

## Character Creation

### **Character Creation Points**

Characters are awarded 30 points at character creation. These are not experience points (XP) and may follow the discounted costs and rules of character creation. In addition, a character background may be submitted for an additional 30 character creation points. No character may earn more than 60 character creation points.

### **Rank at Character Creation**

Rank 0	No Additional Cost
Rank 1	No Additional Cost
Rank 2	ST Approval and must submit background at character generation. Must pay in XP as much renown as required to hit Rank 2 for their Auspice. (i.e. a Ragabash Fostern would cost an additional 4xp at character creation)

### **Rare and Unusual Characters**

If you would like to play an R&U character, you must submit a request to the ST staff, which includes your proposed character sheet and background. R&U listings can be found on owbn.net.

### **Tempers**

The cost of tempers at character creation is as follows:

Rage	1xp per
Willpower	1xp per
Gnosis	2xp per

### **Character Creation Gifts**

The following gifts from LOTWR and W20 are allowed as starting gifts:

#### Breed

Homid	<i>Apecraft's Blessing, City Running, Master of Fire, Persuasion, Smell of Man</i>
Lupus	<i>Hare's Leap, Heightened Senses, Predator's Arsenal, Prey Mind, Sense Prey</i>
Metis	<i>Create Element, Primal Anger, Rat Head, Sense Wyrms, Shed</i>

#### Auspice

Ragabash	<i>Blur of the Milky Eye, Infectious Laughter, Liar's Face, Open Seal, Scent of Running Water</i>
Theurge	<i>Mother's Touch, Sense Wyrms, Spirit Snare, Spirit Speech, Umbral Tether</i>
Philodox	<i>Fangs of Judgment, Persuasion, Resist Pain, Scent of the True Form, Truth of Gaia</i>
Galliard	<i>Beast Speech, Call of the Wyld, Heightened Senses, Mindspeak, Perfect Recall</i>
Ahrour	<i>Falling Touch, Inspiration, Pack Tactics, Razor Claws, Spur Claws</i>

#### Tribe

Black Fury	<i>Breath of the Wyld, Man Skin, Heightened Senses, Sense Wyrm, Wyld Resurgence</i>
Bone Gnawer	<i>Cooking, Desperate Strength, Resist Toxin, Scent of Sweet Honey, Trash is Treasure, Tagalong</i>
Child of Gaia	<i>Brother's Scent, Jam Weapon, Mercy, Mother's Touch, Resist Pain</i>
Fianna	<i>Faerie Light, Hare's Leap, Persuasion, Resist Toxin, Two Tongues</i>
Get of Fenris	<i>Lightning Reflexes, Master of Fire, Razor Claws, Resist Pain, Visage of Fenris, Snarl of the Predator</i>
Glass Walker	<i>Control Simple Machine, Diagnostics, Persuasion, Plug N Play, Trick Shot</i>
Red Talon	<i>Beast Speech, Eye of the Hunter, Hidden Killer, Scent of Running Water, Wolf at the Door</i>
Shadow Lord	<i>Aura of Confidence, Fatal Flaw, Seizing the Edge, Shadow Weaving, Whisper Catching</i>
Silent Strider	<i>Heaven's Guidance, Sense Wyrm, Silence, Speed of Thought, Visions of Duat</i>
Silver Fang	<i>Eye of the Falcon, Falcon's Grasp, Inspiration, Lambent Flame, Sense Wyrm</i>
Stargazer	<i>Balance, Channeling, Falling Touch, Iron Resolve, Sense Wyrm</i>
Uktena	<i>Sense Magic, Sense Wyrm, Shroud, Spirit of the Lizard, Spirit Speech</i>
Wendigo	<i>Beat of the Heart-drum, Call the Breeze, Camouflage, Ice Echo, Resist Pain</i>

### ***Character Sheet Changes***

You have 90 days to make adjustments to your character sheet as part of character creation. After that period, you cannot make any more changes. You are also granted 90 days to submit your background to gain your background points. If you do not submit your background within that time frame, and you have been allowed to spend the background points on your sheet already, the background points spent will be removed by the staff.

### ***Kinfolk Character Creation***

Kinfolk Character creation goes by Laws of the Hunt Revised (Red Cover.) The age trait limit will not be used. All characters will be treated as Peak characters.

### ***Fera Character Creation***

Unless otherwise noted, Fera character creation is per house rules above and character creation rules in their respective Changing Breeds book.

## **Conduct Rules**

### ***Black Card***

The World of Darkness can present themes of personal horror that can become intense for players. At any time when in a scene, if a player is uncomfortable, they may declare a Black Card. The character will continue to be present in the scene, but the player need not be present. Afterward, a Storyteller will speak with the player and go over the events in a manner the player finds acceptable and inform them of any consequences to their character. These situations will be treated with the utmost respect by all players and staff.

### ***Time-Out Rule***

For moments where the Black Card is not needed, but a player feels a situation, scene, or interaction is beginning to overwhelm them, the player may place their hand over their head in a fist to indicate they are taking a time-out. They may, then, walk away from the scene temporarily. All other players are not to disturb the Time-Out player during this time. A staff member or player rep will handle interactions with that individual until they are able to come back. If this occurs in the middle of a scene, that scene is considered to be in time-stop until the player is able to return.

### ***Alcohol and Game***

For games that allow alcohol to be consumed on site, please be responsible for your drinking. Players who drink too much or cause a disturbance will be subject to disciplinary actions per the chronicle charter.

### ***Code of Conduct***

As per OWBN Code of Conduct

## Tribal Advantages and Drawbacks

See Laws of the Wild for all unlisted tribes and sections.

### ***Black Furies***

**Advantage** Black Furies can gain once, per session, a point of Willpower when at a Caern. Once per game session a Black Fury can trade any amount her willpower to another Black Fury.

### ***Children of Gaia***

**Advantage** The two traits gained will be described as "Child of Gaia." They may be declared in comparison of ties or in trait totals, but may not be bid, spent, or lost.

**Drawback** Humans are treated as though they are three Willpower higher than they actually have regarding the Delirium chart on page 188 of Laws of the Wild, Revised. The Tribal Drawback is *not* the Flaw: Pierced Veil.

### ***Fianna***

**Advantage** The free abilities may go over the cap.

**Drawback** Lose ties on all initial Willpower challenges. If the Fianna can retest in any way, their retest is a normal Willpower test without the drawback.

### ***Shadow Lords***

**Advantage** At a cost of one point of Gnosis, Shadow Lords gain bonus social traits equal to their Rank for one scene, once per night. This Advantage fails against a Garou with greater levels of *Pure Breed*.

### ***Stargazers***

**Advantage** Meditation x2, Enigmas at character creation. These abilities may go over the cap.

**Drawback** If the Stargazer loses an Enigmas challenge, he or she is down three traits for the rest of the session.

### ***Uktena***

**Advantage** Peeking across the Gauntlet, in either direction, requires neither the Gnosis test nor the expenditure of Mental traits to make details clear.

**Drawback** When an Uktena learned that a secret lies in reach (either another person knows a secret, or the character is faced with a mystery), he or she will be unable to concentrate until the secret is uncovered. This will result in the Uktena being down one trait in all challenges for the remainder of the night when not pursuing the secret/mystery. This penalty cannot be levied for the same secret/mystery on subsequent or multiple nights.

### ***Wendigo***

- Advantage Winter simply grants the Stamina traits *Tenacious* and *Rugged* to be used as one would any other Stamina traits.
- Drawback Autumn requires the Wendigo to spend twice as much to snap-shift (i.e., two Rage or Primal-Urge instead of one, or alternatively one Primal Urge and one Rage).

## Abilities

*Disallowed Abilities:* Laws of the East Martial Arts (Hard, Soft, and Weapons style), Alertness, Power-Brokering, Technology. All non-Garou and non-Changing Breeds specific abilities are ST approval.

### **Awareness**

In addition to the book write up, you may also call for an awareness challenge to detect mundane effects (i.e. trip wires, pressure plates, etc...)

### **Crafting**

Please see crafting rules.

*Reshape Object and crafting:* Items made with reshape object are made with 0 crafts and are base objects outside of the modifiers from the gift itself.

### **Fighting Styles: Kailindo, Wrestling (Fianna Tribebook), and Klaivaskar**

To purchase at character creation, it costs 2xp per level and you may not buy more than 2 levels. After character creation, it costs 3xp for each level. Characters must have a method to learn these abilities.

For all Garou combat styles, characters add their ability to their totals for purposes of resolving ties and overbids. This is in addition to the normal ability add rules. Opponents may still use their abilities to retest, unless specifically noted otherwise. None of these three abilities may be used while the Garou is in frenzy.

*Kailindo:* Practitioners of Kailindo may expend one level of Kailindo to attempt to deliver a lightning fast strike at the end of a normal combat turn, even if they lose the regular challenge itself. This attack is conducted like a regular Physical Challenge except that the opponent may not attempt to harm the Garou as a result of the challenge, only attempt to soak the attack, unless he too expends a level of Kailindo. This follow-up/ counterattack is resolved before a new round begins or any extra actions due to supernatural powers are taken, although pre-emptive powers (such as Alacrity) may be used to try to prevent this strike. Only one follow-up/ counterattack may be delivered per turn, and it cannot be retested with Abilities by the Garou (although he may attempt to overbid, if applicable).

*Wrestling:* The benefits of a Wrestling are harder to enact than Kailindo, but more potent once secured. First the Garou must specifically declare that he is attempting a hold or lock of some kind and win a Physical Challenge to that effect (which does not inflict damage). If successful, however, the Garou may spend a level of Wrestling to fully assert the powerful advantage he now holds. His opponent must first win a Physical Challenge to break free of the hold before she may make any attempt to injure him. Furthermore, he may choose to spend a level of Wrestling to inflict damage as outlined in the description of Kailindo. This damage does not come from a lightning-fast reprisal, but instead from the Garou ripping nerves and twisting limbs

*Klaivaskar:* The bonus traits granted for levels of the Klaivaskar ability only apply when the Garou is using a Klaive. In addition, opponents may not cancel the character's retests with his weapon unless they too expend a level of Klaivaskar to do so. The character is simply too skilled with his weapon to be so easily thwarted.

### **Iskaku**

Per Child of Gaia Tribebook Revised. Character must have a method to learn this ability.

### ***Linguistics***

- 1 1 Additional Language total
- 2 2 Additional Languages total
- 3 4 Additional Languages total
- 4 8 Additional Languages total
- 5 16 Additional Languages total

### ***Lore: Wyrn, Wyld, Weaver***

Character must have a method to learn these lores at 3 or more.

*Level* Become a target of the appropriate triatic force Per MET Book of the Wyrn.

4:

*Level* NPC only

5:

### ***Lores***

Lores are learned at ST discretion. Most lores will require a method for learning them.

### ***Melee***

Shields give their user one or more extra bonus traits in hand to hand combat, which can add to the traits that come from a melee weapon. In order to receive these bonus traits, the user must possess one level of Melee ability.

### ***Occult***

For gifts with no listed retest, Occult will be the retest.

### ***Survival***

May be used as a retest in Stamina related challenges to resist taking damage.

### ***Abilities over 5***

A player may buy as many dots of abilities above 5 as their rank. A Cliath can have one level 6 ability. A Fostern can have two abilities at 6 or one at 7. And so on. It costs double the normal experience per dot for abilities over 5.

## Backgrounds

*Disallowed Backgrounds:* Arsenal, Espionage Influence, Military Influence, Past Lives. All non-Garou and non-Changing Breeds specific backgrounds are ST approval.

### ***Fate/Destiny***

ST Approval Required for this background. A number of times per game session equal to your Fate background, you may expend a level for a retest when your character's death is on the line in that challenge. Fate and Destiny are considered the same background.

### ***Fetish***

If points have been spent in this background, the Fetish can always be remade but only for you, if destroyed or lost. You may only purchase up to your rank in separate Named Fetish backgrounds.

### ***Influence***

Influence will vary game by game, locally. See Influence ST at game for more information.

### ***Kinfolk (Including All Non Garou Changing Breeds)***

This background can be purchased multiple times. At the time of purchase the player must denote if this is a Standard Kinfolk background or a Retainer Kinfolk.

Standard Kinfolk - These kinfolk have no sheets and simply represent a predetermined number of kinfolk that help, work for, or associated with your character. Please refer to your specific table top book for the number you get with each level. Note: You may only buy up to 5 dots in this type of kinfolk.

Retainer Kinfolk - These are kinfolk with a sheet. They are treated like a retainer and will gain 2 experience per month you attend game. At base creation they will be created using base creation with no bonus xp. Bonus xp will be awarded based on the number of points in Kinfolk that are spent at creation. All Retainer Kinfolk are Mundane kinfolk with no powers, nor can they gain powers (including magical items). Kin-Fetches and other similar items may be allowed at ST discretion.

- 1 - 5 xp
- 2 - 10 xp
- 3 - 15 xp
- 4 - 20 xp
- 5 - 25 xp

Retainer Kinfolk will not count towards increasing your Influence cap. They also cannot have Influence themselves. Any kinfolk that are used for crafting, while they can craft high crafts items, they cannot add any modifiers to the items they craft. STs have final say on all Kinfolk Retainers. If you take them with on missions, they could die, and these points will be lost.

### ***Mentor***

Level 5 does not give you a Legend Mentor. Instead, it gives you an immensely powerful Mentor.

### ***Numen***

May not purchase Spirit Familiar. At the time of your birth, your parents or your sept bound a spirit to your service, in exchange for your protection. Choose a Renown category. By spending a Gnosis Trait, you may draw upon your friend's strength, adding your Numen Traits to a single Physical (Glory), Social (Honor), or Mental (Wisdom) Challenge. At the Storytellers' discretion, you may instead draw upon one of the spirit's charms, a number of times per night equal to your Numen rating. You may only use a charm from your Numen once per scene. Your Numen possesses the charms Airt Sense, Reform, plus one charm per level of the background. These are Storyteller approval. Character Creation Only.

### ***Pure Breed***

If you choose a tribe other than your Pure Bred heritage, you will lose your Pure Breed, Per W20. Pure Breed only works on your own species. Kinfolk cannot see Pure Breed, per Kinfolk Unsung Heroes.

### ***Resources***

Every player must have a Resources card to track their resources. Resources are granted per downtime cycle. A player must inform an ST that they are collecting at game or through downtime or they will lose out on Resources for that cycle.

The description of your possessions and lifestyle from Laws of the Wild remains the same. Below are adjusted for inflation new disposable income:

Level 0	\$400 and a bus pass
Level 1	\$1,000
Level 2	\$2,000
Level 3	\$6,000
Level 4	\$20,000
Level 5	\$60,000
Level 6+	ST Discretion

### ***Rites***

Can only be purchased at Character Creation. You have the option of starting with Rites above your rank but must spend more of the points granted; 1 for basic, 3 for intermediate, 5 for advanced.

Each level of the Rites background gives the following:

Level 1	2 points of Rites
Level 2	4 points of Rites
Level 3	6 points of Rites
Level 4	8 points of Rites
Level 5	10 points of Rites

### ***Spirit Familiar***

May not purchase Numen

You have a special relationship with a spirit, one who freely and without compunction is your companion. It can act as a "battery" for extra Gnosis, Rage or Willpower points; you can give these points to your familiar to hold until they are needed.

- 1 Your familiar is the smallest Gaffling and not too bright. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store three extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It normally cannot Peek through the Gauntlet, so it rarely knows what's going on in the Realm.
- 2 Your familiar is a decent-sized Gaffling and almost intelligent. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store five extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It knows instinctively where you are, and it can Peek to see you from time to time.
- 3 Your familiar is a Jaggling of average intelligence. You can speak aloud to it easily through the bond you share, as long as it is nearby. It can store five extra points of Gnosis, Willpower, or Rage (choose two) for you. It knows instinctively where you are, can see through your eyes and can also Peek through the Gauntlet.
- 4 Your familiar is a fairly bright Jaggling. You can speak telepathically to it through the bond you share, as long as it is nearby. You always know where it is. You can see through its eyes and "it can borrow your sight as well. It can store five extra points of Gnosis, Rage or Willpower (all three in any combination) for you. It knows instinctively where you are. It can Peek into (and can even Manifest in) the Realm.
- 5 Your familiar is an intelligent Jaggling affiliated with a specific Incarna. You can speak telepathically to it no matter how far away it is. You and it always know each other's location. You both can share any of its five senses and knowledge gained from any Gift (such as Scent of the True Form or Truth of Gaia). It can store a total of six extra points of Gnosis, Rage or Willpower (all three in any combination) for you.

### ***Spirit Heritage***

You may only use this against spirits of this broad category (i.e. nature spirits, banes, elementals, specific broods, etc...)

### ***Totem***

1. Can only have one totem: Pack, Personal, Sept, or Tribe. Packmates with at least one dot in Totem gain access to Pack Mind Link. Packmates with full investment in the totem gain access to pack and individual benefits.

In a pack where every member of the pack has full cost of the Totem, the Totem gains the following:

- Can always find pack members
- Can speak to the pack without spirit speech
- Totem is respected by other spirits
- Totem is nearly always with the pack members, if they so choose

\*Visitors should contact the staff if they have Totem and are attending the game.

## **Renown and Rank**

### ***Rank Time/XP***

For note, time/XP totals may include any points granted by STs at character creation. The time requirement begins from the day you create your character or the date of your last rank challenge completion. Email the staff to notify date of rank challenge completion.

Rank 0 to Rank 1	25 Total XP/1 month
Rank 1 to Rank 2	75 Total XP/3 months
Rank 2 to Rank 3	125 Total XP /6 months
Rank 3 to Rank 4	175 Total XP /9 months
Rank 4 to Rank 5	300 Total XP /1 year

\*See Punishment Rites for adjustments to time/XP

### ***Renown for Characters***

Due to the Time/XP system employed, your renown will be as listed for your rank in LOTWR pg. 181 unless you track it. When you have earned enough XP for your next rank, you will be at the minimum renown for next rank.

### ***Rank Benefits***

We will no longer be using Rank Benefits.

## Merits and Flaws

Some Merits and Flaws may not be allowed, so please talk to ST staff. If you have a flaw that is relevant to gameplay, let the Storytellers know at the start of game. This is not an exhaustive list of merits and flaws. Other Merits and Flaws may be used in play as ST discretion.

Note on W20: Please note that merits that were once tribal specific may be available as generic merits. This rule supersedes their original tribal specific nature. Costs unless otherwise indicated, are per W20 rules.

### ***Disallowed Merits and Flaws***

Destiny, Fast Learner, Friend of Sorcery, Guardian Angel, Language, Mercury Midsky, Ratkin Buddies, Reputation (sept based), Throwback, True Faith, Winter Garou, Phantom Mask, Unnoticed. Any merit labeled as Ties, Nightclub, Mansion, or Corporate CEO are disallowed as they are covered in Resources and Influence. All non-Garou and non-Changing Breeds specific Merits and Flaws are ST approval.

### ***Additional Rules that apply to sets of Merits/Flaws***

- Red Book Merits that duplicate tribal advantages may not be taken by characters of that tribe.
- Anything from Rage Across the Heavens will require ST approval.
- Planetary merits are character creation only.
- Only one Aptitude applies per challenge.

<b>MERITS</b>	
Animal Magnetism (2pt)	3 bonus traits to attract the people as listed in book
Battle Prowess (3pt)	+1 bonus trait in all Melee, Klaviscar and Iskakku ability related challenges
Born Leader (1pt)	Functions as per Natural Leader
Breeding Pack (2pt)	The kinfolk gained from this does not add to influence/increase influence cap.
Camp Goodwill (1pt)	Replaces Camp Affinity.
Caern Child (5pt)	ST Approval and background.
Celestial Guidance (1 pt.)	While in the Aetherial Realm, concentrate on your destination and make a Willpower Challenge (Primal-Urge) against a difficulty of six Traits. If successful, you can sense the nearest appropriate “step” towards your destination, whether a moon path, anchorhead or even the realm of a potential guide. Even if an Umbral event throws you off course, you can eventually find your way back to familiar territory.
Celestial Sensitivity (2 pts.)	You are attuned to the Aetherial Realm, a condition which allows you to feel when something isn’t right around you. This makes it easy for you to avoid being in the wrong place at the wrong time. The Storyteller determines when you receive warning, and whether or not you can determine whether the sense of wrongness comes from some sort of astrological phenomenon, celestial event or disturbance of the local spirits
Charmed Existence (5pt)	Once per night, you may restart a challenge you have failed.
Code of Honor (2pt)	ST approval with background.

Combat Expertise (2 pts.)	Once per session, you may retest a single attack or dodge Challenge. This merit does not apply to Gift attacks (e.g., Invoke the Spirits of the Storm).
Compensatory Senses (3pt)	Prereq: Metis AND sense related deformity If your metis deformity involves weakened senses, such as being hard of hearing or lacking a sense of smell, another sense group has gotten a bit stronger in order to compensate. Choose another sense group (smell, taste, touch, hearing, sight) and lower the difficulty by 2 for any rolls that involve those senses. You must choose the sense group upon taking this Merit.
Computer Aptitude (2pt)	Applies only to computer-related challenges.
Cool in Battle (2pt)	Galliard Only Merit. The user gains +5 initiative as long as the user is not in frenzy
Diplomatic Immunity (3pt)	ST approval with background.
Diverse Fighting Style (4pt)	You have trained in a truly vast range of different methods of combat, and can apply the full extent of your knowledge to the situation at hand. You are considered to have a ability specialization in whatever weapon you wield, and you can easily identify any weapon or fighting style you are exposed to. (only one specialization can apply to a challenge)
Favor (1-7pt)	ST approval with background.
Feral Appearance (1pt)	Considered +1 Charisma trait and +1 Appearance trait in any challenges involving Garou
Fire Within, The (2pt)	You have two bonus traits related to Survival and other applicable skills that allow you to resist cold effects outside of combat. In addition, reduce any cold related damage by one.
Gaia's Fury (5pt)	Per the Red Talon tribal advantage.
Good Breeding (5pt)	Your Pure Breed is considered one higher.
Good Instincts (3pt)	3 trait bonus to rolls involving Primal Urge and non-combat related Survival
Heirloom (5pt)	Character creation only. Requires ST approval. You start with an additional fetish that is a family heirloom. This fetish does not count toward your cap of fetishes on your sheet. This fetish starts at level 3 and background points may be spent to increase it to level 5. Losing such an heirloom will cause a loss of two permanent honor which cannot be regained until massive amends have been made.
Horn of the Unicorn (1pt)	Reduce the difficulty by one on any cleansing/purification rituals. Once per scene, heal one additional level of damage when using a healing power.
Infectious Courage (5pt)	Ahroun Only Merit While it's the duty of all Ahroun to inspire valor on the field of battle, it comes to you far more naturally than to most; even among the stout Garou, your courage and resolve is legendary. Whenever a fear-causing Gift or power is used on you, you gain a 3 trait bonus to resist it. If a similar ability is used on one or more of your packmates and you are in their line of sight, they gain a one trait bonus in their favor.
Inner Peace (5pt)	Per the Stargazer tribal advantage.
Inner Sight (2pt)	+2 bonus traits on challenges involving enigmas, puzzles, or riddles.
Iron Will (3pt)	Per W20.
Jack of all Trades (5pt)	Per Laws of the Hunt Revised (Red).
Jupiter Midsky (4pt)	One bonus trait in knowledge-related skills, ST discretion.
Jupiter Rising (7pt)	Spend two Gnosis Traits and make a number of Static Gnosis Challenges, equal to your Gnosis, against a difficulty of nine Traits. For each success, you gain a Luck Trait, which may be spent (on a one-for-one-basis) in the following ways: Heal one Health Level of damage Spend as Rage or Willpower Traits Retest a single

	challenge (once per scene) You may only invoke Jupiter Rising once per scene, and any unused Luck Traits disappear at the end of the scene. Character Creation Only, Restricted. Cannot spend Gnosis the same turn you spend a Luck Point for Rage. Unless you have Chaos Mechanics.
Long Distance Runner (3pt)	Per W20. Must have 4 stamina related traits.
Mars Midsky (5pt)	While in beserker frenzy, +2 Stamina , +1 Strength and a simple test to deal an additional level of damage. But are at a one trait penalty for frenzy tests.
Mars Rising (6pt)	At the beginning of turn, must declare whether you will gain +2 traits in attack actions or +1 damage in attack actions. Does not apply to defense.
Moon-Bound (1pt)	You are especially tied to your auspice, and when Luna is in the waxing phase of your auspice, you receive a bonus trait on all challenges. However, when your moon phase is waning, you at a one trait penalty to all challenges
Moon-Paint (5pt)	The wolves of the city are used to electronic and mechanical senses augmenting their Gaia-given eyes and ears (in the case of the Cyber Dogs, fatally so). Sometimes this can be turned to a Garou's advantage. Once per session, a Moon-painted Garou can use any true representation of their moon phase (a television image, painting, tattoo, etc.) as if they were seeing their own moon phase for regaining Rage.
Mother's Insight (4 pts.)	You have an uncanny ability to see into the heart of a situation. You gain a one Trait bonus to all Wits-related Mental Challenges. In addition, where additional degrees of success are possible on such challenges, you automatically receive an additional degree of success (subject to the Rule of Five).
Mitanu's Tongue (2pt)	+2 bonus on challenges when attempting to evade the issue, avoiding blame, or escaping an awkward situation using Subterfuge or related abilities.
Natural Linguist (2pt)	2 additional languages per dot
Natural Peacemaker (5pt)	Per the Child of Gaia tribal advantage.
Natural Weapons (3pt for Metis/Lupus, 4pt for Homid)	Two bonus traits to attack in brawl in Lupus and are -2 traits while attacking with Brawl in Homid.
Notable Lineage/Heritage (2pt)	Must be noted if in human or Garou society. Per Silver Fang Tribebook.
Noted Messenger (3pt)	ST approval with background.
Outmaneuver (5pt)	Per Laws of the Wild Red Book but may choose between Social, Mental, or Physical at time of purchase.
Perfect Balance (3pt)	4 bonus traits. Non-combat challenges once per night retest.
Pulse of the City (5pt)	Per the Bone Gnawer tribal advantage.
Pitiable (1pt)	If you do not RP this, it may be stripped from your sheet
Quirk (3pt)	Per the Silver Fangs tribal drawback. This flaw can never be bought off.
Resigned Spirit (2pt)	You accept defeat and setbacks with a calmness uncommon in most Garou. Others find it difficult to provoke you to anger by taunts or insults and you do not get overly disappointed when you fail. You up 2 trait to resist frenzy from trivial matters such as personal frustration or the goading to others. When a true occasion for frenzy presents itself -- such as the sight of a place ravaged by Wyrms-taint -- your chance for frenzy is normal.
Season Bound (5pt)	Per the Wendigo tribal advantage and drawback.
Second Sight (2-6pt)	ST approval with background.
Supernatural Companion (3pt)	ST approval with background.

Supporter (2pt)	You inspire all around you to greater efforts. Whether by speaking, writing, or leading by example, you give anyone who works with you reason to go on and hope of success. You have a 2 bonus to all non hostile (ST Discretion) social challenges to allies and give any group effort a 1 trait bonus to all challenges in pursuit of said goal. Supporter may not stack with other Supporters.
Time Sense (1pt)	Grants a simple test to determine if any time manipulation powers have been used.
Totem's Siblings (5pt)	The Garou can recover one willpower per day at the site holy to Gaia. They may trade willpower traits with other Garou who follow the user's tribal totem.
Umbral Sight (5pt)	Per the Uktena Tribal Advantage.
Untamable (5pt)	St Approval. ST discretion on other supernatural powers not listed.
Venus Midsky (3pt)	Considered up two traits to resist frenzy while mediating. You gain three willpower that can only been spent while mediating.
Venus Rising (4pt)	1 bonus trait to Charisma.
Warrior's Heart (5pt)	Per the Get of Fenris tribal advantage.
Weaver's Children/Child (5pt)	Per the Glass Walker tribal advantage.
<b>FLAWS</b>	
Amnesia (2pt)	Player builds base sheet. Based on conversation with player, ST spends the additional character Creation points.
Blind Commitment (3pt)	Per the Get of Fenris tribal drawback.
Braggart (2pt)	When giving speeches or trying to command attention, you are at a 2 trait penalty to Social rolls.
Enemy (1-5pt)	ST approval with background.
Indolent Will (4pt)	You must spend a Willpower point or you will go last in any turn.
Inept (5pt)	Uneducated, Unskilled, Ability Deficit are considered the same flaw.
Jupiter Descending (6pt)	Once per scene, STs may require you to test again on an already successful challenge. Cannot take the Luck Merit with this.
Limited Affinity to Gaia (3pt)	Per Red Talon or Glass Walker tribal drawback, decided at time of purchase.
Low Self-Control (3pt)	Per the Fianna tribal drawback.
Mars Descending (6pt)	Two trait penalty in any combat challenge and may only spend two Rage points for additional actions per round.
Social Outcast (3pt)	Per the Bone Gnawer tribal drawback.
Taint of Corruption (7pt)	ST approval with background.
Twisted Upbringing (1pt)	ST approval with background.
Umbral Vertigo (3pt)	Being in the Umbra so distorts your perceptions that you cannot tell which way is "up" or "down." You constantly experience the sensation of falling. You perform all physical actions at a 2 trait penalty while you are in the Umbra, including combat; furthermore, you must make a Willpower challenge difficulty 7 to avoid suffering the same penalty on Social and Mental challenges, due to your inability to concentrate completely on what you are doing.
Unworthy (5pt)	Per the Shadow Lord tribal drawback.
Ward Pack (3pts)	ST approval with background.

## Combat and Other Rules

If at any time you wish to question a rules call made by the Staff, the final decision is made by the HST.

### ***Mass Combat***

*Rules for mass combat are as follows:*

- Know your declared number of traits before you throw the challenge.
- Know where your traits come from and be able to tell an ST if they ask.
- Know your action before it's your turn in the initiative.
- Please be prompt and do not talk to other people during the combat.
- If you have a rules question, ask the ST, not other players during combat.
- Know how much damage you are doing, where it comes from, and be able to tell an ST if they ask. Players may ask about other players combat stats through the ST.
- No coaching of other players on how to run their sheets.

### ***Initiative and Turn Order***

Order of Combat is based on Initiative traits only. Initiative goes purely off your attribute traits or tempers, depending of the nature of your challenge, plus any initiative modifying stats. Unless something expressly says it adds to initiative, it does not.

### ***Challenges***

Only one retest per category, unless otherwise noted.

*Categories:*

Ability, Gift, Fetish, Rite, Merit, Tribal Advantage, Temper, etc....

### ***Out-of-TBA Gifts***

(TBA: Tribe-Breed-Auspice)

The number of Out-of-TBA Gifts a character can obtain is determined only by gameplay. The limit of usable Out-of-TBA gifts at any given scene is 5. Gifts granted from fetishes, totems, or from other sources that are not on your sheet do not count towards this limit.

Gifts granted by Celestines are not considered Out-of-TBA.

### ***Tempers***

When a challenge pits Traits versus Tempers or visa versa, the character testing with their Tempers doubles their rating when resolving ties and overbids. When testing using tempers and there is no listed retest, you may spend a point of that Temper for a single retest.

You can never hold more than twice your permanent temper.

### ***Rage Challenges***

Any time a character makes a rage challenge, it is followed by a standard frenzy challenge. This includes gift that are Rage challenges.

When you are testing Rage versus Willpower, it is your current Rage if it exceeds your permanent Rage. Otherwise you use permanent rage rating.

### ***Damage Reduction***

Powers that grant a stated numerical value in damage reduction (i.e. it is a clear set number upon activation,) like the armor charm/talen/etc, do not function Per book. Instead, anything that grants such a benefit will grant an equal number of Healthy health levels that can be destroyed normally in any given round of combat, which refresh at the beginning of the next round, unless otherwise noted in the house rules.

### ***Silver Rules***

Silver Weapons do two additional aggravated damage against targets that are vulnerable to silver, such as Garou. Gold, cold iron, and any other species weakness functions in a similar fashion.

### ***Trait Expenditures***

Extra traits that can be spent to increase damage, duration, or other effects is limited to half your permanent traits in the category being spent in the event the power DOES NOT have a maximum trait expenditure listed.

### ***Wraith Interaction***

Gifts/rites that work on/with Wraiths per MET Oblivion pg. 249:

Spirit Ward

Sense Wyrn

Sense the Unnatural

Scent of the True Form

Name the Spirit

Spirit Speech

Exorcism

Pulse of the Invisible (Drumbeat of the Shadow)

Spirit Drain (Uktena Version)

Attunement

Howl of the Banshee

Cybersenses

Mindblock

Sense Magic

Summon the Restless Shade

Rite of Cleansing

### ***Talens***

Talens require Mental Traits, not Willpower traits to create.

### ***Moon Phases (Defined)***

Ragabash - Night of the New Moon (0% Illumination) +2 days on either side.

Theurge - Night of the Crescent Moon (25% Illumination) +1 day on either side.

Philodox - Night of the Half Moon (50% Illumination) +1 day on either side.

Galiard - Night of the Gibbous Moon (75% Illumination) +1 day on either side.

Ahroun - Night of the Full Moon (100% Illumination) +2 days on either side.

## Downtimes and Influence

### ***Rites***

Rites taught by another PC do not cost anything but must be submitted to the ST and XP lists in downtimes and verified by both players. Rites taught by an NPC will cost the XP as listed in LOTWR.

Characters may learn up to 2 minors, 1 basic, 1 intermediate, and 1 advanced per downtime cycle. Theurges can learn an additional rite. For example, a Fostern could learn 2 minors and 1 basic during a downtime cycle. An Adren could learn 2 minors, 1 basic, and 1 intermediated during a downtime cycle. While a PC can learn a rite outside of their rank, this will likely accrue spirit notoriety.

### ***Talen Creation***

You can make as many talens per downtime cycle as levels of the Ritual ability you have. Theurge can make their rank in additional talens.

### ***Influence Costs***

1XP	Glass Walkers and non-rage based creatures
2XP	All other rage-based creatures

Anyone but Glass Walkers must do a scene for Level 1 influence acquisition. Further growth of influence will follow the rules listed in the Influence section.

## Crafting

### **Length of time:**

To create an item, it will take a number of days equal to the amount of Bonus traits the item will have once complete. Dark Epics will be used for Base stats unless the item is found in a different book. Items with 0 traits will still take 1 day to complete. To make a Craft 5 item the character must possess a crafting ability of at least level 5. If PC is making an item with Modifications they must focus on the crafting and intricate work of that item. During this downtime cycle they will be unable to work on any other crafting projects.

### **Fetishing:**

All craft levels over 5 and each Positive Modification will lower the difficulty to fetish the item by 1 per level. Any item that receives 2 Positive Modifications must be Named much like Klaives are. The only way to remove a Negative Modification is by sacrificing a Positive Modification. No PC may create more Special Modifications per month than the highest level they possess in any Crafts Ability plus any benefits from Specializing in that particular crafted item, Totems, or fetishes that give added Craft levels.

### **Modifications:**

#### Crafts 3

Allows 1 Standard Modification

- Gain a Bonus Trait
- Remove a Negative Trait
- Delivers/Soaks 1 Additional Damage
- Adjust rate of fire on Ranged Weapons

#### Crafts 4:

Player may chop with a Storyteller for a special modification or they may choose one of the standard modifications above that has not already been chosen.

#### Crafts 5:

Player may chop with a Storyteller for a special modification or they may choose the remaining standard modification above that has not already been chosen.

### **Special Modification:**

#### On a Win

A Positive modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Ex. High Caliber added to a gun, Shield Break to a Sword, or something out of the ordinary to make the item special and unique. The player does not get to choose what benefit an item is receiving.

#### On a Tie

The player may choose to have the item Gain a Bonus Trait, Remove a Negative Trait, or deliver/soak an Additional Damage. (Each of these three options may only be chosen once ever)

#### On a Loss

A Negative modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Ex. Loud added to a Gun, Fragile added to a Sword, removal of a Health Level from armor, or something out of the ordinary to make the item uniquely flawed. The player does not get to choose what Negative Modification an item is receiving.

Final Note: Please remember that the GOLDEN RULE as per the book still applies.