

CHANGING BREED HOUSE RULES FOR:

Chicago: New Moon Rising (+satellites)

Enigmas of Rage

Obsidian Shadows

This document contains Garou Tribe Gifts

If at any time you wish to question a rules call made by the Staff, the final decision is made by the HST.
Unless the rules call affects the survival of a PC, please ask it after the scene resolves.

GIFTS

Any Gifts from Dark Ages or Wild West can only be obtained through storyline.

Disallowed Gifts: Commanding Voice (Werewolf the Wild West), Umbral Sight (WWPG, Pulse of the Invisible supersedes)

Book References

BoA	Book of Auspices
BoC	Book of the City
CS	Croatan Song
FS	Frontier Secrets
GoC	Guardians of the Caerns
GT	Ghost Towns
Heng	Hengeyokai MET
LOTWR	Laws of the Wild Revised
LOTWRed	Laws of the Wild Red Book
LOTWW	Laws of the Wyld West
PG2	Player's Guide 2 nd Edition
PGCB	Players Guide to Changing Breeds
PGG	Player's Guide to Garou
PGGR	Player's Guide to Garou Revised
RATH	Rage Across the Heavens
Umbra	Umbra: The Velvet Shadow
W20	Werewolf the Apocalypse 20 th Anniversary
W20:CW	Werewolf 20 th Anniversary: Changing Ways
W20 RATW	Werewolf 20 th Anniversary Rage Across the World
WOTW	Ways of the Wolf
WtA2	Werewolf the Apocalypse 2 nd Ed
WtAR	Werewolf the Apocalypse Corebook Revised
WWC	Wild West Companion
WWPG	Werewolf Player's Guide
WWW	Werewolf: The Wild West

TRIBE GIFTS

Black Fury

- Basic

- **Arion's Burden** (PGG) - Static social challenge, retest athletics, difficulty 10. This gift lasts for the scene, this works on any animal that is familiar to the Black Fury. This gift calms the animals and makes the Black Fury as light as a child for purposes of riding it.
- **Breath of the Wyld** (LOTWR) - Per LOTWR.
- **Curse of Aeolus** (LOTWR) - Per LOTWR.
- **Form Mastery** (W20) - Per the Metis gift.
- **Heightened Senses** (LOTWR) - Per the Lupus gift.
- **Kali's Tongue** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised except for the following

This gift requires touch. Instead you only need to spend one mental on a one for one instead of a two for one rate. This gift does not remove someone from the cycle

- **Kneel** (LOTWW/W20) - Per LOTWW.
- **Man's Skin** (W20) - The player makes a Static Social Challenge with a difficulty of 7 (retest Subterfuge) to disguise herself as a male. The gift lasts for the scene, plus an additional hour for each social trait spent. The illusion can withstand casual tactile contact, although heavy or violent contact will reveal the truth.
- **Owl's Speech** (Black Fury Tribebook Revised) - Social Challenge Retest Animal Ken vs the owl in question. Functions Per the Galliard gift Beast Speech and the Philodox gift King of the Beasts except it only functions against owls.
- **Sense of the Prey/Pulse of the Prey** (LOTWR) - Per the Ragabash gift.
- **Sense Wyld** (Umbra) - Per the Lupus gift.
- **Sense Wyrms** (LOTWR) - Per the Metis gift.
- **Song of the Seasons** (LOTWW) - Per LOTWW.
- **Stoking the Soul's Fire** (Black Fury Tribebook Revised) - Only a Maiden Fury may use this gift, otherwise Per Black Fury Tribebook Revised.
- **Touch of the Muse** (Black Fury Tribebook 1st ed) - Spend one gnosis for a single retest in any social challenge, this may be used in addition to the gift Persuasion
- **Trail of Pain** (PG2) - Spend one Gnosis and make a Mental (Empathy) challenge and spend a number of Mental traits. You gain a sense of a victim suffering within 50 feet plus another 50 feet per Mental Trait spent (up to 5), or you can pick the victim out of a crowd.
- **Watchful Eyes** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
- **Whore's Vengeance** (WWC) - The player makes a mental challenge, retest medicine against the target's willpower. If successful the target breaks out in a painful rash in their sensitive regions, they suffer a 2 trait penalty on all challenges for the remainder of the scene.
 - Note: This gift does not function on spirits or the undead.
- **Wyld Resurgence** (W20) - Per W20.

- **Intermediate**

- ***Bacchantes' Rage* (PG2)** - Spend 2 Gnosis Traits. For the rest of the scene, you may spend Rage Traits to inflict extra damage after a wounding hit. Every Rage Trait spent in this fashion causes one additional unsoakable Health Level of damage. You may only spend half your permanent Rage total, rounded up, for additional damage.
- ***Barring the Will* (Black Fury Tribebook Revised)** - Per Black Fury Tribebook Revised, Mother only.
- ***Beast Life* (W20)** - Per the Lupus gift.
- ***Body Wrack* (LOTWR)** - Per LOTWR.
- ***Bolster the True Name* (Black Fury Tribebook Revised)** - Per Black Fury Tribebook Revised. Crone only.
- ***Calm Before the Storm* (PGG)** - Spend 1 Gnosis Trait and make a Static Social Challenge (Primal Urge) against a difficulty of 10 Traits. If successful, you may project a sense of utter safety on a group of no more than 10 people. If they expect an ambush, they may make a Static Mental Challenge (Empathy) against a difficulty of 10 Traits to sense the sudden change of emotion within their own group. When this peace breaks (often by ambush) those affected suffer a 1 Trait penalty on all challenges, plus one for each Social Trait spent upon activation.
- ***Coup De Grace* (LOTWR)** - Per LOTWR.
- ***Flames of Hestia* (Black Fury Tribebook Revised)** - Per Black Fury Tribebook Revised.
- ***Heart Claw* (W20)** - Upon making a successful claw attack, the player spends one Willpower to break off her claws in the wound. The burrowing claw inflicts one automatic level of lethal damage each subsequent turn until it either kills the target or is dug out of the wound. Removing the claw requires a Static Physical Challenge with a difficulty of 7 (retest Medicine) and a full turn of concentration.
- ***Song of the Siren* (W20)** - Per the Galliard gift.
- ***Spirit Ripper* (LOTWW)** - Per LOTWW.
- ***Visceral Agony* (LOTWR)** - Per LOTWR.
- ***Wasp Talons* (LOTWR)** - Per LOTWR except that enhancements such as Razor Claws, Silver Claws, or Visceral Agony may be used in conjunction with this attack.
- ***Wings of Pegasus* (WPG2)** - The player spends a Gnosis to produce wings in Hispo form capable of 50mph flight, which lasts until dismissed. Fine flying maneuvers require a Static Physical Challenge with Athletics or Flight, difficulty as determined by the ST.

- **Advanced**

- ***Anger of the Goddess* (WWC)** - The player spends 3 Rage to summon Gaia's wrath. The Storyteller determines what freak natural events follow, but the full force of the Goddess strikes the target (multiple lightning bolts, a tornado touching down at his feet, etc.). Unfortunately, the Gift affects everyone around the target as well, as the power of nature is indifferent to innocence.
- ***Gorgon's Gaze* (PG2)** - After making eye contact, spend 1 Gnosis Trait and defeat your target in a Social Challenge (Occult). The Garou's eyes burn red, gold, and green as she paralyzes her target for one turn, plus one additional turn for each Social Trait spent. If the user spends one permanent Willpower, one permanent Gnosis and one permanent Rage before initiating the challenge the victim is permanently turned to stone. While paralyzed, the target may not defend himself against attacks.
- ***Healing Breath of Mother Gaia* (LOTWW)** - Per LOTWW.
- ***Thousand Forms* (LOTWR)** - Per the Ragabash gift.
- ***Wyldstorm* (LOTWW)** - This gift has no effect as there is no Storm Umbra.

- **Wyld Warp** (LOTWR) - Per LOTWR.

Black Fury Camp Gifts

Amazons of Diana

- **Basic:**
 - **Flurry of Arrows** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
 - **True Shot** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
- **Intermediate:**
 - **Blizzard of Arrows** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
Note: You must have a number of arrows on hand equal to the number of targets.

Bacchantes

- **Intermediate:**
 - **Rend** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
- **Advanced:**
 - **Storm of Mother's Wrath** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.

Freebooters

- **Basic:**
 - **Messenger's Fortitude** (Black Fury Tribebook Revised) - Per the Silent Strider gift.
 - **Omen of Power** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.

Moon-Daughter

- **Basic:**
 - **Moonshadow** (Black Fury Tribebook 1st Ed) - With this gift the user may step sideways using a patch of moonlight, in addition the difficulty is lowered by 1.
 - **Spirit Loan** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised except for the following. No Tribal gift may be learned from the use of this gift.

Order of the Merciful Mother

- **Basic:**
 - **Mother's Touch** (Black Fury Tribebook Revised) - Per the Theurge gift.
 - **Truest Sacrament** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.

Sisterhood

- **Basic:**
 - **Spirit Smuggler** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.
- **Intermediate:**
 - **Winged Delivery** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.

Temple of Artemis

- **Advanced:**
 - **Walk with Hades** (Black Fury Tribebook Revised) - Per Black Fury Tribebook Revised.

Bone Gnawers

Note: Patrol gifts are done via Storyteller, not via Spirit Players, those do not exist.

- **Basic**

- ***Beneath Notice* (WWC)** - The player spends one willpower to remain anonymous for the rest of the scene. No one who sees the user can remember details concerning their appearance.
- ***Between the Cracks* (W20)** - The player spends a Willpower and makes a Static Mental Challenge with a difficulty of 5 (retest Streetwise) to find the nearest barren spot within an urban area, a secluded place where no human has set foot in at least a week and likely to remain that way for the rest of the night
- ***Blissful Ignorance* (LOTWR)** - Per the Ragabash gift.
- ***Cardboard Mansion* (PG2)** - After finding an appropriate box, spend 1 Gnosis Trait. The box becomes a windproof, waterproof, soundproof home that is always warm and dry, regardless of what it's like outside.
- ***Cooking* (LOTWR)** - Per LOTWR.
- ***Cornered Rat* (LOTWW/W20)** - Per LOTWW.
- ***Dead End* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Declamation* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Desperate Strength* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Drunkard's Luck* (WWC)** - The Gift activates automatically when the Bone Gnawer consumed enough alcohol to render him drunk. In this state, he is at a 5 trait penalty to all of his actions (more if he continues drinking), but he benefits from an amazing lucky streak. The player can retest any failed challenges involving defensive actions, including Dodge and Stamina related defensive challenges. The Storyteller may also allow the character to avoid hazards that he could not normally detect, such as falling debris or surprise attacks. When the effects of the alcohol wear off, the Gift deactivates. The Gift does nothing for hangovers. The user may use this in conjunction with other gifts that grant retest.
- ***Find the Prize* (Bone Gnawer Tribebook 1st Ed)** - Spend one Gnosis and make a static Mental (Enigmas) challenge vs. a difficulty determined by Storyteller depending on rarity of the object. The Garou employing this Gift spends a round thinking about something valuable that they want to find (either a specific item, or a general group of items). For each Mental Trait spent (up to 5), the user receives one clue as to the whereabouts of this item (e.g. "Turning a corner you see a greyhound bus station, maybe your pet dog is inside.") Note that knowing where something is, doesn't mean that it's easily accessible.
- ***Guise of the Hound* (W20)** - The Garou masks herself so that she blends into the urban landscape, disguising her Lupus form so that it appears as a large dog rather than a wolf. This Gift may be activated at will.
- ***Hootenanny* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***I Got a Rock* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Kitchen Chemistry* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Odious Aroma* (LOTWR)** - Per LOTWR.
- ***On Patrol* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.
- ***Resist Toxin* (LOTWR)** - Per LOTWR.
- ***Road Ward* (Bone Gnawer Tribebook Revised)** - Per Bone Gnawer Tribebook Revised.

- **Scent of Sweet Honey** (WTA2/W20) - Player makes an opposed mental challenge(subterfuge) vs the opponent's mental(occult). If successful, the target takes a 2 trait penalty on all challenges for 1 hour. The smell will not wash off during this time.
- **Smell of Success** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
- **Stench and the City** (BoC) - Per the Homid gift.
- **Stone Throwing Devil** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
- **Tagalong** (LOTWR) - Per LOTWR.
- **Trash is Treasure** (W20) - Take hold of a broken object and make a Static Mental Challenge (Crafts) against a difficulty of 7 Traits. If successful, you restore the item to full functionality for one scene, and the item supplies its own power, fuel, and/or ammunition. You may spend 1 Willpower Trait to extend the item's functionality for a full day, but you must supply the power, fuel, and/or ammunition for the item to continue functioning past one scene.
- **Trash Magnet** (PG2) - Defeat your target in a Social Challenge (Streetwise) and spend a variable number of Social Traits. If successful, nearby garbage hurls itself onto the target and he suffers a 1 Trait penalty on all challenges, plus one for each Trait spent. This effect last until the target spends a turn pulling himself free. This Gift is only effective where there is nearby trash.
- **The Hungry Hound** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
- **The Mark** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
- **Urban Ward** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
- **Intermediate**
 - **Attunement** (LOTWR) - Per LOTWR.
 - **Beg** (PG2) - Spend 1 Gnosis Trait and defeat your target(s) in a Static Social Challenge (Performance) after groveling or telling a sob story. If successful the target will give you some kind of handout, favor, or at least a good meal.
 - **Blink** (W20) - Spend 1 Gnosis Trait and make a Static Social Challenge (Stealth) against a difficulty of 7 Traits. If successful, the Garou may enter a shaded area, and exit from another shaded area within 50 yards
 - **Call the Rust** (W20) - The Player spends a point of Gnosis and makes a Static Mental Challenge (retest Crafts) to summon sudden and destructive rust onto any metal within his immediate vicinity. Guns corrode and jam, knives crumble, and cars become flaking hunks of junk. The difficulty of the challenge depends on the amount of metal being corroded. A gun or knife would be difficulty 6, while a car might be 8.
 - **Cliché Curse** (PGG) - Spend 1 Gnosis Trait and name your victim, who must be within hearing distance and line of sight. For twenty-four hours, the victim risks disaster in the form of a movie cliché (at Storyteller discretion). Once that disaster occurs, however, the curse is ended.
 - **Cooter's Revenge** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
 - **Dumpster Diving** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
 - **Face in the Crowd** (Bone Gnawer Tribebook Revised) - Per Bone Gnawer Tribebook Revised.
 - **Friend in Need** (Bone Gnawer Tribebook Revised) - Per LOTWR.

- ***Infest*** (LOTWR) - Per LOTWR.
- ***Laugh of the Hyena*** (*Bone Gnawer Tribebook Revised*) - By laughing out loud, you gain a free retest to resist mental domination or control. You are considered to have a 2 trait bonus for the purposes of this retest.
- ***Lucky Bastard*** (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised.
- ***Gift of the Skunk*** (W20) - Make a Physical Challenge (Primal Urge/Dodge) against your target. If successful, you swell your musk glands, and spray your target with musk like a skunk. The target must spend 1 Willpower Trait to do anything but spend the first turn retching. Afterwards, he is 2 Traits down on all Mental, Physical and Social Challenges for the remainder of the scene. Immersion in water negates this Gift, and it is ineffective against targets with no sense of smell.
- ***Gift of the Termite*** (PG2/W20) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Crafts) against a difficulty of 10 Traits. If successful, the Garou can cause wood and paper to rot with astonishing speed. Furniture falls apart, documents disintegrate, and buildings may even collapse.
- ***Glass Talons*** (LOTWW) - Per LOTWW.
- ***Rant and Rave*** (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised, using the Storyteller in place of the Spirit Player.
- ***Reshape Object*** (WTA2) - Per the Homid gift.
- ***Run for Ground*** (LOTWW) - Per LOTWW.
- ***Streets Tell Stories*** (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised.
- ***Trust Me*** (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised.
- ***Shadows of the Rat*** (*Bone Gnawer Tribebook Revised*) - Once per session you may spend a gnosis to refresh your physical traits.
- **Advanced**
 - ***Gluttony*** (WWPG) - Defeat your target in a Physical Challenge (PrimalUrge/Dodge). If successful, you open your jaws far wider than is normally physically possible, and swallow your target whole. Swallowed objects/beings wind up in the Umbra, in a subrealm that is a mystical “stomach” of the glutton. The Garou can belch these objects out later. The werewolf can store objects in this mystical stomach for a number of hours equal to his Stamina; after this time, the Garou automatically regurgitates them back into the physical world. The objects appear next to the Garou, and are unharmed.
 - ***Gold Fever*** (LOTWW) - Per LOTWW.
 - ***Help Me*** (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised.
 - ***Hometown Hero*** (LOTWW) - Per LOTWW.
 - ***Survivor*** (LOTWR) - Per LOTWR.
 - ***Piping*** (Patrol) (*Bone Gnawer Tribebook Revised*) - Per Bone Gnawer Tribebook Revised.
 - ***Riot*** (*Bone Gnawer Tribebook Revised*) - Per LOTWR.

Children of Gaia

- **Basic**
 - ***Brother’s Scent*** (W20) - The player spends a Gnosis and makes a Static Social Challenge with a difficulty 6 (retest Empathy). All individuals not specifically on guard against intruders overlook any incongruity in the Garou’s appearance for example, a naked man covered in blood and carrying a grand klaive could walk through a high society ball

without arousing suspicion. The Garou is not invisible, just considered unremarkable in appearance even when interacted with. If the werewolf's actions alone would draw attention to himself (shouting, starting a fight) the Gift's illusion is broken. Those specifically on the lookout (security guards, for example) don't succumb to this Gift without a contested Willpower challenge.

- **Calm** (LOTWR) - Per LOTWR.
- **Domestic Seeming** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
- **Fertile Lands** (FS) - Make a willpower challenge difficulty 7, and spend 1 gnosis per month to ensure that the land is capable of sustaining new crops. Once 10 gnosis points have been spent the land is permanently fertile.
- **Grandmother's Touch** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
- **Jam Weapon** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
- **Luna's Armor** (LOTWR) - Per LOTWR.
- **Mercy** (LOTWR) - Per LOTWR.
- **Mother's Touch** (LOTWR) - Per the Theurge Gift
- **Mule's Bane** (Child of Gaia Tribebook Revised) - Metis Only. Spend 1 gnosis and make a physical challenge (expression). With success, your opponent gains your metis deformity and any related negative traits for 1 turn plus 1 additional for each physical trait expended.
- **Nature's Bounty** (FS) - The player makes a mental challenge(survival), difficulty 12 to provide 1 day's worth of food and water for 1 person plus 1 additional day/person per mental trait expended.
- **Para Bellum** (W20) - The Gift may only be used at the beginning of a battle that was not initiated by the Garou, her pack, or her allies. Spend 1 Rage. For the rest of the scene, the character has two additional physical traits (Brawny and Quick) 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.
- **Resist Pain** (LOTWR) - Per the Philodox Gift.
- **Spellbinding Oration** (Child of Gaia Tribebook 1st Ed) - To activate this gift, the player makes a social challenge(leadership) difficulty 8. The user must speak for at least 5 minutes before gaining the benefits of this gift. You are considered up 4 traits for the purposes of noncombat social challenges for the scene. In addition the garou's statements take on an extra air of meaning and credibility.
- **Stinging Blows** (PGG) - Spend 1 Rage Trait. 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. The target may resist the effects of this Gift by succeeding in a Static Willpower Challenge against a difficulty of 9 Traits.
- **Swallow Rage** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
- **Unicorn's Arsenal** (W20) - The player spends a Gnosis and her claws and fangs become dazzling and pearlescent. Any opponent bearing a wound delivered by these natural weapons is down two traits on all attacks until the wound is healed.
- **Voice of Reason** (WWC) - People must be able to hear the garou for this gift to work. To activate spend 1 willpower and make a simple social challenge (empathy). With success, 2 people come to their senses and shake off their mob mentality. For each social trait spent, 2 additional people come to their senses. Once this gift has affected the majority of the group, the mob disperses.

- **Water-Conning** (LOTWR) - Per LOTWR.
- **Intermediate**
 - **Beast Life** (LOTWR) - Per the Lupus gift.
 - **Calm the Savage Beast** (W20) - Per the homid gift.
 - **Chant of Morpheus** (WWPG) - Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Enigmas). If successful, the target falls into restful slumber for the rest of the scene. For one hour after waking, the target must spend 1 Willpower Trait to take any hostile action against you. Any attacks directed at the sleeper awaken her immediately and end the effects of the Gift. This Gift is ineffective if the target is in frenzy.
 - **Cleaving Hoof** (Child of Gaia Tribebook Revised) - The player spends a gnosis and either double your damage or add +2 damage to your next attack this turn, whichever is less damage.
 - **Dazzle** (LOTWR) - Per LOTWR.
 - **Good Faith** (Child of Gaia Tribebook 1st Ed) - Make a mental challenge(expression) difficulty 6. Anyone who actively wants to resist finding common ground or negotiating in good faith must make a static Willpower challenge difficulty equal to the user's Willpower. If he fails to resist, his opposition will be betrayed by his sudden flatulence, and he will likely be shunned and viewed as absurdly inflexible by those who bargain in good faith.
 - **Guilt Trip** (WWPG) - This Gift is superseded by The Guilty Mind(LotW Red Book, p. 110). The Garou can draw forth a state of guilt and remorse in her target. Make a contested Social Challenge (retest Empathy.) If successful, the target will do the ethical thing. Ethical is defined by what a stereotypical Child of Gaia would think is appropriate.
 - **Lover's Touch** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
 - **Pain Chain** (PGG) - Spend 1 Gnosis Trait and defeat your target in a Static Mental Challenge (Investigation) against a difficulty equal to the target's Mental Traits. If successful, you learn the identity of the person 'pulling his strings.' You may trace that person's chain of command by defeating each subsequent 'boss' in a similar challenge. You gain the face and name of each of these individuals.
 - **Parting the Velvet Curtain** (Umbra) - Per the Theurge gift.
 - **Serenity** (LOTWRed) - Expend a Gnosis trait and make a Mental challenge (retest Empathy) against target. If successful, the victim cannot spend Rage for the rest of the scene. This only removes the ability to spend Rage.
 - **Serpent Driving** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised. This only drives out creatures that are trying to conceal themselves.
 - **Soothe the Savage Beast** (Child of Gaia Tribebook Revised) - Per Child of Gaia Tribebook Revised.
 - **Speech of All Things** (W20 RATW) - The character can understand and speak any language once she has learned this Gift. With a Mental Challenge retest Academics difficulty 14 she can read and write in those languages for the scene. If the language is not in common usage by more than a single, small group or culture -- or does not have a written form -- the difficulty increases to 18. This gift does work on secret languages of other creatures.
 - **Spirit Friend** (LOTWR) - Per LOTWR.
 - **Uncaught Since the Primal Morn** (Child of Gaia Tribebook Revised) - Spend a Gnosis and make a Physical Challenge (retest Athletics) against the pursuer with the highest number of physical traits. The Garou is unfailingly faster than her pursuers for the scene.
 - **Strike the Air** (LOTWR) - Per LOTWR.

- **Unicorn's Grace** (*Child of Gaia Tribebook Revised*) - Spend 1 Gnosis Trait. For the rest of the scene, the Garou suffers no ill effects of Rage. He cannot frenzy, nor will any Garou or human sense his Rage. However, while this Gift is in effect, he may spend no more Rage Traits in a turn than his levels in Empathy.
- **Words of the Alpha** (*Child of Gaia Tribebook Revised*) - Per Child of Gaia Tribebook Revised.
- **Advanced**
 - **Fool's Medicine** (WWC) - Bigotry may be commonplace in the West, but that doesn't mean Gaia's Children have to like it. Tribe members use this Gift to teach a harsh lesson to people blinded by hatred. It lets the user make general alterations to a person's skin tone and facial features. The person remains recognizable in many respects but suddenly has a cocoa complexion, say, instead of a ruddy one, or "Oriental eyes" instead of "round eyes." Loved ones can usually discern the target's identity, however, which is an aspect of the Gift that troubles many bigots more than the alteration itself. Basically, the target changes to resemble a member of the ethnic group he despises most.

The user spends a Gnosis point to activate the Gift and makes a Mental Challenge retest Empathy vs the victims Mental plus Empathy. The gift last for one day plus one additional day for each mental trait. The user must touch the target for Fool's Medicine to take effect, which it does the next time the target sleeps.

 - **Gaia's Balm** (LOTWW) - This gift no longer functions as there is no Storm Umbra.
 - **Halo of the Sun** (LOTWR) - Per LOTWR.
 - **Life for Life** (LOTWW) - Per LOTWW.
 - **The Living Wood** (LOTWR) - Per LOTWR. Small trees typically inflict two health levels of bashing damage in combat, Medium to large trees inflict three levels of damage. Particularly massive trees will do damage based on ST discretion.
 - **Trust of Gaia** (*Child of Gaia Tribebook 1st Ed*) - The Garou makes a static social challenge retest Empathy against a difficulty of 12. The difficulty against Garou, or humans corrupted by the Wyrms, is 20. Wyrms are immune. If successful, everyone who sees, hears, or experiences the Garou in any way must make a Willpower Challenge difficulty 8 or feel a high degree of trust for the Garou. They will confide in him as they would a trusted friend. The effect will last for one scene, or as long as the person remains in contact with the Garou. however, even once the Gift's effect has worn off, the person will feel good will toward the Garou.

Fianna

- **Basic**
 - **Brew** (WWPG) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Medicine) against a difficulty of 7 Traits. If successful, you can transform a pitcher of any liquid into an alcoholic substance. Spending mental traits increase the quality of the alcohol.
 - **Ceridwen's Blood** (*Fianna Tribebook 1st Ed*) - The garou makes a physical challenge(medicine) difficulty 10. The user may heal the target any number of health levels by suffering the same amount healed. The Fianna can heal aggravated wounds by spending a Gnosis point, although she will only take non-aggravated wounds in exchange.
 - **Drunkard's Luck** (WWC) - Per the Bone Gnawer gift.

- **Faerie Light** (LOTWR) - Per LOTWR.
- **Family Tree** (LOTWW) - Per LOTWW except that it replaces ancestors instead of past life.
- **Fire in the Belly** (Fianna Tribebook Revised) - Per Fianna Tribebook Revised.
- **Firewater's Kiss** (FS) - Spend a gnosis make an opposed social(medicine) vs the target's willpower. Upon success the user spends 1-5 social traits. The traits spent cause one of the following effects based on the amount spent.
 - 1-2: The target suffers a 2 trait penalty on all challenges for 1 minute(light headedness).
 - 3-4: The target suffers a 3 trait penalty on all challenges for 10 minutes(intoxicated).
 - 5: The target suffers a 5 trait penalty on all challenges for the scene(drunken stupor).

The target can temporarily shake off the effects for a round by spending a Willpower Point. If the subject spends a number of Willpower Points greater than the number of traits spent, the Gift's effects are negated. This power can't be used more than once on the same target in the same day.

- **Flame Dance** (W20) - The player reflexively spends 1 Rage Trait, allowing the Garou to attempt to dodge a single attack without bidding any Traits. Alternately, if the player elects to sacrifice her normal action that turn, she instead gains three bonus Traits to the Dodge attempt.
- **Form Mastery** (W20) - Per the Metis gift.
- **Glib Tongue** (LOTWR) - Per LOTWR.
- **Howl of the Banshee** (LOTWR) - Per LOTWR.
- **Howl of the Unseen** (Fianna Tribebook Revised) - Per Fianna Tribebook Revised.
- **Luck of the Irish** (Fianna Tribebook Revised) - Spend a gnosis to gain a retest on a challenge, usable once per scene. This used to be called Fair Fortune but it is now known as Luck of the Irish to differentiate from Intermediate W20 gift. This may be used in addition to any other retest related gift.
- **Persuasion** (LOTWR) - Per the Homid gift.
- **Primal Song** (WWC) - Per the Galliard Gift.
- **Resist Toxin** (LOTWR) - Per the Bone Gnawer gift.
- **Reverie** (Fianna Tribebook Revised) - Per Fianna Tribebook Revised.
- **Salmon Leap** (LOTWR) - Per the Lupus gift Hare's Leap.
- **Sense Fae** (WWC) - No challenge is required but the garou must concentrate for a turn. The garou may sense Fae within 5 meters.
- **Sense Secrets** (WWC) - The player makes a mental challenge retest enigmas (difficulty set by the storyteller). Each mental trait spent improves the Fianna's sensitivity. A success detects cursory or slipshod concealment, such as tumbleweeds pulled across a cave's mouth; While five traits spent detect the presence of the most painstaking obscurement, including hidden passageways and the like.
- **Spear Dancing** (Fianna Tribebook Revised) - Per Fianna Tribebook Revised.
- **St. Herve's Folly** (PGG) - Spend 1 Willpower Trait and defeat your target in a Social Challenge (Expression). If successful, you convince your target to engage in ridiculous acts of subservience to severe lessers. This Gift lasts for one day. Garou and other supernatural creatures may resist this Gift by spending Willpower Traits, while you may spend Willpower Traits to enforce the Gift; unless the target spends more Willpower Traits than you, the Gift remains in effect.

- **Two Tongues (W20)** - The player spends a Willpower. For the rest of the scene, the Fianna may simultaneously carry on two conversations at the same time, which need have no relation to one another. She decides which listeners hear which version of the words she's speaking. Anyone suspecting something odd about the Fianna's behavior must make a contested Mental Challenge (retest Alertness) to detect the Garou's other conversation and to understand what she's saying there.
- **Intermediate**
 - **Airitech's Daughters (PGG)** - Spend 1 Rage Trait for each human you want to turn into a werewolf, up to a maximum of three, before making a Static Physical Challenge (Subterfuge) against a difficulty of 10 Traits. If successful, all humans affected by the Gift turn into werewolves for one hour. 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. They may, however, receive a bonus to Intimidation challenges. 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)** - Spend 1 Rage Trait and 1 Gnosis Trait and make a Static Social Challenge (Occult) against a difficulty of 8 traits. For the remainder of the scene anyone at whom you glance must defeat you in a Mental Challenge (Occult) or double over in pain. Any individuals thus affected suffer from the effects of the wound penalties associated with being Wounded. Targets who are already suffering from the Wounded wound penalties will be put at the Incapacitated wound level. You may only affect one target at a time with this Gift.
 - **Call of the Old Country (LOTWW)** - Per LOTWW.
 - **Faerie Blood (PGG)** - 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 the Kindred: 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. The Storyteller is free to get wild with the effect: anything from hallucinations to transforming into a donkeyheaded vampire for a scene. Any Kindred with the second level of the Auspex Discipline (Aura Perception) will recognize the Garou's blood as special, even for a werewolf.
 - **Faerie Kin (LOTWR)** - Spend at least 1 Gnosis Trait and make a Static Social Challenge (Occult) against a difficulty of 8 traits. If successful, you summon a number of faeries equal to half your levels in Occult, rounded up. You may spend additional Gnosis Traits to increase the raw power of the faerie who responds. Note that this Gift may summon changelings or dreamspirits called chimera, but it will call true fae only in strange Umbral reaches, and even then very rarely. If you fail this test, faeries may still respond at the Storyteller's discretion. These faeries, however, are bad news – they are vicious and malevolent, and will act to hinder or humiliate you.
 - **Fair Fortune (W20)** - Per Fianna Tribebook Revised, however it is intermediate Per W20. This gift resets the challenge, the second result stands.
 - **Fog of War (Fianna Tribebook Revised)** - Per the Ragabash gift.
 - **Leylines (W20)** - Spend 1 Gnosis Trait. For the rest of the scene, any persons attempting to track you by any means must first defeat you in a Mental Challenge (Occult).
 - **Phantasm (LOTWR)** - Per LOTWR.

- ***Pin the Eagle's Wing*** (*Fianna Tribebook Revised*) - Per *Fianna Tribebook Revised*.
- ***Prospector's Luck*** - Per *LOTWW*.
- ***Reshape Object*** (*LOTWR*) - Per the Homid gift.
- ***Song of the Dire*** (*WWPG*) - While singing a battle song in Hispo form, spend 2 Gnosis Traits and make a Static Social Challenge (Performance) against a difficulty of 10 Traits. If successful, your packmates gain a 1-Trait bonus on all challenges, which may be increased by spending Social Challenges on a one-for-one basis. This effect lasts for one turn, but may be extended if you continue to sing, at a cost of 2 Gnosis Traits per turn.
- ***Song of the Siren*** (*W20*) - Per the Galliard gift.
- ***Warp Spasm*** (*Fianna Tribebook 1st Ed*) - The Garou spends one point of Rage to activate this Gift, after which she will automatically go into a Berserk Frenzy. All flammable material she touches bursts into flame. Her hand to hand attacks do two aggravated wounds of damage in addition to regular attack damage.
- ***Woadling*** (*WWPG 2E, p. 40*) - After painting woad on your body, make a Static Physical Challenge (Occult) against a difficulty of 10 Traits. If successful, the painted woad may be animated at any time by spending 1 Gnosis Trait. An animated woadling dances and prances around a target of your choosing, causing them to suffer a 3-Trait penalty on all challenges, which may be increased on a one-for-one basis at the time the woadling is animated. This effect lasts for one scene. You may carry multiple woadlings on your body, but only may only release one per turn.
- **Advanced**
 - ***Call the Hunt*** (*LOTWR*) - Per *LOTWR*. The traits of the spirit are ST discretion.
 - ***Fog on the Moor*** (*W20*) - Spend 1 Willpower Trait and make a Static Gnosis Challenge against a difficulty of 12 Traits (retest). If successful, you instantly assume a ghostly form, immune to all attacks except those made with silver. You may communicate and strike opponents normally. This Gift lasts a number of turns (minimum one) equal to half your Gnosis, rounded down. Note: when Fae Blood is active, cold iron will still affect you but silver will not.
 - ***Gift of the Spriggan*** (*LOTWR*) - Per *LOTWR*.
 - ***Form of Cernunnos*** (*Fianna Tribebook Revised*) - Per *Fianna Tribebook Revised*.
 - ***Havgan's Healing*** (*Fianna Tribebook Revised*) - Per *Fianna Tribebook Revised*.
 - ***Troll's Bridge*** (*WWPG*) - When in a relatively enclosed area, such as a thick grove of trees, make a Static Mental Challenge (Repair) against a difficulty of 10 Traits. If successful, attackers must defeat you in a Physical Challenge (Athletics) to enter that area.
 - ***Warp-Fury*** (*LOTWW*) - Per *LOTWW* except as followed: Instead of the physical challenge, this gift lasts for a number of turns equal to half your permanent rage, rounded up.

Fianna Camp Gifts

Songkeepers

- **Intermediate:**
 - ***Cairbre's Tongue*** (*Fianna Tribebook Revised*) - The garou spends a gnosis and makes a contested social challenge(performance) vs the victim's willpower. If successful and if the target is wyrm tainted, the victim loses all appearance related traits as incriminating blotches spread across their face and body. These blotches last for the scene.

Tuatha de Fionn

- **Intermediate:**

- ***Sense the Unnatural*** (LOTWR) - Per the Lupus gift.

Get of Fenris

- **Basic**

- ***Berserker's Song*** (PGG) - While singing, spend 2 Rage Traits and a variable number of Physical Traits and make a Static Physical Challenge (Expression or Performance) against a difficulty of 7 Traits. If successful, for one turn, plus one for each Trait spent, you automatically frenzy, receiving the benefits of ignoring wounds, shifting immediately to Crinos, and immunity to mind influencing powers. However, you may pull out of this frenzy immediately and may use simple weapons like swords or bludgeons. If you are stopped from singing, this effect automatically ends.
- ***Cry of the Killer*** (LOTWW/LOTWRed) - Per LOTWRed
- ***Fangs of the North*** (W20) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Survival) against a difficulty of seven Traits. If successful, the Garou's claws and teeth are transformed into curving daggers of hardened ice. Any individual wounded by the Garou's fangs or claws suffers the Negative Trait Clumsy for the rest of the scene as chills wrack her body. Additionally, such wounds heal badly; mortals are likely to lose injured limbs as the tissue necrotizes, and beings capable of supernaturally swift healing are unable to heal these specific wounds for one turn per Mental Trait spent at the time of activation. Only one Clumsy can be applied per target via this Gift.
- ***Fertile Lands*** (FS) - Per the Child of Gaia gift.
- ***Halt the Coward's Flight*** (LOTWR) - Per LOTWR.
- ***Lightning Reflexes*** (W20) - The player reflexively spends a Willpower to negate an enemy's surprise round of attack. For the next day, the Get of Fenris cannot be surprised by an attack. In addition the user does not need to spend willpower to change his course of action.
- ***Master of Fire*** (LOTWR) - Per the Homid Gift.
- ***Razor Claws*** (LOTWR) - Per the Ahroun Gift
- ***Resist Pain*** (LOTWR) - Per the Philodox Gift.
- ***Safe Haven*** (*Get of Fenris Tribebook Revised*) - Per Get of Fenris Tribebook Revised.
- ***Sense Guilt*** (PG2) - After staring into the eyes of your target, defeat him target in a Mental Challenge (Empathy). If successful, you detect any sense of regret. By spending a Willpower Trait, you learn specific facts concerning the dirty issue.
- ***Sigurd's Stride*** (PGG) - Spend a Gnosis Trait and a variable number of Physical Traits and make a Static Physical Challenge (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.
- ***Snarl of the Predator*** (LOTWR) - Per LOTWR.
- ***Snow Running*** (*Get of Fenris Tribebook Revised*) - Per Get of Fenris Tribebook Revised.
- ***Troll Skin*** (*Get of Fenris Tribebook Revised*) - Per Get of Fenris Tribebook Revised.
- ***Visage of Fenris*** (LOTWR) - Per LOTWR.
- ***Wearing the Bear Shirt*** (*Get of Fenris Tribebook Revised*) - Per Get of Fenris Tribebook Revised.

- **Intermediate**

- ***Alberich's Claws* (PGG)** - Spend 1 Rage Trait. If your next attack is performed with natural weaponry and strikes an inanimate object, it automatically does an extra 10 Health Levels of damage.
- ***Body Shift* (W20)** - Per the Homid Gift.
- ***Curse of the Berserker* (WWC)** - The player makes a contested Willpower challenge versus the victim when a frenzy is imminent. The loser of the resisted action enters a frenzy and the victor remains in control of his wits.
- ***Glory-Scars* (Get of Fenris Tribebook Revised)** - Per Get of Fenris Tribebook Revised.
- ***Heart of the Mountain* (W20)** - Per Yu's Endurance in Glass Walker Tribebook Revised.
- ***Heimdall's Blade* (WWC)** - The player spends one Rage point and grasps her improvised weapon. Until the scene ends or until the Fenrir drops it, the item has the same Stats of a longsword (3 bonus traits 2 lethal)
- ***Hero's Stand* (W20)** - While the Gift is active, you may bid the trait "Heroic" in all defensive Physical Challenges, which may not be lost. Additionally, you may not be surprised, all attacks are considered frontal, and you are not required to bid extra traits in mob combat. You may not move until all foes have been defeated or have fled.
- ***Journey Home* (WWC)** - System: The player spends all of his Gnosis (minimum of three points) and steps into the Umbra. When he steps out of the Umbra, he emerges at the place he considers home.
- ***Loki's Touch* (Get of Fenris Tribebook Revised)** - Per Get of Fenris Tribebook Revised.
- ***Might of Thor* (W20)** - You increase your strength tremendously, the better to slay your foes. Spend one Gnosis and one Rage and make a Static Willpower Challenge against eight Traits. Success will double your strength-related traits, maximum of 5 and in addition, you increase damage by one on Brawl and Melee related attacks. The negative in Laws of the Wild has been removed per W20 changes. You may only activate this once per scene.
- ***Rage of Fenris* (LOTWW)** - Per LOTWW.
- ***Redirect Pain* (W20)** - Spend 1 Rage Trait and make Static Social Challenge (Primal Urge) against a difficulty of 8 Traits. For one scene, the target incurs whatever wound penalties are indicated by the Fenrir's current wound levels, regardless of whether or not the Fenrir actually feels the pain.
- ***Scream of Gaia* (LOTWR)** - Per Lupus Gift.
- ***Venom Blood* (LOTWR)** - Per LOTWR.

- **Advanced**

- ***Endurance of Heimdall* (W20)** - The player spends two Gnosis and makes a Static Willpower Challenge (difficulty 6). Success will double your stamina-related traits, maximum of 5, and in addition, you reduce damage from all attacks by one.
- ***Fenris' Bite* (LOTWR)** - Per LOTWR.
- ***Horde of Valhalla* (LOTWR)** - Per LOTWR except the Wolves summoned will have stats determined by the Storyteller.
- ***Roar of Vengeance* (LOTWW)** - Per LOTWW.
- ***Strength of the Ancestors* (Get of Fenris Tribebook Revised)** - Per Get of Fenris Tribebook Revised except the user adds two traits for every dot of ancestors he possesses.
- ***The Good Death* (Get of Fenris Tribebook Revised)** - Per Get of Fenris Tribebook Revised.

Get of Fenris Camp Gifts

Fangs of Garm

- **Basic:**
 - *Strength of Purpose (LOTWR)* - Per Philodox Gift.

Glorious Fist of Wotan

- **Basic:**
 - *Beastmind (LOTWR)* - Per LOTWR.

Hand of Tyr

- **Basic:**
 - *Sense of the Prey/Pulse of the Prey (LOTWR)* - Per Ragabash Gift.

Mjolnir's Thunder

- **Intermediate:**
 - *Clenched Jaw (LOTWR)* - Per the Ahroun Gift.

Swords of Heimdall

- **Intermediate:**
 - *Mark the Enemy (WWPG)* - Touch your target and make a Static Social Challenge (Occult) against a difficulty of 10 Traits. If successful, you mark the target with a mystical brand that only Swords of Heimdall may see, with a successful Static Mental Challenge (Occult) against a difficulty of 8 Traits. Any Garou who knows the Gift may remove its effect.

Valkyria of Freya

- **Intermediate:**
 - *Coup De Grace (LOTWR)* - Per Black Fury gift.

Ymir's Sweat

- **Intermediate:**
 - *Chill of Early Frost (LOTWR)* - Per LOTWR Wendigo Gift.

Glass Walkers

- **Basic**
 - *Control Simple Machine (LOTWR)* - Per LOTWR.
 - *Cybersenses (LOTWR)* - The machine or item that has the sense you wish to exchange must be in nearby vicinity.
 - *Heat Metal (LOTWRed)* - Spend a Gnosis trait to drastically increase the heat of a small object 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 it may drop it to escape harm. Losing the challenge mean the object heats up and there is no chance to let go before being burned. Each bonus action for that action

may be spent by the victim to retest the loss. The object returns to a normal temperature in one minute. If the item is heated a number of times equal to its bonus traits, it is destroyed. The victim takes 5agg. Magical items cannot be destroyed via this gift, but can be heated.

- **Diagnostics** (LOTWR) - Per LOTWR.
- **Encrypt** (BoC) - This gift allows the Glass Walker to magically encrypt data they wish to send through the Digital Web or other electronic medium. Any who can perceive the spirit world will notice the data is enshrouded, unless the Glass Walker takes care to hide this. Spend a Willpower and make a mental challenge with a difficulty of 10 – the local Gauntlet rating (retest with Computers). Success encrypts a message or connection between computers beyond the ability of most mortals to pierce, adding the user's willpower to the difficulty of all attempts to hack the data. By spending a mental trait means only a gift like Weaver's Eyes or similar magical means can crack the encryption. Spending a gnosis after success means the message does not look encrypted, appearing instead as some mundane piece of data. Only one attempt can be made to crack a single piece of data (such as a file or email), but a connection between two computers is treated as an extended challenge.
- **Hands Full of Thunder** (W20) - Only applies to mundane (non-supernatural) ammunition. You don't need a hat.
- **Iron Claws** (FS) - Per the Ahroun gift.
- **Iron Fur** (LOTWW) - Per LOTWW
- **Jam Tech** (LOTWR) - Per the Homid Gift.
- **Overclock** (BoC) - This gift allows the Glass Walker to improve a computer beyond its normal performance, making it faster or able to render more polygons per second. Make a social challenge with a difficulty of 7 (retest with Computers). Success means the computer performs at the improved level for the scene, or until the process it was done for finishes. At the storyteller's discretion this may grant a 2 trait bonus for certain computer tasks, otherwise it simply runs faster.
- **Pennies from Heaven** (Glass Walker Tribebook Revised) - Current day Silver Dollars have no actual Silver.
- **Persuasion** (LOTWR) - Per the Homid gift.
- **Plug and Play** (W20) - Spend 1 Willpower Trait. For the next day, any computer the Garou uses – 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.
- **Power Surge** (LOTWR) - Per LOTWR.
- **Pulse of the Railroad** (WWW) - By placing her ear against a railroad track, she can hear anything happening anywhere along that rail as if she were actually there. Make a Mental challenge, retest Science, to listen to the Iron Spirits in the rail, difficulty 12. This allows the character to hear anything within the game territory.
- **Reload** (WWC) - With this Gift, the Garou does not need to take time to reload her firearm; the Gift reloads the weapon automatically with shells or shot she carries on her person. The Garou need spend only one Willpower point and have the appropriate type of ammunition on hand. For the rest of the scene, her gun remains loaded until she runs out of reserves. Shots fired beyond her normal maximum vanish from her gun belt or satchel.

- **Rope Tricks** (WWC) - Spend one Willpower trait and come in contact with a rope she wishes to control. For the remainder of the scene or until she loses contact, the rope writhes and dances at her command.
- **Sense Weaver** (LOTWW) - Per the Theurge Gift
- **Skyscraper Vision** - Per Glass Walker Tribebook Revised.
- **Steel Fur** (Glass Walker Tribebook Revised) - Per Glass Walker Tribebook Revised.
- **Trick Shot** (LOTWR) - When performing Trick Shots, the user adds twice his rank, instead of Glory renown traits.
- **Weaver's Eyes** (BoC) - This gift allows the Glass Walker to crack encryption, even magically shrouded data. The data must be there, preferably in a computer. It also makes encrypted data being transferred easier to crack with normal skills, but cannot be read with this gift alone since the data is far from the user. Spend a Willpower trait and make a static Mental Challenge with a difficulty of 10 minus the local gauntlet (retest with Computers). Success will crack most normal encryption. To break extremely difficult encryptions the user must spend 2 mental traits. Breaking a magical encryption requires 4 mental traits to be spent. If used to crack encryption on a piece of data being transferred, the gift gives the Glass Walker 2 bonus traits to his normal Mental challenge to crack it, and still permits magical encryption to be cracked in this case.
- **Intermediate**
 - **Attunement** (LOTWR) - Per the Bone Gnawer Gift.
 - **Call the City's Wolves** (BoC) - This gift allows the Glass Walker to call upon aid within a city. Some make a call, others send faxes, and some just knock on the nearest door and wait to see what walks out. Spend a Rage and make a mental challenge with a difficulty of 7 (retest with Leadership). Success brings one of the city's natural predators to the Glass Walker, plus an extra one per mental trait spent – up to three. (Gang kids, vigilantes, rabid dogs, vicious cops, etc) They will arrive one scene later, unless mental traits are spent in addition to speed this up. One extra trait makes them arrive in 10 turns, 2 traits means 5 turns, and a third trait means they arrive the next turn. The summoned creatures will be well disposed to the glass walker.
 - **Camera Eye** (WPG) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Investigation) against a difficulty of 10 Traits. If successful, any sight you witness may be recorded. To transfer the images to a viewable medium, you must stare at the object and spend 1 Willpower Trait.
 - **Control Complex Machine** (LOTWR) - Per LOTWR.
 - **Data Flow** (PG2) - By focusing her attention on a single computer, a Glass Walker can take control of that machine from across the room. She can order it to erase its memory, alter security clearances, transmit false data or simply print a document. Spend one Gnosis and make a Static Mental challenge (retest Computers) , difficulty 7, to establish contact. The Glass Walker must maintain line of sight with the computer. Any manipulation of the computer may require additional challenges.
 - **Doppelganger** (LOTWR) - Per LOTWR.
 - **Electroshock** (Glass Walker Tribebook Revised) - The player spends a number of Rage points. Each point of Rage spent inflicts two levels of aggravated wounds on the Glass Walker's opponents. The character cannot spend more Rage than half of his permanent rating in one turn, rounded up. All targets must be touching the same conductive surface that you are touching. You may divide the damage to those targets as you see fit.
 - **Gift of the Iron Horse** (LOTWW) - Per LOTWW.
 - **Intrusion** (Glass Walker Tribebook Revised) - Per Glass Walker Tribebook Revised.

- **Invent (WPG)** - Make a Static Mental Challenge (Repair) against a difficulty of 10 Traits; the difficulty of this challenge may be adjusted based on the craziness of the item being invented. If successful, you invent a minor gadget or device to get you out of trouble. Gadgets that bend the laws of physics require the expenditure of 1 Gnosis Trait. For example: Larry has been locked in a janitor's closet by a formor who has gone to get his boss. Larry finds some bleach and other cleaning agents, mixes them together, spends 1 Gnosis Trait and makes his challenge and – voila! a quick acid to burn away the door lock.
- **Long Running (WPG)** - Per the Silent Strider Gift.
- **Repel Metal (WWW)** - Spend a Gnosis and make a Physical challenge retest Science, difficulty 10. On success, all objects made of ferrous metal within 30 feet of the Garou immediately fly 20 feet farther from the Garou. This is no good against lead bullets or Klaives, but works against guns and knives. If an object is in someone's grasp, the owner may make a contested physical challenge against the user of the Gift. The maximum weight that can be moved is roughly 25 pounds.
- **Reshape Object (LOTWR)** - Per the Homid Gift.
- **Signal Rider (W20)** - The player spends a Willpower and a Gnosis to open a moon bridge. The Garou must have a connection between a telephone at her location and one at the target destination, although it doesn't discriminate between landlines or cell phones. Online conferencing software can be used with a Static Mental Challenge, difficulty 7 (retest Computers). Signal Rider can take the character no more than (their Gnosis rating x 5) miles. If the other end of the line isn't within that range, the Gift fails.
- **Tech Speak (Glass Walker Tribebook Revised)** - Per Glass Walker Tribebook Revised.
- **Ten Thousand Bullets (LOTWW)** - Per LOTWW.
- **Tongues (W20)** - Per the Homid Gift.
- **Tractor Beam (Glass Walker Tribebook 1st Ed)** - The Garou spends one Willpower point for each object brought over to the Umbra. It must be something she can carry and it must weigh no more than her 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, the user of this Gift does not emit a beam.
- **Virtual Umbra (Umbra)** - This gift allows the Glass Walker to transport himself into the Cyber Realm's Computer Web from any part of the Pattern Web. Spend a Gnosis and make a static mental challenge against 8 traits. The Glass Walker may take other (willing) characters with him, but this raises the difficulty to 10.
- **Web Walker (Umbra/W20)** - Per the Theurge gift.
- **Advanced**
 - **Calm the Flock (W20)** - With this power, the Garou may walk among humans without accidentally evoking the Curse or the Delirium. This allows her to live among humans and maintain a family. The effects, however, do not last for long. Make a static social challenge (retest Subterfuge.) The effect lasts for one hour, plus an additional hour for every social trait spent.
 - **Chaos Mechanics (LOTWR)** - Per LOTWR
 - **Custom Built (Glass Walker Tribebook Revised)** - Per Glass Walkers Tribebook Revised.
 - **Dynamite Blast (LOTWW)** - Per LOTWW.
 - **Hail of Bullets/LOTWW Repel Metal (LOTWW)** - Per the Ahroun gift.
 - **Quell the Storm (LOTWW)** - This gift no longer functions as there is no Storm Umbra.
 - **Song of the City-Beast (BoC)** - This gift allows the Glass Walker to call forth city equivalents of legendary beasts, much like the Lupus gift of similar name. Spend two

Gnosis and make a social challenge versus 8 (retest with Streetwise). A city-beast is less of an entity and more of an event – rampaging machinery, collapsing buildings, or plagues of rats. The beast will stay long enough to assist in immobilizing or defeating the Glass Walker’s enemies. Its nature is up to the ST, but it should be quite powerful.

- ***Summon Net-Spider (LOTWR)*** -ST Discretion on the spirit stats.
- ***Technotheocratic Apocalyptic (PGG)*** - Spend 3 Rage Traits and a variable number of Social Traits and make a Static Social Challenge (Science) against a difficulty of 12 Traits. If successful, every electric device in the room the Garou is in will begin to shake. Two turns after that, the entire room is filled with monstrous electrical appliances, and everyone in the room suffers a number of unsoakable Aggravated Health Levels equal to the number of Traits spent, as the devices go berserk. Since this includes the Garou, it behooves her to leave the room in the time she has.

Glass Walker Camp Gifts

Boli Zouhisze

- **Basic:**
 - ***Fu Xi’s Honor (Glass Walker Tribebook Revised)*** - This gift may only be activated when confronted with a threat to helpless member of the Garou’s family or pack. Spend one Rage to gain twice your Rank in Physical Traits.
 - ***Sheng-Nong’s Eyes (Glass Walker Tribebook Revised)*** - Per Glass Walker Tribebook Revised.
- **Intermediate:**
 - ***Elemental Favor/Yao’s Command (LOTWR/Glass Walker Tribebook Revised)*** - Per LOTWR. For Boli Zouhisze, they can only choose between Water, Wood, Fire, Earth, and Metal.
 - ***Heart of the Mountain/Yu’s Endurance (W20/Glass Walker Tribebook Revised)*** - Per Glass Walker Tribebook Revised.
- **Advanced:**
 - ***Huang Di’s Sacrifice (Glass Walker Tribebook Revised)*** - Per Glass Walker Tribebook Revised.

City Farmers

- **Basic:**
 - ***Agro Culture (Glass Walker Tribebook 1st Ed)*** - The gift allows the Garou to plant seeds to fertilize a toxic area. Make a social challenge (retest Science or Herbology) against a difficulty set by the ST based on the toxicity of the area.

Corporate Wolves

- **Basic:**
 - ***Budget Approval Process (Glass Walker Tribebook Revised)*** - Per Glass Walker Tribebook Revised.
 - ***Buzzword Language (Glass Walker Tribebook Revised)*** - Per Glass Walker Tribebook Revised.
- **Advanced:**
 - ***Takeover (Glass Walker Tribebook Revised)*** - Per Glass Walkers Tribebook Revised.

Cyber Dogs

- **Basic:**
 - **Cool Mind** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
 - **Steel Made Flesh** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.

Dies Ultimae

- **Basic:**
 - **Last Ditch** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
 - **Well-Oiled Running** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
- **Intermediate:**
 - **Steel Blowfish** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.

Random Interrupts

- **Basic:**
 - **Mind Partition** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised. This does not allow multiple combat actions.
 - **Network Terminal** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
- **Intermediate:**
 - **Cooling System** (*Glass Walker Tribebook Revised*) - As the Wendigo Gift **Chill of the Early Frost**
 - **Universal Interface** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
- **Advanced:**
 - **Phone Travel** (*Glass Walker Tribebook Revised*) - This gift is superseded by **Signal Rider**.

Wise Guys

- **Basic:**
 - **Tommy's New Trick** (*Glass Walker Tribebook Revised*) - Spend one Gnosis and make a standard Firearms challenge against your targets. This must be a spray attack against at least two targets. If you fail your Firearms challenge, you may spend a Willpower to change your failure into a success on one target. You may not spend more than three Willpower traits in this fashion per challenge. No bullets will be left at the scene and only those you target will be hit with your bullets.
 - **Mother's Touch** (*LOTWR*) - Per Theurge Gift.
 - **Image of the Saints** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised. This does not confer any knowledge of what the Saint represents.
 - **Garafena's Crown** (*Glass Walker Tribebook Revised*) - This gift is superseded by **Hands Full of Thunder**.
- **Intermediate:**
 - **Corner Shot** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
 - **Whispers on the Street** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.
 - **Umbral Motorcade** (*Glass Walker Tribebook Revised*) - Per Glass Walker Tribebook Revised.

- **Advanced:**
 - ***Family Debt*** (*Glass Walker Tribebook 1st Ed*) - Per Glass Walkers Tribebook Revised.

Red Talons

- **Basic**
 - ***Aura of Ferocity*** (WWW) - Per the Intermediate Wild West Lupus Gift Wyld ***Ferocity***
 - ***Beast Speech*** (LOTWR) - Per the Galliard gift.
 - ***Beastmind*** (LOTWR) - Per LOTWR.
 - ***Cull the Herd*** (PG2) - Defeat your target in a Mental Challenge (Medicine). If successful, you learn the general health and fitness of your target, including the extent of any injury.
 - ***Eye of the Hunter*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Hidden Killer*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Howls in the Night*** (W20) - Per the Galliard Gift.
 - ***Predator's Leap*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Primal Howl*** (*Howl Gift*) (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Primal Instinct*** (PG2) - Spend 1 Gnosis Trait and defeat a target human in a Social Challenge (Animal Ken). If successful, the human loses his capacity for higher thought, and instead tears away his clothes, scavenges (or, more terrifyingly, hunts) for food, and attempts to mate with the opposite sex in ways that are certain not to engender a positive response. This Gift lasts for a scene.
 - ***Purify Meat*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Scent of Running Water*** (LOTWR) - Per the Ragabash Gift.
 - ***Sense of the Prey/Pulse of the Prey*** (LOTWR) - Per the Ragabash Gift.
 - ***Shadows of the Impergium*** (W20) - The werewolf inflicts 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 the werewolf in Crinos is considered to have a Willpower five points lower than their true rating (minimum of 1) for the purposes of determining reaction. The Gift's effects are permanent, though the can be suppressed for a scene if desired.
 - ***Sight from Beyond*** (LOTWR) - Per the Theurge Gift
 - ***Water Sense*** (WWC) - The player makes a Static Mental Challenge retest Survival difficulty 6. The garou can detect water sources within 100 yards, plus an additional 100 yards for each mental trait spent at the time of activation.
 - ***Wolf at the Door*** (LOTWR) - Per LOTWR.
- **Intermediate**
 - ***Avalanche*** (WtA2) - The Garou must be in a mountainous or otherwise tectonically unstable area. The Garou causes an avalanche, mudslide, etc. to engulf his foes. The Garou spends one Gnosis point and makes a Social Challenge retest Survival (difficulty determined by the Storyteller based on the instability of the terrain). The more social traits spent the more powerful the effect (Storyteller discretion)
 - ***Dust Squall*** (WWW) - The werewolf can call up a small twister of wind and sand to blind or scare opponents. The Garou spends a Gnosis point and makes a Static Social Challenge retest Primal-Urge, difficulty 12. This gift last for one turn plus one additional turn for each Social trait spent at the time of activation. The squall "attacks" the Talon's

opponents. Opponents besieged by the squall suffer a 3 trait penalty on all challenges, and communication and vision become almost impossible over any distance.

- **Elemental Favor** (LOTWR) - Per LOTWR.
- **Form of Akhlut** (PGG) - Spend 2 Gnosis Traits and a variable number of Physical Traits, and make a Static Physical Challenge (Primal-Urge) against a difficulty of 10 Traits. If successful, the Garou takes on an aquatic form. The more Traits spent determines the size and power of form taken; 1 Trait might allow the Garou to become a goldfish, 3 Traits a dolphin, and five the genuine killer whale of legend. While in the form of a something tiny, like a goldfish, the Garou possesses three Physical Traits, something larger like a dolphin allows him to use his own Physical Trait total, and powerful animals like a killer whale would allow the Garou to gain up to five bonus Physical Traits (In addition to Crinos Traits)
- **Gaze of the Hunter** (Red Talon Tribebook 1st Ed) - The Garou spends one Gnosis point and makes a Mental Challenge retest Intimidation versus the opponent's Willpower. 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 the Red Talon pursues and catches 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) - Per LOTWR.
- **Herding the Infant Ape** (PGG) - Spend 3 Gnosis Traits and a variable number of Social Traits and defeat a target human child no greater than ten years of age in a Social Challenge (Primal-Urge). If successful, the child is barred from setting foot in a city. When used upon an infant, the effect lasts a lifetime. For other children, the effects last 10 years, plus a decade for each Trait spent. If the child re-enters a city before then, he suffers incapacitating cramps, refuses to eat, and stays immobile until removed from the city.
- **Howl of Death** (Howl Gift) (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
- **Howl of Hunger** (Howl Gift) (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
- **Monkey Songs/Babble** (WWW) - A Garou can temporarily steal the gift of language from a person. To use this gift, the Garou must spend a Gnosis Trait and win a Mental Challenge retest Primal Urge against the victim. If 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 this gift last for one scene.
- **Mother's Rage** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
- **Quicksand** (LOTWR) - Per LOTWR. The victim may not use Kalindo, Klaviscar, Wrestling or Iskakku while trapped in the quicksand.
- **Recycle/Render Down/Rot Weavertech/Curse the Weaver** (PG2/W20) - Touch a material that does not occur in nature (e.g., plastics, alloys) and make a Static Rage Challenge (Primal-Urge) against a difficulty of 10 Traits. If successful, the Garou may reduce twenty pounds of the target material to its base components; this Gift may be used cumulatively to affect larger objects. This Gift does not affect fetishes. This Gift supersedes Recycle and Rot Weavertech.
- **Sandstorm** (WWW) - A torrent of stinging and blinding sand encompasses the enemies of the Garou. This Gift is best performed in the desert, but can be attempted in any area

with loose dirt, twigs, sleet or the like. The player spends a Gnosis point and makes a Social Challenge retest Survival (difficulty 10 in the desert; 18 anywhere else). The number of gnosis traits spent determines the number of minutes in which the targets can do nothing but cover themselves and shelter as best they can from the stinging sand.

- ***Territory/Predator's Many Eyes*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised
- ***Trackless Waste*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
- **Advanced**
 - ***Blessing of the First Pack*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised except for the following. The tempers gained are not traits but actually add to your rating in those tempers.
 - ***Curse of Lycaon*** (*LOTWR*) - Per LOTWR.
 - ***Gaia's Vengeance*** (*LOTWR*) - Per LOTWR.
 - ***Natural Renewal*** (*WWC*) - Under the effects of this Gift, nature recovers from ravages created by humanity. Landslides refill the deep mining shafts that pierce the earth, wildlife infests buildings and technology fails. The player must spend three Gnosis points and howl (or sing) to the wilderness spirits. These spirits encourage rampant plant growth that can even overcome man-made roads, mineshafts and buildings. Also, no technology can function within 30 feet of the Garou. The exact effects of the Gift are up to the Storyteller, but nature does its best to renew itself despite humanity's efforts.
 - ***Scabwalker Curse*** (*W20*) - The Red Talon spends a turn snarling at a target within 20 feet. The player spends a Gnosis and makes a Social Challenge against the target (retest Survival). The target takes one level of bashing damage per turn of physical contact with any non-natural material (crafted objects made entirely of natural materials, such as wooden furniture held together with iron nails, are safe). This curse lasts for one day per social trait spent and can easily prove fatal if invoked in the heart of a city.
 - ***Shattering Howl*** (*Howl Gift*) (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised

Red Talon Camp Gifts

Dying Cubs

- **Basic:**
 - ***Reap the Soul*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
- **Intermediate:**
 - ***Pain of the Land*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised, except that the traits gained are 3 traits in a city and 5 traits around serious Wyrms threats.

Kucha Ekindu

- **Basic:**
 - ***Feed the Pack*** (*Red Talon Tribebook Revised*) - Per Red Talon Tribebook Revised.
 - ***Speed of Thought*** (*LOTWR*) - Per the Silent Strider Gift
- **Intermediate:**
 - ***Clenched Jaw*** (*LOTWR*) - Per the Ahroun Gift.

- **Advanced:**
 - ***Crocodile Pact*** (W20) - The player spends two Gnosis points and makes a Static Social Challenge Retest Rituals against a difficulty of 15. If successful, the Garou receives aid within the hour, whether it's from a local clutch or from the spirits who witnessed the pacts between the Memory of Gaia (Mokole) and the Garou. The Storyteller has the final say over exactly what form the Garou's succor takes, but it might range from rampaging were-crocodiles arriving to fight with the Kucha Ekundu to great ancestor-spirits called forth by the Mokolé to give the Garou advice.

Lodge of the Predator Kings

- **Basic:**
 - ***Prey's Cry*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
 - ***Offerings of the Slain*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.

Warders of the Land

- **Basic:**
 - ***Mark of the Prey*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
- **Intermediate:**
 - ***Snap Man's Chains*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.

Whelp's Compromise

- **Basic:**
 - ***Cub's Lessons*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
 - ***Judgment*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.

Winter Packs

- **Basic:**
 - ***Silence the Slain*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.
 - ***Rampage*** (Red Talon Tribebook Revised) - Per Red Talon Tribebook Revised.

Shadow Lords

- **Basic**
 - ***Aura of Confidence*** (LOTWR) - Per LOTWR.
 - ***Aura of Nobility*** (WWC) - Spend one Gnosis trait to negate any one loss of honor, once per session.
 - ***Clap of Thunder*** (LOTWR) - Per LOTWR. Difficulty is equal to 8.
 - ***Cold Voice of Reason*** (Shadow Lord Tribebook Revised) - Per Shadow Lord Tribebook Revised.
 - ***Disfigurement*** (PG2) - Spend 1 Willpower Trait and defeat your target in a Social Challenge (Primal-Urge). If successful, you inflict a nasty boil or dishonorable scar on your target, and he gains the Negative Trait Repugnant for the remainder of the scene.
 - ***Dreams of a Thousand Cranes*** (Hakken) (Heng) - Per the Hengeyokai MET book.

- ***Fair Path (Hakken) (Heng)*** - Per the Hengeyokai MET book.
- ***Fatal Flaw (LOTWR)*** - Per LOTWR.
- ***Howls in the Night (W20)*** - Per the Galliard Gift.
- ***Luna's Armor (LOTWR)*** - Per the Children of Gaia gift.
- ***Mark of Suspicion (LOTWW)*** - Per LOTWW. Retest is Subterfuge.
- ***Rains of Mercy (PGG)*** - This gift calls upon the spirits to bring rain, for even the Shadow Lords recognize the need for their kinfolk to eat. Spend 1 gnosis. By the day's end a rainstorm will cover an area equal to 15 min of walking per rank of the caster. The rain comes in the form of a heavy downpour, but not a harsh storm. A stormcrow teaches this gift.
- ***Seizing the Edge (LOTWR)*** - Per LOTWR. The category must be chosen at the beginning of the round.
- ***Shadow Weaving (W20)*** - Spend a gnosis and make a static physical challenge (retest occult), difficulty 7. For the rest of the scene the Shadow Lord may warp shadows within 100 yards as she wishes. Among other creative uses this can grants the user a trait in challenges of Stealth and Intimidation.
- ***Song of the Earth Mother (W20)*** - Spend 10 minutes communing with the earth, During which time you may take no other action. Spend two gnosis and make a static mental challenge (Retest Occult, difficulty 7. Success indicates that the earth tells her about any supernatural presence within an area of 100 yards (+100 more per mental trait expended) while the gift doesn't offer specific information about the being or beings detected, it does indicate whether or not the presence is wyrm tainted.
- ***Storm Winds Slash (Hakken) (Heng)*** - Per the Hengeyokai MET book except the damage is equal to the base mundane damage of the weapon. This damage is lethal.
- ***Whisper Catching (Shadow Lord Tribebook Revised)*** - Per Shadow Lord Tribebook Revised.
- **Intermediate**
 - ***Call the Storm (Shadow Lord Tribebook Revised)*** - Per Shadow Lord Tribebook Revised.
 - ***Curse of Corruption (PG2)*** - Spend 1 Willpower Trait and defeat your target in a Gnosis Challenge (Subterfuge). If successful, everything the victim says sounds dishonest for the remainder of the scene.
 - ***Dark of Night (Hakken) (Heng)*** - Per the Hengeyokai MET book.
 - ***Direct the Storm (LOTWR)*** - Per LOTWR.
 - ***Durance (W20)*** - Upon using a talen, the Garou may reflexively spend 1 Gnosis Trait to keep the spirit bound within from departing. This Gift is ineffective on talens that are destroyed as an inherent aspect of their use, but preserves talens whose destruction is merely a metaphysical result of their use.
 - ***Icy Chill of Despair (Shadow Lord Tribebook Revised)*** - Per Shadow Lord Tribebook Revised.
 - ***Living Treasure (Hakken) (Heng)*** - Per the Hengeyokai MET book.
 - ***Open Wounds (LOTWR)*** - Per LOTWR.
 - ***Paralyzing Stare (LOTWR)*** - Per LOTWR.

- ***Raven's Wings*** (*Shadow Lord Tribebook Revised*) - Gifts cannot be used through this avatar. The avatar can be manipulated (but not attacked) by powers that affect spirits.
- ***Seeds of Doubt*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised. This is a contested social challenge (retest subterfuge).
- ***Shadow Cutting*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
- ***Stench of the Peasant*** (*WWPG*) - Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Subterfuge). If successful, your target must retest all successful Social Challenges he initiates for the remainder of the scene. In addition, you gain a 2-Trait bonus on all Expression challenges when disparaging the target, and others will be more inclined to believe your proclamations concerning the target.
- ***Strength of the Dominator*** (*LOTWR*) - As per LOTWR Note: The victim loses a total of 3 Rage at the rate of 1 per round.
- ***Summon Stormcrow*** (*PG2*) - Spend 1 Gnosis Trait and make a Static Social (Intimidation) Challenge against a difficulty of 10 Traits. If successful, 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 them. Report to me daily." Stormcrows are invisible within the physical world, and may only be spotted in the Umbra with a Static Mental (Investigation) Challenge against a difficulty of 8 Traits.
- ***Ubiquitous Presence*** (*PGG*) - Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Intimidation). If successful, the target is cursed with paranoia, giving the target an unflinching suspicion that the Garou is watching her, even when that belief would otherwise be entirely illogical. For the next day and night, the target suffers a 1 Trait penalty on all challenges, plus 1 Trait for every Social Traits spent at the time of activation.
- ***Under the Gun*** (*W20*) - The shadow lord touches the intended target with her fingertips. The player spends a gnosis and engages in a contested social challenge (Retest firearms) The curse lingers for one day per social trait spent. While it is in effect the target suffers a four trait penalty in attempts to dodge projectiles.
- ***Unwitting Pawn*** (*WWC*) - Over time, a Shadow Lord can convince a target that he holds the other's best interests at heart. Spend one Gnosis per day and pretend to be the target's friend. After the first week, the pawn sides with the Shadow Lord in arguments, helps with the Garou's chores, and other small favors. The effect fades in a week unless the Shadow Lord spends additional Gnosis. If this Gift is performed for longer than a year, the small favors and friendship can turn obsessive and dangerous. The gift can only affect one pawn at a time.
- **Advanced**
 - ***Divine Wind*** (*Hakken*) (*Heng*) - Per the Hengeyokai MET book.
 - ***Obedience*** (*LOTWR*) - Per LOTWR.
 - ***Shadow Pack*** (*LOTWR*) - Per LOTWR.
 - ***Wounding Lies*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

Shadow Lord Camp Gifts

Bringers of Light

- **Basic:**
 - ***Purify Scent*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
 - ***Pure Identity*** (*Shadow Lord Tribebook Revised*) - If you fall under intense scrutiny, your opponent may make a Mental v. Social challenge (retest Subterfuge) to notice the imperfections in your disguise.
- **Intermediate:**
 - ***Wyrms Taint*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
- **Advanced:**
 - ***Purity of the Blood*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

Children of Bat

- **Basic:**
 - ***Ears of the Bat*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
 - ***Patagia*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
- **Intermediate:**
 - ***A Thousand Eyes*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

Children of Crow

- **Basic:**
 - ***Hidden Secrets*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
 - ***Perceptive Servant*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
- **Intermediate:**
 - ***Dark Aerie*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

Judges of Doom

- **Basic:**
 - ***Executioner's Privilege*** (*LOTWR*) - Per the Gift of Fenris gift *Halt the Coward's Flight*
 - ***Interrogator*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
 - ***True Fear*** (*LOTWR*) - Per the Ahroun gift.
- **Intermediate:**
 - ***Assassin's Strike*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised. You do an additional level of damage on this strike.
- **Advanced:**
 - ***Find the Transgressor*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

Lords of the Summit

- **Basic:**
 - ***Interrogator*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.
 - ***Paranoia*** (*Shadow Lord Tribebook Revised*) - Per Shadow Lord Tribebook Revised.

- **True Fear** (*LOTWR*) - Per the Ahroun gift.
- **Intermediate:**
 - **Roll Over** (*LOTWR*) - Per the Philodox gift.
- **Advanced:**
 - **Mask Taint** (*Shadow Lord Tribebook 1st Ed*) - Spend a Gnosis and make a Social Challenge (retest Subterfuge), difficulty 8. The effect lasts for one scene. You are immune to any ability to perceive your Wyrms taint. Anytime you use this gift, make a simple test. If you fail, gain additional Wyrms taint. This gift may not be used by anyone fully fallen to the Wyrms.

Silent Striders

- **Basic**
 - **Axis Mundi** (*W20*) - Per the Lupus Gift.
 - **Blissful Ignorance** (*LOTWR*) - Per the Ragabash Gift.
 - **Dust-Talking** (*LOTWW*) - Per LOTWW.
 - **Faceless Stranger** (*FS*) - Spend a Gnosis. For the duration of the scene, any neutral observers take no notice of the Garou, and subconsciously avoid her, ignore her, and forget any of her distinguishing features once she has passed. This power has no effect on characters who are already hostile toward the Garou or who have been specifically told to look out for her.
 - **Heaven's Guidance** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.
 - **Hide in Plain Sight** (*WWW*) - Per the Ragabash gift.
 - **Messenger's Fortitude** (*LOTWR*) - Per LOTWR.
 - **Sense Wyrms** (*LOTWR*) - Per the Metis Gift.
 - **Silence** (*LOTWR*) - Per LOTWR.
 - **Smoke Signals** (*WWC*) - Spend one Willpower. The Silent Strider can create a message without a fire or other tool. He simply wills the message to exist and plumes of smoke (or flickering lights at night) rise into the sky. Any Garou who sees these signs instinctively know what he means, just as if they had heard a howl.
 - **Speech of the World** (*W20*) - Per the Homid Gift.
 - **Speed of Thought** (*LOTWR*) - Per LOTWR.
 - **Summon the Restless Shade** (*Wraith the Oblivion*) - You must know the name of the wraith or have a clear image of its person. You gain a free retest if you have a fetter of the Wraith. Some wraiths cannot be summoned (ST Discretion.) Make a Mental challenge (retest Occult) against the wraith to summon it. You may ask a single question of the wraith, which it must answer truthfully.
 - **Summon Talisman** (*PG2*) - Spend 1 Gnosis Trait to make any ritually dedicated object materialize in your hand instantly, even if it was previously in the hands of someone else.
 - **Tireless Running** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.
 - **Tread Sebek's Back** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.

- **Visions of Duat (W20)** - The player spends one gnosis and makes a static mental challenge (retest occult), difficulty 7, for the rest of the scene, the character can see (and hear) ghosts and detect haunted areas with another mental challenge (Difficulty based on the severity of the haunting). This gift bestows no power to touch or communicate with the dead. Failing this challenge causes the garou's eyes to shine as beacons in the underworld, drawing the notice of broken, vengeful shades.
- **Intermediate**
 - **Adaptation (LOTWR)** - Per LOTWR.
 - **Attunement (LOTWR)** - Per LOTWR.
 - **Black Mark (W20)** - Spend 1 Gnosis Trait upon successfully striking an opponent with a claw attack. The target becomes haunted for one day per level of damage inflicted, as with Mark of the Death Wolf.
 - **Dam the Heartflood (Silent Striders Tribebook Revised)** - Per Silent Striders Tribebook Revised.
 - **Death Track (PGG)** - This gift enables a Strider to track down a departed soul, provided they can start at the deceased's body While standing over the target's corpse spend 1 gnosis and make a mental challenge against 10 traits (retest with occult). The direction of the wraith will become apparent to the strider, who can "smell" the spirit. This gift must be recast each morning to continue tracking.
 - **Drumbeat of the Shadow (LOTWR)** - Per the Theurge gift "Pulse of the Invisible" but for the Shadowlands.
 - **Gibberish (WWC)** - Spend one Willpower trait and make a static Social Challenge retest Engimas, difficulty equal to victim's willpower. Success removes the victim's ability to communicate for five minutes including reading, writing, comprehension, and mental thoughts. The victim can resist with willpower. Each point spent allows her to either read or speak one sentence.
 - **Great Leap (LOTWR)** - Per LOTWR.
 - **Guiding Hand of Djehuty (PGG)** - While stating aloud the destination of a written message, spend 2 Gnosis Traits and make a Static Social Challenge (Occult) against a difficulty of 10 Traits. If successful, the message is imbued 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 message takes one year to reach its destination unless Social Traits are spent at the time of the Gift's activation. One Trait reduces that time to six months, 2 Traits takes one season, 3 Traits takes one week, and 4 Traits takes only a single day.
 - **Long Running (PG2)** - The Garou can take advantage of the time slippage associated with the Umbra to reduce travel time between two points in the physical world. Once the trip begins, it may not be interrupted or any bonuses for travel are lost. You must utilize a vehicle for this Gift to function.
 - One Gnosis – Travel time reduced by 25 percent
 - Two Gnosis – Travel time reduced by 50 percent
 - Three Gnosis – Travel time reduced by 75 percent
 - **Mark of the Death Wolf (W20)** - Spend 1 Gnosis Trait while spending a full turn gouging an eerie sigil into a nearby surface, then make a Static Mental Challenge (Occult) against a difficulty of 7 Traits. The mark leaves the area around it badly haunted for a week, if

there are any ghosts in the area at all. Destroying the mark ends this Gift's effects prematurely.

- ***Scales of Ma'at*** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.
- ***Speed Beyond Thought*** (*LOTWR*) - Per LOTWR.
- ***Tongues*** (*W20*) - Per the Homid Gift.
- **Advanced**
 - ***Gate of the Moon*** (*LOTWR*) - Per LOTWR.
 - ***Invocation of the Pharaoh*** (*Silent Striders Tribebook 1st Ed*) - The Garou grows to a height of nearly eight feet, but otherwise remains in Homid form. The Garou gains the Physical Attributes of a Crinos, but loses no Social Attributes. You are instead given a four trait bonus in all Leadership and Intimidation challenges. A Garou in Pharaoh form does not inflict aggravated damage in Brawl attacks, but adds one to all Brawl and Melee damage inflicted against Wurm-creatures (or adds two when facing Followers of Set). The Garou regenerates as a Crinos, but is invulnerable to silver and cannot frenzy. This form lasts for one scene.
 - ***Reach the Umbra*** (*LOTWR*) - Per LOTWR.
 - ***Train of Thought*** (*LOTWW*) - Per LOTWW.

Silent Strider Camp Gifts

Bitter Hex

- **Basic:**
 - ***Curse of Hatred*** (*LOTWR*) - Per the Metis Gift.
- **Advanced:**
 - ***Fetish Doll*** (*LOTWR*) - Per the Uktena gift.

Dispossessed

- **Basic:**
 - ***Graceful Strike*** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.

Eater of the Dead

- **Intermediate:**
 - ***Touch of Death*** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.

Harbingers

- **Basic:**
 - ***Grim Resolve*** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised. Can be used in addition to Inspiration.
 - ***Trouble Seeker*** (*Silent Striders Tribebook 1st Ed*) - Make a static Mental Challenge (retest Engimas) difficulty 8. Success indicates that his travels will indirectly but quickly take him to a "trouble spot" of some gravity.
- **Intermediate:**
 - ***Ghost Touched*** (*Silent Striders Tribebook Revised*) - Per Silent Striders Tribebook Revised.

Seekers

- **Basic:**
 - ***Sense of the Prey*** (*LOTWR*) - Per the Ragabash gift.

Sword of Night

- **Intermediate:**
 - ***Mindblock*** (LOTWR) - Per the Silver Fang gift.

Wayfarers

- **Basic:**
 - ***Call to Duty*** (LOTWR) - Per the Philodox gift.

Silver Fang

- **Basic**
 - ***Awe*** (WtA2) - The Garou makes a Static Social challenge (retest Empathy), difficulty is target's Willpower. If successful, the Garou has one bonus trait on all Social challenge made against the target, and the target is at a one-trait penalty to hit the Garou.
 - ***Dramatic Entrance*** (FS) - Spend one gnosis trait. The Garou must activate this gift the moment she arrives upon the scene. The user is considered to have 3 additional "Dramatic" appearance related traits but only until she speaks. This appearance rating isn't necessarily physical attractiveness. This is an awesome aura of style and panache.
 - ***Eminent Domain*** (WWW) - Make a Static social challenge (retest Intimidation), difficulty 7. The number of traits spent indicates the level of attention the Garou attracts. 1-2 traits indicate the Garou has been noticed. 3 or more indicate the targets are seriously impressed with the Garou. If more traits are spent than the witnesses' Willpower traits, they must retreat from the Garou's majestic presence.
 - ***Empathy*** (LOTWR) - Per LOTW.
 - ***Eye of the Falcon*** (Silver Fang Tribebook Revised) - Per Silver Fang Tribebook Revised.
 - ***Falcon's Grasp*** (LOTWR) - Per LOTWR.
 - ***Fool's Silver*** (WWC) - The user concentrates for one turn to make the gift active. The selected item gleams with a silver sheen. Garou who hold the items feel the sting of normal silver for about ten seconds. After which the illusory pain vanishes. Sense Silver will detect this as real silver.
 - ***Hand Blade*** (Silver Fang Tribebook Revised/W20) - Per Silver Fang Tribebook Revised. Note this is a general Silver Fang gift per W20.
 - ***Ice Dance*** (Silver Fang Tribebook Revised) - Per Silver Fang Tribebook Revised.
 - ***Imposing Gaze*** (LOTWW) - Per LOTWW.
 - ***Inspiration*** (LOTWR) - Per the Ahroun Gift.
 - ***Lambent Flame*** (LOTWR) - Per LOTWR.
 - ***Luna's Armor*** (LOTWR) - Per the Child of Gaia gift.
 - ***Reason's Grasp*** (Silver Fang Tribebook Revised) - Per Silver Fang Tribebook Revised.
 - ***Sense Silver*** (LOTWR) - Per the Ahroun gift.
 - ***Sense Wyrms*** (LOTWR) - Per the Metis Gift.
 - ***Unity of the Pack*** (W20) - Whenever the Garou is present, all members of her pack gain a 1-Trait bonus on all challenges to execute pack tactics. The ST generally determines when this bonus applies, but it is always applicable to pack members who are involved in challenges against the same target in a single round.

- **Word of Honor (PG2)** - Spend a Gnosis. As long as you are actually speaking the truth, everyone will know it to be so. Lying causes the Gift to Backfire. Requires ST verification/presence.
- **Intermediate**
 - **Burning Blade (Silver Fang Tribebook Revised/W20)** - Per Silver Fang Tribebook Revised. Note this is a general Silver Fang gift per W20.
 - **Claim of Authority (PGG)** - Spend 1 Gnosis Trait and 1 Willpower Trait before selecting another Garou as your representative. For a week thereafter, the representative is considered to possess the same level of Pure Breed as the Silver Fang, so long as she notes the name of the Silver Fang she speaks for. This Gift may not be used on an unwilling target.
 - **Command the Heart of Rage (WWC)** - Spend one Willpower and select a target. Then make a contested willpower challenge. If the user wins, she can dictate how much Rage the victim spends for the remainder of the scene. This gift works on frenzied Garou as well.
 - **Dominance Blow (PGG)** - Spend 1 Rage Trait and defeat your target in a Social Challenge (Brawl). If successful, every blow you strike against that target gives you a 1- Trait bonus on all Social Challenges against the target for one full day. The blows need not be full force to grant the bonus
 - **Ignore Deathblow (PG2)** - Once per scene, the Fang can spend a Willpower point and ignore all damage from a single attack. The damage simply does not occur; no special handicaps take effect, either.
 - **Mastery (LOTWR)** - Suicidal is defined as causing immediate death.
 - **Mindblock (LOTWR)** - Per LOTWR.
 - **Rollover (LOTWW)** - Per the Philodox gift. This version costs no Gnosis to use.
 - **Sidestep Death (W20)** - Once per scene, the player may spend 3 Willpower Traits to evade a single attack that would inflict enough damage to place the Garou's health levels below Wounded. The Garou simply appears instantly at the nearest location not affected by the attack, which may be an inch, a mile, or even farther away
 - **Silver Bullets (WWC)** - The Player spends a Gnosis trait as he fires his gun. The bullet changes to silver and stays that way after it strikes.
 - **Silver Claws (LOTWR)** - Per the Ahroun gift.
 - **Talons of the Falcon (Silver Fang Tribebook Revised)** - Three damage from this attack cannot be regenerated by the target for the remainder of the scene.
 - **Wrath of Gaia (LOTWR)** - Per LOTWR.
- **Advanced**
 - **Gaia's Favor (LOTWW)** - Spend one Gnosis before a challenge and declare the use of this gift. For that challenge you gain a retest in addition to any other gift retests allowed.
 - **Ignore Wounds (LOTWRed)** - Per LOTWRed
 - **Luna's Avenger (LOTWR)** - Per LOTWR.
 - **Paws of the Newborn Cub (LOTWR)** - This Gift costs 2 Gnosis Traits, and lasts for one turn, plus an additional turn for each additional Gnosis Trait spent at the time of activation.

- ***The Secret of Gaia*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.

Silver Fang House and Lodge Gifts

Lodge: Sun

- **Basic:**
 - ***Truce of Helios*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
- **Intermediate:**
 - ***Honor Pact*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.

Lodge: Moon

- **Basic:**
 - ***Crescent Moon's Awareness (Waxing)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Gibbous Moon Song (Waning)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Full Moon Cleansing (Waning)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***New Moon's Laughter (Waxing)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
- **Intermediate:**
 - ***Crescent Moon Fata (Waning)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Gibbous Moon's Understanding (Waxing)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Half Moon Mnemonics (Waning)*** (*Silver Fang Tribebook Revised*) - Retest is Awareness. Per Silver Fang Tribebook Revised.
 - ***Half Moon Diplomacy (Waxing)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
- **Advanced:**
 - ***Full Moon's Wrath (Waxing)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***New Moon Legerdemain (Waning)*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.

House: Austere Howl

- **Basic:**
 - ***Austere Mind*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Osprey's Eye*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.
 - ***Osprey's Flight*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.

House: Blood Red Crest

- **Basic:**
 - ***Merlin's Call*** (*Silver Fang Tribebook Revised*) - Per Silver Fang Tribebook Revised.

House: Crescent Moon

- **Basic:**
 - *Wind of Buzzard's Wings (LOTWR)* - Per the Wendigo Gift Call the Breeze.
- **Intermediate:**
 - *Leshii's Boon (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.

House: Unbreakable Hearth

- **Basic:**
 - *Harrier's View (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.
 - *Hidden Meaning (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.

House: Wise Heart

- **Basic:**
 - *Deep Roots (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.
 - *Locate Spirit Tutor (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.

House: Wyrmling

- **Basic:**
 - *Eagle's Beak (Silver Fang Tribebook Revised)* - Per Silver Fang Tribebook Revised.

Stargazers

- **Basic**
 - *Balance (W20)* - This Gift allows the Stargazer to walk on ledges, ropes and other narrow surfaces, even if slippery or otherwise treacherous. The player spends a Gnosis Trait to activate this Gift, which lasts for one session.
 - *Catfeet (LOTWW)* - Per the Lupus Gift.
 - *Channeling (Stargazer Tribebook Revised)* - Per Stargazer Tribebook Revised. Note: Once per session
 - *Disguise the True Form (WWC)* - Any powers used to detect the Stargazer's true nature fail. The Stargazer appears to be a perfectly normal human, despite her current form.
 - *Dreamchaser (WWC)* - Per the Galliard Gift.
 - *Drunken Spider (Stargazer Tribebook Revised)* - Per Stargazer Tribebook Revised.
 - *Falling Touch (LOTWR)* - Per the Ahroun Gift.
 - *Fearless (WWC)* - By spending a Willpower point, the player automatically succeeds any fear-related challenges for the entire scene. This Gift also negates the power of other Gifts that cause fear, such as Cry of the Killer, or Howl of the Banshee.
 - *Imbalance (Stargazer Tribebook Revised)* - Per Stargazer Tribebook Revised.
 - *Inner Light (W20)* - The Garou is always considered to be using a mirror when attempting to step sideways, regardless of the presence of any reflective surface.
 - *Inner Strength/WW Singleness of Purpose (W20)* - Through concentration, a Stargazer can convert her anger into focused determination. The character spends five minutes in meditation, after which she may automatically convert one Rage Trait into a Willpower Trait. For each five-minute period in addition to the first, the character may convert an additional Rage Trait, although she may not reduce her Rage below one Trait.

- **Iron Resolve (W20)** - Once per scene, the Garou may spend 1 Willpower Trait to gain a retest on any challenge.
- **Manipura (Serpent Fire) (Stargazer Tribebook 1st Ed)** - Make a Static Physical Challenge retest Rituals (Difficulty 7) to add your Rituals rating to all grappling challenges for the remainder of the scene. This is in addition to ability traits already added for grapple.
- **Muladhara (Serpent Fire Gift) (Stargazer Tribebook 1st Ed)** - The player must declare which effect he is trying to achieve before he activates the gift. He then makes a Physical Challenge retest Rituals and spends a number of physical traits and spends one Gnosis point. Each trait spent grants a one trait bonus on any challenge involving meditation; or, when resisting frenzy, each trait spent gives you a one trait bonus to resist frenzy- although the character must perform no other action that turn or the next. In all cases, Stamina challenges related to fatigue are lowered by one for the rest of the scene.
- **Paper Butterfly (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised.
- **Resist Temptation (W20)** - Spend 1 Gnosis Trait. For the remainder of the scene, the Garou gains a 2-Trait bonus against any challenges attempting to ensorcel or supernaturally coerce the character. This Garou automatically resists any non-supernatural coercion.
- **Seed of Speech (Mantra) (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised.
- **Sense Wyrms (LOTWR)** - Per the Metis Gift.
- **Sound of Suffering (Mantra) (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised.
- **Surface Attunement/WW Measured Step (W20)** - The Stargazer focuses on becoming so attuned to her surroundings that she can walk across surfaces such as water, mud, thin ice, quicksand and snow at normal speed without danger of falling through. Stargazers who use this Gift leave no tracks of their passing. After the character concentrates for one turn, the player makes a Physical Challenge retest athletics (Difficulty 6) to activate the Gift, which lasts for one scene.
- **Threads of the Weaver (WWW)** - With this Gift a Stargazer can sense the threads woven through reality by the Weaver. The player makes a Static Mental Challenge retest Enigmas (Difficulty 6) and concentrates on his surroundings. The Garou gets a glimpse into the Penumbra, but to see only the webs strung by the Weaver and its minions. The character then knows if the Weaver has affected an area recently, if it still does and sometimes if it will in the near future. On an additional Static Mental Challenge retest Enigmas (difficulty 8) the character gets a sense of how the Weaver affects the area, and an inkling of the repercussions of that effect.
- **Wuxing (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised.
- **Intermediate**
 - **Anahata (Serpent Fire) (Stargazer Tribebook 1st Ed)** - Spend one Gnosis and make a static Social challenge (retest Empathy), difficulty 7. Allows the Stargazer to sense the surface emotions of anyone they interact with. After three turns of interaction, the user may make a Mental challenge) retest Empathy against a target . If successful, the Stargazer gains a 3 trait bonus on any attempts to sway the target. This may be used to avert angry action against the Stargazer.
 - **Avoid Fate (PG2)** - Spend one Gnosis to gain a retest on any challenge. This retest is in addition to any other gift retests allowed.

- **Burning Fire-Mind (Mantra)** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **Clarity** (W20) - With a successful Mental Challenge retest enigmas versus a difficulty determined by the Storyteller the Garou can see through obscurement, such as fog, smoke, complete darkness or even magical obscurement or illusions (Chimistry and the like). The gift last for the rest of the scene. This gift can be used to see through someone else personal disguise (Obfuscate), but the Garou must defeat the individual in a separate Mental Challenge first.
- **Conundrum** (PG2) - Make a Social challenge (retest Subterfuge) vs target making a Mental challenge (retest Engimas.) If successful, the target is distracted by an unsolvable problem, and suffers a 1- Trait penalty on all challenges for a round. Each Social Trait spent increases the penalty and duration on a one-for-one basis. Each Willpower Trait spent by the target reduces the penalty and duration by one.
- **Counting Coup** (WWW) - The character touches his opponent in combat. The player makes a Physical challenge (retest Brawl or Melee) and spends one Gnosis. No damage is inflicted but if at the time of activation, the player spends more physical trait than the target's current Willpower, the target loses his fighting spirit. The victim cannot spend any willpower to act against or defy the will of the Stargazer for the remainder of the scene, so long as he is not attacked further. This Gift can be used to break a Garou from frenzy or to deny Rage actions not yet taken. When activating this gift, a strike must occur within as many turns as the Stargazer Permanent Willpower. If it does not, the Garou must reactivate this gift. Only one victim may be affected at a time.
- **Cunning Kaon** (*Stargazer Tribebook 1st Ed*) - You must speak a haiku. Spend one Gnosis trait and make a Static Mental challenge (retest Expression), difficulty 14. Any illusion designed to fool others is revealed as such. In addition, at the time of activation, anyone attempting to lie is revealed as a liar and they must speak the truth behind the lie.
- **Imaginal Mantra** (*Stargazer Tribebook 1st Ed*) - Spend one Gnosis and make a Mental challenge (retest Rituals) difficulty 7 to remove any banality for one scene within 50 feet. In addition, any fae are revealed in their true form.
- **Mastery of the Mortal Coil** (LOTWW) - Per LOTWW.
- **Merciful Blow** (W20) - If the Garou wins a normal Brawl Challenge to strike a foe, she may choose to stun her opponent instead of inflicting damage. If so, she must expend a Gnosis Trait. The foe is stunned for the rest of the scene and cannot initiate any actions, unless snapped out of it by a touch from someone else.
- **Mindblock** (LOTWR) - Per the Silver Fang gift.
- **Mouthpiece of the Successor** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **Preternatural Awareness** (W20) - When an attack is initiated against the Garou, she may spend a Gnosis (even if she doesn't know the attack is coming) to force anyone wishing to attack her to make a Simple Test first (no traits are risked.) If the attacker wins, he is unhindered by this power. If he ties, he loses any ties when attacking the Garou during that combat. If he loses, his first attack misses completely (no trait loss or

wounds applied), and he still loses all ties for the rest of the combat when attacking. This Gift lasts for one scene.

- **Questioning** (*WWPG*) - Once per story, you may ignore the effects of one challenge by spending a gnosis trait.
- **Seeing the Void (Mantra)** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **Sense Balance** (*W20*) - Per the Philodox Gift.
- **Strike the Air** (*LOTWR*) - Per the Child of Gaia gift.
- **Summon the Chu-Mong** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **The Silken Cloth** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **Visuddha (Serpent Fire)** (*Stargazer Tribebook 1st Ed*) - The player makes a static social challenge retest expression difficulty 10 and spends one Gnosis point. For the next scene, anything the Stargazer says has a commanding quality to it. This gives a 3 trait bonus to command others, and he may even ask them to act in ways contrary to their nature (although not acts which will directly harm them). In addition, he may issue a resounding Ki-ai at any time, a bellow meant to scare opponents and give the Stargazer the initiative in combat. Make a static physical challenge retest Expression, difficulty 10; Success lowers an opponent's initiative and attack trait totals by 3 for three turns. The ki'ai does not require a separate action. A Ki-ai may be effective against a single opponent only once per scene.
- **Walk the Web** (*Stargazer Tribebook 1st Ed*) - The Stargazer can walk through Weaver realms without attracting attention. Pattern Spiders will ignore her and go about their business. The character must chant a mantra through sub-vocalization (mouthing it silently). This Gift is taught by various Enigmatics. However, if the Stargazer takes direct action against any Weaver minions, the effect of the Gift is canceled and the spiders will come.
- **Wind's Returning Favor** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.

- **Advanced**

- **Ancestral Incarnation** (*Stargazer Tribebook Revised*) - Per the Stargazers Tribebook Revised.
- **Atma (Serpent Fire)** (*Stargazer Tribebook 1st Ed*) - Spend a Gnosis and make a static Mental (Enigmas) challenge. Add twice your levels of Enigmas to your next enigmas challenge.
- **Break the Loom** (*Stargazer Tribebook 1st Ed*) - Spend a Gnosis make a static Mental (Enigmas) challenge. The gauntlet drops by your Enigmas rating. You can also cancel out a single effect of paradox.
- **Circular Attack** (*W20*) - The Stargazer becomes so fluid in her attacks that she can face a group of opponents in hand to hand combat and redirect their blows away from her and toward each other. The player spends a Willpower Trait before going into a combat against multiple opponents. She makes one Physical Challenge against all her opponents. Those who lose the challenge must redirect their blows to one of their fellow attackers,

doing damage to their allies instead of to the Stargazer. The player may only use this Gift only once per turn and she may not spend a Rage Trait in the same turn.

- ***Directing the Soul* (WWPG)** - After learning this Gift, you may spend Rage Traits or Gnosis Traits where a Willpower expenditure is called for.
- ***Harmonious Unity of the Emerald Mother* (W20)** - Spend 1 Gnosis Trait. For the next day, the Garou enjoys the Physical Trait bonuses 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.
- ***Liberation of Flesh (Mantra)* (Stargazer Tribebook Revised)** - Per the Stargazers Tribebook Revised.
- ***Spirit Drain* (LOTWR)** - Per the Theurge gift.
- ***Vision of the True Spirit* (LOTWW)** - Per LOTWW.
- ***Wisdom of the Seer* (W20)** - The Stargazer studies the night sky and receives answers to almost any question from the position of the stars. This Gift only works at night. The player must spend 15 minutes out of game play "studying the sky." After doing so, she makes a Static Mental Challenge against seven Traits (retest with Enigmas). If she succeeds, she may ask the Storyteller a simple question and receive an honest and accurate answer.

Stargazer Camp Gifts

Demon Eaters

- **Basic:**
 - ***Reverie of the Kol-Kin* (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised
 - ***Sense the Demonic* (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised

The Sacred Thread

- **Basic:**
 - ***The Teacher's Ease* (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised
 - ***Word-to-Weapon* (Stargazer Tribebook Revised)** - Per Stargazer Tribebook Revised
- **Advanced:**
 - ***Eyes of Ignorance* (Stargazer Tribebook Revised)** - Per the Stargazers Tribebook Revised. ST Discretion on which abilities become known.

Trance Runners

- **Intermediate:**
 - ***Bird Bones* (Stargazer Tribebook Revised)** - Per the Stargazers Tribebook Revised.
 - ***Seven Mile Leap* (Stargazer Tribebook Revised)** - Per the Stargazers Tribebook Revised.

Uktena

- **Basic**
 - ***Another's Moccasins* (Uktena Tribebook Revised)** - Per Uktena Tribebook Revised.

- ***Blending/Natural Camouflage*** (*Uktena Tribebook Revised*) - Per Uktena Tribebook Revised.
- ***Coils of the Serpent*** (*Uktena Tribebook Revised*) - Per Uktena Tribebook Revised.
- ***Feast Upon Snake's Wisdom*** (*FS*) - This gift may only be used once per week or pay the consequences. Make a Mental challenge, retest Engimas, difficulty based on rarity of information the Garou is looking for, ST discretion. This can only find mundane information. Well known facts is difficulty of 8 and hard to find information will have a high difficulty. Those who rely on this gift too often will receive wildly inaccurate answers.
- ***Fetish Fetch*** (*W20*) - The first part of the Gift involves creating a secret hiding spot for one's fetishes. The player spends 1 Gnosis Trait and buries or covers her items. Once this ritual is complete, she need only spend 1 Gnosis Trait to summon any or all of her fetishes, or to return them to their hiding place. The fetish appears in her hand as if from thin air. Only one hiding spot can exist at a time, but the Garou can replace it with a new one whenever she wishes.
- ***Implacable Grip*** (*LOTWR*) - Per the Silver Fang gift *Falcon's Grasp*.
- ***Indian Giver*** (*Uktena Tribebook Revised*) - Per Uktena Tribebook Revised.
- ***Medicine Dreams*** (*PGG*) - This Gift is used when a Garou is attempting to heal someone seriously ill. Before you go to sleep, spend 1 Gnosis Trait and make an extended Static Social Challenge (Occult) against a difficulty of 8 Traits. If successful, you will awaken with insights into how to heal the sick person. Each challenge won will give you a 1-Trait bonus to any Medicine challenges made that day. Should you succeed on 10 challenges in a row, you may even attempt to cure incurable illnesses such as terminal cancer or HIV/AIDS. Such attempts would require that you obtain six successes on an extended Mental Challenge (Medicine) against a difficulty of 12 Traits.
- ***Moonstruck Path*** (*CS*) - The Garou may perceive the beginning of a path she must take in a given situation. This cannot be used more than one time on the same objective. Make a static Mental (retest survival).
- ***Overlook*** (*Uktena Tribebook Revised*) - Per Uktena Tribebook Revised.
- ***Pass as the Shadow*** (*LOTWW*) - Per LOTWW.
- ***Pull Water*** (*CS*) - Make a static Mental challenge, retest Engimas, difficulty 6 and spend up to 5 mental traits. Success allows the Garou to call upon enough water to sustain a person for one day for each mental trait spent.
- ***Reveal the Hidden*** (*Uktena Tribebook Revised*) - Per Uktena Tribebook Revised.
- ***Sense Magic*** (*LOTWR*) - Per LOTWR.
- ***Sense Secrets*** (*WWC*) - Per the Fianna gift.
- ***Sense the Tunneler's Passage*** (*LOTWW*) - Per LOTWW.
- ***Sense Wurm*** (*LOTWR*) - Per the Metis gift.
- ***Shadows at Dawn*** (*W20*) - After relating a bit of lore, make a Mental Challenge (Subterfuge) against your target. If successful, whatever information the Garou imparted completely vanishes from the target's memory when the sun next rises.
- ***Shroud*** (*LOTWR*) - Per LOTWR.

- ***Sight of Hidden Places (CS)*** - The Garou concentrates on a single area no larger than a small hill for one turn. Keeping his eyes shut, he may then “see” any open areas inside that space (including any persons, treasures, hidden pools, etc. within the place). Make a Static Mental Challenge retest Enigmas (difficulty 6) allows the character to see to a depth of ten feet for each mental trait spent. By spending a point of Willpower, he may also bring into play any Perception-based Gifts he possesses.
- ***Spirit of the Bird (LOTWR)*** - Per LOTWR. Note this allows the Garou to move three steps during combat.
- ***Spirit of the Fish (LOTWR)*** - Per LOTWR.
- ***Spirit of the Lizard (W20)*** - Spend one Gnosis. For the rest of the scene, the character can move across any solid surface at a normal walking speed. Staying attached to a vertical surface or ceiling, while taking any strenuous actions, including moving faster than walking speed, requires a reflexive static physical challenge, retest Athletics, difficulty 7.
- ***Spirit Speech (LOTWR)*** - Per the Theurge gift.
- ***Strut (Uktena Tribebook Revised)*** - Per Uktena Tribebook Revised.
- ***Uktena’s Freezing Stare (Uktena Tribebook Revised)*** - Per Uktena Tribebook Revised.
- **Intermediate**
 - ***Banish Totem (LOTWR)*** - Per LOTWR.
 - ***Bounty of the Corn Maiden (FS)*** - The Garou must possess a small amount of food. The player spends one gnosis and makes a static mental challenge (retest Occult) difficulty 6 and spends a variable number of mental traits. For each trait spent, she creates one meal consisting of that type of food she has. For example, corn might produce ears of corn, corn cakes, or tortillas. ST discretion on what is created.
 - ***Call Elemental (LOTWR)*** - Per LOTWR.
 - ***Call the Four Brothers (LOTWW)*** - Per the Lupus gift ***Elemental Gift***.
 - ***Chains of Mist (W20)*** - Concentrate for one turn, spend 1 Gnosis Trait, and make a Physical Challenge (Enigmas) against a number of spirits up to your Rank, within 200 feet. If successful, the spirit(s) 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.
 - ***Curse of Corruption (Uktena Tribebook 1st Ed)*** - There is a different Shadow Lord gift of the same name. The Garou must choose to afflict her target either mentally or physically. She then spends two points of Gnosis and makes a static Social challenge retest Intimidation (difficulty equal to victim’s gnosis) and spends a variable number of Social traits. One trait spent inflicts a minor effect or one that only functions sporadically, while more traits spent cause more serious afflictions or ones that constantly affect the target throughout the length of the curse. Storytellers should be creative, but fair when assigning curses.
 - ***Death Trance (Uktena Tribebook Revised)*** - Per Uktena Tribebook Revised.
 - ***Drumbeat of the Shadow (LOWTR)*** - Per the Silent Strider gift.
 - ***Durance (W20)*** - Per the Shadow Lord Gift.

- **Flame of the Sundance (LOTWW)** - The Garou spends a Gnosis and makes a simple test to use this gift. On a win or tie, a flame spirit is summoned to assist the Garou. On a failure, the flame spirit doubles in size and attacks you instead. Spirit level and size is ST discretion.
- **Guardian's Fortitude (Uktena Tribebook Revised)** - Per Uktena Tribebook Revised.
- **Hand of the Earth Lords (LOTWR)** - Per LOTWR. If targeting an individual, it is a contest physical challenge, retest Occult.
- **Invisibility (LOTWR)** - Per LOTWR. If you are being observed when activating this Gift, you must defeat your observers in a Mental Challenge (Occult/Investigation).
- **Lay of the Land (LOTWR)** - Per the Bone Gnawer gift *Attunement*. Note: this gift only works in rural or wildness areas.
- **Pointing the Bone (PG2)** - Spend 1 Gnosis Trait and make a Mental Challenge (Occult) against your target while pointing a decorated bone at him. If successful, the target suffers one aggravated Health Level of damage. This damage may be increased by one Health Level of damage for each Mental Trait spent after making the challenge. This Gift may also be used to inflict delayed damage on the victim. By spending a second Gnosis Trait, the damage may suddenly occur a number of days after the attack, equal to the number of Mental Traits spent. The bone shatters after a single use.
- **Rending the Craft (W20)** - After the Garou makes a successful claw attack, the player may spend 1 Willpower Trait to end the effects of any ongoing magical power enhancing the target (such as the Gift: Razor Claws, or the Armor Charm). Permanent magical effects cannot be rent asunder by this Gift, nor powers that are innate to the nature of the target. For example, a Garou'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 temporary effects are disabled. Only one magical power may be shut off per use of this power. This power does not give the Garou any knowledge of which effects that individual has active, however the player may state they wish to remove an "Armor" power without knowing precisely which power the target has.
- **Scrying (PG2)** - Spend 1 Gnosis Trait and win a Static Mental Challenge (Occult) against a difficulty of 20 Traits, unless you possess an item belonging to the person or place being viewed, in which case the difficulty drops to 10 Traits. You may view everything that happens in that area. The Gift lasts for one scene.
- **Secrets (PG2)** -The Garou may uncover secrets of a target. Spend one gnosis and make an extended simple test. You may continue to make tests until you lose. There are no ability retests allowed because this is a simple test. You gain a secret approximate to the amount of successes. At 3 or more successes, the storytellers must be present to verify the secrets gained.
 - i. Creature Type, Minor treachery or wrongdoing
 - ii. Real name, embarrassing fact, sire, parents
 - iii. Alliances, affair with another Garou
 - iv. Earth-shattering revelations

- ***Sideways Attack* (PG2)** - After locating your target within the umbra (you must have a way to do so,) you may spend 1 Gnosis Trait to attack anything you see in the Penumbra, including spirits that are not materialized. You suffer a 2-Trait penalty on the attack.
- ***Sing Down the Rain* (Uktena Tribebook Revised)** - Per Uktena Tribebook Revised.
- ***Spirit Drain* (LOTWR)** - Per the Theurge gift, except it only affects wraiths.
- ***Spirit's Horse* (Uktena Tribebook Revised)** - Per Uktena Tribebook Revised.
- ***Summon the Restless Shade* (Wraith the Oblivion)** - Per the Theurge gift.
- ***Uktena's Passage* (CS)** - The player spends one gnosis and makes a static Social challenge, difficulty seven, spending a number of Social traits. For each trait spent, she may raise or lower the speed and/or roughness of the current within 100 yards by one degree. Degrees of current are calm, slow, moderate, swift, and turbulent. The change lasts for one scene.
- ***Wisdom of the Ancient Ways* (LOTWR)** - Per the Philodox gift.
- ***Wyrms Whispers* (WWC)** - Make a static mental challenge, retest Enigmas, difficulty 8 and spend a variable number of mental traits. With one trait spent, you detect nearby sentient wyrm creatures. For each trait spent beyond the first, you can telepathically read one complete thought from that creatures mind. If five traits are spent, the user must make a frenzy check as you have delved too far into the mind of the Wyrms. Regular use of this gift can cause derangements and wyrm taint.
- **Advanced**
 - ***Call on Ancient Medicine* (LOTWW)** - Per LOTWW. Replace Past Lives with Ancestors for this gift.
 - ***Eyes of the Thunderbird* (WWW)** - Make a static mental challenge, retest occult, difficulty 10 and spend a variable amount of Mental traits. For each mental trait spent, you gain a number of lightning bolts you may shoot at a single target, doing five levels of aggravated damage per bolt. You must choose a target upon activation of the gift. You may only fire one lightning bolt per action. While utilizing this gift, the Garou must concentrate, becoming blind to everything around her except her target. All lightning bolts must be discharged in the scene the gift is invoked. You may expend these lightning bolts harmlessly into the air if you so choose.
 - ***Fabric of the Mind* (LOTWR)** - Per the Galliard gift.
 - ***Fetish Doll* (LOTWR)** - Per LOTWR.
 - ***Kachina's Luck* (FS)** - Spend one gnosis and make a static gnosis challenge, retests crafts, difficulty 8. You must specially craft a Kachina doll representative of yourself or another person, that takes one week to complete. It must incorporate a piece of the target. To bring luck to the target, the player makes a Social challenge, retest occult against the recipient's Gnosis and spends a variable amount of mental traits. Each trait spent, gives them one retest for the remainder of the story, or allows all of the retests to be used in the scene that the Kachina doll is activated.
 - ***Manifest the Vision* (WWW)** - Per ***Fabric of the Mind***.
 - ***Uktena's Glare* (Uktena Tribebook Revised)** - Per Uktena Tribebook Revised.

Uktena Camp Gifts

Bane Tenders

- **Intermediate:**

- ***Strength of the Guardian (Uktena Tribebook 1st Ed)*** - Make a Gnosis challenge, difficulty 6 and spend additional Gnosis for effects as listed. For each Gnosis spent, you may boost one of your chosen attributes or your willpower. When used, the Garou can increase Strength, Stamina, Charisma, Manipulation or Willpower. When the gift ends, the Garou loses an equal amount of traits in each category as he had increased. The loss remains for 24 hours. Raising one's attribute beyond double their base is very dangerous, for if they fall below zero, the Garou dies unless immediately healed with Mother's Touch. There is no limit to the amount of Gnosis they may be spent.

Earth Guides

- **Intermediate:**

- ***Ancestral Recall (Uktena Tribebook 1st Ed)*** - The Garou must have spent at least 24 hours in the presence of those whose tribal memory she is attempting to access. The player makes a static mental challenge, retest Engimas, difficulty 10, and spends a variable number of mental traits. If the Garou can access hidden or forgotten lore, the player must spend a gnosis to learn it.
 - i. Common Information
 - ii. Uncommon (When dancing their harvest rites, the tribe wore corn silk tied to their costumes)
 - iii. Obscure (known to some tribal elders, i.e., the tribe once served as guardians of a particular fetish)
 - iv. Hidden (known only to the greatest Medicine Workers, passed on to a trusted successor; i.e., the tribe's dancing place lies atop the resting place of a powerful evil spirit and their dances keep it pacified)
 - v. Forgotten (known only to ancient ancestors; i.e. "Our people once knew this evil spirit's true name. Perform this service for my descendants, and I will tell it to you.")
- ***Bare the Heart (Uktena Tribebook 1st Ed)*** - The Garou using this Gift must spend at least one turn intently observing the person he wishes to examine. While doing so, he attunes himself to the person's innermost core, the truth of the heart, and spends two points of Gnosis. Player makes static Mental challenge, retest Empathy, difficulty 10 and spends a variable amount of mental traits. One trait spent uncovers a falsehood if any exists and the nature of the mask (cosmetic, magical, etc.). Two traits pinpoint how deeply the taint runs and the exact nature of the hidden heart (i.e., if the target is Wurm-corrupted, a Bane, a vampire, etc.), while three traits allows the Garou to discover such a creature's immediate intent (i.e., what its plans are for the remainder of the scene).

Scouts

- **Basic:**
 - **Fast Track** (*Uktena Tribebook 1st Ed*) - Make a static physical challenge retest with Athletics. Success allows Garou to make a forced quick march that does not exhaust her. This gift does not increase speed.

Skywalkers

- **Basic:**
 - **Umbral Compass** (*Uktena Tribebook 1st Ed*) - Make a static mental challenge, retest Survival, difficulty 7. Success allows the Garou to lower the difficulty of the Gauntlet by one or to find her way easily through the umbra. If she then needs guidance while in the umbra, she may make a gnosis challenge to find her way. If the Garou fails this gift, make a simple challenge. If they lose, the Garou is caught in the Gauntlet in a particularly difficult way.

Wyld Children

- **Basic:**
 - **Call Forth the Wyld** (*Uktena Tribebook 1st Ed*) - Make a static Mental challenge, retest Repair, difficulty 6 and spend one gnosis. Success permanently disables small technological devices around you. STs may allow more gnosis to be spent to affect larger or more complex targets. This gift actually disrupts the weaver technology by overloading it with wyld energy. Note: ST Discretion. Creative anarchy wins.

Wendigo

- **Basic**
 - **Beat of the Heart-Drum** (*W20*) - The garou must have an object belonging to his target, a piece of the victim, or must have tasted his quarry's blood in the past. The player spends a gnosis and engages in a mental challenge (retest survival). The wendigo can hear her quarry's heartbeat for one day per mental trait spent, no matter how far away they may be. The beat grows louder as the werewolf draws near, making tracking effortless.
 - **Buffalo Hide** (*FS*) - The user makes a static Physical Challenge(Primal Urge) vs 10 traits. The garou gains 2 additional armor health levels against missile weapon attacks.(This only protects against physical thrown and physical projectile weapons.) This gift lasts for one scene and can be used on others.
 - **Call the Breeze** (*LOTWR*) - Per LOTWR
 - **Camouflage** (*LOTWR*) - Per LOTWR
 - **Claws of Frozen Death** (*CS*) - The user spends a rage and breathes on his claws, this takes an action. For the duration of the scene, his claws do one additional level of damage.
 - **W20 Claws of Frozen Death** (*W20*) - Per the Gift of Fenris Gift **Fangs of the North**.
 - **Cutting Wind** (*LOTWR*) - Per LOTWR
 - **Dead Stick** (*PGGR*) - Stab a stick into the ground and make a Static Mental Challenge (Occult) against a difficulty of 7 Traits. If successful, you may learn whether a packmate is dead, and if so, where the remains lie. If the packmate still lives, the stick will stand

straight up, but if the packmate is dead, the stick will lean heavily in the direction of his remains. If you fail, the stick will simply blow out of the ground.

- **Devouring Rhyme** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
- **Dust Storm** (*WWW*) - The user makes a gnosis challenge difficulty based on terrain:
 - 5. Desert
 - 6. Plains
 - 7. Town
 - 8. Mountains
 - 9. Woods
 - 10. City.

The storm created lasts for 2 turns plus an additional 2 turns per gnosis spent at the time of activation. This storm blinds everyone in the scene (including the user), all affected lose ties on perception related challenges. In addition machinery is fouled by dust and grit.

- **Ghost Pack** (*PG2*) - Spend 1 Gnosis Trait and 1 Rage Trait and a variable number of Social Traits, and make a Static Social Challenge (Occult) against a difficulty of 10 Traits. If successful, you summon ancestral allies who serve as temporary levels of the Ancestors Background equal to the number of Social Traits spent. This is cumulative with any Ancestors you already possess. This benefit lasts for one scene.
 - **Ice Echo** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **Lift-Your-Leg** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **Nose-to-Tail** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **Resist Pain** (*LOTWR*) - Per the Philodox Gift.
 - **Salmon Swim** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **Scent of the Man-Eater** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **Snow Sight** (*CS*) - The Garou concentrates for one turn and spends a point of Willpower. The use of this Gift cancels any disadvantage due to reduced visibility caused by bad weather conditions, whether heavy falling snow, rain, fog or glare.
 - **Speak with Wind Spirits** (*LOTWR*) - Per Laws of the Wild Revised.
 - **Tourniquet** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.
 - **True Fear** (*LOTWR*) - Per the Ahroun gift.
 - **Truth of the Hunted** (*WWC*) - The user makes a static mental challenge (survival) and spends a variable number of mental traits. If successful the user may follow his prey precisely, for each mental trait spent, he may eliminate false trails and discover height, weight, state of mind and general health of the target. (This only works on prey, ST discretion.)
- **Intermediate**
 - **Balance of Wormwood** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook revised.
 - **Bark of Willow** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook revised.
 - **Bloody Feast** (*LOTWR*) - To activate this Gift you must first bite your opponent and be able to taste blood – meaning that you must inflict at least one Health Level of damage, and your victim must be something that bleeds. If your opponent has toxic blood or none at all, this Gift will not work. Then make a follow-up Physical Challenge (Survival) against him. If successful, you gain an additional strength-related Physical Trait equal to your rank. These extra traits last for a number of turns equal to half your Gnosis. However, flesh and blood can be addictive. You must make an immediate frenzy test on the turn after activating this Gift.

- **Bond with the Earth (LOTWW)** - Per the Bonegnawer gift **Attunement**, except it only works in wilderness.
- **Call the Cannibal Spirit (LOTWR)** - Per Laws of the Wild. (The spirit's traits will be determined by the Storyteller.)
- **Chill of Early Frost (LOTWR)** - Per LOTWR
- **Eye of the Storm (CS)** - The user spends a gnosis and makes a willpower challenge difficulty 7. Upon success, the user creates a safe space in a storm or other severe weather events for up to 10 individuals, the gift lasts for the duration of the storm.
- **Great Bison (WWC)** - The user spends one willpower, one rage, and one gnosis to summon the stampede. The Stampede is 100 yards long and 50 yards wide and tramples everything in its path doing 5 levels of lethal damage. The bison are spirits and pass through man-made obstacles, such as buildings, to crush anyone inside. The targets can find safety if they can get out of the area of the stampede, otherwise they take the damage.
- **Harano/Curse of Harano (PGGR)** - Spend 1 Rage Trait and defeat your target in a Social Challenge (Expression). If successful, your target is driven into Harano for one scene. If you choose to permanently sacrifice 5 Social Traits, the target permanently suffers from Harano.
- **Icicle-Hide (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Last Stand (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Scream of Gaia (LOTWR)** - Per the Gift of Fenris Gift.
- **Shelter of Needles (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Sky Running (W20)** - The Garou gains the ability to run at 50mph (80kph) through the skies. The Garou must continually remain in motion, or he falls. The Garou leaves a track of fire in the sky as he runs. This Gift is taught by a spirit servant of Wendigo. The Garou concentrates for one turn and spends one Willpower point. The Gift lasts for four hours and may be replenished by further Willpower expenditure.
- **Strength of Pine (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Trackless Waste (LOTWR)** - Per the Red Talon gift.
- **Whiteout (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Wisdom of the Ancient Ways (LOTWR)** - Per the Philodox gift.
- **Wsitiplaju's Bow (Wendigo Tribebook Revised)** - Per Wendigo Tribebook revised.
- **Advanced**
 - **Ghost Shirt (LOTWW)** - Per the Ahroun gift *Hail of Bullets*.
 - **Heart of Ice (LOTWR)** - Per LOTWR
 - **Invoke the Spirits of the Storm (LOTWR)** - Per LOTWR
 - **Spirits of Decay (LOTWW)** - Per the Red Talon gift Rot Weaver Tech, except the user may affect any type of object he desires regardless of complexity.
 - **The Freezing Night (WWW)** - The user spends 2 gnosis and makes a static willpower challenge, difficulty 8, and spends a variable number of willpower traits. The storm inflicts 2 levels of lethal damage plus an additional 2 levels of lethal per willpower spent. Characters with thick winter clothing or magical protection against the cold take half this damage instead. The storm comes 2 turns after the gift is invoked (this may take longer depending on the climate). The Freezing Night covers roughly half of a mile, and kills small animals, plants, and/or unprotected humans at the storyteller's discretion. This gift may only be called at night. This gift lasts for 1 hour.

- ***Tornado Rider*** (WWW) - The user spends 2 gnosis and makes a static willpower challenge difficulty 6. The twister takes shape 1 turn later and touches down 2 turns after that. Once it lands the user can hop aboard and ride the winds without injury. The Twister lasts for 3 plus(half your gnosis rating round up) turns and effectively demolishes anything the storyteller would rule to be destroyed. The user may suggest a path but cannot influence the tornado once it's landed. Anyone caught by the twister takes 5 or more (at storyteller discretion) levels of lethal damage before being flung off in a random direction(which may cause even more damage.)

Wendigo Camp Gifts

Ghost Dance

- **Basic:**
 - ***Virgin Snow*** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.

Sacred Hoop

- **Basic:**
 - ***Claw-to-Thumb*** (*Wendigo Tribebook Revised*) - Per the Silverfang gift *Empathy*.
- **Intermediate:**
 - ***Fire Water's Quench*** (*Wendigo Tribebook Revised*) - Per Wendigo Tribebook Revised.

Warpath

- **Basic:**
 - ***Fog*** (PG2) - Per the Black Fury Gift *Curse of Aeolus*.