

AUSPICE GIFTS

Ragabash

Basic

Alter Scent (PG2) - The Garou may replace her scent with any scent she has encountered by expending a gnosis and succeeding in a Mental Challenge (Primal Urge) difficulty 6. When tracking a Garou by scent under the effects of this gift, a foe with Heightened Senses is allowed a single simple test. If the foe wins the test, she uncovers her prey's true scent and cannot be fooled again for the remainder of the night.

Beyond Fear (WWW) - Make a Static challenge of Gnosis versus difficulty of target's Willpower traits. Success will give the target the flaw: Nightmares as they see their own death in a vivid dream. This power lasts for one day and will only take effect when the target is sleeping or in a similar state.

Blissful Ignorance (LOTWR) - As per book, except the physical challenge's retest is Stealth.

Blur of the Milky Eye (LOTWR) - As per book, In addition in combat, you may only move one step per round while this gift is active.

Carried on the Wind (LOTWW) - Per LOTWW.

Emergency Exit (Umbra) - This gift allows a Ragabash to sniff out the nearest exit from a realm or enclosed space. Spend a willpower point and make a static mental challenge against difficulty 8 (retest with Survival.) Success provides a basic idea of the direction to get out (the direction may not be the safest, but is the most direct to the nearest exit.) Each additional mental trait spent will provide another detail about the exit (for example, distance, obstacles to be crossed, and appearance).

Hush (BoA) - Make a Social challenge (retest Subterfuge) against the target. If successful, the target cannot communicate by verbal means for one round plus one round per Social trait spent by the user. The user is up one trait when using this gift against a packmate.

Infectious Laughter (W20) - The Ragabash must make some comment mocking the present situation in which she finds herself, then laugh at it. The player then makes a Social Challenge, retest Expression (difficulty of the highest Rage rating of anyone listening). Success causes those who hear the Ragabash's comment and laughter to lose hold of their ire, and forget what it was that had them upset in the first place although their temper will return if they are reminded of what the New Moon has made them forget.

Liar's Face (W20) - After the character makes a truthful statement, the player spends one Willpower and makes a Social Challenge (retest subterfuge) difficulty 7. Supernatural listeners whose Willpower rating is lower than the Ragabash's refuse to believe the Ragabash's words. There is no challenge for this gift to work on humans.

Obscure the Truth (PG2) - Spend one Gnosis to double your levels of Subterfuge ability for one scene. Anything that adds additional Subterfuge such as fetishes, gifts, totem benefits and the like are not doubled.

Open Seal (LOTWR) - Per LOTWR. Note, you cannot open the umbra with this (*cough* You know who you are *cough*)

Scent of Running Water (LOTWR) - Per LOTWR.

Sense of the Prey (LOTWR) - You must be in the same plane (I.e Material, umbral, shadowlands, etc...) as your target for this gift to work.

Slip of the Tongue (BoA) - Defeat your target in a Social Challenge (*Subterfuge*) after engaging him in conversation. If successful, the target accidentally remarks on something she wished to hide, relating to the subject of the conversation.

Spider's Song (W20) - The Ragabash can listen in on messages from the Weaver's web, plucking them from the air or eavesdropping as they race through telephone lines. The player spends a Gnosis. She listens in on the conversation (or receives mental translations of text messages) for as long as she keeps her ear to the line (for landline conversations) or keeps the cell phone user in sight.

Taking the Forgotten (LOTWR) - This gift can only be used after the item is successfully taken, note it must be stolen for this to work.

Trickster Beacon (BoA) - This gift places a spiritual tag on the target, like an umbral "kick me" sign. Local troublemaking spirits will flock to the target, and while they won't engage in lethal pranks, pretty much everything else is fair game. Small items will go missing. While in the umbra, the victim will become lost, surrounded by jeering spirits. After touching the intended target, spend one Gnosis and make a Social challenge (retest Enigmas) against the target. The gift lasts for one day per Social trait spent by the user. The Ragabash can only use this gift once per lunar month and only once per season against a given target. STs must be notified at the use of the gift.

Intermediate

Bald-Faced Lie (LOTWW) - Per LOTWW.

Empty Hand (WWW) - The player grasps the item and spends one Willpower trait to make the object undetectable. The object must be handheld and cannot be larger than the Garou's arm. For one scene, the item remains undetectable to all senses (including peeking from the umbra) except for Touch, even if the Garou drops it. Unfortunately, even the gift's user cannot see the item.

Fool's Luck (WWPG) - Spend 1 Gnosis Trait. For the rest of the scene, you may retest one challenge relating to trickery, coercion, stealth, etc. This retest does not apply to combat-related physical challenges.

Fly Feet (PG2) - Make a Static Physical Challenge (Athletics) against a difficulty based on the surface you are attempting to adhere to. Adhering to wood or stone is a difficulty of 5 Traits, while glass or ice is against a difficulty of 9 Traits; adhering to the ceiling increases the difficulty by one Trait. If successful, you can walk along walls or even the ceiling. This Gift may be used reflexively.

Fog of War (Fianna Tribebook Revised) - As per Tribebook and in addition this gift lasts as long as the song or howl continues. Singer must concentrate on the song and cannot engage in combat or any other strenuous physical activity.

Gremlins (LOTWR) - This gift will not destroy a fetish or cause a spirit to leave a fetish.

Impunity (BoA) - After voicing an uncomfortable truth, the Garou may avoid the worst repercussions of the statement by defeating her target in a Social Challenge (*Subterfuge*). If successful, the target may not punish or attack the speaker for the remainder of the scene unless they make a Willpower challenge, difficulty 7 plus one for each Social trait the Ragabash spends when activating this gift (maximum of +5.) The gift will only work if the Ragabash speaks honestly and believes in the charge he is making (the storyteller is final arbitrator of this). Misuse of this gift will bring the spirits' ire.

Liar's Craft (W20) - After telling a lie, make a Mental Challenge (*Subterfuge*) against the target(s). If successful, the target(s) are convinced by the lie. In a group, the challenge would be against the target with the highest Mental test pool.

Luna's Blessing (LOWTR) - As per LOTWR Note: This gift is usable so long as the moon is visible in the sky.

Madness Season (BoA) - Spend one gnosis trait and engage the target in social challenge (retest with *subterfuge*). If successful, the target is reduced to a helpless ball of madness, unable to act for a number of turns equal to the Ragabash's permanent gnosis rating. The target may physically defend normally but may not engage in offensive actions.

Man with No Name (LOTWW) - Per LOTWW.

Monkey Tail (PG2) - Per the Lupus Gift.

Open Moon Bridge (LOTWR) - End destination must be a pathstone. You must know which pathstone you are going to.

Pathfinder (W20) - Make a Static Mental challenge (retest Survival for wilderness, Streetwise for urban) difficulty 10. For each Mental trait spent, decrease travel time by 10% up to a maximum of half the original travel time. While this gift is active, anyone attempting to track the Garou using this gift suffers a two trait penalty in that attempt.

Riddle (PGG) - Spend a Gnosis Trait and tell a riddle to the intended target. The riddle must have a solid answer that would make sense to most people. Until the target solves the riddle, he is down 1 Trait on all challenges. Each morning that passes without solving the question will cost the victim 1 Willpower Trait. If the target is reduced to 0 Willpower Traits, he will isolate himself from everyone for a day; after that period, the Gift ends.

Silence (WWPG) - Spend 2 Gnosis Traits to create a zone of silence with a radius of five yards. The user of any supernatural power that requires the use of sound must defeat you in a Willpower challenge. If they lose, their power does not work in that zone of silence.

The Crawling Hand (WWPG) - Make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful, you may detach your hand, allowing it to crawl off and perform tasks. You may lend it your Physical Traits (minimum of one and a maximum of five) to perform tasks, and suffer a Trait penalty on Physical Challenges equal to the number of Traits loaned. The hand must be reconnected

before the end of the scene, or else it must be regenerated over the course of a month. The hand may travel a number of yards from your body equal to your Mental Traits.

The Usual Suspects (BoA) - The Garou may track a target, for who she has an unobstructed line of sight or strong scent trail, by spending a Gnosis Trait, concentrating for three turns, and succeeding in a Static Gnosis Challenge against a difficulty of five Traits. Thereafter, the Garou may learn the general location of the target by spending a Gnosis Trait, concentrating for three turns, and defeating the target in a Mental Challenge (*Enigmas*); success gives a general location, but the specificity may be enhanced by spending additional Mental Traits. The Garou may 'store' a number of targets equal to her Gnosis Traits; afterwards, she must lose track of an old target to add a new one.

Umbral Dodge (W20) - When attempting to dodge a close range attack, the player spends one Gnosis point and is at a two trait penalty to dodge. If the dodge succeeds in avoiding the attack, the attacker is dropped into the Penumbra (or the physical world if this Gift is used in the Penumbra).

Whelp Body (LOTWR) - This gift may only be used once ever by the user on the specified target.

Advanced

Blank (PGG) - Spend 3 Rage Traits and make an extended Static Gnosis Challenge against a difficulty of 8 Traits. Each success freezes every person in the room for 1 turn. Those affected will not move, nor notice anything that happens for the duration. The Gift's user may act normally. Any attempt to harm a subject of this Gift instantly breaks the effect for everyone. Supernatural creatures may resist the effect by defeating the Gift's user in a Willpower vs. Gnosis Challenge.

Ghost Town (GT) - The player must spend two willpower and make a Mental challenge retest Subterfuge (difficulty is ST approval) as you make a ghost town over a location. Difficulty increases for size and activity of the town or place affected. If failed, you must make two Simple tests. If both are failed, you are thrown into the ghost town reality that you would have others perceive. Inhabitants of the locale perceive no changes. Newcomers, passer-bys or people who have been away for some time perceive the place to be abandoned or do not acknowledge its existence, even on a map. Only people who actively investigate the ghost town may see through the ruse with a Mental plus Investigation versus Ragabash's Mental plus Subterfuge. Inhabitant of a ghost town and newcomers do not recognize or perceive each other's movements. Physical objects may be moved by both parties which reinforces the illusion of the ghost town. This effect last for three months.

Steal Spirit (WWW) - Make a Mental Challenge (Larceny) versus target's Willpower. On success, you may expend Mental Traits to siphon Willpower or Rage traits from your target. You gain that many temporary Willpower or Rage. If this takes the user over their permanent Rage rating, they must immediately make a frenzy check.

Thieving Talons of the Magpie (LOTWR) - You must have at least one dot of the corresponding lore for the creature-type or Storyteller discretion to use this power.

Thousand Forms (LOTWR) - The storyteller will decide which powers and traits you will gain.

Turn the Moon (BoA) - Spend a Willpower Trait and defeat a target Garou in a Social Challenge (*Primal Urge*). If successful, the target's auspice is changed to another auspice, of your choice, for one day, plus

one day for each Social Trait you spend. The target loses access to his true auspice's Gifts, sets his Rage Traits to the starting number for his new auspice, and finds his thinking influenced by his new auspice.

Violation (WtA2) - Physical contact is required. Spend a willpower trait. Make a Static Social challenge (Primal Urge, difficulty is target's Willpower.) For the next round and a number of rounds equal to Social traits spent (maximum 5,) the target cannot spend Willpower or Rage traits. Additionally the difficulty of all Willpower challenges are increased by two while the difficulty of Rage challenges are decreased by 2.

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

Theurge

Basic

Airt Perception (BoA) - This Gift permits the Garou to track spirits in the umbra much as one would track an animal in the material realm.

Battle Mandala (W20) - The player spends a Gnosis and makes a Mental challenge, retest occult (difficulty 7). The battle mandala encompasses a radius of (50 x the number of mental traits spent) feet around the Garou. Spirits other than that Garou's pack totem within the mandala lose one Essence per turn. The mandala dissipates at the end of the scene or when the Garou steps outside of its bounds, whichever comes first. This does not affect bound spirits, caern totems, Incarna and above.

Command Spirit (LOTWR) - Per LOTWR.

Mother's Touch (LOTWR) - Per LOTWR.

Name the Spirit (LOTWR) - Per the Lupus Gift.

Sense Chiminage (BoA) - Defeat your target in a Mental Challenge (*Subterfuge*). If successful, you may learn the target's state of debt in the spirit worlds. By spending three Mental Traits, you may learn the name of the one spirit the target most recently egregiously wronged, if such a being exists.

Sense Weaver (Umbra) - Per Sense Wyrm only pertain to the Weaver.

Sense Wyld (Umbra) - Per Lupus gift.

Sense Wyrm (LOTWR) - Per LOTWR.

Sight from Beyond (LOTWR) - Per LOTWR.

Spirit Knife (BoA) - Using this gift, a Theurge may imbue any weapon he has himself crafted with the power to strike across the gauntlet. Spend a gnosis trait to place the gift on a weapon. It may then strike across the gauntlet in any area where the gauntlet rating is equal to or less than his permanent gnosis score. This gift grants no extra ability to sense targets across the gauntlet.

Spirit Skin (PGG) - While spirits are generally well disposed towards Garou, they don't treat the changers the way would other spirits. This gift enables a Theurge to pass himself off as just another spirit. While in the umbra spend 1 Gnosis and make a social challenge with a difficulty 6 to pass as wolf spirit, 8 for anything else (retest with subterfuge). The gift lasts for 1 hour for each social trait spent. While activated, the caster will normally appear as a spiritual version of his lupus form.

Spirit Snare (W20) - The player spends 1 Gnosis and makes a Mental Challenge (retest Occult) 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 2 for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift don't stack.

Spirit Speech (LOTWR) - This gift can occasionally work on Wraiths.

The Spirit's Displeasure (BoA) - Theurges use this gift to provide a warning for those who have angered the spirits. It causes the target to suffer bad luck and to see an omen appropriate to his own culture that indicates foreboding. The Theurge must burn a small effigy of the target, spend a gnosis trait and make a social challenge with a difficulty of 7 traits (retest with occult). If successful the target will automatically fail one challenge (of the storyteller's choice) during the current story. Using this gift irresponsibly may turn the spirit's displeasure against the user.

Tinker's Touch (WWW) - Spend one Gnosis to activate. Place together an item that has been broken and repair it, mending it whole. Items that have been blasted to bits cannot be repaired.

Umbral Tether (W20) - From the point where you enter the Umbra, the Garou may create a silvery "umbilical cord" connecting him to his point of entry. After each full day the Garou spends in the Umbra, he must spend a Gnosis Trait to maintain the cord; otherwise, it slowly corrodes from the point of entry, and toward the Garou.

Whispers from Thoth (WWW) - Spent one Gnosis and make a Mental (Engimas) challenge Difficulty is equal to Shroud rating +3. If successful, Theurge can hear conversations from across the Shroud for the remainder of the scene.

Intermediate

Blurring the Mirror (W20) - The player spends one Gnosis for each person she wishes to affect. The Gauntlet increases by five for those targets for the rest of the scene.

Castigate (BoA) - The Theurge must state what the target has done to offend the spirits before using this gift and the target must be present. Spend one gnosis and engage the target in a Social challenge (intimidation) against a difficult equal to the target's Gnosis +3. The +3 bonus applies after tempers are doubled per the Temper vs. Traits rule. The successful use of this gift increases the time required to challenge for target's next rank by one month and the Theurge chooses a basic gift that the target cannot access for three months. For three gnosis, it may be an intermediate gift. And for five gnosis, it may be an advanced gift.

Grasp the Beyond (LOTWR) - Per LOTWR.

Evocation of the Ceremony (BoA) - Possessing this gift grants the Garou four bonus social traits when attempting to inspire, unify or cow an audience through ritualism. Engage target in an appropriate social challenge to create emotional affect desired.

Exorcism (LOTWR) - If the spirit is unwilling to leave, make a Social challenge (Intimidation) v. spirit's Willpower rating x3. Willpower of spirit is equal to Gnosis rating of fetish. If the spirit is willing to leave, make a Static Social challenge, difficulty 8. Spirits driven from an area cannot return for the scene. Exorcism may cure Fomori and the like, but the host usually dies unless a powerful healer is present.

Placation (BoA) - This gift enables a Theurge to know exactly what kind of sacrifice a spirit requires to make atonement for an offense, and to know how to meet the requirement. The Theurge can use this gift on behalf of another. By making a mental challenge with a difficulty of 10 (retest with occult) the Theurge learns what is required. Usually as long as both the Theurge (and the offender) are sincere the

spirit will ask for only a simple payment. When the offense is great, or the offender is not present to see the debt paid, the spirit's terms will increase in harshness.

Pulse of the Invisible (LOTWR) - Per LOTWR.

Parting the Velvet Curtain (Umbra) - The user of this gift physically opens the Gauntlet, allowing non-shifters to enter the Umbra. Spend a Gnosis trait and then make a standard challenge to step sideways adding +1 to the gauntlet rating for each non-Garou the user wishes to bring with them. A maximum of 8 creatures may be brought along using this gift.

Once in the Umbra, all affected creatures are bound to the gift-user with a silver cord and cannot stray far from him while in the Umbra. They must all depart the umbra when the user does. The user may sever the cord, and the affected subject is sent back to the point before entry, by spending a Willpower point. Subjects unwilling to accompany the Garou can resist with an opposed Willpower challenge against the gift user (retest with occult).

Prophecy (BoA) - The player receives powerful vision at Storyteller discretion.

Prophetic Vision (RATH) - This gift enables a Theurge to gain a prophetic vision based on the night sky. Spend 1 gnosis and make a mental challenge (retest with enigmas or Garou/Umbra Cosmology) against 10 traits. If successful a vision containing useful advice for the future will be revealed. The caster can direct the question somewhat, but the revelation will still be at the whim of the stars.

Shadowplay (PG2) - Spend 1 Gnosis Trait and make a Static Physical Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful you may animate your shadow by making "shadow puppets" with your hands. Your shadow may perform physical tasks, including combat, using the same number of Physical Traits and Abilities you have; your shadow inflicts one Lethal Health Level of Damage. The shadow can operate, even when there is no light, at a range of 10 yards, and can even operate outside your line of sight.

Spirit Drain (LOTWR) - Make a static Gnosis challenge versus the spirit's Gnosis. Success drains two Essence from the spirit, which becomes a point of Willpower for the character. If successful, make a second test for the same results. If successful, make a third.

Spirit Path (PG2) - Spend 1 Gnosis Trait and defeat a target spirit in a Mental Challenge (*Enigmas*). If successful, you learn the location of a spirit whose true name is known to you. Some Umbral Realms or Charms may make this Gift more difficult to use. The Gift *Name the Spirit* may be used in conjunction with this Gift.

Spirit Ward (LOTWR) - Per the Homid gift.

Umbral Camouflage (W20) - The player spends a Gnosis. For the remainder of the scene, she is completely invisible to spiritual senses. She may move about as normal but cannot make any attack actions without disrupting the Gift.

Umbral Tracking (PGG) - This gift enables a Theurge find the umbral tethers left by others and then affect them. Spend one gnosis to see all umbral tethers in the area. To break an existing tether a physical challenge must be made against the tether's owner (retest with occult).

Web Walker (Umbra/W20) - Spend one gnosis and make a Social challenge (retest Science) difficulty 10. Success enables the Garou (and her Pack, as long as they remain close to her) to travel through the Umbra across the Pattern Web as though on a Moon Bridge, for purposes of speed.

Advanced

Feral Lobotomy (LOTWR) - The target adds +3 after doubling the Willpower, per Temper rules.

Healing the Soul (BoA) - Through a week-long ordeal of fasting, trance states and spirit communion, the Theurge is able to set the elements of the Triat into perfect balance within one individual's soul. The target must be willing, and the two individuals must remain in solitude (save for contact with spirits) for the duration. This Gift can cure insanity, ease emotional wounds, heal the effects of trauma and remove desensitization. If the spiritual injury was caused by ill conduct on the subject's part, however, this Gift can only benefit them once. This Gift may not cure full-blown Harano, or a Silver Fang's Quirk, but it may ameliorate the effects (or even stop one from completing the slide into Harano). When used on vampires or wraiths, this Gift may restore a Humanity Trait, subtract up to two levels of Angst once in the target's existence.

Malleable Spirit (LOTWR) - Caern-level totems and above are immune to this power.

Poisoned Legacy (BoA) - This gift calls down a terrible and lingering curse upon a victim. The stigma will last for the rest of the target's life. The Theurge must confront his target and speak her malediction. She then spends a gnosis and a willpower trait and make an extended social challenge against the target (retest with occult). The Victim gains the cursed flaw with a level equal to the number of success gained by the user. If 6 success are achieved the victim instead gains the Dark Fate flaw. In either case no points are gained for these flaws.

Spirit Vessel (PG2) - Spend 1 Gnosis Trait and make a Static Gnosis Challenge (*Occult*) against a difficulty of 12 Traits. Charms that require a cost of Essence/Power Points will be fueled by Gnosis. No charms will cost more than five Gnosis to activate.

Ultimate Argument of Logic (W20) - The Garou can cause a target to believe implicitly in one aspect of existence (true or false). He engages his target in 3 contested Social (Performance) vs. Mental (Enigmas) challenges. With one success, the effects last for the rest of the scene. With two successes, the effects last for the rest of the session. Three successes makes the effects permanent.

Philodox

Basic

Aura of the Just (WWC) - Spend one willpower. When the Garou commits a just and fair act, all Garou who witness it know it intuitively. While this gift does guarantee respect, all who see the aura cannot doubt the Philodox' merit.

Call to Arms (WWW) - Per *Call to Duty*, except the spirits are low-powered (ST discretion) and the Garou may dictate what type of spirit of spirit is summoned.

Call to Duty (LOTWR) - This gift summons Gaian spirits.

Command the Gathering (W20) - The Garou draws all eyes to herself with a noise or gesture and spends a Willpower. Make a Social Challenge (retest Leadership) against the person with the highest Willpower among those whose attention she is trying to gain. If successful, 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) - Spend a Willpower. For the next full day, all of the Garou's natural weaponry does two additional levels of damage to any creature that has fallen from its original purpose (Black Spiral dancers, fomori, and corrupted nature spirits; Banes which came into existence as agents of the Wyrms are exempt from this Gift's sanction.)

King of the Beasts (LOTWR) - Per LOTWR.

Ma'at Feather (PGG) - Like the Egyptian legend from where it takes its name, it measures the weight of a slain Garou's soul, and determines if the deceased was among the pure or if they had fallen to the Wyrms. The caster must make a mental challenge against the deceased's gnosis traits (retest with occult). Success indicates if the fallen was of the Wyrms or had broken Gaia's laws. If the Garou died in the service of Gaia, the gift works automatically.

Moon Lore (BoA) - This gift enables a Philodox to learn the phase of the moon under which another was born. The gift does not tell anything else about the person. The user must make a mental challenge with a difficulty of 6 (retest with primal urge) to discover the information. By spending a mental trait the user will learn if the moon was waxing or waning.

Omen of Truth (BoA) - Sometimes even the judgment of a skilled Philodox needs helping hand. By taking a moment to observe the area around him he can catch a hint on the answer he seeks. Spend a gnosis and make a mental challenge with a difficulty set by the surroundings, 9 in an empty room, 7 in a normal city, 5 in the wilderness (retest with enigmas). The gift requires a full minute to use. The storyteller will provide an appropriate clue to the issue the Philodox is studying. If a half hour is spent dwelling on the problem, the user gain a +2 bonus to the challenge.

Persuasion (LOTWR) - Per the Homid gift.

Realm Wisdom (Umbra) - By channeling the spirits of wisdom of a realm, the Philodox can intuitively sense important facts about the realm. Spend one Gnosis and make a static mental challenge against a

difficulty based on the obscurity of the realm or information desired. A success gives the gift user one relevant fact about the realm, such as the rules of operation, exit conditions, or type of inhabitants. Additional facts can be gained by spending mental traits to a maximum of five relevant facts. Whatever the Storyteller feels is most relevant is given first, and progresses down the line to the least relevant. This gift only functions once per visit to any given realm.

Resist Pain (LOTWR) - The side effects of the incapacitated health level are also ignored.

Scent of the True Form (LOTWR) - Per LOTWR. In addition, this gift automatically detects kinfolk and other Garou without a challenge, Per W20 rules.

Strength of Purpose (LOTWR) - Per LOTWR.

Strength of Vision (FS) - Spend one Willpower to ignore all distractions. Any information needed to be recalled by the Philodox to achieve her purpose is instantly accessible.

Truth of Gaia (LOTWR) - Retest is empathy.

Wrongful Death (GT) - This gift determines if a death was natural or not. Mental Challenge, retest Occult. The character distinctly will feel an emptiness indicating if the deceased became a wraith.

Intermediate

Balance of Man and Beast (LOTWW) - Per Laws of the Wild West

Bonds that Tie Us (PGG) - Spend 1 Rage Trait to connect your feelings to your target, and then whisper the name of a person the target has a relationship. The Gift's user will feel the emotions the target bears this person. A supernatural target who refuses to cooperate may attempt to resist by defeating the Gift's user in a Willpower vs. Rage Challenge.

Curse the Betrayer (WWC) - The Garou enters a pact with someone. To seal the bargain and make the gift active, the participants must shake hands, share a smoke, or make a toast to seal the arrangement. Should either individual break the arrangement, the ST may call up to three retests against them per session for three months.

Divided Heart (BoA) - Defeat your target in a Social Challenge (Primal Urge). If successful, the target does not suffer the penalties for having his Rage exceed his Willpower for the remainder of the scene.

Mend the Forked Tongue (LOTWW) - Per Laws of the Wild West

Mental Speech (LOTWR) - Per the Metis Gift.

Power of the Ways (Umbra) - Make an extended Willpower challenge, difficulty of 8. Each allows enables the user to regain one point of Gnosis, Rage, or Willpower. This can only be used once per scene or hour for each temper. The Garou may only refill to maximum traits and cannot go over permanent totals.

Reality's Path (BoA) - This Gift can only be used after a successful use of Truth of Gaia in which the target believes what they're saying (i.e. he answer to "Do you believe what you just said?" must be "Yes.").

Roll Over (LOTWR) - Per LOTWR.

Scent of Beyond (LOTWR) - This Gift will only work across a single realm barrier, such as across the Gauntlet from the material Realm to the Penumbra, from the Penumbra to a specific realm, or across the Membrane to or from the Deep Umbra.

Scent of the Oathbreaker (W20) - The Philodox may spend one Gnosis point to sanctify any oath or promise he personally witnesses, no matter how formal or informal. If, at any point in the future the oath is broken, the Philodox immediately becomes aware of this, and gets a four trait bonus on all attempts to track the oathbreaker by scent. This benefit lasts until the Philodox next stands in the oathbreaker's presence.

Sense Balance (W20) - Spend one gnosis and make a Static Mental challenge (retest Enigmas), difficulty 10 to determine the balance or lack thereof on an area, person or object. The Philodox must be at peace for it to work, and may not be used in combat.

Take the True Form (PG2) - Make an opposed social challenge (retest Primal Urge) vs. target's willpower.

Weak Arm (LOTWR) - Make a Mental Challenge (Brawl) against a target, after observing him for a full round. If successful, you may either gain three bonus traits in combat challenges against the target for the remainder of the scene, or you may inflict an additional health level of damage on all attacks against the target for the remainder of the scene.

Wisdom of the Ancient Ways (LOTWR) - Per LOTWR.

Advanced

Geas (LOTWR) - Per LOTWR.

Wall of Granite (LOTWR) - Per LOTWR.

Soul's Guilt (BoA) - Focus on a target for one full turn, and then defeat him in a Mental Challenge (Empathy). If successful, the Garou gains an impression of the guilt that weighs most heavily on the target's soul. Because guilt is subjective, however, a relatively innocent target may feel a strong sense of guilt over a minor transgression, while a sociopath might feel little guilt over a serious crime. Storyteller involvement in adjudicating uses of this Gift is recommended.

Rally to the Cause (WWW) - Character must make a speech before his audience. Make a Social challenge retest Leadership vs. difficulty of the highest willpower among the dissenters. If successful, all individuals who dissented will follow the Philodox for his mission unless they spend a willpower. Everyone who follows the Philodox will gain one free retest to be used in achieving the Philodox's goal. This group is considered a pack for gift use and frenzy rules.

Galliard

Basic

Beast Speech (LOTWR) - Per LOTWR.

Call of the Wyld (LOTWR) - Other positive effects may be applied per ST discretion.

Call of the Wyrms (LOTWR) - Per LOTWR.

Command the Gathering (W20) - As the Philodox Gift.

Coyote Howl (WWC) - No roll is required, but the Galliard must stay awake all night howling. All who hear the howl lose one trait from all Mental challenges for the entire next day. The Gift refreshes the Galliard in the morning but does nothing for her packmates.

Distractions (LOTWR) - Per LOTWR.

Dreamchaser (WWC) - The player spends one Gnosis point and must remain within "arm's reach" of the target (i.e., walls, partitions, furniture or other physical obstacles may come between user and target, but no more distance than the length of the user's arm) for one night's sleep. If the sleeper dreams, the Garou can experience the chaotic events as they unfold. What information she gleans from the vision is up to the Storyteller.

Dreamspeak (LOTWR) - Per LOTWR.

Heightened Senses (LOTWR) - Per the Lupus Gift.

Howls in the Night (W20) - The player spends a Gnosis point and makes a Static Social Challenge (difficulty 7) retest Primal Urge. Creatures of the Wyrms who hear the howl will be jolted awake if asleep and rendered unable to sleep for three hours plus an additional 3 hours for each trait spent.

Memory Circle (PGG) - When you hear something you wish to remember, spend a Gnosis Trait to gain perfect eidetic record of a given set of words. When you wish to tap this record, you must spend 1 Willpower Trait. The words will come back to you exactly as spoken. This Gift leaves tiny clear spheres matted in Garou's fur while in the Umbra. It is recommended that you write down the words to be remembered out-of-character, to ensure that your in-character recollection is correct.

Mimic (PG2) - Per Changing Breeds 1 under *Voice of the Mimic* in Corax section.

Mindspeak (LOTWR) - Per LOTWR.

Perfect Recall (W20) - Per W20.

Primal Song (WWC) - After learning this Gift, it starts automatically whenever the Galliard hears a song or sees a dance. He will know every word, note or step as if he'd created the piece himself. Whether or not he can entertain people still depends on the regular rules for Performance.

Reverie (Fianna Tribebook) - Per Fianna Tribebook revised.

Unified Force (BoA) - Spend one gnosis for every turn for this gift to be active. The pact acts on the highest initiative. This Gift will apply to any Pack members present (it doesn't require the entire Pack). It will also apply to temporary packs. If any member of the pack frenzies, the gift ends.

Intermediate

Book of Years (BoA) - This gift taps into the floodgate of knowledge accumulated by the ancestors of the Garou nation. While the total amount of information is far too great to retain, a Galliard who keeps her wits about her can find information on nearly any subject. The galliard must make a mental challenge with a difficulty of the local gauntlet (retest with enigmas). If successful she falls into a trance and is immersed in the flow of memories. The longer the gift remains on, the further back in time the memories stretch. For each hour in the trance roughly five centuries worth of memories occur. Every hour the galliard must make a willpower challenge with a difficulty of 7. If she fails the trance ends and she must make two simple tests. Failure on these will result in her being cast into the umbra (the legendary realm or battlefield being the most common endpoints). During the trance the character is on a vision quest and the storyteller should direct her as she seeks for the information she needs

Bridge Walker (W20) - This is for personal use only and can appear in the real world as well as the umbra. This is a minor moon bridge that does not adhere to standard moon bridge rules. The Galliard may spend three willpower after creation to make the moon bridge last until the next full moon. The maximum range of the bridge is the Galliard's permanent gnosis rating in miles. The travel speed for this moon bridge is 1% of the normal travel time.

Eye of the Cobra/Come Hither (LOTWR) - Per LOTWR.

Fog of War (Fianna Tribebook Revised) - Per the Ragabash gift.

Gift of Dreams (W20) - Spend a Gnosis Trait and defeat a sleeping target in a Mental Challenge (Expression) to craft a dream. To ensure that an individual experiences this dream, the Galliard must breathe it into the target's mouth while they sleep. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning.

Scent of Distinction (Umbra) - This gift allows a Galliard to 'sniff' out the general spirit nature (Wyrms, Wyld, Weaver, Incarna influence, etc) of his surroundings, as well as the area's history. The Galliard must physically sniff around the area, then meditate for 10 minutes. Once done, spend a Gnosis point, then make a mental challenge against a difficulty set by the Storyteller. Retest with Streetwise for Urban areas, Survival for rural/wilderness areas. Success reveals information about the area. The area affected can be as large as the character can physically sniff, but smaller areas give more specific information

Shadows by the Firelight (LOTWR) - If used in combat, the Galliard must be telling a story and not just a series of commands. In combat, the Galliard is limited to a simple sentence per turn. This gift requires full concentration. The Galliard can only defend if attacked while using this gift.

Sing the Spirits (PGG) - The song begins by calling out the spirit's name (though simply calling it by the type of spirit will suffice). Then the Garou spends a Gnosis Trait and makes a Physical Challenge (Occult) against a target spirit. If successful, the spirit may not approach the singer or those she is touching.

Song of Heroes (W20) - The Gift requires the full recitation of a story of epic heroism taking at least several minutes. At the end of the tale, the player makes a Static Social Challenge with a difficulty of 8 (retest Performance). For every two social traits spent, add a dot of a single ability for all listening Garou and Kinfolk (to a maximum of 10 total points in an ability). The bonus lasts until the sun rises. Only one instance of this gift can be used per ability.

Song of Rage/Fighting Words (LOTWR) - Per LOTWR.

Song of the Siren (W20) - Spend one gnosis. Make a Social Challenge (retest performance) vs. 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 (maximum 5 spent.) A target may spend one willpower per turn to be able to act.

View the Battlefield (BoA) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Investigation), with a difficulty based on the size of the battlefield; a large room would be against 7 Traits, while a football field would be against 10 Traits, and an entire forest would be against 12 Traits. If successful, the Garou can see the entire battlefield from above. This Gift makes it virtually impossible to ambush the user, and allows her to know if any of her allies are in immediate danger. Even if her sight is somehow blocked, she instinctively knows the exact location of her packmates. This Gift lasts for one turn, plus one turn for each Mental Trait spent.

Advanced

Fabric of the Mind (LOTWR) - Per LOTWR.

Head Games (LOTWR) - Per LOTWR.

Legend's Insight (BoA) - Only Galliards who have the ancestor background may call on this gift. The Galliard makes a social challenge with a difficulty of 14. For each level of ancestors the user spends he may boost his level in an ability by five dots (maximum of ten in that ability total.)

Ahroun

Basic

Empathy of Hatred (BoA) - By spending an action focusing on a target, the Garou may learn the target's temporary and permanent Rage Traits. The Gift Aura of Confidence blocks the effects of this Gift completely.

Falling Touch (LOTWR) - The target is affected by this gift for four actions or two turns, whichever comes first.

Inspiration (LOTWR) - The single automatic Willpower success granted by this Gift is only applicable in defense.

Iron Claws (FS) - Spend one Rage and touch claws to an iron object. For the rest of the scene, your claws an additional level of damage and are considered to be Cold Iron.

Pack Tactics (BoA) - Ahrouns are expected to lead during battle and to guide a pack to their best course of action. This gift strengthens this role. The user must spend a willpower trait before the pack engages in a Pack tactic maneuver. The entire pack is up one trait for each level of the Leadership or Tactics ability the user possesses when taking part in the maneuver.

Razor Claws (LOTWR) - Per LOTWR.

Renewed Vigor (BoA) - If the Ahroun has killed an enemy in a spectacular fashion (at least 3 health levels past Incapititation) and has spent at least three rage in that same turn, then he may spend one willpower to grant all Garou allies a number of temporary Rage equal to her Rank.

Sense Silver (LOTWR) - As the Metis gift.

Shield of Rage (W20) - The player spends a Willpower. For the rest of the scene, all spirits' Rage is consider two less than their real values for the purpose of calculating damage against the Ahroun.

Spirit of the Frey (LOTWR) - These bonus traits are applicable only to determining Initiative for the respective challenge, and are not added to trait totals when comparing ties.

Spiritual Wrath (BoA) - This gift only affects targets that are entirely of one world or the other, such as mortals, wraiths, or spirits. Creatures that share the dual nature of the Garou, other fera, fomori, or changelings are immune. The Ahroun spends a gnosis trait to activate this gift. The next claw attack will bypass any armor the target possesses from any source. Should the attack miss, the gift is wasted. Any powers that allow the target to test down on damage will lose on ties.

Spur Claws (PGG) - This gift is used to sting and distract an opponent. Spend 1 rage to activate this gift. The next successful claw attack will cause the Ahroun's claws to break off in the target. Until removed (which takes a full action) the victim is down 2 traits on all challenges. The user must regrow his claws (which takes 1 turn) before he may make another claw attack. Any other gifts on the claws (such as razor claws or silver claws) are lost with this attack.

Steadfast (WWC) - Spend one Rage to gain a free retest on all non-combat stamina challenges for the scene.

Trick Shot (LotWW) - Per the Glass Walker gift.

Strength of the Pack (WWC) - Spend one Rage to activate the gift. You may reduce your Physical traits to a minimum of one and give them to your packmates with a touch. The Garou decides how many traits go to which packmates. The effect lasts for one scene. The Garou may not lend the traits granted by forms, such as Crinos.

True Fear (LOTWR) - Per LOTWR.

Intermediate

Body Shift (W20) - Per the Homid Gift.

Clenched Jaw (LOTWR) - Per LOTWR.

Combat Healing (PG2) - Per W20.

Full Moon's Light (W20) - Per W20.

Heart of Fury (LOTWR) - If successful, you win ties on all frenzy tests (or when defending against powers used to incite frenzy) for the remainder of the scene. At the end of the scene, however, you must spend a Willpower trait, or check for frenzy immediately.

Purity of Spirit (BoA) - Spend a variable number of Gnosis Traits. For a number of turns equal to the number of Gnosis Traits spent, reduce the number of all damage taken by silver per round by the number of Gnosis Traits spent. This Gift is reflexive, and can be activated in response to an attack. This Gift may not be active at the same time as Luna's Armor; the latest activated cancels the prior Gift.

Shake the Earth (WWC) - Split the ground before you and knock your foes off their feet. You spend one Rage and cause a 3 foot wide stretch of ground that extend ten feet in front of the user to split into a chasm that is ten feet deep. Anyone over that area must make a Static Physical challenge (retest Athletics) difficulty 15 to avoid falling into the hole. For every rage point spent beyond the first, the user may similar holes or deepen the first one, increasing the difficulty by 5 for each rage spent.

Shatter Bone (PG2) - Spend 1 Willpower Trait and 1 Rage Trait before striking an opponent's limb. If successful, the strike crushes the bones of the limb, rendering it useless, and inflicting two unsoakable Lethal Health Levels of damage (but no other damage from the strike). The target also suffers the Negative Traits Clumsy and Lamé until this damage heals; these Negative Traits stack with each new limb shattered. In addition, broken legs hinder movement, and broken arms cannot be used to hold items or attack.

Silver Claws (LOTWR) - Per LOTWR.

Spirit Savage (Umbra) - Allows an Ahroun to brutally savage a spirit with a bite, impeding the spirit's ability to attack or defend itself. Spirits find the gift horrifying and will not aid any warrior who uses it unjustly. After successfully biting a spirit, the user may spend a Rage trait and make a Physical challenge

against the spirit's Willpower (retest with Brawl.) Success reduces the spirit's effective Rage by one, plus one for every physical trait spent. This cannot reduce a spirit to zero Rage. The lost traits return at the end of the scene.

Stoking Fury's Furnace (LOTWR) - Per LOTWR.

Touch of Rage (BoA) - Spend 1 Willpower Trait, or 2 if targeting a mortal. Spend a number of Rage Traits; the target gains them (even if that puts the target's temporary Rage Traits above his permanent Traits) and may spend them normally. This Gift only functions on mundane humans and beings that already possess Rage.

Wind Claws (W20) - The player spends one Rage point. For the rest of the turn, all of the Ahroun's natural attacks completely ignore any armor (mundane or magical) that the target is wearing. This gift does not ignore anything that grants non-armor related bonus health levels.

Advanced

Aegis Shield (BoA) - Spend 1 Willpower Trait. For the remainder of the scene, you may force the retest of any successful attacks against you. Furthermore, if you win the initial challenge when attacked, all damage from the attack is converted to Bashing damage even if your opponent successfully retests the challenge.

Kiss of Helios (LOTWR) - This gift does not protect against Balefire.

Shared Strength (PGG) - Spend 2 Gnosis Traits and state a period of time for the Gift to be active. For that amount of time, on Garou of your choice and within your line of sight immediately treated as possessing your Physical Traits, Brawl, Dodge, Survival, and Melee Abilities (unless the targets' are higher). During this period, you are treated as having 3 Physical Traits, in all forms, and no levels of Brawl, Dodge, Survival, or Melee. Neither party may spend Experience Traits to raise any of these shared Traits until the Gift ends.

Strength of Will (LOTWR) - Per LOTWR.

Hail of Bullets (LOTWW) - Per LOTWW.