Gift does not reveal them all - instead you receive an impression that there is more than one item or individual matching your description, but not how many or where they are. In addition, while the search criteria for objects can be fairly general - saying simply "gun" as opposed to ".357 Magnum" - it cannot be relative to a person or event, such as asking for "the murder weapon" or "whatever it was that just fell out of his pocket." Finding a sentient being in hiding requires a Mental test (retest Subterfuge), though you receive a free retest on such challenges due to the Gift's effectiveness. As above, the criteria for finding a person can be somewhat generic - "man" or "woman with brown hair" - but it cannot be relative, such as "a woman who will find me attractive" or "the man who murdered my father." This Gift cannot detect supernatural items and individuals concealed by mystical powers at all.

Shadows at Dawn (*W20* pg. 197) - After relating a bit of lore, make a contested Mental challenge (your retest Subterfuge, their retest Investigation). If successful, whatever information you imparted completely vanishes from the target's memory when the sun next rises.

Shroud (*LotWR* pg. 147) - Spend one Gnosis and make a Static Gnosis Challenge, the difficulty depending on the time of day: three Traits at night or in twilight, six Traits indoors, nine Traits outside in bright sunlight. Success blacks out a 10-foot-square area, plus another 10-foot square area per Mental Trait spent (up to 3). The area can be anywhere within your line of sight. The Metis Gift: Eyes of the Cat (see pg. 12 in this packet) can see through the resulting darkness, which lasts for the rest of the scene. This Gift grants a Darkness retest.

Sight of Hidden Places (*Croatan Song* pg. 118) - The user concentrates on an area and makes a static Mental challenge (vs. 9, retest Occult). On a success, the user can "see" from a hidden space such as an underground cave or a hidden cache in the ground.

Spirit of the Lizard (*W20* pg. 197) - Spend one Gnosis. For the rest of the scene, you can move across any solid surface at your 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 grate) requires a Static Physical challenge (difficulty 7, retest Athletics).

Strut (*UTB* pg. 64) - By making a suitably impressive display and making a Social test (retest Intimidation), you can cause your target to think twice about interfering with you. This Gift does not cause a determined foe to run off screaming or a wary guard to neglect his duty, but it can easily deter most casual interest and make it harder for more dedicated foes to face you. Those affected by this Gift pick another target or activity unless their interest is truly compelling, and even then they are two Traits down on all tests against you until they score a victory. Supernatural foes may cancel this effect with a Willpower Trait.

Uktena's Freezing Stare (*UTB* pg. 67) - As the Homid Gift: Staredown (see pg. 8 of this packet), save that all manner of targets freeze in their tracks; none flee. The same restrictions against being physically or mentally attacked still apply.

Intermediate

Call Flame Spirit (*The Apocalypse* pg. 100) The user may summon a fire spirit (much like the gift Call Elemental); however, the user need only make a simple test and any source of fire. On a tie or win, the spirit acts as intended. Upon a failure, the spirit attacks the user.

Chains of Mist (*W20* pg. 198) - Concentrate for one turn, spend 1 Gnosis Trait, and make a Physical challenge (retest Enigmas) against a number of spirits up to your Rank, within 200 feet. If successful, the spirits 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

Death Trance (*UTB* pg 67) - With the expenditure of a Gnosis Trait and ten seconds of relaxed concentration, you can enter a state that imitates death down to the smallest detail. You do not breathe, wounds do not bleed (or regenerate), rigor and lividity set in, etc. Only those who have some reason to suspect you are faking may make a Mental test to discern the truth (retest Investigation).

Guardian's Fortitude (*UTB* pg. 69) - This Gift has two uses: downtime and during a game session. During downtime, to use this desperate Gift, spend a Gnosis Trait and make a number of Simple Tests equal to your Willpower rating; for each such test you win or tie, you may go one day without suffering any ill effects due to lack of food, water or sleep. You may also choose to spend Willpower Traits to increase the duration, with each such Trait adding an additional twelve hours to the vigil. Willpower cannot be regained naturally for the duration of this Gift, and when it is over you must immediately make a Rage test to avoid frenzy, as well as spend a Willpower Trait to do anything other than eat, drink and sleep. During a game session, this Gift allows you to heighten your senses and remain alert while standing guard or watching over a particular person or location. Starting such a vigil costs one Gnosis Trait, and lasts for the rest of the session so long as you do not stray from your appointed purpose or until you next enter combat. During this time, you ignore all Trait penalties except wound penalties on any challenges related to watching over their charge, and are considered to have the bonus Traits Vigilant x2 and Enduring x2, which can be bid and lost as normal.

Lay of the Land (*UTB* pg. 68) - As per the Bone Gnawer Gift: Attunement (see pg. 53 of this packet), except that it works in rural or wilderness rather than urban areas, and requires a Static Mental challenge.

Pointing the Bone (*PGtG* pg. 195) - A vulture or, in Australia, the snake-spirit Bobbi-Bobbi teaches this Gift. Spend one Gnosis, and make an extended Mental challenge (difficulty 7, retest Rituals or Occult). Each success inflicts one aggravated health level of damage (which can be soaked if the target is able to soak aggravated damage) upon the target, after which the bone shatters. This Gift may also be used to inflict a delayed damage upon the victim. By spending an additional Gnosis point, the damage may suddenly occur a number of days after the attack equal to the successes. This is most common when the Gift is used to execute an offender. STs must be notified when this Gift is used. 104

Rending the Craft (*W20* pg. 198) - After making a successful claw attack, you may spend a point of Willpower to end the effects of any ongoing magical power enhancing the target. Permanent magical effects cannot be rent asunder by this Gift, nor powers that are innate to the nature of the target. For example, a werewolf'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 (*W20* pg. 198) - Spend one Gnosis and make a Static Mental challenge (difficulty 10 unless you possess an item belonging to the person or place being viewed, in which case the difficulty is 8). You may view everything that happens in that area for the rest of the scene.

Secrets (*LotW 1st Ed.* pg. 122) - Spend a Gnosis and win or tie in a Static Mental challenge against 9 Traits (retest Investigation). You may continue to make tests until you lose. The more successes you obtain, the deeper the secret revealed (details at ST discretion). If the target knows you are going to use this Gift, a Mental challenge must also be won before you learn anything.

- 1 success = Creature type, minor treachery or wrongdoing
- 2 successes = Real name, embarrassing fact, sire, parents
- 3 successes = Alliances, affair with another Garou
- 4 successes = Earth-shattering revelations

Sideways Attack (*Werewolf Player's Guide, 2nd Ed.* pg. 44) – The user can spend a Gnosis to attack targets from the real into the Umbra for the scene. The user must be able to see or sense the target for the gift to work. The gift can also be used against dematerialized spirits.

Sing Down the Rain (*UTB* pg. 68) - With a Gnosis Trait and a suitable (not stereotypical) performance, you can call down a nourishing rainfall. Following an appropriate ceremony, the make a Mental test (retest Occult), with a difficulty depending on the local environment and weather conditions. Success means that a steady, heavy rain begins in the next ten minutes and falls for the remainder of the scene. The ST has final say over what game effect the rain has, if any. This Gift may be extended for additional scenes by spending extra Gnosis Traits.

Spirit's Horse (*UTB* pg. 68) - With a ritual at least five minutes in duration and a Social test (retest Occult), you can summon an ancestor-spirit into her body for the remainder of the scene. For three Gnosis Traits, the duration can be extended to the remainder of the session. (You retain your normal game statistics; only the memories and personality of the spirit are transferred.) If you have a particularly strong rapport with the spirit to be summoned - packmate, descendent, close friend, protégé, etc. - you receives a free retest on the Gift's activation challenge. While this Gift offers primarily roleplaying benefits, routine use of it with appropriate respect for the ancestors stands to gain great Wisdom Renown, as well as earn a positive reputation with the local spirit community in general. Those greedy to abuse this Gift as a way to augment or entirely circumvent the need for the Ancestors Background risk gravely offending their ancestors and suffering an according drop in Wisdom, and may even find this Gift fails until they have learned appropriate humility. This Gift is not without risks, either -

when you successfully activate this Gift, you must immediately make a Simple Test. On a win or a tie, you retain knowledge of what is going on while your body is inhabited, though the ancestor-spirit is still in control. On a loss, you are essentially "unconscious" for the duration of the Gift, and must make another Simple Test immediately - failing this second test means that you won't remember anything that happens during the Gift's duration. Willpower may be spent to retest either of these Simple Tests.

Strange Rain (*Werewolf Player's Guide* pg. 44) - You 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 (see pg. 54 of this packet) in every other way.

Uktena's Passage (*Croatian Song* pg. 118) - As Uktena's aspect is of the water, so too can her children calm the waves. The user may spend 1 Gnosis, then make a static Mental challenge (difficulty determined by the ST based on how rough the water is that is being calmed, retest Occult). Upon success, the user calms all water within 100 ft. to a placid standstill.

Umbral Sight (*Caerns: Places of Power* pg.13) Per the Theurge Gift (see pg. 30 of this packet)

Advanced

Becoming Uktena (*UTB* pg. 70) - Once learned, this Gift may only ever be used once, and then only by Uktena that have proven themselves worthy in the eyes of Great Uktena. This Gift costs nothing to activate, but requires three full turns for the transformation to take effect - during this time, you retain your old statistics and can only defend yourself, not attack. At the end of this time, you have become a transforming uktena, a fearsome creature easily the rival of many sizable Banes and other menaces. Transformation is a one way trip, however - while you retain your own personality for the remainder of the current scene or conflict. At the end of this time the ST assumes control and the new uktena flees, never to return. The statistics for a transformed uktena are as follows, except where noted, these statistics replace your own, not add to them:

Physical Traits: 28, Social Traits: 3, Mental Traits: 14, Rage: 8, Gnosis: 8, Willpower: 6, Abilities: As per the character, with the exception that they receive the following Abilities (unless your own levels are higher, in which case you retain your own level): Athletics x3, Brawl x3, Dodge x2, Intimidation x3, Subterfuge x2, Stealth x3. In addition, you automatically receive an additional level of Enigmas and two levels of Occult, even if this takes you over five levels in total; Health Levels: Healthy x2, Bruised x4, Wounded x5, Incapacitated, Mortally Wounded; Attacks: Antler rush for one level of lethal damage, bite for two levels; Powers: Armor (free retest on all tests to resist damage), Breathe Water, Burrow (as the Metis Gift, see pg. 11 of this packet), Blast (as the Charm). **Note:** The Uktena form is immune to all attempts to cause fear, either mundane or supernatural. Requires great rapport with Uktena herself.

Fetish Doll (*LotWR* pg. 148) - With this Gift, you construct a specially made doll with a piece of the victim (lock of hair, nail clippings) or something belonging to the victim (piece of clothing, jewelry), and then use the doll to inflict harm on the target from a distance. It takes one week to construct and enchant the doll once you have a piece of the victim or some important possession. Make a Mental Challenge (retest Crafts) to complete the making. Once it's complete, make a Static Mental Challenge against the victim's Willpower while mutilating or damaging the doll. Success indicates the victim suffers a level of aggravated damage (soakable as per any ability the victim has to do so). Spend additional Mental Traits to inflict additional damage. The doll is destroyed and rendered useless once it transfers 10 levels of damage. If any challenge to inflict harm fails, make two Simple Tests. If both fail, the doll is immediately destroyed.

Uktena's Glare (*UTB* pg. 70) - By focusing on a foe with your gaze, you may take a normal action and spend a Rage Trait to activate this Gift. Doing so requires intense concentration - you cannot move, are considered to act last that turn and suffer a two-Trait penalty to defend yourself against any attacks while activating this Gift. Provided your opponent is still in sight when your action at last arrives, you make a number of Simple Tests equal to your permanent Rage rating; for each test you win or tie, your foe suffers a level of aggravated damage. Only one foe may be targeted at a time, and no opponent may be targeted with this Gift more than once per scene. Armor is effective against this damage, but this attack cannot be dodged or "soaked" short of supernatural levels of endurance; opponents with powers that convert or reduce damage (such as vampiric Fortitude) may attempt to modify the damage normally.

Wendigo

Basic

Beat of the Heart-Drum (*W20* pg. 199) - You must have an object belonging to your target, a piece of the victim (a blood sample, a lock of hair), or must have tasted your quarry's blood in the past. Spend a point of Gnosis and make a Static Mental challenge (difficulty 7, retest Hunting or Survival). You can hear your quarry's heartbeat for one day plus 1 per Mental Trait spent (up to 3), no matter how far away they may be. The beat grows louder as you draw near, making tracking effortless.

Claws of Frozen Death (*W20* pg. 200) - Any individual wounded by your fangs or claws suffers a 1-Trait penalty for the rest of the scene as chills wrack her body. This Gift adds an additional aggravated damage which cannot be healed for 1 day by supernaturals. The challenge for activation is a Static Mental challenge (difficulty 7, retest Primal Urge). This Gift does stack with Razor Claws and Wind Claws but does NOT stack with Kiss of Helios or Silver Claws.

Dead Stick (*PGtG* pg. 196) - Make a Simple Test. On a win, you make a correct divination of a packmate's body. On a tie, the stick is blown out of the ground. With a lost, it always declares the packmate dead, and never points in the right direction.

Devouring Rime (*WTB* pg 60) - By touching a target's bare skin or fur (a Physical test if they resist), you may spend a Willpower Trait to create a layer of ice over most of the target's body. Unless the target spends a Rage Trait, activates a similar speed-related power, or defeats the ice in a test of her Physical Traits against your, she is rendered nearly immobile for the rest of the scene. She may only move one step every other turn, she receives the Negative Trait Slow x2, and cannot initiate any aggressive tests, though she may still defend herself. The ice melts normally under the appropriate conditions, though any attempts by the target to chip it away on her own are utterly ineffective.

Ghost Pack (*PGtG* pg 196) - Buffalo-spirits teach this Gift. Spend one Gnosis and one Rage, and then make an extended Static Social challenge (difficulty 7, retest Ancestors). The conjured Ghost Pack acts much as the Background: Ancestors, at a rating equal to the number of successes achieved (up to 5). This is cumulative with any Ancestors rating you may already possess.

Ice Echo (*WTB* pg 59) - By spending a Gnosis Trait, you summon a mirror image of yourself, which looks and sounds exactly like the original. However, it is intangible and gives off no scent or heat, allowing Garou observers a free retest to determine its illusory nature. You must actively focus on manipulating the image, which imposes a two -Trait concentration penalty on all other actions. Suspicious observers may make a Mental test (retest Enigmas) to realize what they are really looking at.

Lift-Your-Leg (*WTB* pg 59) - By spending a Gnosis Trait, you may leave a distinctive marker that all Garou or beings with supernatural senses are immediately aware of. Humans may or may not notice, depending on how the marker is made. This symbol is always the same and identifiable as yours by any who know it. A prominent description tag or card can be used to indicate this Gift's use.

Nose-to-Tail (*WTB* pg 58) - By spending a Physical Trait and assuming the titular position, you become immune to the negative effects of cold weather for the remainder of the scene. Note that you need not remain in the position for the entire duration, only to enact the Gift itself. If used in Homid or Glabro form, the Gift costs an additional Physical Trait.

Salmon Swim (*WTB* pg. 59) - By spending a Gnosis Trait, you may act without penalty underwater for the rest of the scene, or even walk (not run) across a body of water for one turn per Physical Trait you are willing to spend. You can also jump as though using the Lupus Gift: Hare's Leap, provided the above conditions are met. This Gift only functions in freshwater bodies, and it does not function with swimming pools or other purely artificial freshwater containers.

Scent of the Man-eater (*WTB* pg. 59) - With a successful Mental test (retest Primal-Urge), you can determine if a target has eaten a human or wolf since the last full moon. With the expenditure of a Gnosis Trait, you can also learn if this is a habit, or simply a shameful lapse.

Snow Sight (*Croatan Song* pg. 118) - The user can spend 1 Willpower and be able to see through any snowy conditions for the scene.

Speak with Wind Spirits (*LotW 1st Ed.* pg. 123) - You may beckon nearby air-spirits to bring you information about a nearby area. You may also use this Gift to listen in on the conversations of others nearby (50 feet or so), as long as they are not obstructed from your view. This Gift 109 costs a Gnosis Trait to use and lasts for the rest of the scene. You may also send the air spirits to look at a place and come back. If you succeed in a Simple Test, the air spirits will be able to answer a single question about the area they have just scouted (their attention span is too short for anything more).

Tourniquet (*WTB* pg. 60) - By spending a Willpower Trait, you may spend Strength-related Physical Traits to convert lethal damage to bashing damage on a one-for-one basis. This does not require an action, but you must be conscious to use this Gift; it does not activate automatically. In addition, this Gift instantly halts blood loss; this does not guarantee that your condition cannot worsen by other means, merely that bleeding to death is no longer a concern. This Gift cannot be used on others.

Intermediate

Bark of Willow (*WTB* pg. 62) - By spending a Gnosis Trait, you become numb to pain, effectively ignoring all would penalties for the rest of the scene. During this time, you must make a Mental test (retest Medicine) to determine how badly injured you are. On the positive side, facing a character obviously bearing grievous wounds without complaint is highly unnerving; opponents must defeat you in a Social test (retest Intimidation) to strike first, though they may defend themselves, and should you strike them they are able to retaliate normally.

Blood of the North (*W20* pg. 201) - Ignore all penalties due to cold or chilling effects, and gains an extra five Stamina-related Traits to soak all cold-based attacks. All Survival challenges made in cold environments are at -2 difficulty. This Gift's effects are permanent.

Call the Ice (*Croatian Song* pg. 118) - Per the Uktena Gift: Call the Flame Spirit, but for Ice Spirits (see pg. 102 in this packet)

Counting Coup (*LotW 1st Ed.* pg. 124) - Attack as normal but instead of inflicting damage, you makes a Simple Test. If you win, the victim loses a Glory Trait (if he has any) until the next full moon, or until he bests you in some challenge (whichever comes first). Furthermore, if you go on to overcome her opponent, you may petition for a Glory Trait at the next moot. This Gift may be used only in real life-or-death combat, not in brawls or mock fights. No foe can be the subject of this Gift more than once per session.

Curse of Harano (*PGtG* pg. 196) - The Gift is taught by a wind-spirit. Spend one point of Rage and make an extended contested Social challenge (retest Empathy); whoever accrues five wins first determines if the Gift takes effect or not. Remember a Willpower can be used to suppress Harano similar to Derangements. The power lasts one day.

Eye of the Storm (*Croatian Song* pg. 118) - The user may spend 1 Gnosis and make a static Mental challenge (vs. 9, retest Survival). The gift allows the user to produce an eye in any storm that is unaffected by the inclement weather. This eye can shelter 10 people.

Icicle-Hide (*WTB* pg. 60) - By spending a Gnosis Trait and making a Physical test (retest Subterfuge), you may transform yourself and the gear you carry into living ice, allowing you to ignore all cold-based damage. This includes any cold-related supernatural attacks. You also ignores the first level of bashing damage from any attack, as it glances off your icy hide. However, you suffer an additional level of damage from any fire-based attacks while in this icy state. This Gift lasts for one scene, or until you choose to end the Gift; regardless, "thawing out" takes a full turn, and you are still immune/vulnerable until the end of that turn.

Last Stand (*WTB* pg 63) - Activating this Gift requires a Willpower Trait and a Willpower test against difficulty six. If successful, you immediately gain a number of bonus Physical Traits equal to your Willpower rating, on top of any other traits gained from shapechanging and the like. Furthermore, you cannot be surprised by enemies touching the earth, and cannot be moved from your position short of massive supernatural strength (or your own volition). Moving more than a foot or two from the spot the Gift was activated on ends this Gift immediately. You are likewise immune to the Gift: The Falling Touch.

Shelter of Needles (*WTB* pg. 62) - By spending a Gnosis Trait and making a Willpower test against the number of allies to be protected plus three, you can extend the same protection from electricity and physical damage that Strength of Pine provides to a number of allies within your range. You may extend your protection as far away as your Gnosis + Willpower ratings in paces. Once established, this protection lasts for a number of turns equal to your Gnosis rating plus one additional turn per Willpower Trait she is willing to spend. Those protected must not move from their grounding spot or they immediately forfeit their protection for the duration. You may move freely once the Gift has been established, however. This Gift does not affect you, though you are free to use Strength of Pine to protect yourself.

Sky Running (*W20* pg. 201) - Concentrate for one turn. Then spend one Willpower point. You gain the ability to run at 50 mph through the sky, leaving a track of fire behind you as you go. This Gift lasts for four hours and may be replenished by further Willpower expenditure.

Strength of Pine (*WTB* pg. 61) - By spending a Gnosis Trait and making a Gnosis test against a difficulty based on your current connection to the living earth, you may create a "grounding spot" that greatly increases your durability. This Gift cannot be used on artificial surfaces, and attempting to use it while in contact with metal or a large body of water requires an extra Gnosis trait. While in this grounding spot (no wider than your Gnosis in feet), you are immune to lightning or electrical damage. In addition, any physical damage inflicted on you while you are "grounded" takes effect, but if you survive to the next turn, all damage received the previous turn is instantly healed, making you extremely hard to kill while in your chosen spot. This Gift last for a number of turns equal to your Gnosis rating. You may leave the grounding spot and return to it during that time, but once the duration expires this Gift must be used again.

Whiteout (*WTB* pg. 61) - To activate this Gift, you must spend a Gnosis Trait and make a Social test (retest Survival). The difficulty depends on the local weather conditions; calling the Gift in the midst of a snowstorm or out of darkened sky is relatively easy, but calling it on a warm, sunny afternoon is near impossible. This Gift cannot be used indoors. If successful, you create dizzying haze of swirling snow and ice emanating out from you in a number of paces equal to your Gnosis + Willpower in every direction. Non-Wendigo caught in this sudden storm suffer a two-Trait penalty on all tests.

Wsitiplaju's Bow (*WTB* pg. 63) - By spending a Gnosis Trait and making a Mental test (retest Archery) against a difficulty of seven Traits, you can fire an arrow that tracks its target without fail up to its maximum range. Provided there is a path through the air, it reaches its target. Those targeted by arrows fired with this Gift cannot Dodge the attack or bid Dexterity-related Traits in defense, and you receive a free retest on the Archery challenge regardless. 112

Advanced

Balance of Wormwood (*WTB* pg. 63) - This Gift may only be used on those Garou actively in service to the Wyrms, and requires you to spend a Gnosis Trait and make a Willpower test with your target. If successful, the target regains their free will and is pulled from the Wyrms' horrific embrace for the remainder of the scene, and may well choose to begin the difficult road to redemption at this time. This Gift may be used multiple times over a period of time to help ease some of the afflicted being's suffering, but ultimately it cannot cleanse the target itself - they must do that on their own.

Invoke the Spirits of the Storm (*LotWR* pg. 150) - Spend one Gnosis and make a Static Willpower Challenge against a variable number of traits, from four Traits for minor changes (light wind to stiff breeze, high clouds to overcast) up to nine Traits or even more for radical changes (blizzard to calm clear skies). The storm covers an area 10 miles in radius with success. If you call up thunderstorms, spend a Gnosis each time you wish to launch lightning bolts against your enemies: Physical challenge to hit, 10 levels of aggravated damage.

Kinfolk

For information on Kinfolk using Gifts please read *Kinfolk: Unsung Heroes* (around page 55) and talk to an ST!

Eve's Touch (*Kinfolk: Unsung Heroes* pg. 55) The user can soothe or otherwise heal injuries that are non-aggravated. After establishing physical contact, once per day, make an extended static Mental challenge (vs. 6, retest Medicine). For each success, the target is healed 1 health level.

Dona Nobis Pacem (*Kinfolk: Unsung Heroes* pg. 55) Spend 1 Willpower and establish physical contact. For the scene, each touched individual finds it harder to argue or fight. Humans touched must make a static Willpower challenge vs. 8 to continue arguing, whereas Garou are up 2 traits against Frenzy.

Echoes (*Kinfolk: Unsung Heroes* pg. 55) The user can tune in on old conversations held in a room. Must be used at least 5 minutes after the conversation. Extended static Mental challenge (vs. 7, retest Investigation) to hear old conversations. At 1 success hear the past hour, at 2 hear up to yesterday, and at 3 hear up to 1 week ago. Normal conversations are easily heard, but conversations being supernaturally concealed may incur a contested challenge with the concealer.