

CHANGING BREED HOUSE RULES FOR:

Chicago: New Moon Rising (+satellites)

Enigmas of Rage

Obsidian Shadows

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.

Conduct Rules

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

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

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

Code of Conduct - As per OWBN [Code of Conduct](#)

One World by Night Code of Conduct

Update and approved by Council, November 6, 2019

1. Players and volunteers will be courteous, respectful and professional in their out-of-character interactions with each other. If there is a conflict between individuals, they may either seek out a third-party (an ST, CM, or even Exec) for mediation to reconcile their differences or do their best within the confines of OWBN to avoid interactions with each other.
2. Do not make unwanted and/or non-consensual sexual or physical contact with other players and volunteers. If you are unsure if you have consent or that the contact is wanted, err on the side of caution and ask. Respect other people's boundaries.
3. Do not use abusive, derogatory or inflammatory language in your OOC interactions with other players and volunteers. This includes racial, ethnic, and gender-related slurs; threats of physical violence; sexually inappropriate commentary; and calling someone names.

4. Players and volunteers are free to disagree about things, but those disagreements must be handled in a mature and direct fashion. Examples of inappropriate ways of handling disagreements include making derogatory remarks about the other party publicly, using deliberately inflammatory language in discussions and starting rumors about another party's motivations or actions. When conflict is unable to be dealt with respectfully by the involved parties, Exec can and will step in to mediate.
5. Whenever a player or volunteer is uncomfortable with a situation, either in-character or out-of-character, they have the right to step away without guilt or recrimination. If there are consequences that must be faced in that situation, in character, accommodations will be made to alleviate the discomfort of all involved. The player or volunteer may select someone to represent them going forward, or agree to narration of IC consequences, or simply request a short time away.
6. Threatening in-character or out-of-character repercussions to another player or volunteer to discourage them from speaking to their ST staff, CM, or the Executive Team regarding their complaints or concerns or inquiries will receive local and/or org-wide disciplinary action for the interference.
7. Real life always comes first.
8. There is no such thing as a game emergency. We all put a lot of time and energy into this hobby, but it is not acceptable to harass others to answer our game questions immediately.
9. Everyone is responsible for their own behavior, no matter the provocation or reason. It is up to the individual to apologize sincerely for any poor conduct on their part towards other players and volunteers.
10. The LARP community, and in particular the World of Darkness LARP community, has a lot of overlap between organizations. We all share a responsibility to make our community a fun and safe place. Players and volunteers in One World by Night who are banned from other organizations and conventions for questionable behavior may be subject to investigation of their behavior within the org, and potentially propped for disciplinary action.

Character Creation

Base Character Experience Points

Characters are awarded 30 experience points. In addition, a character background may be submitted for an additional 30 experience points. No character may earn more than 60 experience points.

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

Fera Character Creation - Unless otherwise noted, Fera character creation is per house rules below and character creation rules in their respective Changing Breeds book.

Changing Breed:

Rank at Character Creation

Rank 0	No Additional Cost
Rank 1	No Additional Cost
Rank 2	Background + ST Approval. 1 xp per Perm Renown needed for rank.

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

Tempers at Creation

The cost of tempers at character creation is as follows:

Rage	1 Free Point
Willpower	1 Free Point
Gnosis	2 Free Point

Character Creation Gifts - The following gifts from LOTWR and W20 are allowed as starting gifts:

Breed

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

Auspice

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

Tribe

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

Tribal Advantages and Drawbacks:

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

Black Furies

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

- Advantage The two traits gained will be described as “Child of Gaia.” They may be declared in comparison of ties or in trait totals, but may not be bid, spent, or lost.
- Drawback Humans are treated as though they are three Willpower higher than they actually have regarding the Delirium chart on page 188 of *Laws of the Wild*, Revised. The Tribal Drawback is *not* the Flaw: Pierced Veil.

Fianna

- Advantage The free abilities may go over the cap.
- Drawback Lose ties on all initial Willpower challenges. If the Fianna can retest in any way, their retest is a normal Willpower test without the drawback.

Shadow Lords

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

Stargazers

- Advantage Meditation x2, Enigmas at character creation. These abilities may go over the cap.
- Drawback If the Stargazer loses an Enigmas challenge, he or she is down three traits for the rest of the session.

Uktena

- Advantage Peeking across the Gauntlet, in either direction, requires neither the Gnosis test nor the expenditure of Mental traits to make details clear.
- Drawback When an Uktena learned that a secret lies in reach (either another person knows a secret, or the character is faced with a mystery), he or she will be unable to concentrate until the secret is uncovered. This will result in the Uktena being down one trait in all challenges for the remainder of the night when not pursuing the secret/mystery. This penalty cannot be levied for the same secret/mystery on subsequent or multiple nights.

Wendigo

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

Kinfolk:

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

At Character Creation, Kinfolk Players must pick a tribe of origin even if they display no Pure Breed.

Backgrounds may only be purchased after character creation with story and ST discretion. Otherwise they are available at creation only.

Kinfolk Restrictions

Bone Gnawers	<i>May not purchase Pure Breed or more than 3 dots of Resources.</i>
Black Furies	<i>None</i>
Fianna	<i>None</i>
Children of Gaia	<i>None</i>
Get of Fenris	<i>May not purchase more than 3 dots of Contacts</i>
Glass Walkers	<i>May not purchase Pure Breed or Mentor</i>
Red Talons	<i>May not purchase Resources or human Allies or Contacts</i>
Shadow Lords	<i>May not purchase more than 3 dots of Resources</i>
Silent Striders	<i>May not purchase more than 3 dots of Resources</i>
Silver Fangs	<i>Must purchase at least 1 point of Pure Breed (Kinfolk Silver Fang bloodlines may be born without Pure Breed but the tribe does not recognize them as true Silver Fang Kin.)</i>
Stargazers	<i>May not purchase more than 3 dots of Resources</i>
Uktena	<i>None</i>
Wendigo	<i>May not purchase more than 3 dots of Resources</i>

Numena/Hedge Magic:

- Hedge Mage characters may only begin play with knowledge of up to three paths of sorcery with ST approval. Any and all others require ST oversight and learning in game
- Any Kinfolk who possesses numina besides sorcery is limited to three paths of sorcery.

Abilities

All non-Garou and non-Changing Breeds specific abilities are ST approval.

Alertness - An expenditure of this ability does not auto negate Surprise.

Biorhythms (Gurahl) - Can be used in place of Subterfuge. Lets you affect your biological systems. Anything that would modify your Subterfuge does not modify this ability. ((PGCBR 159)) Below are examples of what each level can do.

1. Minor adjustments to heart rate and internal body temperature
2. Can mimic the process of hibernation by slowing down your metabolism
3. Can exercise exceptional control over your respiratory and involuntary muscle systems.
4. Can isolate some parts of your metabolism while others work normally. ((le stop the process of metabolizing poisons))
5. Stop your heartbeat and restart it after a long hiatus.

Crafting - Please see Crafting Rules on pg 27 of this document.

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

Fighting Styles - These styles go beyond the basic Brawl, Melee, Dodge and Firearms abilities. You may purchase the fighting styles in addition to the basic combat abilities. For further rules please see Laws of the East.

To purchase at character creation, it costs 2xp per level and you may not buy more than 2 levels. After character creation, it costs 3xp for each level. Characters must have a method to learn these abilities. For all combat styles, characters add their ability to their totals for purposes of resolving ties and overbids. This is in addition to the normal ability add rules. Opponents may still use their abilities to retest, unless specifically noted otherwise. None of these three abilities may be used while the Garou is in frenzy. At levels 1, 3, and 5 you may choose one martial arts style/weapons style.

Martial Arts - This ability has 3 different styles which can each be purchased individually (Ex. Martial Arts: Hard Style)

Hard Style: This represents mundane strike based martial arts/fighting styles. Ex. Muay Thai.

Soft Style: This represents mundane grapple/submission based martial arts/fighting styles. Ex. Brazilian Jiu Jitsu.

Weapons Style - This represents mundane weapon based martial arts/fighting styles. Ex. Kenjutsu.

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

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

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

Flight (Corax) - Can be bought by Fera with the born ability to fly. This ability can be used in challenges where applicable in place of the standard retest. ((Ex. Dive bomb attack maneuver, aerobatics, high altitude surveillance.)) (CB1 pg 82)

Gossip (Corax) - This ability cannot be used with gifts. ((Corax Breed Book pg 69))

Linguistics - Corax may use one of their Linguistics slots to purchase *Basic Codes*. This demonstrates a grasp of Morse code and a number of code schemes. More complicated codes are still covered by *Enigmas*. (CB1)

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

Intuition (Kinfolk Specific) - From time to time, you have good hunches. You have learned to trust them. At times, you might not be able to explain why you suddenly know certain things, or how you jump to a startling conclusion based on a confusing or mystifying set of facts. Your instinct tends to serve you very well, except when it doesn't. Intuition reflects your aptitude in making good guesses and relying on your gut feelings. This is not a psychic ability; rather, it is an innate "sixth sense" that enables the character to

sense if someone is lying or whether or not a particular argument holds more persuasive force than another with the target individual. A character with Intuition may be able to string together tiny or otherwise overlooked clues, resolving into the strong feeling that “we need to go the warehouse now!” or “Mr. X is the person behind this.” Storytellers can use a character’s Intuition to give information to the players or as a handy device to move along a stalled plot when all else fails.

1. Novice: Your instincts help you find the right track.
2. Practiced: You automatically follow your initial guess rather than second-guessing yourself.
3. Competent: You always know when something’s going down.
4. Expert: You know not only what’s wrong, but who’s behind it.
5. Master: Your insights and hunches scare you sometimes!

Note: This ability may be used in place of Empathy to detect if someone is lying.

Linguistics -

- **Level 1** - 1 (2) language
- **Level 2** - 2 (4)
- **Level 3** - 4 (8)
- **Level 4** - 8 (16)
- **Level 5** - 16 (32)

Lore: Wyrms, Wyld, Weaver - Character must have a method to learn these lores at 3 or more.

Level 4

- Become a target of the appropriate triatic force Per MET Book of the Wyrms.

Level 5

- NPC only

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

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

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

Power Brokering - As per Laws of Ascension

Rituals (Kinfolk PCs) - This typically refers to Kinfolk specific Rites. A Kinfolk may only ever know a number of garou rites equal to their level of this ability. No kinfolk may ever learn a non kinfolk rite above basic. Otherwise as per LoTWR.

Style (Bastet) - Once per scene, after spending 5 minutes grooming yourself, you can expend a level of this ability to increase your Appearance by 1. Only one level may be expended per scene for the benefit of an increased Appearance.

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

Tactics - As per Laws of the Reckoning

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

Backgrounds

Disallowed Backgrounds - Garou Favor, Past Lives. All non-Garou and non-Changing Breeds specific backgrounds are ST approval.

Background Stacking - As per Laws of Ascension

Colony (Ratkin) - as per CB3.

Den Realm/Umbral Glade (Bastet/Gurahl) - These Backgrounds are being condensed into one joint background.

In the Umbra, a Den-Realm/Umbral Glade resembles a Domain, one which travelers cannot access without the owner's permission. The appearance of this Domain is up to the Owner. Upon the first time encountering the Realm an individual may make a one time Mental Challenge Retest Umbral Lore difficulty 20. If the individual has at least Lore: Umbra x 3 they may come to the realization that what they are seeing is an Umbral Glade/Den Realm. If someone wishes to break into one of these realms it is a step sideways challenge versus a gauntlet rating 10. Gnosis and mental may not be spent to automatically cross. No effect may lower this gauntlet rating for those forcing their way in. Regardless of whether or not the break in was successful, the owner is made aware of it.

The owner of this Domain enjoys several benefits. First the owner may step sideways at any time within his Domain at difficulty 3. A number of time per scene equal to the owner's gnosis he may spend a gnosis to teleport between one location with the Domain and another. Any attack on the Domain registers as a cold bolt of pain in the owner's heart. The owner can freely peer across the gauntlet on either side within her Domain. The owner can freely lead any others she chooses across the gauntlet

while in the Domain as if they were pack mates. The spirits that reside within this Domain tend to be protective of both it and the owner of it.

The rating determines both the size and the amount of Gnosis it supplies. This functions as a “mini-caern” for the owner and others he brings in. The first size is for very urban Domains, the second is for more rural Domains.

1. The size of a house/one square mile. One Gnosis per day.
2. The size of a mansion/two square miles. Two Gnosis per day.
3. A city block/five square miles. Three Gnosis per day.
4. Two city blocks/ten square miles. Four Gnosis per day.
5. Five city blocks/twenty square miles. Five Gnosis per day.

Equipment (Kinfolk) - Either from your Garou family, a Fellowship, another connection, or through your own cleverness, you have access to highly specialized equipment not available through standard channels. This equipment can range from the relatively simple (silver bullets) or rare and hard to get (a mage’s “ray gun”). You begin the game with this equipment, but when it’s gone, whether used up, lost, stolen, or destroyed, you cannot replace it except through roleplaying. (See below, or the main rulebook for ideas or examples.)

1. *One minor item*: Equipment may include silver bullets, quality Kevlar vests, street-level drugs, etc.
2. *Two minor items*: These can include laser sights, healing herbs, gas masks, or police-issue pepper spray.
3. *One major item*: These include a container of explosive ammunition, wiretaps, pharmaceuticals, surgical field kits, espionage quality white noise generators, small private aircraft, or other items of similar quality. If you have the Merit Gnosis (5 pts.), you could have a lesser talen at this level.
4. *Two major items*: More major items include specialized vehicles, military-issue firearms, electron microscopes, etc. If you have the Merit Gnosis (6 pts.), you could have a greater talen at this level.
5. *One unique item*: High-tech experimental firearms, magical crystal balls, and untraceable poisons fatal to Garou are possible. If you have the Merit Gnosis (7 pts.), you may elect, instead, to own one powerful talen. At this level, the Storyteller should help the player select the item so that it will not overbalance the story.

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

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

Freak Factor (Ratkin) - as per CB3. Note this background has a different cost than most backgrounds. (IE to get all benefits is 15 points not 5 points.)

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

Kinfolk (Including All Non Garou Changing Breeds) - This background can be purchased multiple times. At the time of purchase the player must denote if this is a Standard Kinfolk background or a Retainer Kinfolk.

For genres which do not have the Kinfolk background but do have something similar, apply the same rules.

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

For non Garou Changing breeds, please refer to your appropriate book.

Retainer Kinfolk - These are kinfolk with a sheet. They are treated like a retainer and will gain their level in experience per month that you attend the game. At base creation they will be created using base creation with no bonus xp. Bonus xp will be awarded based on the number of points in Kinfolk that are spent at creation. Kin-Fetches and other similar items may be allowed at ST discretion. They may not start with any Numina.

Starting Build:

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

Retainer Kinfolk will not count towards increasing your Influence cap. They also cannot have Influence themselves. STs have final say on all Kinfolk Retainers. If you take them on missions, they could die, and these points will be lost.

These kinfolk will gain their **current** level in xp per month. Please remember to submit this xp request to the staff so that it can be added to their sheet. It is the responsibility of the player to make sure that there is a sheet on file for their retainer kinfolk. Sheets begin gaining xp at the time of recording.

Jamak (Bastet) - as per CB1.

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

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

Plague (Ratkin) - as per CB3.

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

Renown (Kinfolk) - Very few Kinfolk ever gain Renown in the eyes of Garou. Occasionally, one of the Kin performs some action that the Garou feels merits the awarding of Renown. This Background allows your character to begin the game with some temporary Renown. You may choose whether the points go into Honor, Wisdom, or Glory or whether you receive a combination of the three. You should work out with your Storyteller the circumstances under which your character receives her Renown. (See the Renown Chart (W20: Kinfolk) for more information and suggestions.) Even possessing Renown, a Kinfolk may never receive the rank of a Garou. Nevertheless, as with Pure Breed, Garou recognize and honor Kinfolk with Renown, but they demand more work and service from them as well.

1. One temporary point of Renown.
2. Two temporary points of Renown.
3. Three temporary points of Renown.
4. Four temporary points of Renown.
5. Five temporary points of Renown.

Note: Any Kinfolk with this Background should wear a tag denoting they have such prestige.

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

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

Level 0	400\$ and a bus pass
Level 1	\$1,000

Level 2	\$2,000
Level 3	\$6,000
Level 4	\$20,000
Level 5	\$60,000
Level 6+	ST Discretion

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

Each level of the Rites background gives the following:

2 Points	Level 1 Rite
4 Points	Level 2 Rite
6 Point	Level 3 Rite
8 Points	Level 4 Rite
10 Points	Level 5 Rite

***After Creation the cost will be 1/2/4/6 for Rites learned without a teacher.

Rites (Kinfolk PCs) - Can only be purchased at Character Creation. You have the option of starting with Basic or Intermediate Kinfolk rites. Rites cost 1 point for Basic and 3 points for Intermediate. Each level of the Rites background corresponds to a number of points equal to the level purchased.

Secrets (Bastet/Corax) - Buyable at Character Creation only!

Spirit Familiar - May not purchase Numen

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

1. Your familiar is the smallest Gaffling and not too bright. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store three extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It normally cannot Peek through the Gauntlet, so it rarely knows what's going on in the Realm.

2. Your familiar is a decent-sized Gaffling and almost intelligent. The only ways you can speak to it are with the Gift: Spirit Speech or by direct communication when you're near it in the Umbra. It can store five extra points of Gnosis, Willpower or Rage (choose one at a time) for you. It knows instinctively where you are, and it can Peek to see you from time to time.
3. Your familiar is a Jaggling of average intelligence. You can speak aloud to it easily through the bond you share, as long as it is nearby. It can store five extra points of Gnosis, Willpower, or Rage (choose two) for you. It knows instinctively where you are, can see through your eyes and can also Peek through the Gauntlet.
4. Your familiar is a fairly bright Jaggling. You can speak telepathically to it through the bond you share, as long as it is nearby. You always know where it is. You can see through its eyes and "it can borrow your sight as well. It can store five extra points of Gnosis, Rage or Willpower (all three in any combination) for you. It knows instinctively where you are. It can Peek into (and can even Manifest in) the Realm.
5. Your familiar is an intelligent Jaggling affiliated with a specific Incarna. You can speak telepathically to it no matter how far away it is. You and it always know each other's location. You both can share any of its five senses and knowledge gained from any Gift (such as Scent of the True Form or Truth of Gaia). It can store a total of six extra points of Gnosis, Rage or Willpower (all three in any combination) for you.

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

Totem

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

All Gurahl, when not in a multi-fera pack or gaining Totem benefits from a purchased totem, are considered to have Bear as their personal totem. They must choose one at creation, note this can change through play, and the benefits are as listed below:

 - First Cub/Ursa Minor - +1 *Expression*, +1 *Larceny*, +1 *Survival*
 - Great She Bear/Ursa Major - +1 *Medicine*, +1 *Empathy*, +1 *Survival*
 - Mangi, the Death Bear - +1 *Brawl*, +1 *Enigmas*, +1 *Survival*
- In a pack where every member of the pack has full cost of the Totem, the Totem gains the following:
 - Can always find pack members
 - Can speak to the pack without spirit speech
 - Totem is respected by other spirits
 - Totem is nearly always with the pack members, if they so choose

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

Trinket (Bastet) - as per CB1.

Umbral Maps (Nuwisha/Corax/Silent Strider) - as per CB1. In addition the staff may assign bonuses or retests depending on the situation and location. Note: Other Fera can learn this background at ST discretion.

Merits and Flaws

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

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

Disallowed Merits and Flaws - Destiny, Fast Learner, Friend of Sorcery, Guardian Angel, Language, Mercury Midsky, Ratkin Buddies, Reputation (sept based), Throwback, True Faith, Winter Garou, Phantom Mask, Unnoticed, Garou Companion (Gurahl), Free from the Yava (5 pt) (Bastet). Any merit labeled as Ties, Nightclub, Mansion, or Corporate CEO are disallowed as they are covered in Resources and Influence. All non-Garou and non-Changing Breeds specific Merits and Flaws are ST approval.

Additional Rules that apply to sets of Merits/Flaws

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

MERITS

Animal Magnetism (2pt)	<i>3 bonus traits to attract the people as listed in book</i>
Battle Prowess (3pt)	<i>+1 bonus trait in all Melee, Klaviscar and Iskaku ability related challenges</i>
Born Leader (1pt)	<i>Functions as per Natural Leader</i>
Breeding Pack (2pt)	<i>The kinfolk gained from this does not add to influence/increase influence cap.</i>
Caern Child (5pt)	<i>ST Approval and background.</i>
Camp Goodwill (1pt)	<i>Replaces Camp Affinity.</i>
Cat Magic (Bastet) (7 pt)	<i>Character Creation only, ST approval required. Note: Enchantment may not be purchased by Bastet.</i>
Celestial Guidance (1 pt.)	<i>While in the Aetherial Realm, concentrate on your destination and make a Willpower Challenge (Primal-Urge) against a difficulty of six Traits. If</i>

	<i>successful, you can sense the nearest appropriate “step” towards your destination, whether a moon path, anchorhead or even the realm of a potential guide. Even if an Umbral event throws you off course, you can eventually find your way back to familiar territory.</i>
Celestial Sensitivity (2 pts.)	<i>You are attuned to the Aetherial Realm, a condition which allows you to feel when something isn't right around you. This makes it easy for you to avoid being in the wrong place at the wrong time. The Storyteller determines when you receive warning, and whether or not you can determine whether the sense of wrongness comes from some sort of astrological phenomenon, celestial event or disturbance of the local spirits</i>
Charmed Existence (5pt)	<i>Once per night, you may restart a challenge you have failed.</i>
Code of Honor (2pt)	<i>ST approval with background.</i>
Combat Expertise (2 pts.)	<i>Once per session, you may retest a single attack or dodge Challenge. This merit does not apply to Gift attacks (e.g., Invoke the Spirits of the Storm).</i>
Compensatory Senses (3pt)	<i>Prereq: Metis AND sense related deformity If your metis deformity involves weakened senses, such as being hard of hearing or lacking a sense of smell, another sense group has gotten a bit stronger in order to compensate. Choose another sense group (smell, taste, touch, hearing, sight) and lower the difficulty by 2 for any rolls that involve those senses. You must choose the sense group upon taking this Merit.</i>
Computer Aptitude (2pt)	<i>Applies only to computer-related challenges.</i>
Cool in Battle (2pt)	<i>Galliard Only Merit. The user gains +5 initiative as long as the user is not in frenzy</i>
Diplomatic Immunity (3pt)	<i>ST approval with background.</i>
Diverse Fighting Style (4pt)	<i>You have trained in a truly vast range of different methods of combat, and can apply the full extent of your knowledge to the situation at hand. You are considered to have a ability specialization in whatever weapon you wield, and you can easily identify any weapon or fighting style you are exposed to. (only one specialization can apply to a challenge)</i>
Favor (1-7pt)	<i>ST approval with background.</i>
Feral Appearance (1pt)	<i>Considered +1 Charisma trait and +1 Appearance trait in any challenges involving Garou</i>
Fetish (Kinfolk) (5-7 pt)	<i>5 points allows a Level 1 Fetish. 6 points allows a Level 2 Fetish. 7 points allows a Level 3 Fetish. If you do not have the Gnosis Merit, you may not be able to attune the fetish to yourself. Note: If this fetish is taken away from you, the points are lost.</i>
Fire Within, The (2pt)	<i>You have two bonus traits related to Survival and other applicable skills that allow you to resist cold effects outside of combat. In addition, reduce any cold related damage by one.</i>
Gaia's Fury (5pt)	<i>Per the Red Talon tribal advantage.</i>
Gall (Kinfolk) (2 pt)	<i>+1 on Social Challenges where your courage is in question or at ST discretion.</i>
Gnosis (Kinfolk) (5-7 pt)	<i>5 points gives 1 Level of the Gnosis Temper. 6 points gives 2 Levels of the Gnosis Temper. 7 points gives 3 Levels of the Gnosis Temper.</i>
Good Breeding (5pt)	<i>Your Pure Breed is considered one higher.</i>
Good Instincts (3pt)	<i>3 trait bonus to rolls involving Primal Urge and non-combat related Survival</i>
Good Ol' Boy/Girl (Kinfolk) (2 pt)	<i>+1 Trait in a Social Challenges with Garou and Kinfolk.</i>
Heirloom (5pt)	<i>Character creation only. Requires ST approval. You start with an additional fetish that is a family heirloom. This fetish does not count toward your cap of fetishes on your sheet. This fetish starts at level 3 and background points may</i>

	<i>be spent to increase it to level 5. Losing such an heirloom will cause a loss of two permanent honor which cannot be regained until massive amends have been made.</i>
Horn of the Unicorn (1pt)	<i>Reduce the difficulty by one on any cleansing/purification rituals. Once per scene, heal one additional level of damage when using a healing power.</i>
Infectious Courage (5pt)	<i>Ahroun Only Merit</i> <i>While it's the duty of all Ahroun to inspire valor on the field of battle, it comes to you far more naturally than to most; even among the stout Garou, your courage and resolve is legendary. Whenever a fear-causing Gift or power is used on you, you gain a 3 trait bonus to resist it. If a similar ability is used on one or more of your packmates and you are in their line of sight, they gain a one trait bonus in their favor.</i>
Inner Peace (5pt)	<i>Per the Stargazer tribal advantage.</i>
Inner Sight (2pt)	<i>+2 bonus traits on challenges involving enigmas, puzzles, or riddles.</i>
Iron Will (3pt)	<i>Per W20.</i>
Jack of all Trades (5pt)	<i>Per Laws of the Hunt Revised (Red).</i>
Jupiter Midsky (4pt)	<i>One bonus trait in knowledge-related skills, ST discretion.</i>
Jupiter Rising (7pt)	<i>Spend two Gnosis Traits and make a number of Static Gnosis Challenges, equal to your Gnosis, against a difficulty of nine Traits. For each success, you gain a Luck Trait, which may be spent (on a one-for-one-basis) in the following ways: Heal one Health Level of damage Spend as Rage or Willpower Traits Retest a single challenge (once per scene) You may only invoke Jupiter Rising once per scene, and any unused Luck Traits disappear at the end of the scene. Character Creation Only, Restricted. Cannot spend Gnosis the same turn you spend a Luck Point for Rage. Unless you have Chaos Mechanics.</i>
Long Distance Runner (3pt)	<i>Per W20. Must have 4 stamina related traits.</i>
Mars Midsky (5pt)	<i>While in berserker frenzy, +2 Stamina , +1 Strength and a simple test to deal an additional level of damage. But are at a one trait penalty for frenzy tests.</i>
Mars Rising (6pt)	<i>At the beginning of turn, must declare whether you will gain +2 traits in attack actions or +1 damage in attack actions. Does not apply to defense.</i>
Moon-Bound (1pt)	<i>You are especially tied to your auspice, and when Luna is in the waxing phase of your auspice, you receive a bonus trait on all challenges. However, when your moon phase is waning, you at a one trait penalty to all challenges</i>
Moon-Paint (5pt)	<i>The wolves of the city are used to electronic and mechanical senses augmenting their Gaia-given eyes and ears (in the case of the Cyber Dogs, fatally so). Sometimes this can be turned to a Garou's advantage. Once per session, a Moon-painted Garou can use any true representation of their moon phase (a television image, painting, tattoo, etc.) as if they were seeing their own moon phase for regaining Rage.</i>
Mother's Insight (4 pts.)	<i>You have an uncanny ability to see into the heart of a situation. You gain a one Trait bonus to all Wits-related Mental Challenges. In addition, where additional degrees of success are possible on such challenges, you automatically receive an additional degree of success (subject to the Rule of Five).</i>
Mitanu's Tongue (2pt)	<i>+2 bonus on challenges when attempting to evade the issue, avoiding blame, or escaping an awkward situation using Subterfuge or related abilities.</i>
Natural Linguist (2pt)	<i>2 additional languages per dot</i>
Natural Peacemaker (5pt)	<i>Per the Child of Gaia tribal advantage.</i>
Natural Weapons (3pt for Metis/Lupus, 4pt for Homid)	<i>Two bonus traits to attack in brawl in Lupus and are -2 traits while attacking with Brawl in Homid.</i>

Notable Lineage/Heritage (2pt)	<i>Must be noted if in human or Garou society. Per Silver Fang Tribebook.</i>
Noted Messenger (3pt)	<i>ST approval with background.</i>
Outmaneuver (5pt)	<i>Per Laws of the Wild Red Book but may choose between Social, Mental, or Physical at time of purchase.</i>
Perfect Balance (3pt)	<i>4 bonus traits. Non-combat challenges once per night retest.</i>
Pulse of the City (5pt)	<i>Per the Bone Gnawer tribal advantage.</i>
Pitiable (1pt)	<i>If you do not RP this, it may be stripped from your sheet</i>
Quirk (3pt)	<i>Per the Silver Fangs tribal drawback. This flaw can never be bought off.</i>
Recognize Garou (Kinfolk) (3 pt)	<i>This merit allows for the Kinfolk to recognize any Garou that is in their presence. The drawback is that by recognizing them, the garou are able to bid their Pure Breed against the Kinfolk in all Social Challenges. Note: This does not let you recognize other Fera, just Garou.</i>
Resigned Spirit (2pt)	<i>You accept defeat and setbacks with a calmness uncommon in most Garou. Others find it difficult to provoke you to anger by taunts or insults and you do not get overly disappointed when you fail. You up 2 trait to resist frenzy from trivial matters such as personal frustration or the goading to others. When a true occasion for frenzy presents itself -- such as the sight of a place ravaged by Wurm-taint -- your chance for frenzy is normal.</i>
Season Bound (5pt)	<i>Per the Wendigo tribal advantage and drawback.</i>
Second Sight (2-6pt)	<i>ST approval with background.</i>
Step Sideways (Bastet/Gurahl) (7 pt)	<i>Allows the Bastet/Gurahl to step Sideways in the same fashion as Garou</i>
Supernatural Companion (3pt)	<i>ST approval with background.</i>
Supporter (2pt)	<i>You inspire all around you to greater efforts. Whether by speaking, writing, or leading by example, you give anyone who works with you reason to go on and hope of success. You have a 2 bonus to all non hostile (ST Discretion) social challenges to allies and give any group effort a 1 trait bonus to all challenges in pursuit of said goal. Supporter may not stack with other Supporters.</i>
Time Sense (1pt)	<i>Grants a simple test to determine if any time manipulation powers have been used.</i>
Totem (Kinfolk) (2-6 pt)	<i>As per the totem background. You are considered to have 2-6 points in a Totem. This does disqualify purchasing Mouse as a totem. Note: This is a personal Totem.</i>
Totem's Siblings (5pt)	<i>The Garou can recover one willpower per day at the site holy to Gaia. They may trade willpower traits with other Garou who follow the user's tribal totem.</i>
Umbral Sight (5pt)	<i>Per the Uktena Tribal Advantage.</i>
Untamable (5pt)	<i>St Approval. ST discretion on other supernatural powers not listed.</i>
Venus Midsky (3pt)	<i>Considered up two traits to resist frenzy while meditating. You gain three willpower that can only be spent while meditating.</i>
Venus Rising (4pt)	<i>1 bonus trait to Charisma.</i>
Warrior's Heart (5pt)	<i>Per the Get of Fenris tribal advantage.</i>
Weaver's Children/Child (5pt)	<i>Per the Glass Walker tribal advantage.</i>
Wolf-Sense (Kinfolk) (1 pt)	<i>This functions as per the merit Common Sense in regards to Garou and wolf Culture.</i>

FLAWS

Amnesia (2pt)	<i>Player builds base sheet. Based on conversation with player, ST spends the additional character Creation points.</i>
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Airhead (Kinfolk) (1 pt)	<i>You're an Airhead, please RP appropriately.</i>
Barren/Sterile (4 pt)	<i>You cannot procreate.</i>
Blind Commitment (3pt)	<i>Per the Get of Fenris tribal drawback.</i>
Braggart (2pt)	<i>When giving speeches or trying to command attention, you are at a 2 trait penalty to Social rolls.</i>
Enemy (1-5pt)	<i>ST approval with background.</i>
Indolent Will (4pt)	<i>You must spend a Willpower point or you will go last in any turn.</i>
Inferiority Complex (Kinfolk) (1 pt)	<i>-1 Trait on all challenges where you are required to be in charge or personally responsible for the results.</i>
Inept (5pt)	<i>Uneducated, Unskilled, Ability Deficit are considered the same flaw.</i>
Jupiter Descending (6pt)	<i>Once per scene, STs may require you to test again on an already successful challenge. Cannot take the Luck Merit with this.</i>
Limited Affinity to Gaia (3pt)	<i>Per Red Talon or Glass Walker tribal drawback, decided at time of purchase.</i>
Low Self-Control (3pt)	<i>Per the Fianna tribal drawback.</i>
Mars Descending (6pt)	<i>Two trait penalty in any combat challenge and may only spend two Rage points for additional actions per round.</i>
Outsider (Kinfolk) (2 pt)	<i>-2 Traits on all Social Challenges with Garou or Kinfolk.</i>
Social Outcast (3pt)	<i>Per the Bone Gnawer tribal drawback.</i>
Taint of Corruption (7pt)	<i>ST approval with background.</i>
Twisted Upbringing (1pt)	<i>ST approval with background.</i>
Ulterior Motive (Kinfolk) (2 pt)	<i>Something other than love and respect for your Garou relatives and Kinfolk guides your actions. This "something" may be as simple as greed or a lust for vengeance; you could also be a traitor working for an outside agency. What ever the case, this ulterior motive holds your ultimate loyalty. Should someone suspect things aren't as they seem, you could be in big trouble. This Flaw makes a good complement for the Flaw: Dark Secret.</i>
Umbral Vertigo (3pt)	<i>Being in the Umbra so distorts your perceptions that you cannot tell which way is "up" or "down." You constantly experience the sensation of falling. You perform all physical actions at a 2 trait penalty while you are in the Umbra, including combat; furthermore, you must make a Willpower challenge difficulty 7 to avoid suffering the same penalty on Social and Mental challenges, due to your inability to concentrate completely on what you are doing.</i>
Unscented (Kinfolk) (1 pt)	<i>No Sense Gifts work on you. This will cause an instinctual distrust and paranoia in Garou towards you. In addition, you have no scent at all. Note: Those trying to game the system with this flaw will be forced to buy it off.</i>
Unworthy (5pt)	<i>Per the Shadow Lord tribal drawback.</i>
Veiled (Kinfolk) (5 pt)	<i>The Delirium still affects you. You are considered to have 1 additional willpower when comparing to the Delirium Chart.</i>
Ward Pack (3pts)	<i>ST approval with background.</i>
Wyrm-Tainted (Kinfolk) (4 pt)	<i>You are Wyrm Tainted. Congratulations!</i>

Renown and Rank

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

All Changing Breeds must still go through the appropriate method, once the staff has confirmed your eligibility to go up in rank (Challenge, Court of Autumn, Parliament) for their next rank when their Time and XP requirements are met. If there is no published means for attaining your next rank, the player must work with the staff to determine when they gain their next rank.

Rank 0 to Rank 1	25 Total XP	1 month (and Den Parent permission)
Rank 1 to Rank 2	75 Total XP	3 months
Rank 2 to Rank 3	125 Total XP	6 months
Rank 3 to Rank 4	175 Total XP	9 months
Rank 4 to Rank 5	300 Total XP	1 year

*See Punishment Rites for adjustments to time/XP

Renown for Characters - Due to the Time/XP system employed, your renown will be as listed for your rank in LOTWR pg. 181 unless you track it. When you have earned enough XP for your next rank, you will be at the minimum renown for next rank. Ragabash, your renown is considered evenly split unless you log otherwise with the staff.

For purposes of tracking renown, you may speak privately with the storytellers if you have gifts or other powers which require renown numbers.

Rank Benefits - We do not use any form of rank benefits.

Combat Rules

Mass Combat

Rules for mass combat are as follows:

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

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

Challenges - Only one retest per category, unless otherwise noted.

Categories:

- Ability
- Gift
- Fetish
- Rite
- Merit
- Tribal Advantage
- Temper

Misc Rules

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

Gurahl Rage - When a gurahl spends rage for physical traits / health levels these traits last until the end of the scene.

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

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

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

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

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

You can never hold more than twice your permanent temper.

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

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

- Spirit Ward
- Sense Wyrms
- Sense the Unnatural
- Scent of the True Form
- Name the Spirit
- Spirit Speech
- Exorcism
- Pulse of the Invisible (Drumbeat of the Shadow)
- Spirit Drain (Uktena Version)
- Attunement
- Howl of the Banshee
- Cybersenses
- Mindblock
- Sense Magic
- Summon the Restless Shade
- Rite of Cleansing

Moon Phases (Defined)

Ragabash

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

Theurge

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

Philodox

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

Galliard

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

Ahroun

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

Downtimes and Influence

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

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

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

Talens require Mental Traits, not Willpower traits to create.

Influence Costs -

1XP - Glass Walkers and non-rage based creatures

2XP - All other rage-based creatures

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

Crafting

Length of time:

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

Fetishing:

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

Modifications:

Crafts 3

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

Crafts 4:

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

Crafts 5:

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

Special Modification:*On a Win*

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

On a Tie

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

On a Loss

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

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

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

GAROU

BREED GIFTS

Homid

- **Basic**

- ***Apecraft's Blessings* (W20)** - Spend one turn concentrating. Make a static Mental challenge (difficulty 7) retest with Crafts. Player gains +1 trait to employ a man-made tool (computer, firearm, vehicle, etc.) plus an additional trait for each level of Rank the character possesses on their next challenge with the item.
- ***City Running/Climb Like an Ape* (BoC/W20)** - Spend a Rage. For the rest of the scene, the character may climb urban features at her full movement speed, and is up two traits for Athletics challenges to navigate through cities (running down cluttered alleys, climbing the side of a building, leaping from rooftop to rooftop).
- ***Dead-Eye* (WWW)** - Spend one Willpower to gain a free retest on a Firearms, Archery, or other missile weapon challenge. May not be used more than once per challenge.
- ***Divide* (PGG)** - Spend a Gnosis trait and make a static Social Challenge (retest Intimidation) against a difficulty of 7 Traits. If successful, you exacerbate divisions among a group. Among humans, the Gift simply prevents any resolution of issues and difficulties, making cooperation all but impossible. Among Garou and other creatures capable of frenzy, the difficulty of resisting frenzy is increased by one.
- ***Global Citizen* (W20 RATW)** - This Gift effectively makes the Garou part of whatever culture she immerses herself in. Any active efforts to out her as a non-member suffer a +4 difficulty. Any time she needs to fake a behavior with which she's unfamiliar, she can emulate it if she succeeds at a static Mental Challenge retest Etiquette. The difficulty depends on the commonalities with her home culture. A culture similar to hers is difficulty 10, most other human cultures are difficulty 15, and cultures that are lost, unnatural, or alien are difficulty 20. With a point of Gnosis, she can temporarily establish relevant Allies and Contacts Background dots equal to her Wisdom, divided however she likes.
- ***Jam Gun* (LOTWW)** - Spend One Gnosis and one firearm of your choice becomes useless for five minutes or until the user takes one uninterrupted full combat round to unjam it with a Static Mental vs. 3. User must possess Firearms to unjam.
- ***Jam Technology* (LOTWR)** - Per LOTWR.
- ***Mark of the Wolf* (W20)** - The player selects a target that has had some interaction with the Garou during the scene. Make a Social challenge (retest Primal Urge). The target inherits the Curse as though she has the Rage rating equal to the Garou for one day, plus one day for each social trait spent.
- ***Master of Fire* (LOTWR)** - Per LOTWR. This gift does not work retroactively.
- ***Persuasion* (LOTWR)** - After a failed Social challenge, spend one Gnosis for a single Retest.
- ***Rooftop Sprint* (BoC)** - The player must spend a point of Rage and make a static Physical Challenge, retest with Athletics at difficulty 6. For each physical trait spent during the challenge you gain the ability to jump up or down one story (3 meters) or 3 meters horizontally, without danger or difficulty. The Gift's effects last for one scene, or until

the character touches the ground at street level — if the Garou touches pavement, grass, or anything else commonly considered “ground” he is considered to have touched ground, but if he leaps from car roof to car roof he should be okay.

- **Shape Smoke** (WWW) - Spend One Gnosis and make a Social challenge (retest Stealth) against Storyteller difficulty to disperse or shape smoke or steam.
- **Smell of Man** (LOTWR) - Per LOTWR.
- **Speech of the World** (W20) - The Garou may speak and understand any human language they encounter, though she speaks with an obvious accent, marking her as an outsider. Speech of the World does not convey literary or cultural information. Make a Static Mental Challenge (difficulty 7) retest Academics. The effects last for one scene.
- **Staredown** (LOTWR) - Per LOTWR.
- **Stench and the City** (BoC) - Spend 1 Rage. Make a contested Physical challenge, retest Primal Urge. If successful, you may spend Physical traits, up to a max of 5, to make target down an equal number of traits for the next round. If 5 Physical traits are spent, the target loses their next action.
- **Weavers Eyes** (W20:CW) - Spend 1 Gnosis. For the scene they may wait for their initiative to declare Rage/Gnosis/Willpower and gift activations
- **Intermediate**
 - **Body Shift** (W20) - Changes to physical traits last for the night, Permanent changes may be made with storyteller approval. In combat you may not shift more than your Rank in traits per turn.
 - **Bury the Wolf** (W20) - Player spends one Gnosis and makes an extended Static Gnosis challenge (difficulty of their own Willpower). Success causes the character to appear human to all supernatural scrutiny. It also nullifies the Curse and makes spending Rage impossible, and locks her in her homid form so long as its effects persist.
 - 1 success 1 scene
 - 2 successes 12 hours
 - 3 successes 1 day
 - 4 successes 1 week
 - 5 successes 1 lunar month

To “free the wolf” before that time expires requires a full turn of concentration and another point of Gnosis
 - **Calm the Savage Beast** (W20) - Make a Social Challenge (retest Primal Urge) against the frenzying Garou within 30 feet. If successful, you can spend a Willpower to soothe them out of frenzy. By spending an extra point of Willpower, this Gift may affect non Garou, such as other shape changers or frenzying vampires.
 - **Cocoon** (LOTWR) - Bashing or Lethal damage must exceed the user’s Stamina Traits in a single blow. However, Aggravated damage will be aggregate. Once Aggravated damage has accumulated to surpass the user’s Stamina Traits, the Cocoon will be destroyed as normal. These accumulated Aggravated levels will count toward the total needed to overcome the Stamina Traits in each attack.
 - **Cowing the Bullet** (W20) - The player spends a Gnosis. For the rest of the scene, the Garou gains two additional armor levels that refresh each round against all crafted weapons not made of silver.
 - **Disquiet** (LOTWR) - The player makes a social challenge retest Empathy versus the opponent’s Willpower. (Double Willpower.) If successful, that opponent will not be able to recover/gain Rage for the duration of the scene. Furthermore, all difficulties for extended actions incur a one trait penalty.

- **Gaia's Embrace** (WWW) - Must be a Purelander to possess this gift. After suffering agg wounds, the user must be buried alive. This gift keeps the Garou alive and heals his agg wounds at a rate of one per hour.
- **Gaia's Toolbox** (BoC) - Per book, except it is a mental challenge retest primal-urge. Each mental trait spent counts as an additional success.
- **Rally the Troops** (W20:CW) - Make a social challenge (Retest leadership) vs 14 - State one task for the group of humans to accomplish. So long as you are attempting to accomplish the goal, add your Leadership rating to your challenges. If the group is predominantly Kinfolk, add an additional level of Leadership
- **Reshape Object** (LOTWR) - as per LOTWR
- **Tongues** (W20) - Spend 1 Willpower and make a Static Mental + Linguistics challenge to read and write human languages, the difficulty determined by STs. A common language may be a low base of 5 and an obscure ancient language may be as high as a difficulty of 20.
- **Web of Knowledge** (W20:CW) - Spend 1 gnosis. on investigative challenges, the user does not need to spend a willpower if they do not possess the relevant ability. The user must begin with a general idea of their topic and can only learn what they could have learned with an appropriate source of information. The Storyteller can describe further details gained from this power. Obscure sources may prove impossible to learn as the information may not be available.
- **Advanced**
 - **Assimilation** (LOTWR) - as per LOTWR
 - **Part the Veil** (LOTWR) - as per LOTWR
 - **Urbemensch/Beyond Human** (PGG) - Per W20. Influence will cost only 1xp for purchase, but unless you are Glass Walker, downtimes and roleplay are still required.
 - **Weave of Steel** (LOTWW) - Per LOTWW.

Metis

- **Basic**
 - **Burrow** (LOTWR) - Per LOTWR.
 - **Create Element** (LOTWR) - Volume will be considered 10 cubic feet per permanent gnosis.
 - **Curse of Hatred** (LOTWR) - Per LOTWR.
 - **Form Mastery** (W20) - All shapeshifting difficulties are reduced by 1. The player no longer needs to spend a Willpower trait for partial transformations. The Gift's effects are permanent.
 - **Haunting Stare** (WWW) - Concentrate for one full round but the gift takes effect immediately. Upon making eye contact, the victim must make a Willpower challenge (difficulty 8) or be unable to move for the following round. Anyone who has a derangement, the Willpower challenge is difficulty 7.
 - **Primal Anger** (LOTWR) - Per LOTWR.
 - **Sense Silver** (LOTWR) - Per LOTWR.
 - **Sense Wyrm** (LOTWR) - Per LOTWR. Area effect only.
 - **Shed** (LoTW) - As per LotW. In Bite Challenges you may ask if the aggressor is intending to establish a grapple.

- ***Stoat's Guise* (W20:CW)** - Static Social (retest subterfuge). Upon activation you gain 1 free alteration plus 1 for each social trait spent. This allows the werewolf to alter one aspect of his appearance for the scene. Examples include: hair/fur color or length, skin tone, eye color, and height or size by about a fifth in either direction. This Gift can alter or hide tribal markings and lesser scars, but it's never potent enough to hide metis deformities completely.
- ***Wild Cat Eyes* (LOTWW)** - This gift is superseded by Eyes of the Cat in LOTWR.
- ***Wriggle* (GoC)** - Spend a Gnosis. For the remainder of the scene, the Metis can squeeze into a space no less than half the size of her body.
- **Intermediate**
 - ***Awaken Beast* (WWPG)** - After a successful bite attack, the Metis' player may spend a Gnosis point and win a Social challenge (retest Primal-Urge) vs the target's Willpower. If the attack is successful, the victim begins to Frenzy and will come to believe they are a werewolf.
 - ***Badger's Heart* (GoC)** - Spend one Gnosis and make a willpower challenge against the target. If successful the target must spend twice as many Rage with no extra benefit as they normally wound. Gift lasts for one day.
 - ***Chameleon* (W20)** - The player spends a Gnosis to activate this Gift. Anyone trying to see the garou, even in open ground, must make a Mental Challenge (retest awareness) against the Garou (retest Stealth) to detect her. Once the user attacks, she is down 3 traits on this challenge for opponents to see you for the round. A person attacked by someone with Chameleon gets a free test to detect the user for each attack. If you are detected you must spend a full round not moving or out of line of sight to resume your chameleon against that specific target. The Gift only affects sight; sound or scent are not masked.
 - ***Eyes of the Cat* (LOTWR)** - Per LOTWR.
 - ***Frozen Form* (GoC)** - Spend 1 Willpower. Make a Physical Challenge (Primal Urge) versus the target (retest Primal Urge). If successful, the target must take Crinos form (Or the equivalent for their species) and cannot shift from Crinos for one day for each physical trait spent by the caster. This stays in effect even if the target loses the wolf or is knocked unconscious.
 - ***Gift of the Porcupine* (LOTWR)** - Per LOTWR.
 - ***Grovel* (LOTWW)** - When suffering at the hands of another Garou, the possessor of this gift may draw upon the instinctive surrender reflex of wolves to force the attacking Garou to stop. If the Garou spends a Gnosis trait and wins a Social Challenge (retest Performance), the attacking Garou must back off and end her attacks. This effect lasts for one hour or until the user makes a move against the Garou who spared her (whichever comes first.) The use of this gift is not particularly glorious and could result in the loss of an Honor Trait at the next moot.
 - ***Lash of Rage* (W20)** - The Player spends a Rage and makes a permanent Rage challenge versus target's permanent Rage. A target within 100 yards takes one level of aggravated damage per Rage trait spent. This gift can be used safely once per scene. After that, the gift inflicts its full damage against both the Metis and the target.
 - ***Mental Speech* (LOTWR)** - Per LOTWR.
 - ***Rage of the Underdog* (W20:CW)** - When attacking someone less wounded than yourself, Spend 1 rage. Doing so inflicts an additional level of damage based on your health track (1 when at Bruised, 2 when at Wounded, 3 when at Incapacitated) If you

drop your opponent to that level of the health track, you regain the rage. - Note: Resist pain does not remove this bonus

- **Rattler's Bite** (W20) - Spend a Rage when attempting to bite an opponent. If the bite is successful, the damage is doubled.
- **WW Rattler's Bite** (LWW) - As per Laws of the Wyld West
- **Shell** (PGG/W20) - Willpower challenge, difficult against player's own Rage. Success insulates the Metis for the scene against mind-altering magic of all kinds. He automatically loses all challenges involving Empathy, Primal Urge, and Rage. The user cannot spend Rage nor initiate Rage challenges during this time. This power lasts one Scene/Hour.
- **Splintered Claw** (PG2) - After a successful attack that causes at least one Health Level of damage, the Garou may spend a Rage point to activate the Gift. Any damage that the target does not resist cannot be healed until he removes the bits of claw. As with all other werewolf claw attacks, the wounds are aggravated. Removing those bits is a full round action.
The attacking Garou receives one automatic lethal wound. The werewolf cannot reduce this damage, but can heal it as normal. Until the Garou heals the wound, he has no claws.
- **Tenacious Fury** (W20:CW) - So long as you can spend a rage trait, you automatically rage on.
- **Wither Limb** (LOTWR) - Per LOTWR

- **Advanced**

- **Madness** (LOTWR) - Per LOTWR.
- **Protean Form** (W20) - The character's ability to partially transform is permanently modified. These modifications must logically grant one of the following benefits: +4 traits on a certain category of attack (extra clawed limbs for claw attacks, tentacles for clinches, etc), +2 levels of damage on a certain category of attack (arms coated in shark teeth for extra claw damage, a chest-mounted squid beak for extra damage on clinches, etc), or +5 yards of movement per turn (extra legs, vestigial wings, etc). You can only have one of these benefits at any given time.
- **Totem Gift** (LOTWR) - ST discretion.
- **Twist of Fate** (GoC) - Spend 1 Rage when your character has been killed (You are completely dead). You get one attack at no wound penalty. You may spend any number of Willpower and each Willpower spent grants +2 bonus traits to this attack. If you succeed, this attack does 10 additional levels of aggravated damage.
- **Umbral Body** (PGG) - Spend 1 Gnosis and make a Gnosis challenge against the Gauntlet rating. If successful, you gain a free retest on all attempts to dodge or avoid being hit for the remainder of the scene.

Lupus

- **Basic**

- **Axis Mundi** (W20) - Per W20.
- **Catfeet** (LOTWW) - Considered Intermediate in modern nights.
- **Cousin's Coat** (WWW) - This gift only works in Lupus form. You may a social challenge retest Survival difficulty 7. There is no way to mundanely detect who you are or what Pure Breed you possess. For every trait spent (maximum 3), you increase the difficulty by 2 for others to see through your ruse.

- **Eyes of the Eagle** (WOTW) - The player must declare this Gift is active and the Garou gains an extra mile of clear vision per Rank she possesses.
- **Find Water** (WOTW) - Mental challenge (retest Survival) difficulty 6 to find any body of water within 20 miles. By spending one mental trait, you may get a direction. Two mental traits will indicate distance. And 3 will allow you to determine if the water is contaminated.
- **Go for the Jugular** (W20:CW) - Spend a rage point after making a successful bite attack to deal +2 damage.
- **Hare's Leap** (LOTWR) - Retest is Athletics.
- **Heightened Senses** (LOTWR) - Per LOTWR.
- **Hibernation** (W20:CW) - Spend a gnosis and a willpower, the player goes into a hibernative state, please see ST if used.
- **Predator's Arsenal** (W20) - The Garou concentrates for one turn to gain access to bite and claw attacks in Homid form for the rest of the scene or until she dismisses the transformation. These attacks inflict lethal rather than aggravated damage and may be concealed by keeping her mouth closed, wearing long sleeves, or keeping hands in pockets. She can even speak normally as long as she is careful not to open her mouth too wide or smile so that her teeth show, although her voice sounds rough and a bit distorted. Attempting to discern that there's something amiss with a Garou taking such precautions requires a Static Mental Challenge, retest Awareness, difficulty 9.
- **Prey Mind** (PGG) - This will provide 3 bonus traits on challenges made to escape, outdistance, or evade pursuit. It is only applicable to defensive tests, such as running, dodging, wriggling out of being bound, jumping over fences, and the like.
- **Scent of Sight** (LOTWR) - Per LOTWR.
- **Sense Prey** (LOTWR) - Per LOTWR.
- **Sense the Unnatural** (LOTWR) - Per LOTWR.
- **Sense Wyld** (Umbra) - Per Sense Wyrm only pertain to the Wyld.
- **Shattering Howl** (W20:CW) - Spend a rage and make a static Social Challenge, difficulty 7, retest Primal Urge. Shatters all glass and anything brittle or fragile within a radius of 40 yards, it also knocks over anything precariously stacked or top heavy, and shoddily made things fall apart.
- **Spook the Herd** (LOTWW) - Per LOTWW.
- **Trapper's Bane** (W20 RATW) - You have the ability to sense traps and ambushes. The Storyteller will make a Mental plus Primal Urge challenge for you to see if you sense anything when approaching a trap or ambush. This gift is always active.
- **Intermediate**
 - **Beast Life** (LOTWR) - Per LOTWR.
 - **Catfeet** (LOTWR) - Per LOTWR.
 - **Death Whispers** (PGG) - These words are often rambling and incoherent but can provide clues. The lupus must stand next to the corpse and stand entirely still, trying to hear the very soft whispers. The player then makes a Mental Challenge (retest Occult, diff 7.) To hear the death whispers, the lupus must spend more mental traits than the number of hours the body has been dead. Expenditures on this gift supersedes the trait expenditure rule. Additional mental traits may be spent for clarity at ST discretion. May only be used once per dead body.
 - **Gnaw** (LOTWR) - Per LOTWR.
 - **Healing Sleep** (WWW) - Spend one Gnosis and make a Physical challenge (retest Primal Urge.) The werewolf falls into hibernation and is unaware of surroundings until he

awakens. If injured, he will awaken but the gift will deactivate. After a full day and night of rest, the lupus will waken with all damage healed, including agg.

- **Monkey Tail** (PG2) - The Garou may employ her prehensile tail at will in any form which possesses a tail. Successfully manipulating the tail requires a Static Physical Challenge (difficulty varies according to the task.) If your strength exceeds your stamina, you can use your tail to hang or swing. If used to attack with, you do one less damage than normal (minimum one.)
- **Scream of Gaia** (LOTWR) - Per LOTWR.
- **Silence the Weaver** (W20) - The Lupus spends a turn howling. Spend 1 Rage and make a Static Social Challenge (retest Primal Urge) difficulty 7. Delicate electronics are destroyed in a flash of sparks within a radius of 20 yards plus another 20 yards for each Social Trait spent.
- **Strength of Gaia** (W20) - The player spends 1 Rage. Her lupus form base strength increases by 4 traits (brawny x2, ferocious, tough) instead of the normal 1, for a grand total of 8 physical traits.
- **Terror of the Dire Wolf** (W20) - The player spends 1 Rage and makes a static Social Challenge (retest Primal Urge), difficulty of the opponent's Willpower (or, if affecting a group, the highest Willpower represented.) If successful, the werewolf invokes the full effect of the Delirium on any human, formerly human, or partly human creature who can see her including those that are normally immune to the Delirium, such as mages and vampires. Only other werewolves and Fera are immune. It may be used in any form, although Homid and Glabro raise the difficulty of the challenge by 1.
- **Thousand Teeth** (W20 RATW) - Spend one Rage and do a Physical Challenge (retest Primal Urge) difficulty 5 to gain +2 damage on all bite attacks. For every Physical trait spent up to trait expenditure limit, you gain this gift's effects on a bite attack.
- **Venom** (PG2) - After biting an opponent, make a Physical challenge (retest Primal Urge). If successful, the target takes an additional agg wound and loses a Physical trait. The traits return at the start of the next scene.
- **Wyld Ferocity** (WWW) - Spend One Rage and must growl. All mundane humans take a one trait penalty within twenty of the user. Humans not used to dealing with wild animals must make a willpower challenge equal to Garou's current rage or flee the area.
- **Advanced**
 - **Boon of the Animal Fathers** (WOTW) - The benefits obtained through this Gift can be in addition to current Totem benefits.
 - **Dispel the Golden Plague** (LOTWW) - Spend a Gnosis and make Static Gnosis challenge, difficulty set by ST. The gold in the area turns to dust and swirls away where it cannot be found by any means.
 - **Elemental Gift** (LOWTR) - Per LOTWR.
 - **Song of the Great Beast** (LOTWR) - Per LOTWR.

AUSPICE GIFTS

Ragabash

- **Basic**

- **Alter Scent (PG2)** - The Garou may replace her scent with any scent she has encountered by expending a gnosis and succeeding in a Mental Challenge (Primal Urge) difficulty 6. When tracking a Garou by scent under the effects of this gift, a foe with Heightened Senses is allowed a single simple test. If the foe wins the test, she uncovers her preys true scent and cannot be fooled again for the remainder of the night.
- **Beyond Fear (WWW)** - Make a Static challenge of Gnosis versus difficulty of target's Willpower traits. Success will give the target the flaw: Nightmares as they see their own death in a vivid dream. This power lasts for one day and will only take effect when the target is sleeping or in a similar state.
- **Blissful Ignorance (LOTWR)** - As per book, except the physical challenge's retest is Stealth.
- **Blur of the Milky Eye (LOTWR)** - As per book, In addition in combat, you may only move one step per round while this gift is active.
- **Carried on the Wind (LOTWW)** - Per LOTWW.
- **Disguise Fetish (W20:CW)** - Static social, retest Subterfuge, vs the gnosis rating of the item you are disguising. Attempts to defeat the illusion pit the ragabash vs the investigator in a social challenge. The illusion ends if the fetish is used in its intended fashion. Otherwise, the effects last for the scene
- **Emergency Exit (Umbra)** - This gift allows a Ragabash to sniff out the nearest exit from a realm or enclosed space. Spend a willpower point and make a static mental challenge against difficulty 8 (retest with Survival.) Success provides a basic idea of the direction to get out (the direction may not be the safest, but is the most direct to the nearest exit.) Each additional mental trait spent will provide another detail about the exit (for example, distance, obstacles to be crossed, and appearance).
- **Hush (BoA)** - Make a Social challenge (retest Subterfuge) against the target. If successful, the target cannot communicate by verbal means for one round plus one round per Social trait spent by the user. The user is up one trait when using this gift against a packmate.
- **Infectious Laughter (W20)** - The Ragabash must make some comment mocking the present situation in which she finds herself, then laughs at it. The player then makes a Social Challenge, retest Expression (difficulty of the highest Rage rating of anyone listening). Success causes those who hear the Ragabash's comment and laughter to lose hold of their ire, and forget what it was that had them upset in the first place although their temper will return if they are reminded of what the New Moon has made them forget.
- **Liar's Face (W20)** - After the character makes a truthful statement, the player spends one Willpower and makes a Social Challenge (retest subterfuge) difficulty 7. Supernatural listeners whose Willpower rating is lower than the Ragabash's refuse to believe the Ragabash's words. There is no challenge for this gift to work on humans.
- **Petal Float (W20:CW)** - Static physical, retest Athletics. Success halves all falling damage
- **Play Dead (W20:CW)** - Static physical, retest Subterfuge. For each stamina trait spent, you appear dead for one additional minute. You may spend a gnosis to use this gift reflexively to give the appearance you've been killed.
- **Obscure the Truth (PG2)** - Spend one Gnosis to double your levels of Subterfuge ability for one scene. Anything that adds additional Subterfuge such as fetishes, gifts, totem benefits and the like are not doubled.

- **Open Seal** (LOTWR) - Per LOTWR. Note, you cannot open the umbra with this (*cough* You know who you are *cough*)
- **Scent of Running Water** (LOTWR) - Per LOTWR.
- **Sense of the Prey** (LOTWR) - You must be in the same plane (I.e Material, umbral, shadowlands, etc...) as your target for this gift to work. You must know a piece of IDENTIFYING information about the target. (Smell, Name, Unique Tattoo)
- **Slip of the Tongue** (BoA) - Defeat your target in a Social Challenge (*Subterfuge*) after engaging him in conversation. If successful, the target accidentally remarks on something she wished to hide, relating to the subject of the conversation.
- **Spider's Song** (W20) - The Ragabash can listen in on messages from the Weaver's web, plucking them from the air or eavesdropping as they race through telephone lines. The player spends a Gnosis. She listens in on the conversation (or receives mental translations of text messages) for as long as she keeps her ear to the line (for landline conversations) or keeps the cell phone user in sight.
- **Taking the Forgotten** (LOTWR) - This gift can only be used after the item is successfully taken, note it must be stolen for this to work.
- **Trickster Beacon** (BoA) - This gift places a spiritual tag on the target, like an umbral "kick me" sign. Local troublemaking spirits will flock to the target, and while they won't engage in lethal pranks, pretty much everything else is fair game. Small items will go missing. While in the umbra, the victim will become lost, surrounded by jeering spirits. After touching the intended target, spend one Gnosis and make a Social challenge (retest Enigmas) against the target. The gift lasts for one day per Social trait spent by the user. The Ragabash can only use this gift once per lunar month and only once per season against a given target. STs must be notified at the use of the gift.
- **Intermediate**
 - **Bald-Faced Lie** (LOTWW) - Per LOTWW.
 - **Empty Hand** (WWW) - The player grasps the item and spends one Willpower trait to make the object undetectable. The object must be handheld and cannot be larger than the Garou's arm. For one scene, the item remains undetectable to all senses (including peeking from the umbra) except for Touch, even if the Garou drops it. Unfortunately, even the gift's user cannot see the item.
 - **Fool's Luck** (WWPG) - Spend 1 Gnosis Trait. For the rest of the scene, you may retest one challenge relating to trickery, coercion, stealth, etc. This retest does not apply to combat-related physical challenges.
 - **Fly Feet** (PG2) - Make a Static Physical Challenge (Athletics) against a difficulty based on the surface you are attempting to adhere to. Adhering to wood or stone is a difficulty of 5 Traits, while glass or ice is against a difficulty of 9 Traits; adhering to the ceiling increases the difficulty by one Trait. If successful, you can walk along walls or even the ceiling. This Gift may be used reflexively.
 - **Fog of War** (Fianna Tribebook Revised) - As per Tribebook and in addition this gift lasts as long as the song or howl continues. Singer must concentrate on the song and cannot engage in combat or any other strenuous physical activity.
 - **Gremlins** (LOTWR) - This gift will not destroy a fetish or cause a spirit to leave a fetish.
 - **Impunity** (BoA) - After voicing an uncomfortable truth, the Garou may avoid the worst repercussions of the statement by defeating her target in a Social Challenge (*Subterfuge*). If successful, the target may not punish or attack the speaker for the remainder of the scene unless they make a Willpower challenge, difficulty 7 plus one for each Social trait the Ragabash spends when activating this gift (maximum of +5.) The

gift will only work if the Ragabash speaks honestly and believes in the charge he is making (the storyteller is the final arbitrator of this). Misuse of this gift will bring the spirits' ire.

- **Liar's Craft** (W20) - After telling a lie, make a Mental Challenge(*Subterfuge*) against the target(s). If successful, the target(s) are convinced by the lie. In a group, the challenge would be against the target with the highest Mental test pool.
- **Luna's Blessing** (LOWTR) - As per LOTWR Note: This gift is usable so long as the moon is visible in the sky.
- **Madness Season** (BoA) - Spend one gnosis trait and engage the target in social challenge (retest with subterfuge). If successful, the target is reduced to a helpless ball of madness, unable to act for a number of turns equal to the Ragabash's permanent gnosis rating. The target may physically defend normally but may not engage in offensive actions.
- **Man with No Name** (LOTWW) - Per LOTWW.
- **Misdirection** (W20:CW) - Spend one willpower and make a contested Social challenge (*Subterfuge*). upon success one action goes unnoticed by the target if successful. Note any evidence he doesn't manage to hide before the effect wears off remain.
- **Monkey Tail** (PG2) - Per the Lupus Gift.
- **Open Moon Bridge** (LOTWR) - End destination must be a pathstone. You must know which pathstone you are going to.
- **Pathfinder** (W20) - Make a Static Mental challenge (retest Survival for wilderness, Streetwise for urban) difficulty 10. For each Mental trait spent, decrease travel time by 10% up to a maximum of half the original travel time. While this gift is active, anyone attempting to track the Garou using this gift suffers a two trait penalty in that attempt.
- **Riddle** (PGG) - Spend a Gnosis Trait and tell a riddle to the intended target. The riddle must have a solid answer that would make sense to most people. Until the target solves the riddle, he is down 1 Trait on all challenges. Each morning that passes without solving the question will cost the victim 1 Willpower Trait. If the target is reduced to 0 Willpower Traits, he will isolate himself from everyone for a day; after that period, the Gift ends.
- **Silence** (WWPG) - Spend 2 Gnosis Traits to create a zone of silence with a radius of five yards. The user of any supernatural power that requires the use of sound must defeat you in a Willpower challenge. If they lose, their power does not work in that zone of silence.
- **The Crawling Hand** (WWPG) - Make a Static Physical Challenge (*Primal-Urge*) against a difficulty of 10 Traits. If successful, you may detach your hand, allowing it to crawl off and perform tasks. You may lend it your Physical Traits (minimum of one and a maximum of five) to perform tasks, and suffer a Trait penalty on Physical Challenges equal to the number of Traits loaned. The hand must be reconnected before the end of the scene, or else it must be regenerated over the course of a month. The hand may travel a number of yards from your body equal to your Mental Traits.
- **The Usual Suspects** (BoA) - The Garou may track a target, for who she has an unobstructed line of sight or strong scent trail, by spending a Gnosis Trait, concentrating for three turns, and succeeding in a Static Gnosis Challenge against a difficulty of five Traits. Thereafter, the Garou may learn the general location of the target by spending a Gnosis Trait, concentrating for three turns, and defeating the target in a Mental Challenge (*Enigmas*); success gives a general location, but the specificity may be

enhanced by spending additional Mental Traits. The Garou may 'store' a number of targets equal to her Gnosis Traits; afterwards, she must lose track of an old target to add a new one.

- **Terrain Shift** (W20:CW) - Spend 1 Gnosis to shift the terrain to allow them passage, or deny passage to anyone pursuing him.
- **Umbral Dodge** (W20) - When attempting to dodge a close range attack, the player spends one Gnosis point and is at a two trait penalty to dodge. If the dodge succeeds in avoiding the attack, the attacker is dropped into the Penumbra (or the physical world if this Gift is used in the Penumbra).
- **Whelp Body** (LOTWR) - This gift may only be used once ever by the user on the specified target.

- **Advanced**

- **Blank** (PGG) - Spend 3 Rage Traits and make an extended Static Gnosis Challenge against a difficulty of 8 Traits. Each success freezes every person in the room for 1 turn. Those affected will not move, nor notice anything that happens for the duration. The Gift's user may act normally. Any attempt to harm a subject of this Gift instantly breaks the effect for everyone. Supernatural creatures may resist the effect by defeating the Gift's user in a Willpower vs. Gnosis Challenge.
- **Ghost Town** (GT) - The player must spend two willpower and make a Mental challenge retest Subterfuge (difficulty is ST approval) as you make a ghost town over a location. Difficulty increases for size and activity of the town or place affected. If failed, you must make two Simple tests. If both are failed, you are thrown into the ghost town reality that you would have others perceive. Inhabitants of the locale perceive no changes. Newcomers, passer-bys or people who have been away for some time perceive the place to be abandoned or do not acknowledge its existence, even on a map. Only people who actively investigate the ghost town may see through the ruse with a Mental plus Investigation versus Ragabash's Mental plus Subterfuge. Inhabitant of a ghost town and newcomers do not recognize or perceive each other's movements. Physical objects may be moved by both parties which reinforces the illusion of the ghost town. This effect last for three months.
- **Steal Spirit** (WWW) - Make a Mental Challenge (Larceny) versus target's Willpower. On success, you may expend Mental Traits to siphon Willpower or Rage traits from your target. You gain that many temporary Willpower or Rage. If this takes the user over their permanent Rage rating, they must immediately make a frenzy check.
- **Thieving Talons of the Magpie** (LOTWR) - You must have at least one dot of the corresponding lore for the creature-type or Storyteller discretion to use this power.
- **Thousand Forms** (LOTWR) - The storyteller will decide which powers and traits you will gain.
- **Turn the Moon** (BoA) - Spend a Willpower Trait and defeat a target Garou in a Social Challenge (Primal Urge). If successful, the target's auspice is changed to another auspice, of your choice, for one day, plus one day for each Social Trait you spend. The target loses access to his true auspice's Gifts, sets his Rage Traits to the starting number for his new auspice, and finds his thinking influenced by his new auspice.
- **Violation** (WtA2) - Physical contact is required. Spend a willpower trait. Make a Static Social challenge (Primal Urge, difficulty is target's Willpower.) For the next round and a number of rounds equal to Social traits spent (maximum 5,) the target cannot spend Willpower or Rage traits. Additionally the difficulty of all Willpower challenges are increased by two while the difficulty of Rage challenges are decreased by 2.

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

Theurge

● Basic

- **Airt Perception (BoA)** - This Gift permits the Garou to track spirits in the umbra much as one would track an animal in the material realm.
- **Battle Mandala (W20)** - The player spends a Gnosis and makes a Mental challenge, retest occult (difficulty 7). The battle mandala encompasses a radius of (50 x the number of mental traits spent) feet around the Garou. Spirits other than that Garou's pack totem within the mandala lose one Essence per turn. The mandala dissipates at the end of the scene or when the Garou steps outside of its bounds, whichever comes first. This does not affect bound spirits, caern totems, Incarna and above.
- **Blood Life (W20:CW)** - As per W20: Changing Ways
- **Command Spirit (LOTWR)** - Per LOTWR.
- **Eyes of the Lynx (W20:CW)** - Mental challenge, retest Awareness. This gift allows you to see through solid objects at a distance in yards equal to your Awareness ability
- **Hear the Silence (W20:CW)** - As per W20: Changing Ways
- **Mother's Touch (LOTWR)** - Per LOTWR.
- **Name the Spirit (LOTWR)** - Per the Lupus Gift.
- **Sense Chiminage (BoA)** - Defeat your target in a Mental Challenge (*Subterfuge*). If successful, you may learn the target's state of debt in the spirit worlds. By spending three Mental Traits, you may learn the name of the one spirit the target most recently egregiously wronged, if such a being exists.
- **Sense Weaver (Umbra)** - Per **Sense Wyrms** only pertain to the Weaver.
- **Sense Wyld (Umbra)** - Per Lupus gift.
- **Sense Wyrms (LOTWR)** - Per LOTWR.
- **Sight from Beyond (LOTWR)** - Per LOTWR.
- **Spirit Knife (BoA)** - Using this gift, a Theurge may imbue any weapon he has himself crafted with the power to strike across the gauntlet. Spend a gnosis trait to place the gift on a weapon. It may then strike across the gauntlet in any area where the gauntlet rating is equal to or less than his permanent gnosis score. This gift grants no extra ability to sense targets across the gauntlet.
- **Spirit Skin (PGG)** - While spirits are generally well disposed towards Garou, they don't treat the changers the way would other spirits. This gift enables a Theurge to pass himself off as just another spirit. While in the umbra spend 1 Gnosis and make a social challenge with a difficulty 6 to pass as wolf spirit, 8 for anything else (retest with subterfuge). The gift lasts for 1 hour for each social trait spent. While activated, the caster will normally appear as a spiritual version of his lupus form.
- **Spirit Snare (W20)** - The player spends 1 Gnosis and makes a Mental Challenge (retest Occult) as an attack directed at a spirit within 30 feet, which can be defended against normally. Rather than inflicting damage, this attack reduces the spirit's effective

Willpower by 2 for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift don't stack.

- **Spirit Speech** (LOTWR) - This gift can occasionally work on Wraiths.
- **The Spirit's Displeasure** (BoA) - Theurges use this gift to provide a warning for those who have angered the spirits. It causes the target to suffer bad luck and to see an omen appropriate to his own culture that indicates foreboding. The Theurge must burn a small effigy of the target, spend a gnosis trait and make a social challenge with a difficulty of 7 traits (retest with occult). If successful the target will automatically fail one challenge (of the storyteller's choice) during the current story. Using this gift irresponsibly may turn the spirit's displeasure against the user.
- **Tinker's Touch** (WWW) - Spend one Gnosis to activate. Place together an item that has been broken and repair it, mending it whole. Items that have been blasted to bits cannot be repaired.
- **Umbral Tether** (W20) - From the point where you enter the Umbra, the Garou may create a silvery "umbilical cord" connecting him to his point of entry. After each full day the Garou spends in the Umbra, he must spend a Gnosis Trait to maintain the cord; otherwise, it slowly corrodes from the point of entry, and toward the Garou.
- **Whispers from Thoth** (WWW) - Spent one Gnosis and make a Mental (Engimas) challenge Difficulty is equal to Shroud rating +3. If successful, Theurge can hear conversations from across the Shroud for the remainder of the scene.
- **Intermediate**
 - **Blurring the Mirror** (W20) - The player spends one Gnosis for each person she wishes to affect. The Gauntlet increases by five for those targets for the rest of the scene.
 - **Castigate** (BoA) - The Theurge must state what the target has done to offend the spirits before using this gift and the target must be present. Spend one gnosis and engage the target in a Social challenge (intimidation) against a difficult equal to the target's Gnosis +3. The +3 bonus applies after tempers are doubled per the Temper vs. Traits rule. The successful use of this gift increases the time required to challenge for target's next rank by one month and the Theurge chooses a basic gift that the target cannot access for three months. For three gnosis, it may be an intermediate gift. And for five gnosis, it may be an advanced gift.
 - **Grasp the Beyond** (LOTWR) - Per LOTWR.
 - **Evocation of the Ceremony** (BoA) - Possessing this gift grants the Garou four bonus social traits when attempting to inspire, unify or cow an audience through ritualism. Engage target in an appropriate social challenge to create emotional affect desired.
 - **Exorcism** (LOTWR) - If the spirit is unwilling to leave, make a Social challenge (Intimidation) v. spirit's Willpower rating x3. Willpower of spirit is equal to Gnosis rating of fetish. If the spirit is willing to leave, make a Static Social challenge, difficulty 8. Spirits driven from an area cannot return for the scene. Exorcism may cure Fomori and the like, but the host usually dies unless a powerful healer is present.
 - **Placation** (BoA) - This gift enables a Theurge to know exactly what kind of sacrifice a spirit requires to make atonement for an offense, and to know how to meet the requirement. The Theurge can use this gift on behalf of another. By making a mental challenge with a difficulty of 10 (retest with occult) the Theurge learns what is required. Usually as long as both the Theurge (and the offender) are sincere the spirit will ask for only a simple payment. When the offense is great, or the offender is not present to see the debt paid, the spirit's terms will increase in harshness.
 - **Pulse of the Invisible** (LOTWR) - Per LOTWR.

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

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

- **Prophecy (BoA)** - The player receives powerful vision at Storyteller discretion.
- **Prophetic Vision (RATH)** - This gift enables a Theurge to gain a prophetic vision based on the night sky. Spend 1 gnosis and make a mental challenge (retest with enigmas or Garou/Umbra Cosmology) against 10 traits. If successful a vision containing useful advice for the future will be revealed. The caster can direct the question somewhat, but the revelation will still be at the whim of the stars.
- **Shadowplay (PG2)** - Spend 1 Gnosis Trait and make a Static Physical Challenge (*Enigmas*) against a difficulty of 10 Traits. If successful you may animate your shadow by making “shadow puppets” with your hands. Your shadow may perform physical tasks, including combat, using the same number of Physical Traits and Abilities you have; your shadow inflicts one Lethal Health Level of Damage. The shadow can operate, even when there is no light, at a range of 10 yards, and can even operate outside your line of sight.
- **Spirit Blossom (W20:CW)** - Spend two Gnosis and plant a detached part of her body. Within one week’s time, a plant of the player’s choice will grow in the spot spiritually tied to the garou. Once per day the garou may regain half their permanent Gnosis rounded up by communing with the plant. If the plant is plucked or destroyed the theurge makes a simple test. On a win they take 1 unsoakable lethal. On a tie they take half their Permanent Gnosis in unsoakable lethal rounded up. On a loss they take their Gnosis in unsoakable lethal.
- **Spirit Drain (LOTWR)** - Make a static Gnosis challenge versus the spirit’s Gnosis. Success drains two Essence from the spirit, which becomes a point of Willpower for the character. If successful, make a second test for the same results. If successful, make a third.
- **Spirit Path (PG2)** - Spend 1 Gnosis Trait and defeat a target spirit in a Mental Challenge (*Enigmas*). If successful, you learn the location of a spirit whose true name is known to you. Some Umbral Realms or Charms may make this Gift more difficult to use. The Gift *Name the Spirit* may be used in conjunction with this Gift.
- **Spirit Ward (LOTWR)** - Per the Homid gift.
- **Umbral Camouflage (W20)** - The player spends a Gnosis. For the remainder of the scene, she is completely invisible to spiritual senses. She may move about as normal but cannot make any attack actions without disrupting the Gift.
- **Umbral Tracking (PGG)** - This gift enables a Theurge to find the umbral tethers left by others and then affect them. Spend one gnosis to see all umbral tethers in the area. To break an existing tether a physical challenge must be made against the tether’s owner (retest with occult).

- **Watchful Eyes** (W20:CW) - Spend a gnosis, and gain 5 traits to intimidate, persuade or impress.
- **Web Walker** (Umbra/W20) - Spend one gnosis and make a Social challenge (retest Science) difficulty 10. Success enables the Garou (and her Pack, as long as they remain close to her) to travel through the Umbra across the Pattern Web as though on a Moon Bridge, for purposes of speed.
- **Advanced**
 - **Feral Lobotomy** (LOTWR) - The target adds +3 after doubling the Willpower, per Temper rules.
 - **Healing the Soul** (BoA) - Through a week-long ordeal of fasting, trance states and spirit communion, the Theurge is able to set the elements of the Triat into perfect balance within one individual's soul. The target must be willing, and the two individuals must remain in solitude (save for contact with spirits) for the duration. This Gift can cure insanity, ease emotional wounds, heal the effects of trauma and remove desensitization. If the spiritual injury was caused by ill conduct on the subject's part, however, this Gift can only benefit them once. This Gift may not cure full-blown Harano, or a Silver Fang's Quirk, but it may ameliorate the effects (or even stop one from completing the slide into Harano). When used on vampires or wraiths, this Gift may restore a Humanity Trait, subtract up to two levels of Angst once in the target's existence.
 - **Malleable Spirit** (LOTWR) - Caern-level totems and above are immune to this power.
 - **Poisoned Legacy** (BoA) - This gift calls down a terrible and lingering curse upon a victim. The stigma will last for the rest of the target's life. The Theurge must confront his target and speak her malediction. She then spends a gnosis and a willpower trait and makes an extended social challenge against the target (retest with occult). The Victim gains the cursed flaw with a level equal to the number of successes gained by the user. If 6 successes are achieved the victim instead gains the Dark Fate flaw. In either case no points are gained for these flaws.
 - **Spirit Vessel** (PG2) - Spend 1 Gnosis Trait and make a Static Gnosis Challenge (*Occult*) against a difficulty of 12 Traits. Charms that require a cost of Essence/Power Points will be fueled by Gnosis. No charms will cost more than five Gnosis to activate.
 - **Ultimate Argument of Logic** (W20) - The Garou can cause a target to believe implicitly in one aspect of existence (true or false). He engages his target in 3 contested Social (Performance) vs. Mental (Enigmas) challenges. With one success, the effects last for the rest of the scene. With two successes, the effects last for the rest of the session. Three successes makes the effects permanent.

Philodox

- **Basic**
 - **Aura of the Just** (WWC) - Spend one willpower. When the Garou commits a just and fair act, all Garou who witness it know it intuitively. While this gift does guarantee respect, all who see the aura cannot doubt the Philodox' merit.
 - **Building a Legend** (W20:CW) - This gift does not work in our chronicles
 - **Call to Arms** (WWW) - Per Call to Duty, except the spirits are low-powered (ST discretion) and the Garou may dictate what type of spirit is summoned.
 - **Call to Duty** (LOTWR) - This gift summons Gaian spirits.

- **Command the Gathering (W20)** - The Garou draws all eyes to herself with a noise or gesture and spends a Willpower. Make a Social Challenge (retest Leadership) against the person with the highest Willpower among those whose attention she is trying to gain. If successful, all in attendance fall quiet and listen. Any individual who wishes to interrupt the Philodox or walk out before she has finished speaking must spend two points of Willpower to do so.
- **Fangs of Judgment (W20)** - Spend a Willpower. For the next full day, all of the Garou's natural weaponry does two additional levels of damage to any creature that has fallen from its original purpose (Black Spiral dancers, fomori, and corrupted nature spirits; Banes which came into existence as agents of the Wyrms are exempt from this Gift's sanction.)
- **Firm Stance (W20:CW)** - Spend one willpower and add your Honor in defense in social challenges, this only works if you have more honor than the opponent.
- **King of the Beasts (LOTWR)** - Per LOTWR.
- **Ma'at Feather (PGG)** - Like the Egyptian legend from which it takes its name, it measures the weight of a slain Garou's soul, and determines if the deceased was among the pure or if they had fallen to the Wyrms. The caster must make a mental challenge against the deceased's gnosis traits (retest with occult). Success indicates if the fallen was of the Wyrms or had broken Gaia's laws. If the Garou died in the service of Gaia, the gift works automatically.
- **Moon Lore (BoA)** - This gift enables a Philodox to learn the phase of the moon under which another was born. The gift does not tell anything else about the person. The user must make a mental challenge with a difficulty of 6 (retest with primal urge) to discover the information. By spending a mental trait the user will learn if the moon was waxing or waning.
- **Omen of Truth (BoA)** - Sometimes even the judgment of a skilled Philodox needs a helping hand. By taking a moment to observe the area around him he can catch a hint on the answer he seeks. Spend a gnosis and make a mental challenge with a difficulty set by the surroundings, 9 in an empty room, 7 in a normal city, 5 in the wilderness (retest with enigmas). The gift requires a full minute to use. The storyteller will provide an appropriate clue to the issue the Philodox is studying. If a half hour is spent dwelling on the problem, the user gain a +2 bonus to the challenge.
- **Persuasion (LOTWR)** - Per the Homid gift.
- **Realm Wisdom (Umbra)** - By channeling the spirits of wisdom of a realm, the Philodox can intuitively sense important facts about the realm. Spend one Gnosis and make a static mental challenge against a difficulty based on the obscurity of the realm or information desired. A success gives the gift user one relevant fact about the realm, such as the rules of operation, exit conditions, or type of inhabitants. Additional facts can be gained by spending mental traits to a maximum of five relevant facts. Whatever the Storyteller feels is most relevant is given first, and progresses down the line to the least relevant. This gift only functions once per visit to any given realm.
- **Resist Pain (LOTWR)** - The side effects of the incapacitated health level are also ignored.
- **Scent of the True Form (LOTWR)** - Per LOTWR. In addition, this gift automatically detects kinfolk and other Garou without a challenge, Per W20 rules.
- **Sense Trauma (W20:CW)** - Contested Mental Challenge, retest Empathy. If successful, they can sense that a target suffers from a derangement and can identify the type by scent. This gift also senses those under the influence of Delirium and at what stage.
- **Strength of Purpose (LOTWR)** - Per LOTWR.

- **Strength of Vision (FS)** - Spend one Willpower to ignore all distractions. Any information needed to be recalled by the Philodox to achieve her purpose is instantly accessible.
- **Truth of Gaia (LOTWR)** - Retest is empathy.
- **Wrongful Death (GT)** - This gift determines if a death was natural or not. Mental Challenge, retest Occult. The character distinctly will feel an emptiness indicating if the deceased became a wraith.
- **Intermediate**
 - **Balance of Man and Beast (LOTWW)** - Per Laws of the Wild West
 - **Bonds that Tie Us (PGG)** - Spend 1 Rage Trait to connect your feelings to your target, and then whisper the name of a person the target has a relationship with. The Gift's user will feel the emotions the target bears this person. A supernatural target who refuses to cooperate may attempt to resist by defeating the Gift's user in a Willpower vs. Rage Challenge.
 - **Curse the Betrayer (WWC)** - The Garou enters a pact with someone. To seal the bargain and make the gift active, the participants must shake hands, share a smoke, or make a toast to seal the arrangement. Should either individual break the arrangement, the ST may call up to three retests against them per session for three months.
 - **Divided Heart (BoA)** - Defeat your target in a Social Challenge (Primal Urge). If successful, the target does not suffer the penalties for having his Rage exceed his Willpower for the remainder of the scene.
 - **Flow Like Water (W20:CW)** - Spend a Willpower point, for the rest of the scene you gain 1 trait in defense and offensive challenges
 - **Mend the Forked Tongue (LOTWW)** - Per Laws of the Wild West
 - **Mental Speech (LOTWR)** - Per the Metis Gift.
 - **Power of the Ways (Umbra)** - Make an extended Willpower challenge, difficulty of 8. Each enables the user to regain one point of Gnosis, Rage, or Willpower. This can only be used once per scene or hour for each temper. The Garou may only refill to maximum traits and cannot go over permanent totals.
 - **Reality's Path (BoA)** - This Gift can only be used after a successful use of Truth of Gaia in which the target believes what they're saying (i.e. the answer to "Do you believe what you just said?" must be "Yes.").
 - **Rebirth (W20:CW)** - The animal corpse must not be dead longer than (Gnosis) in months and carries no wyrm taint. The player spends a gnosis point and takes 1-4 health levels in damage (depending on size) to bring it back to life, the user then makes a Social Challenge, retest Primal Urge, and the revived creature is loyal to the philodox for the duration of the scene, but dies at the end of the scene.
 - **Roll Over (LOTWR)** - Per LOTWR.
 - **Scent of Beyond (LOTWR)** - This Gift will only work across a single realm barrier, such as across the Gauntlet from the material Realm to the Penumbra, from the Penumbra to a specific realm, or across the Membrane to or from the Deep Umbra.
 - **Scent of the Oathbreaker (W20)** - The Philodox may spend one Gnosis point to sanctify any oath or promise he personally witnesses, no matter how formal or informal. If, at any point in the future the oath is broken, the Philodox immediately becomes aware of this, and gets a four trait bonus on all attempts to track the oathbreaker by scent. This benefit lasts until the Philodox next stands in the oathbreaker's presence.
 - **Sense Balance (W20)** - Spend one gnosis and make a Static Mental challenge (retest Enigmas), difficulty 10 to determine the balance or lack thereof on an area, person or object. The Philodox must be at peace for it to work, and may not be used in combat.

- **Take the True Form** (PG2) - Make an opposed social challenge (retest Primal Urge) vs. target's willpower.
- **Weak Arm** (LOTWR) - Make a Mental Challenge (Brawl) against a target, after observing him for a full round. If successful, you may either gain three bonus traits in combat challenges against the target for the remainder of the scene, or you may inflict an additional health level of damage on all attacks against the target for the remainder of the scene.
- **Wisdom of the Ancient Ways** (LOTWR) - Per LOTWR.
- **Advanced**
 - **Geas** (LOTWR) - Per LOTWR.
 - **Rally to the Cause** (WWW) - Character must make a speech before his audience. Make a Social challenge retest Leadership vs. difficulty of the highest willpower among the dissenters. If successful, all individuals who dissented will follow the Philodox for his mission unless they spend a Willpower. Everyone who follows the Philodox will gain one free retest to be used in achieving the Philodox's goal. This group is considered a pack for gift use and frenzy rules.
 - **Soul's Guilt** (BoA) - Focus on a target for one full turn, and then defeat him in a Mental Challenge (Empathy). If successful, the Garou gains an impression of the guilt that weighs most heavily on the target's soul. Because guilt is subjective, however, a relatively innocent target may feel a strong sense of guilt over a minor transgression, while a sociopath might feel little guilt over a serious crime. Storyteller involvement in adjudicating uses of this Gift is recommended.
 - **Wall of Granite** (LOTWR) - Per LOTWR.

Galliard

- **Basic**
 - **Battle Cry** (W20:CW) - Static social, retest Expression, all allies gain +5 initiative for the remainder of the scene.
 - **Beast Speech** (LOTWR) - Per LOTWR.
 - **Call of the Wyld** (LOTWR) - Other positive effects may be applied per ST discretion.
 - **Call of the Wyrms** (LOTWR) - Per LOTWR.
 - **Canine Call** (W20:CW) - Spend one Gnosis trait. Only canines can hear your howls (Dogs, Wolves, Coyotes, Foxes, this includes the respective Canine Changing Breeds). This works with howl gifts but not with rites.
 - **Command the Gathering** (W20) - As the Philodox Gift.
 - **Coyote Howl** (WWC) - No challenge is required, but the Galliard must stay awake all night howling. All who hear the howl lose one trait from all Mental challenges for the entire next day. The Gift refreshes the Galliard in the morning but does nothing for her packmates.
 - **Distractions** (LOTWR) - Per LOTWR.
 - **Dreamchaser** (WWC) - The player spends one Gnosis point and must remain within "arm's reach" of the target (i.e., walls, partitions, furniture or other physical obstacles may come between user and target, but no more distance than the length of the user's arm) for one night's sleep. If the sleeper dreams, the Garou can experience the chaotic events as they unfold. What information she gleans from the vision is up to the Storyteller.

- **Dreamspeak** (LOTWR) - Per LOTWR.
- **Heightened Senses** (LOTWR) - Per the Lupus Gift.
- **Howls in the Night** (W20) - The player spends a Gnosis point and makes a Static Social Challenge (difficulty 7) retest Primal Urge. Creatures of the Wyrms who hear the howl will be jolted awake if asleep and rendered unable to sleep for three hours plus an additional 3 hours for each trait spent.
- **Memory Circle** (PGG) - When you hear something you wish to remember, spend a Gnosis Trait to gain perfect eidetic record of a given set of words. When you wish to tap this record, you must spend 1 Willpower Trait. The words will come back to you exactly as spoken. This Gift leaves tiny clear spheres matted in Garou's fur while in the Umbra. It is recommended that you write down the words to be remembered out-of-character, to ensure that your in-character recollection is correct.
- **Mimic** (PG2) - Per Changing Breeds 1 under *Voice of the Mimic* in Corax section.
- **Mindspeak** (LOTWR) - Per LOTWR.
- **Perfect Recall** (W20) - Per W20.
- **Primal Song** (WWC) - After learning this Gift, it starts automatically whenever the Galliard hears a song or sees a dance. He will know every word, note or step as if he'd created the piece himself. Whether or not he can entertain people still depends on the regular rules for Performance.
- **Reverie** (Fianna Tribebook) - Per Fianna Tribebook revised.
- **Ritual Tuning** (W20:CW) - Spend a Gnosis, The galliard performs to enhance another's rite, At the end of the performance the target gains the galliards performance in traits for the rite, unless the rite requires success, then instead additional Successes are gained.
- **Unified Force** (BoA) - Spend one gnosis for every turn for this gift to be active. The pact acts on the highest initiative. This Gift will apply to any Pack members present (it doesn't require the entire Pack). It will also apply to temporary packs. If any member of the pack frenzies, the gift ends.
- **Intermediate**
 - **Book of Years** (BoA) - This gift taps into the floodgate of knowledge accumulated by the ancestors of the Garou nation. While the total amount of information is far too great to retain, a Galliard who keeps her wits about her can find information on nearly any subject. The galliard must make a mental challenge with a difficulty of the local gauntlet (retest with enigmas). If successful she falls into a trance and is immersed in the flow of memories. The longer the gift remains on, the further back in time the memories stretch. For each hour in the trance roughly five centuries worth of memories occur. Every hour the galliard must make a willpower challenge with a difficulty of 7. If she fails the trance ends and she must make two simple tests. Failure on these will result in her being cast into the umbra (the legendary realm or battlefield being the most common endpoints). During the trance the character is on a vision quest and the storyteller should direct her as she seeks for the information she needs
 - **Bridge Walker** (W20) - This is for personal use only and can appear in the real world as well as the umbra. This is a minor moon bridge that does not adhere to standard moon bridge rules. The Galliard may spend three willpower after creation to make the moon bridge last until the next full moon. The maximum range of the bridge is the Galliard's permanent gnosis rating in miles. The travel speed for this moon bridge is 1% of the normal travel time.
 - **Eye of the Cobra/Come Hither** (LOTWR) - Per LOTWR.

- **Fog of War** (*Fianna Tribebook Revised*) - Per the Ragabash gift.
- **Gift of Dreams** (*W20*) - Spend a Gnosis Trait and defeat a sleeping target in a Mental Challenge (Expression) to craft a dream. To ensure that an individual experiences this dream, the Galliard must breathe it into the target's mouth while they sleep. Dreams crafted with this Gift are often unusually vivid and dramatic, often leaving even lifelong skeptics convinced that they hold some deep meaning.
- **Scent of Distinction** (*Umbra*) - This gift allows a Galliard to 'sniff' out the general spirit nature (Wyrms, Wyld, Weaver, Incarna influence, etc) of his surroundings, as well as the area's history. The Galliard must physically sniff around the area, then meditate for 10 minutes. Once done, spend a Gnosis point, then make a mental challenge against a difficulty set by the Storyteller. Retest with Streetwise for Urban areas, Survival for rural/wilderness areas. Success reveals information about the area. The area affected can be as large as the character can physically sniff, but smaller areas give more specific information.
- **Shadows by the Firelight** (*LOTWR*) - If used in combat, the Galliard must be telling a story and not just a series of commands. In combat, the Galliard is limited to a simple sentence per turn. This gift requires full concentration. The Galliard can only defend if attacked while using this gift.
- **Sing the Spirits** (*PGG*) - The song begins by calling out the spirit's name (though simply calling it by the type of spirit will suffice). Then the Garou spends a Gnosis Trait and makes a Physical Challenge (Occult) against a target spirit. If successful, the spirit may not approach the singer or those she is touching.
- **Song of Heroes** (*W20*) - The Gift requires the full recitation of a story of epic heroism taking at least several minutes. At the end of the tale, the player makes a Static Social Challenge with a difficulty of 8 (retest Performance). For every two social traits spent, add a dot of a single ability for all listening Garou and Kinfolk (to a maximum of 10 total points in an ability). The bonus lasts until the sun rises. Only one instance of this gift can be used per ability.
- **Song of Rage/Fighting Words** (*LOTWR*) - Per LOTWR.
- **Song of the Siren** (*W20*) - Spend one gnosis. Make a Social Challenge (retest performance) vs. the highest willpower to be affected. If successful, targets cannot act for a number of turns equal to one plus the number of social traits spent (maximum 5 spent.) A target may spend one willpower per turn to be able to act.
- **Social Butterfly** (*W20:CW*) - Mingle with a group of humans and make a Social challenge (Retest etiquette) if successful the Garou and their pack gain access to contacts relative to the group until the next game at a rating determined by the ST.
- **Words Like Wind** (*W20:CW*) - Spend one Gnosis. Gain 2 dots of fame as you pass along a "Dank Meme" or other trendsetting communications for the month.
- **View the Battlefield** (*BoA*) - Spend 1 Gnosis Trait and make a Static Mental Challenge (Investigation), with a difficulty based on the size of the battlefield; a large room would be against 7 Traits, while a football field would be against 10 Traits, and an entire forest would be against 12 Traits. If successful, the Garou can see the entire battlefield from above. This Gift makes it virtually impossible to ambush the user, and allows her to know if any of her allies are in immediate danger. Even if her sight is somehow blocked, she instinctively knows the exact location of her packmates. This Gift lasts for one turn, plus one turn for each Mental Trait spent.
- **Advanced**
 - **Fabric of the Mind** (*LOTWR*) - Per LOTWR.

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

Ahroun

- **Basic**

- **Empathy of Hatred** (BoA) - By spending an action focusing on a target, the Garou may learn the target's temporary and permanent Rage Traits. The Gift Aura of Confidence blocks the effects of this Gift completely.
- **Falling Touch** (LOTWR) - The target is affected by this gift for four actions or two turns, whichever comes first.
- **Inspiration** (LOTWR) - The single automatic Willpower success granted by this Gift is only applicable in defense.
- **Iron Claws** (FS) - Spend one Rage and touch claws to an iron object. For the rest of the scene, your claws deal an additional level of damage and are considered to be Cold Iron.
- **Loyal Defender** (W20:CW) - This gift's effects are permanent. The garou is down 2 traits to attack packmates no matter the cause. If they deal damage to a packmate due to frenzy, supernatural control or thrall, the garou may make a Willpower vs Rage Challenge. If successful the control/frenzy ends and the garou gains a point of rage
- **Pack Tactics** (BoA) - Ahrouns are expected to lead during battle and to guide a pack to their best course of action. This gift strengthens this role. The user must spend a willpower trait before the pack engages in a Pack tactic maneuver. The entire pack is up one trait for each level of the Leadership or Tactics ability the user possesses when taking part in the maneuver.
- **Razor Claws** (LOTWR) - Per LOTWR.
- **Renewed Vigor** (BoA) - If the Ahroun has killed an enemy in a spectacular fashion (at least 3 health levels past Incapacitation) and has spent at least three rage in that same turn, then he may spend one Willpower to grant all Garou allies a number of temporary Rage equal to her Rank.
- **Rhythm of War** (W20:CW)- Spend a Rage Point, and attack once every turn this gift will remain active. This makes you Immune to all Stunning effects (IE Force Bolt, Soul of Lighting, ect).
- **Pack Shield** (W20:CW) - Make a Static Social Challenge, retest Intimidation, and take an action to draw the enemies attention. For the rest of the scene opponents are down 1 trait on any attacks that do not include the garou as a target. The user may spend additional social traits to increase the number of traits the opponents are down
- **Sense Silver** (LOTWR) - As the Metis gift.
- **Shield of Rage** (W20) - The player spends a Willpower. For the rest of the scene, all spirits' Rage is considered two less than their real values for the purpose of calculating damage against the Ahroun.
- **Spirit of the Fray** (LOTWR) - These bonus traits are applicable only to determining Initiative for the respective challenge, and are not added to trait totals when comparing ties.

- **Spiritual Wrath** (BoA) - This gift only affects targets that are entirely of one world or the other, such as mortals, wraiths, or spirits. Creatures that share the dual nature of the Garou, other fera, fomori, or changelings are immune. The Ahroun spends a gnosis trait to activate this gift. The next claw attack will bypass any armor the target possesses from any source. Should the attack miss, the gift is wasted. Any powers that allow the target to test down on damage will lose on ties.
- **Spur Claws** (PGG) - This gift is used to sting and distract an opponent. Spend 1 rage to activate this gift. The next successful claw attack will cause the Ahroun's claws to break off in the target. Until removed (which takes a full action) the victim is down 2 traits on all challenges. The user must regrow his claws (which takes 1 turn) before he may make another claw attack. Any other gifts on the claws (such as razor claws or silver claws) are lost with this attack.
- **Steadfast** (WWC) - Spend one Rage to gain a free retest on all non-combat stamina challenges for the scene.
- **Trick Shot** (LotWW) - As the Glass Walker gift.
- **Strength of the Pack** (WWC) - Spend one Rage to activate the gift. You may reduce your Physical traits to a minimum of one and give them to your packmates with a touch. The Garou decides how many traits go to which packmates. The effect lasts for one scene. The Garou may not lend the traits granted by forms, such as Crinos.
- **True Fear** (LOTWR) - Per LOTWR.
- **Intermediate**
 - **Black Mamba Strike** (W20:CW) - Spend 1 Rage trait, for the rest of the scene the Ahroun may attack and take double their movement with no penalty.
 - **Body Shift** (W20) - Per the Homid Gift.
 - **Clenched Jaw** (LOTWR) - Per LOTWR.
 - **Combat Healing** (PG2) - Per W20.
 - **Full Moon's Light** (W20) - Per W20.
 - **Heart of Fury** (LOTWR) - If successful, you win ties on all frenzy tests (or when defending against powers used to incite frenzy) for the remainder of the scene. At the end of the scene, however, you must spend a Willpower trait, or check for frenzy immediately.
 - **Home Turf** (W20:CW) - Make a Social Challenge, retest Intimidation. If successful enemies attempting to intimidate or cow his packmates suffer a penalty equal to the users rage rating. Packmates attempting to intimidate or cow others gain the same bonus. The effective area is 10x the perminate Rage of the user in yards.
 - **Purity of Spirit** (BoA) - Spend a variable number of Gnosis Traits. For a number of turns equal to the number of Gnosis Traits spent, reduce the number of all damage taken by silver per round by the number of Gnosis Traits spent. This Gift is reflexive, and can be activated in response to an attack. This Gift may not be active at the same time as Luna's Armor; the latest activated cancels the prior Gift.
 - **Shake the Earth** (WWC) - Split the ground before you and knock your foes off their feet. You spend one Rage and cause a 3 foot wide stretch of ground that extend ten feet in front of the user to split into a chasm that is ten feet deep. Anyone over that area must make a Static Physical challenge (retest Athletics) difficulty 15 to avoid falling into the hole. For every rage point spent beyond the first, the user may similar holes or deepen the first one, increasing the difficulty by 5 for each rage spent.
 - **Shatter Bone** (PG2) - Spend 1 Willpower Trait and 1 Rage Trait before striking an opponent's limb. If successful, the strike crushes the bones of the limb, rendering it useless, and inflicting two unsoakable Lethal Health Levels of damage (but no other

damage from the strike). The target also suffers the Negative Traits Clumsy and Lame until this damage heals; these Negative Traits stack with each new limb shattered. In addition, broken legs hinder movement, and broken arms cannot be used to hold items or attack.

- **Silver Claws** (LOTWR) - Per LOTWR.
- **Spirit Savage** (Umbra) - Allows an Ahroun to brutally savage a spirit with a bite, impeding the spirit's ability to attack or defend itself. Spirits find the gift horrifying and will not aid any warrior who uses it unjustly. After successfully biting a spirit, the user may spend a Rage trait and make a Physical challenge against the spirit's Willpower (retest with Brawl.) Success reduces the spirit's effective Rage by one, plus one for every physical trait spent. This cannot reduce a spirit to zero Rage. The lost traits return at the end of the scene.
- **Stoking Fury's Furnace** (LOTWR) - Per LOTWR.
- **Touch of Rage** (BoA) - Spend 1 Willpower Trait, or 2 if targeting a mortal. Spend a number of Rage Traits; the target gains them (even if that puts the target's temporary Rage Traits above his permanent Traits) and may spend them normally. This Gift only functions on mundane humans and beings that already possess Rage.
- **Wind Claws** (W20) - The player spends one Rage point. For the rest of the turn, all of the Ahroun's natural attacks completely ignore any armor (mundane or magical) that the target is wearing. This gift does not ignore anything that grants non-armor related bonus health levels.
- **Advanced**
 - **Aegis Shield** (BoA) - Spend 1 Willpower Trait. For the remainder of the scene, you may force the retest of any successful attacks against you. Furthermore, if you win the initial challenge when attacked, all damage from the attack is converted to Bashing damage even if your opponent successfully retests the challenge.
 - **Kiss of Helios** (LOTWR) - This gift does not protect against Balefire.
 - **Shared Strength** (PGG) - Spend 2 Gnosis Traits and state a period of time for the Gift to be active. For that amount of time, on Garou of your choice and within your line of sight immediately treated as possessing your Physical Traits, Brawl, Dodge, Survival, and Melee Abilities (unless the targets' are higher). During this period, you are treated as having 3 Physical Traits, in all forms, and no levels of Brawl, Dodge, Survival, or Melee. Neither party may spend Experience Traits to raise any of these shared Traits until the Gift ends.
 - **Strength of Will** (LOTWR) - Per LOTWR.
 - **Hail of Bullets** (LOTWW) - Per LOTWW.

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** (W20) - 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** (W20) - 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** (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** (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** (LOTWR) - 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 kilaive 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.
- **Spirit Friend** (*LOTWR*) - Per LOTWR.
- **Uncaught Since the Primal Morn** (*W20*) - 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** (*PGG*) - 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.
- ***Balar'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.
- **Intermedaite:**
 - ***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 grant 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 Djeheuty** (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 Wyrms-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: Wyrmlife

- **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 Wurm** (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 Enigmas, 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 Wyrms** (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 players 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 lores, 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)*** - Mae 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 Get 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 it's 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*.

CELESTINE GIFTS (RATH)

Eshtarra

- **Basic**
 - **Earth Sense** - Spend 1 Gnosis Trait and concentrate on the land around you for several minutes. The Garou can sense the "aura" of the immediate area – she can sense the pain of Wyrmtaint, the sickness of pollution or the robust energy of an unspoiled piece of wilderness. In some instances, the Garou can also sense the source of the area's pain – or the reason for its health.
 - **Herb Call** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Performance) against a difficulty of 7 Traits. If successful, the Garou's song causes the desired herbs or plants within a mile of her location to resonate, allowing her to follow the sound.
- **Intermediate**
 - **Lore of the Land** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Empathy) against a difficulty of 10 Traits. By eating, smoking, or otherwise ingesting a portion of the land, the Garou can sense things that happened in the immediate vicinity in the past. If successful, you receive a piece of past information. By spending Mental Traits, you may either learn additional detail about the information you received, or a piece of information about a separate event.
 - **Oak Song** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Enigmas) against a difficulty of 10 Traits. If successful, the Garou may communicate with inanimate objects made of wood or some other organic substance, through wordless images and sensations. You may ask a single question, plus one additional question (or the same question from a different inanimate object) for each Mental Trait spent (at the time of the questioning).
- **Advanced**
 - **Earth Heal** - Sacrifice a permanent Gnosis Trait and make a Static Mental Challenge (Occult) against a difficulty of 12 Traits (or 14 Traits in the case of Wyrmtaint). If successful, the Gift allows the Garou to help a piece of land recover from blight, Wyrmtaint, poisoning, pollution or some other type of environmental disturbance.

Mitanu

- **Basic**
 - **Speed of the Messenger** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Athletics) against a difficulty of seven Traits. If successful, the Garou moves at twice her normal speed; she may also spend Mental Traits on a one-for-one basis to increase speed multiplier by one (e.g., spending one Trait triples her speed). The Garou also gains

a two Trait bonus on dexterity-related challenges while the Gift is in effect. This Gift lasts for one scene or one turn while in combat. The benefits of this Gift only apply to movement, and end immediately if the Garou stops to engage in other tasks (including making attacks).

- ***Sticky Fingers*** - Spend 1 Gnosis Trait. The Garou gains the ability to cling to shear surfaces without a Challenge, and gains a two Trait bonus on Streetwise Challenges relating to pickpocketing or pilfering items. This Gift lasts for one scene.
- **Intermediate**
 - ***Deliberate Misinformation*** - Make a Mental Challenge (Linguistics) against a group of targets. Each person you defeat mishears or misinterprets information received from others in the group, suffering a two Trait penalty to all actions that result from information communicated verbally; simple orders, such as proceeding to a certain address or moving to the left or right flank in battle, automatically go awry. This Gift lasts for one scene or battle.
 - ***Mercurial Messenger*** - Spend 1 Gnosis Trait. The Garou is able to recall in perfect detail the contents of a conversation she overheard or message she was given. In addition, the Garou may reproduce the voice intonations, accents, and speech patterns or mannerisms of the original speaker(s).
- **Advanced**
 - ***Madthought*** - Spend 1 Willpower Trait and defeat your target in a Mental Challenge (Subterfuge). If successful, the target's thoughts run away with him, leaving him disoriented and unable to act for one turn, plus one turn for each Mental Trait spent.

Sokhta

- **Basic**
 - ***Lambent Sight*** - Spend a Gnosis Trait, and gain the ability to see under circumstances where sight would normally be impossible, such as total darkness or while blindfolded. This Gift does not grant sight to one who is normally blind.
 - ***Moonpool of Sokhta*** - Spend a Gnosis Trait and make a Static Mental Challenge (Enigmas) against a difficulty of 7 Traits (or 10 Traits for events more than a year in the future). If successful, the Garou may transform a pool of clear, standing water to show visions of the future. The precise effects of this Gift are left to Storyteller discretion.
- **Intermediate**
 - ***Moonriver*** - Make a Static Physical Challenge (Occult) against a difficulty of 10 Traits. If successful, the Garou gains the ability to travel across any body of water reflecting the moon. If the moon's light becomes obscure at any point during the Garou's travel, the effect of the Gift ends immediately.
 - ***Mooncat*** - Spend a Gnosis Trait. The Garou may assume the form of a small white cat for one scene (or until she wills it). While in this form, the Garou gains her Lupus form Traits; she may also retest attacks made against her using silver with Survival (though any damage inflicted remains Aggravated).
- **Advanced**
 - ***Moon Dream*** - Spend a Gnosis Trait and make a Static Mental Challenge (Enigmas) against a difficulty of 12 Traits. If successful, the Garou enters a state of lucid dreaming in which she explores some potential future, even able to interact with the creatures and situations she encounters in the dream – learning the possible effects of her actions. She may also replay these scenarios multiple times, exploring alternative

courses of action. The dream typically gives the Garou knowledge of the events of the next two or three scenes after awakening, although the precise effects are left to Storyteller discretion.

Katanka-Sonnak

- **Basic**

- ***Find the Heart's Flame*** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Alertness) against a difficulty of 7 Traits. If successful, you identify all power sources within 50 feet of you. You may extend this range by 50 feet for each Mental Trait you spend.
- ***Flame of the Wind Rider*** - Spend 1 Gnosis Trait. You gain one bonus Trait to resist effects cold-related effects, and gain two armor Health Levels. These effects last for one scene. (These Health levels count against silver).

- **Intermediate**

- ***Hand of the Sun*** - Spend 1 Rage Trait and 1 Gnosis Trait, and make a Physical Challenge to mark your target. If successful, your target suffers two Aggravated Health Levels of damage. This damage may not be reduced or avoided. This Gift also inflicts a scar that may not be removed by any means short of permanent amputation.
- ***Ride the Solar Winds*** - Spend 1 Gnosis Trait and make a Static Mental Challenge against a difficulty of 10 Traits. If successful, you may ride the winds successfully to your destination (or until you decide to end your journey). You may spend Mental Traits to carry others with you (one Trait per person), or to reduce the travel time by half.

- **Advanced**

- ***Cleansing Flame*** - The player sacrifices a permanent point of Rage and make a willpower challenge. The difficulty is 8 to affect an area; the area cannot be larger than a large house. To target an individual, the difficulty of the Willpower challenge equals the victim's Willpower. Living or undead creatures take one damage per second for 60 seconds. The flame destroys fomori utterly; Black Spiral Dancers who survive must make a Gnosis challenge, difficulty 9, or lose their Wyrmtaint and its accompanying Derangement. Such purified Garou are stripped of all Rank and Gifts; they may well fall again to corruption, but they are given a second chance. A failure on the Willpower challenge requires the user to make a simple test. On a win or tie the Garou fails to activate the Gift (and the permanent Rage point is not expended after all), while a loss inflicts one unsoakable health level of aggravated damage on the wielder (and the permanent Rage point is still lost).

Hakahe

- **Basic**

- ***Shadow of the Ebon Whisperer*** - Spend 1 Willpower Trait to assume an insubstantial shadow form for one scene (or one turn in combat), plus one scene (or turn) per Mental Trait spent, that can slither and flow almost anywhere; this may also be used to gain the advantage of surprise in combat. Others may attempt to spot the Garou – if they have reason to suspect his presence – by defeating him in a Mental Challenge (Stealth/Investigation). This Gift does not function in bright daylight or in places where no shadows exist.
- ***Uncloak the Hidden*** - Defeat your target in a Mental Challenge (Investigation/Subterfuge), or make a Static Mental Challenge against a difficulty of 7

Traits to target an area or inanimate object. If successful, you may determine whether the target is hiding anything (e.g., disguises, concealed weapons and wires, hidden passageways). The Gift only grants general details about the concealment, however, such as “that man has some sort of disguise,” or “the floor contains a hollow beneath the floorboards.”

- **Intermediate**

- ***Hidden Heart*** - By spending 1 Gnosis Trait when conveying a piece of information and a trigger word to another, the Garou may lock that knowledge away in her own mind so that it becomes inaccessible. Until the confidant speaks the trigger word she will not remember that she even knew the information, rendering it completely safe from interrogation of even supernatural powers of investigation. This Gift lasts until the hidden information is triggered.
- ***Whisper in the Dark*** - Defeat your target in a Mental Challenge (Empathy). If successful, the Garou may learn a number of sensitive secrets about the target equal to her Empathy rating. These secrets encompass those that may be learned through the use of the Gift Fatal Flaw, as well as other secrets that may or may not be reflected on the target’s character sheet. A Storyteller should be called to administer uses of this Gift.

- **Advanced**

- ***Ebon Binding*** - By sacrificing 1 permanent Gnosis Trait and defeating your target in a Willpower Challenge, you may take your knowledge of someone’s fault, practice or secret vice and bind a fitting punishment to that person. Typically, the target suffers crippling pains when he thinks of indulging in the forbidden action.

Tambiyah

- **Basic**

- ***Find the Child Within*** - Defeat your target in a Social Challenge (Empathy) to issue a simple command, drawing on his instinctive response to parental authority or affection, that he might otherwise reject (e.g., Don’t leave without me). This effects of this Gift last for ten minutes
- ***Mantle of the Land*** - Spend a Gnosis Trait to draw forth a mist or fog from the water in the atmosphere. Anyone save the Garou and her pack are three Traits down on all perception-related Challenges while in the mist. The effects of this Gift last for one scene or one combat.

- **Intermediate**

- ***Motherly Guardian*** - Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (Empathy). If successful, you may “tag” the target. This allows you to learn the target’s general state of health and present circumstances by concentrating on them for one turn. While you are concentrating on your target, you suffer a 1-Trait penalty on all challenges.
- ***Veil of the Mother*** - Spend 1 Willpower Trait and make a Static Social Challenge (Subterfuge) against a difficulty of 10 Traits. If successful, you may alter your appearance or that of another person. You may alter your apparent height by up to six inches, and your weight by up to 30 pounds. To duplicate the appearance of another person you are familiar with, you must spend a second Willpower Trait. Because this is a disguise, rather than a transformation, persons with supernatural senses may attempt to pierce it with a Mental Challenge (Investigation / Subterfuge).

- **Advanced**

- ***Bring Forth the Future*** - Sacrifice 1 permanent Gnosis Trait and make a Static Mental Challenge (Enigmas) against a difficulty of 12 Traits. If successful, you may change one facet of an individual's future. The player should explain to the Storyteller which element of the future she wishes to change. For example, "I want my packmate to survive the coming battle against the fomori horde." If possible, the Storyteller should arrange events so that the change takes place exactly as stated. This Gift only affects events that will occur within the 24 hours immediately following the activation of the Gift; furthermore, characters cannot ensure the death or destruction of their foes with this power. Only pleas for preservation meet with the Veiled Mother's approval.

Meros

- **Basic**

- ***Sense of the Transformation*** - Spend 1 Gnosis Trait. For one scene, you may determine the general state of health (or illness) of the individuals or creatures in her vicinity. She can also tell if inanimate objects are on the verge of breaking down or otherwise ceasing to function.
- ***Shorten the Road*** - Spend 1 Gnosis Trait and make a Static Social Challenge (Survival) against a difficulty of 7 Traits. If successful, you may shorten a journey by a third so that a three-day trip takes only two days, while a two week long trek through unspoiled wilderness only takes ten days.

- **Intermediate**

- ***Sleep's Travels*** - Spend 1 Gnosis Trait and a variable number of Mental Traits, and make a Static Mental Challenge (Occult) against a difficulty of 10 Traits. If successful the Garou's spirits may journey to another location while his body sleeps. At the most basic level, the Garou may travel to the desired spot in his dreams and look around; he may overhear conversations but may not participate in them. If the Garou spends 3 Mental Traits he may converse with individuals he meets (who, if he so chooses, see him as if he is really present). If he spends 5 Mental Traits, he may transport a physical object from that location to his sleeping form.
- ***Wyld Spirits*** - Spend 1 Willpower Trait and make a Social Challenge (Empathy) against your target. If successful, the target's behavior becomes erratic; she fails to carry out any sustained course of action, attacking one minute and retreating the next or else stopping to make a speech. If the Gift is used in a non-combat situation, the target changes her actions radically from one moment to the next. This Gift lasts for one scene or one battle.

- **Advanced**

- ***Essential Transformation*** - Make a Static Willpower Challenge (Survival) against a difficulty of 9 Traits. If successful, you may convert one Attribute Trait into 10 Gnosis Traits. Until you use all 10 of these Gnosis Traits, you may not recover that spent Attribute Trait. When this Gift has been used a number of times equal to the Garou's combined Attribute Traits, her body loses its material substance and the character becomes a spirit (subject to OWbN's R&U bylaws). In most instances this means that the player must retire the character.

Zarok

- Basic
 - **Aura of Leadership** - Make a Static Social Challenge (Empathy) against a difficulty equal to the highest Willpower in the target group. If successful, you gain a 1- Trait bonus on all Social Challenges against that group for one scene.
 - **Proclamation of Action** - Spend 1 Willpower Trait and make a Static Social Challenge (Leadership) against a difficulty of 10 Traits. If successful, you may force an end to discussion and cause your group to take the course of action you think is best. Those who wish to resist this Gift must defeat you in a Willpower Challenge (Leadership). This Gift only functions if the group had been dithering over a course of action.
- Intermediate
 - **Enthronement** - Make a Static Physical Challenge (Repair) against a difficulty of 10 Traits. If successful, you may make an item of solidified air. "Air-stones" are 0 trait 1 bashing damage weapons, and dissipate upon contact with your target. Those struck with such weapons, however, must make a Static Physical Challenge (Athletics) against a difficulty of 10 Traits or be stunned for the remainder of the round, and left unable to take any action.
 - **Undisputed Ruler** - Spend 1 Gnosis Trait and make a Static Social Challenge (Leadership) against a difficulty equal to the highest Willpower in the target group. If successful, you may exercise your authority over the target group (such as a paramilitary group, or a town council) for one week. This Gift is only effective against humans, spirits of no greater than Jaggling status, and semi-supernatural creatures such as ghouls and kinfolk.
- Advanced
 - **Grand Gesture** - Bestow an appropriate gift(s) upon an individual or group, and make a Social Challenge (Empathy) against a target person or group. If successful, all Gifts or Social challenges involving persuasion are automatically successful against the target(s) for the remainder of the scene.

Lubat

- Basic
 - **Peace of the Counselor** - Spend 1 Willpower Trait and succeed in a Static Social Challenge (Empathy) against a difficulty of equal to the highest Social Traits among the quarreling individuals. If successful, an atmosphere of temporary truce is created, and those affected must cease combat (and may not initiate combat) for one turn. You may extend the number of turns of peace by spending Social Traits on a one-for-one basis. If you spend 5 Traits, the Gifts lasts for one scene.
 - **Sense Limits** - Defeat your target in a Mental Challenge (Occult). If successful, you may determine the general levels of Rage, Gnosis and Willpower the target currently possesses. This Gift also lets you gauge whether or not other supernaturals are currently weak-willed or drained of some other source of power. This information does not entitle you to precise numbers, but rather relative general information such as "The Black Spiral has used most of his Rage but still has a lot of Willpower and Gnosis left."
- Intermediate
 - **Harmonious Slumber** - Spend 1 Gnosis Trait and make a Static Social Challenge (Enigmas) against a difficulty of 10 Traits. If successful, you create the perfect environment for sleep, even in the most difficult circumstances. So long as the target gets at least two hours of sleep, he gets all the benefits of a full eight hours of sleep and

his Gnosis is fully replenished. You may extend these benefits to others by spending a Physical Trait for each additional person to be affected.

- ***Pall of Despair*** - Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Empathy). If successful, the target experiences a feeling similar to Harano (or, in the case of humans, clinical depression). The rules for Harano may be found at *Laws of the Wild*, Revised, p. 214. This Gift lasts for one scene.

- **Advanced**

- ***Burden of Knowledge*** - Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (Empathy). If successful, the victim experiences every negative aspect of her personality and past, including secret vices, shortcomings, failures, and other similar faults. The Storyteller should decide what ultimate effect the Gift produces in the victim – either a desire to reform her ways and correct her failings, an impulse to kill herself out of shame and despair, or some course of action in between the two extremes. Once the victim has experienced the total effect of the Gift, the intense awareness begins to fade – but residual memories may plague the victim for a long time afterward.

Ruatma

- **Basic**

- ***Find the Portent*** - Spend 1 Gnosis Trait, and meditate for a few minutes to enter a receptive state to recognize the sign that comes to you. The Storyteller then produces some sort of omen or portent to serve as a hint for the character about what lies in the future. (“A black bird carrying something in its beak flies north.” “You feel a sense of dread about entering this part of the forest.”)
- ***Hidden Depths*** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Enigmas) against a difficulty of 8 Traits. If successful, you learn one hidden or concealed fact about the person, place or thing targeted by the Gift. For example, one line of prophecy may be explained.

- **Intermediate**

- ***Blank Slate*** - Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Empathy). If successful, you may excise a single piece of information from the mind of your target. You may choose to make secondary adjustments to the target’s memory to hide the fact that something is missing by spending 3 Social Traits before making the challenge.
- ***Unravel*** - Spend 1 Gnosis Trait and make a Static Mental Challenge (Enigmas). If successful, you are able to put together seemingly random bits of information to form a tentative analysis of a situation and formulate a course of action. (The player may ask the Storyteller to explain to her what is actually going on in a given scene and use that information as character knowledge.)

- **Advanced**

- ***Diplomatic Immunity*** - Spend a Willpower Trait and make a Static Social Challenge (Subterfuge) against a difficulty of 8 Traits. If successful, you can walk about in the middle of a hostile group without provoking the outbreak of hostilities. This allows you to interact with a group of potential enemies for the purpose of delivering a message, retrieving an item or delivering an ultimatum. This Gift lasts for one scene.

Nerigal

- **Basic**
 - ***Battle Sense*** - The player spends a point of Gnosis and becomes aware of the tactical forces involved in an impending battle. The Storyteller informs the player of the numbers and placement of opposing forces. The player can then use this information to her character's advantage.
 - ***Shards of Icy Rage*** - The Garou using this gift can convert his rage into physical bolts ice, cutting his foes at a distance. Spend 1 rage and make mental challenge (retest with primal urge) against 8 traits. For every mental trait spent (up to 5) one shard appears. Each shard may be targeted on a different opponent if desired. Make a mental vs. physical challenge to strike with each shard. Each shard does 2 aggravated damage. Range on the shards is 5 yards per strength related physical trait of the caster. If this gift is used more than once during a conflict add 1 to the difficulty to activate on each successive attempt.
- **Intermediate**
 - ***Challenge of Single Combat*** - By calling on Nerigal a Garou may force an opponent to face him in a fair one on one battle. After issuing his challenge for combat the caster spends 1 rage and engages his target in a social challenge (retest with leadership). If successful the target may not use any unfair tactics, tricks, or accept outside help in the combat to come. The gift's user is under the same restrictions. The fight cannot be broken off until one side submits or dies.
 - ***Nerigal's Call to Arms*** - Spend 1 Gnosis Trait and a variable number of Social Traits, and make a Static Social Challenge (Leadership) against a difficulty of 8 traits. If successful, the Garou summons one or two creatures or spirits allied to Nerigal or appropriate to the Ice Warrior. If one Social Trait was spent five beings respond, two Traits summons up to ten creatures, while three Traits brings everything within a five-mile radius. Those creatures summoned serve as an army under the character's command for an entire scene. Of course, if there are no wild predators or War-spirits of Nerigal within range, the Gift fails.
- **Advanced**
 - ***Heart of the Ice Warrior*** - Spend 1 Rage Trait. Until the Garou's next attack lands, he wins on ties in attack Challenges, even against opponents who have ties, and is immune to damage and other deleterious effects (e.g., being knocked down). When the Garou's attack finally lands, it inflicts four additional Health Levels of damage of the appropriate type. After the attack, the Garou immediately falls to the Incapacitated Health Level; if he is not mystically healed (e.g., using Mother's Touch) within the same turn, he dies at the end of that turn.

Shantar

- **Basic**
 - ***Fixit*** - Make a Static Mental Challenge (Repair) against a difficulty of 7 Traits. If successful, you repair a target item so that it functions for the scene.
 - ***Threads of the Tapestry*** - Make a Static Mental Challenge (Enigmas) against a difficulty of 7 Traits. If successful, you learn the basic elements of a situation that seems confused or deliberately obfuscated. For example, you may learn the true leader of a group, or the emotional context of an otherwise poker-faced contact.

- **Intermediate**

- ***Shantar's Loom*** - Spend 1 Gnosis, Rage, or Willpower Trait and make a Static Physical Challenge (Repair or other appropriate ability ST discretion) against a difficulty of 10 Traits. If successful, you may craft a simple item from the energy of the expended temper. You may increase the quality of the item by spending Physical Traits at the time of creation. The created item lasts for one day.
- ***Tangling the Skien***- Spend 1 Gnosis Trait and defeat your target in a Social Challenge (Enigmas). If successful, you may alter one visual or remembered perception for your victim. For example, you may cause a Black Spiral Dancer to confuse the weakest member of his pack for the pack leader, or cause a rival to show up at the wrong caern for an important meeting.

- **Advanced**

- ***Drown*** - Spend 1 Rage Trait and make a Willpower Challenge (Survival) against your target. If successful, the target must receive help immediately or else die from drowning. The target may attempt to help herself by attempting to cough up the fluid, but sacrifices all actions (including movement) for each turn that she does so.

Rorg

- **Basic**

- ***Foetracker*** - Spend 1 Gnosis Trait and defeat your target in a Mental Challenge (Primal-Urge). If successful, you may track the target unerringly for one scene. As this Gift relies on scent-based tracking, it requires that you be in a location where the target recently was.
- ***Rouse to Anger*** - Make a Static Social Challenge (Empathy) against a difficulty of 7 Traits, and spend a variable number of Social Traits. If successful a number of targets gain 1 Rage Trait equal to the number of Social Traits spent.

- **Intermediate**

- ***Hunter's Horn*** - Spend 1 Rage Trait and defeat your target(s) in a Social Challenge (Primal-Urge). If successful, you make a sound so horrible and mind-chilling that it sends the target(s) into uncontrollable panic, causing them to run blindly from an area. Garou affected by this Gift enter a state of fox frenzy, while others simply become mindless panicked creatures of prey. The effect lasts for an entire scene, during which time you (and your allies) may hunt down and slay the victims if you so desire.
- ***Savagery of the Taloned Hunter*** - Once per session the user, at the top of the round, may declare that they are invoking this gift. All rage expended for that round have double the normal effect.(ST discretion on anything beyond bonus combat actions)

- **Advanced**

- ***Pack Mind*** - Spend 1 Gnosis Trait and defeat your targets in a Willpower Challenge (Primal-Urge). If successful, all those affected mimic the actions of their leader – or, more typically, the first person in a group to act each turn. If one decides to speak, all of them attempt to do so if one throws a left hook, all of them choose this form of combat, ignoring any weapons they may have.

CHANGING BREEDS

BASTET

GENERAL

- Basics:

- ***Banish Sickness (CB1)*** - As per CB1
- ***Call Spirits (CB1)*** - As per CB1
- ***Cat Feet (CB1)*** - As per Lupus gift
- ***Cat Sight (CB1)*** - As per CB1
- ***Command Attention (CB1)*** - As per CB1
- ***Dowsing (CB1)*** - As per CB1
- ***Eerie Eyes (CB1)*** - As per the Homid Gift ***Staredown***
- ***First Slash (CB1)*** - As per the Ahroun Gift ***Spirit of the Fray***
- ***Lick Wounds (CB1)*** - As per the Child of Gaia Gift ***Grandmother's Touch***
- ***Night's Passage (CB1)*** - As per CB1
- ***Night Terror (CB1)*** - As per CB1, Retest with Enigmas.
- ***Open Seal (CB1)*** - As per the Ragabash Gift
- ***Pathfinder's Pride (CB1)*** - As per CB1, Retest with Subterfuge
- ***Razor Claws/Diamond Claws (CB1)*** - As per the Ahroun Gift
- ***Sense Magic (CB1)*** - As per the Uktena Gift
- ***Sense of the Prey (CB1)*** - As per the Ragabash Gift
- ***Sense the Truth (CB1)*** - As per the Philodox Gift ***Truth of Gaia***
- ***Sense Unmaker's Hand (CB1)*** - As per the Metis Gift ***Sense Wyrms***
- ***Summon Water*** - Spend 1 Gnosis and make a static Social Challenge, retest Survival against a difficulty determined by the Storyteller (difficulty is higher the dryer the area) Success brings forth 5 gallons of water plus 5 additional gallons per Social Trait expended.
- ***Shriek (CB1)*** - As per CB1
- ***Silent Stalking (CB1)*** - As per CB1, Retest with Stealth
- ***Spirit's Sight (CB1)*** - As per CB1
- ***Swipe (CB1)*** - As per the Ragabash Gift ***Taking the Forgotten***
- ***Tree Climber (CB1)*** - As per CB1, Retest with Athletics
- ***Touch the Mind (CB1)*** - As per the Metis Gift ***Mental Speech***

- Intermediate:

- ***Attunement (CB1)*** - As per the Bone Gnawer Gift. Limited to the Bastet's den realm and the corresponding location in the real world.
- ***Call the Pride (CB1)*** - As per CB1

- **Caper (CB20)** - Spend a Gnosis and make a static Social Challenge difficulty 14, retest with Expression to activate. Once active, individuals may attempt to break this gift's hold by making a Static Willpower Challenge difficulty 7. Those who fail to resist fall into a genial haze for as long as the Bastet continues to perform. Violence or overt actions break the trance but simple, non violent actions do not.
- **Cat Fear (Breed Book Bastet)** - Spend a Gnosis, plus up to 5 Social Traits, and make a static Social Challenge difficulty 14, retest with Primal Urge to activate. Each Social Trait spent gives an extra 10 feet of radius (Max 60 feet). Once active, individuals may attempt to resist this gift by making a Static Willpower challenge difficulty of Twice the user's Rank. Those who fail to resist fall into a panic for number of turns equal to the Social Traits spent to activate this Gift. Failure to resist causes the affected target(s) to flee, they can defend themselves as per normal. Ailurophobes (Phobia of Cats) fall into a coma for number of days equal to the total Social Traits Spent to activate the gift. This gift cannot be used in Homid or Sokto forms. Note: Only Supernaturals can attempt to resist.
- **Cheshire Prank (CB1)** - As per CB1
- **Claw Storm (CB1)** - As per CB1
- **Command the Prey (CB1)** - As per CB1, Retest with Primal Urge
- **Farsight (CB1)** - As per CB1, Retest with Occult
- **Fortuna (Breed Book Bastet)** - A Bastet can only give one person the benefits of this gift at a time and a person can only benefit from one application of this gift at a time. At the time of activation, choose a target, either the Bastet or an ally and for every point of Gnosis spent (as limited by the house rules) a Luck like retest is gained. Only one of these retests may be used per challenge and only on challenges where the initial challenge was lost. This gift may only be used once per scene but the retests last until all of them have been spent.
- **Freyja's Blessing (Breed Book Bastet)** - Make a Static Gnosis Challenge against a difficulty of 7 and call upon Freyja, Gaia or Nala, the Bastet summons a Fertility spirit into herself. By laying her hands on another's belly, the werecat may pass the spirit onto another who wishes to have a child. A male may use this gift at a +2 difficulty to sire offspring during his next mating. If this gift is successful, a child of some sort will result. Whether the child carries the werecat gene depends on the Storyteller.
- **Gift of Rage (CB1)** - As per CB1 Bastet Gift
- **Ignore Pain (CB1)** - As per the Philodox Gift **Resist Pain**
- **Impala's Flight (CB1)** - As per the Silent Strider Gift **Speed of Thought**
- **Invisibility (CB20)** - As per the Uktena Gift
- **Purr (CB1)** - As per CB1, Retest with Empathy
- **Righteous Gaze (CB1)** - As per CB1, Retest with Primal Urge
- **Sense Silver (PGCB)** - As per the Ahroun Gift
- **Spirit Claws (CB1)** - As per CB1
- **Spitfire (CB1)** - As per CB1
- **Wolf's Terror (CB1)** - As per the Ahroun Gift **Silver Claws**

- **Advanced:**

- ***Future Warning (CB1)*** - As per CB1
- ***Jump to the Moon (CB1)*** - As per CB1, Retest with Enigmas
- ***Perfect Passage (CB1)*** - As per CB1, Retest with Stealth
- ***Sooth/Summon Storm (CB1)*** - As per CB1, Retest with Survival
- ***Walking Between Worlds (CB1)*** - As per CB1
- ***Withering Stare (CB1)*** - As per CB1

BREED GIFTS

Homid

- **Basic:**

- ***Cat Claws (CB1)*** - As per CB1
- ***Jam Tech (CB1)*** - As per the Homid Gift
- ***Eavesdropper's Ear (C20)*** - This gift has the effects of both the Shadow Lord Gift ***Whisper Catching*** and the Lupus Gift ***Heightened Senses*** only for hearing. This gift costs both a Willpower and a Mental trait to activate.
- ***Sweet Hunter's Smile (CB1)*** - As per CB1
- ***C20 Sweet Hunter's Smile (C20)*** - As per Homid Gift ***Persuasion***
- ***Urban Hunter (C20)*** - As per the Homid Garou Gift ***City Running***

- **Intermediate:**

- ***Babble's Curse (CB1)*** - As per CB1 except it does not affect Mental Communication.
- ***Cowing the Bullet (C20)*** - As per the Homid Garou gift
- ***Craft of the Maker (CB1)*** - As per the Homid Garou Gift ***Reshape Object***
- ***Monkey's Uncle (C20)*** - As per the Glass Walker Gift ***Doppelganger***
- ***Techspeak (C20)*** - As per the Glass Walker gift.
- ***What's the Password (CB1)*** - As per CB1

- **Advanced:**

- ***Black Friday (CB1)*** - As per CB1. Some supernaturally protected systems may be immune at ST discretion.
- ***Deny the Hungry (CB1)*** - As per CB1 except you must expend Mental Traits to increase the area affected.
- ***Madness (C20)*** - As per the Metis Garou Gift.

Metis

- **Basic:**

- ***BLINDING MOONBEAM GAZE (CB1)*** - As per CB1. If you yell the name of this gift and strike a pose you no longer have to throw the static challenge.
- ***Create Element (CB1)*** - As per the Garou Metis Gift
- ***Sense Primal Nature (CB1)*** - As per CB1
- ***Shed (C20)*** - As per the Garou Metis Gift.

- *Whisker Sight (CB1)* - As per CB1
- **Intermediate:**
 - *Fist of Cahlash (CB1)* - As per CB1
 - *Moon's Gateway (CB1)* - As per CB1
 - *Redeeming Waste (CB1)* - As per CB1
 - *Spirit's Touch (CB1)* - As per CB1
 - *Visceral Agony (C20)* - As per the Black Fury Gift
- **Advanced:**
 - *Moon Sense (CB1)* - As per CB1
 - *Wrath of Nala (CB1)* - As per Hengeyokai Haaken Gift *Divine Wind*

Feline:

- **Basic:**
 - *Cat Feet (C20)* - As per the Lupus Gift
 - *Heightened Senses (C20)* - As per C20
 - *Killers Leap (CB1)* - As per CB1
 - *Kitten's Cry (CB1)* - As per CB1
 - *Mark as Mine (CB1)* - As per CB1
 - *Mine (C20)* - Spend a Gnosis after rubbing yourself on an item, claiming it as yours. Anyone attempting to steal the item at any point in the future must win a Static Willpower Challenge difficulty 9.
 - *Perfect Cover (CB1)* - As per CB1
 - *Pounce (C20)* - As per C20
 - *Prehensile Tail (C20)* - As per the Lupus Gift
- **Intermediate:**
 - *Beast Life (C20)* - As per Lupus Gift
 - *Chains of Mist (C20)* - As per the Uktena Gift
 - *Ghosts at Play (CB1)* - As per CB1
 - *Hand of Will (CB1)* - As per CB1
 - *Underbelly (CB1)* - As per *Fatal Flaw* but can be used on inanimate objects.
 - *Whisker Sight (CB1)* - As per the Bastet Metis Gift
- **Advanced:**
 - *Judgment of Pestilence (CB1)* - As per CB1
 - *Revolt of the Land (CB1)* - As per Elder Red Talon Gift *Gaia's Vengeance*

TRIBE GIFTS

Ba'alm

- **Basic:**
 - *Ancestral Wings (CB1)* - As per CB1
 - *Hunter's Mist (CB1)* - As per the Black Fury Gift *Curse of Aeolus*

- *Pathfinder* (CB20) - As per the Ragabash Gift
- *Perfect Cover* (PGtCB) - As per the Feline Gift
- *Storm of Pests* (CB1) - As per CB1
- *Smoking Mirror* (CB1) - As per CB1
- *Terrors* (CB20) - As per the Ahroun Gift **True Fear**
- **Intermediate:**
 - *Fury of the Sun God* (CB1) - As per the Bastet General Gift
 - *Jungle's Vengeance* (CB1) - As per CB1
 - *Touch of the Tree Frog* (CB1) - As per CB1 retest with Primal Urge.
 - *Vision Cloud* (CB1) - As per CB1
 - *Wandering Forest* (CB1) - As per the Red Talon Gift **Trackless Waste**
- **Advanced:**
 - *Feed the Gods* (CB1) - As per CB1
 - *Heal the Wounded Land* (CB1) - As per CB1

Bagheera

- **Basic:**
 - *Humbaba's Escape* (CB1) - As per CB1
 - *Lawgiver's Legacy* (CB1) - As per CB1
 - *CB20 Lawgiver's Legacy* (CB20) - As per the Philodox Gift **Command the Gathering**
 - *Oja's Surge* (CB1) - As per CB1. Each subsequent use of this power increases the difficulty by 2 and doubles the meditation time.
 - *Tree Climber* (CB1) - As per the Star Gazer Gift **Balance**
- **Intermediate:**
 - *Cobra's Dance* (CB1) - As per CB1
 - *Eye's of the Cobra* (PGtCB) - As per the Galliard Gift.
 - *Paradox of Time* (CB1) - As per CB1 retest Enigmas.
 - *Potter's Clay* (CB1) - As per Homid Garou Gift **Reshape Object.**
 - *Traveler's Tongue* (CB1) - As per the Homid Garou Gift **Babbel's Cure**
 - *Weak Arm* (CB20) - As per the Philodox Gift.
- **Advanced:**
 - *Parting the Curtain* (CB1) - As per CB1
 - *Shiva's Might* (CB1) - As per CB1

Bubasti

- **Basic:**
 - *Alms to the Poor* (CB1) - As per CB1
 - *Dreamspeak* (CB20) - As per the Galliard Gift
 - *Mouse Maze* (CB1) - As per CB1 retest Empathy
 - *Scholar's Friend* (CB20) - As per CB20
 - *Spirit Barrier* (CB1) - As per the Garou Homid Gift **Spirit Ward**
 - *Spirit Ward* (CB1) - As per CB1

- **Intermediate:**
 - ***Arms of Darkness (CB20)*** - As per Uktena Gift ***Coils of the Serpent***
 - ***Banish Cahlash's Children (CB1)*** - As per CB1 retest Enigmas
 - ***Many Tongues of Ptah (CB1)*** - As per Garou Homid Gift ***Speech of the World***
 - ***Scarab's Flight (CB1)*** - As per CB1 retest Occult
 - ***Shadow Play (CB1)*** - As per CB1
- **Advanced:**
 - ***Deny the Hungry (CB1)*** - As per the Homid Bastet Gift
 - ***Shadow Brethren (CB20)*** - As per the Shadow Lord Gift ***Shadow Pack***
 - ***Spirit Wall (CB1)*** - As per CB1

Ceilican

- **Basic:**
 - ***Banish Burning (CB1)*** - As per CB1
 - ***Laughing Last (CB1)*** - As per CB1
 - ***Mother's Blessing/Curse (BBB)*** - This power, at ST discretion, allows a benefit or drawback to be applied to the mother and the child to be born. Expend 1 Gnosis and make a Social Challenge retest Occult must have contact with the mother's belly. This requires explicit written consent on an OOC Level by the mother.
 - ***Satyr's Wisdom (CB1)*** - As per CB1 but you may go above five in an ability equal to your rank.
 - ***Sorcerer's Blade (CB1)*** - As per CB1
- **Intermediate:**
 - ***Data Flow (BBB)*** - As per the Glass Walker Gift
 - ***Gift of Dreams (CB20)*** - As per the Galliard Gift
 - ***Monkey's Uncle (CB1)*** - As per CB1
 - ***Phantasm (CB1)*** - As per CB1.
 - ***Possum's Book (CB1)*** - As per CB1, retest Enigmas.
 - ***Small Cousin (CB1)*** - As per CB1
- **Advanced:**
 - ***Chariot of Lions (CB1)*** - As per CB1
 - ***Madness of Crowds (CB1)*** - As per CB1
 - ***CB20 Madness of Crowds (CB20)*** - As per CB20

Khan

- **Basic:**
 - ***Cat Feet (LotWH)*** - As per Lupus Gift
 - ***Crushing the Centipede (LotWH)*** - As per Hengeyokai
 - ***Gift of the Cricket (LotWH)*** - As per Hengeyokai
 - ***Heart of Fury (CB1)*** - As per CB1
 - ***Razor Claws (LoTWH)*** - As per Ahroun Gift
 - ***Rice Paper Walk (CB1)*** - As per CB1

- *Rhino's Favor* (CB1) - As per CB1
- *Sense of the Prey* (LoTWH) - As per Ragabash Gift
- *Sense the Truth* (LoTWH) - As per Truth of Gaia Philodox Gift
- *Skin of Jade* (CB1) - As per CB1
- *Snarl of the Predator* (PGCB) - As per the Get of Fenris Gift
- **Intermediate:**
 - *Asura's Bane* (CB1) - As per CB1
 - *Devour the Unclean* (LoTWH) - As per Hengeyokai Gift
 - *Dragonroar* (CB1) - as per CB1
 - *Maker's Charm* (CB1) - As per the Homid Gift ***Craft of the Maker***
 - *Paws of the Raging Spirit Tiger* (CB1) - As per CB1
 - *Punishment from the Moon* (LoTWH) - As per the Ahroun Gift ***Silver Claws***
- **Advanced**
 - *Call to Battle* (CB1) - As per the Ahroun Gift ***Strength of Will***
 - *Heaven Thunder Hammer* (LoTWH) - As per Hengeyokai
 - ***CB20 Heaven Thunder Hammer*** (CB20) - Static physical vs 7, retest Primal Urge, Dealing 5 + ferocity damage (maximum 15) Players caught in the area of effect may make a stamina related challenge vs the khan's base physical + form to take half damage.
 - ***Thousand-Thunder Strike*** (CB1) - As per CB1

Pumonca

- **Basic:**
 - *Coyote's Tongue* (FS) - Static Mental Challenge difficulty 12, retest Subterfuge. Any non outrageous statement made by the Pumonca sound like the truth. Any outrageous statements can be challenged with a Static Willpower Challenge difficulty 8.
 - *Mockingbird's Mirror* (CB1) - As per CB1 retest Subterfuge.
 - *Rain Calling* (CB1) - As per CB1 retest Survival
 - *Sense Corruption* (FS) - As per Garou Metis gift ***Sene Wyrm*** (WW)
 - *Speak with the Win* (CB20) - As per the Wendigo Gift
 - *Spirit of the Fish* (CB20) - As per the Uktena Gift
 - *Stone Belly* (FS) - As per Wendigo Gift ***Buffalo Hide*** (WW)
 - *Stonework* (CB1) - As per the Garou Homid Gift ***Reshape Object*** except it only works on Stone, Dirt or Clay and the effects are permanent.
 - *Wanderer's Boon* (CB1) - As per CB1
- **Intermediate:**
 - *Bayou's Embrace* (CB20) - As per the Red Talon Gift ***Quicksand***
 - *Bayou Shambler* (CB1) - As per CB1, this power may be activated in 1 turn. Swamp Elemental Trait are as follows: 4 Brawny, 2 Quick, 5 Resilient. Alertness 1, Brawl 3, Stealth 3. 8 Health levels, no wound penalties.
 - *Claw Storm* (FS) - As per the General Gift except you gain 3 extra attacks instead of 2
 - *Elemental Folk Favor* (CB1) - As per CB1

- **Great Peace (FS)** - Spend 1 Gnosis Trait per 5 Combatants in the scene (the Bastet is considered a combatant) and succeed in a Static Social Challenge (Empathy) against a variable difficulty at Storyteller Discretion (a Simple Scuffle would be difficulty 5 where a Genocidal Blood Bath would be 20), unless the Bastet has Flaw: Hatred/Intolerance towards any combatant on the battlefield, then the difficulty automatically increases by 4. If successful, an atmosphere of temporary truce is created, and those affected must cease combat. The duration of this gift is 1 minute. If after the Pumonca speaks he has not convinced them to cease fighting, combat may resume.

A combatant who wants to resist this gift must make a Rage Challenge difficulty 8 (or Willpower if the combatant doesn't have a Rage Rating). (WW)

- **Hungry Earth (CB1)** - As per CB1 retest is Survival. Damage is minimum 1 but can be adjust by the Storyteller up to 10.
- **Thunderbolt (CB1)** - As per CB1 retest Survival.
- **Walk Unseen (FS)** - As per the Uktena Gift **Invisibility** (WW)
- **Advanced:**
 - **Bringer of Winds (FS)** - Make a Static Social Challenge (Survival) difficulty 16. This power deals 5 lethal to all enemies within 50 feet of the user. Those targets must then make a static Physical Challenge (Survival), difficulty 20. If they fail the challenge, they are blown out of the scene to be dealt with later by the Storyteller. This power may only be used by the user once per combat.
 - **Earthspeaking (CB1)** - As per CB1
 - **Thunderbird's Cry (CB1)** - As per the Hakken Gift *Divine Wind*, may spend 2 additional rage to make it last 1 hour.

Qualmi

- **Basic:**
 - **Breakfast of Stones (CB1)** - As the pumonica gift Wander's boon
 - **No Hidden Gift (CB1)** - As Per CB1
 - **Turned Fur (CB1)** - As per the wendigo gift: Camouflage, save that the Qualmi must discard any clothing and equipment before activating the gift
 - **Wind from the West (CB1)** - As per CB1
- **Intermediate:**
 - **Chill of Early Frost (CB20)** - As per the Wendigo gift
 - **Dancing on Air (CB1)** - As per CB1
 - **Drop of Sea (CB1)** - As per CB1
 - **Nighttime Web (CB1)** - As per CB1
 - **Song of the Earth Mother (CB20)** - As per the Shadowlord Gift
 - **Still Breeze Blowing (CB1)** - As per CB1
 - **Wisdom of the Ancient Ways (CB20)** - As per the philodox Gift
- **Advanced:**
 - **Call Down the Stars (CB1)** - As per CB1

- *Water's Vision (CB1)* - As per CB1

Simba

- **Basic:**

- *Armor of Kings (CB1)* - As per CB1
- *Heart of Storms (CB20)* - As per the Get of Fenris Gift ***Might of Thor***
- *Majesty (CB1)* - As per CB1
- *CB20 Majesty (CB20)* - +1 to all intimidation and Leadership challenges
- *Rallying Challenge (CB1)* - As per CB1
- *Submit (CB1)* - As per the Silver Fang Gift ***Mastery*** although it works on all creatures. Other Simba are immune to this gift.
- *Submit (CB20)* - As Per the Blackfury Gift ***Kneel***
- *Sun Claws (CB20)* - Spend one rage, Inflict one additional point of damage, against vampires inflict 2 additional damage

- **Intermediate:**

- *Bountiful Dominion (CB1)* - As per CB1
- *Coup de Grace (CB20)* - As per the Black Fury Gift ***Coup de Grace***
- *Fireroar (CB1)* - As per CB1
- *King of Beasts (CB1)* - As per CB1
- *Shadow of the Moons Light (CB1)* - As per CB1
- *Wrath of Kings (CB20)* - As per the Silver Fang Gift ***Wrath of Gaia***

- **Advanced:**

- *Command the Multitude (CB1)* - As per CB1
- *Obedience (CB1)* - As per the Shadowlord Gift ***Obedience***
- *Rising Sun (CB1)* - As per CB1

Swara

- **Basic:**

- *Blissful Ignorance (CB20)* - As per Ragabash Gift
- *Diamond Claws (CB1)* - As per CB1
- *Impalla's Flight (CB1)* - As per CB1
- *Speed of Thought (CB20)* - As the Silent Strider Gift
- *Sense the Unnatural (PGCB)* - As per the Lupus Garou gift
- *Walking between Worlds (CB1)* - As per CB1
- *Weight of a Heart (CB1)* - As per CB1 Retest Empathy

- **Intermediate:**

- *Clearwater Passage (CB1)* - As per CB1
- *Dance of the Chaya (CB1)* - As per CB1, Retest Enigmas
- *Ghost Caress (CB1)* - As per CB1
- *Racing the Wind (CB1)* - As per CB1

- **Advanced:**

- *All Beasts Under the Sun (CB1)* - As per CB1

- ***Judgement of Pestilence (CB1)*** - As per CB1
- ***River of Blood (CB20)*** - Per CB20, Items created start with 5 traits, 5 health levels plus an additional 5 in each category for every rage trait spent.

CORAX

GENERAL GIFTS

- **Basic**

- ***Carrion's Call (CB1)*** - As per CB1
- ***Enemy Ways (CB1)*** - As per CB1
- ***Messenger's Fortitude (CB20)*** - As per Silent Strider Gift except for flight instead of running
- ***Morse (CB1)*** - As per CB1
- ***Omens and Signs (CB1)*** - As per CB1
- ***Open Seal (CB1)*** - As per Ragabash Gift
- ***Persuasion (CB20)*** - As per Homid Gift
- ***Raven's Gleaning (CB1)*** - As per CB1
- ***Razor Feathers (CB1)*** - As per CB1
- ***Scent of the True Form (CB1)*** - As per Philodox Gift
- ***Sky's Beneficence (CB1)*** - As per CB1
- ***Sky's Shadow (CB1)*** - As per CB1 (retest Intimidation)
- ***Slicing Feathers (CB1)*** - As per Hengeyokai
- ***Speech of the World (CB20)*** - As per Homid Gift
- ***Spirit Speech (CB20)*** - As per Theurge Gift
- ***Swallow's Return (CB1)*** - As per CB1
- ***Taking the Forgotten (CB1)*** - As per Ragabash Gift
- ***Tongues (CB1)*** - As per Homid Gift
- ***Truth of Gaia (CB1)*** - As per Philodox Gift
- ***Voice of the Mimic (CB1)*** - As per CB1
- ***Whisper Catching (CB20)*** - As per Shadowlord Gift
- ***Wire Sitter (CB20)*** - As per the Ragabash Gift ***Spider's Song***
- ***Words Beyond (CB1)*** - As per CB1

- **Intermediate**

- ***Airt Sense (CB1)*** - As per CB1
- ***Attunement (CB20)*** - As per Silent Strider version
- ***Bloody Feather Storm (CB20)*** - As per Hengeyokai Book except ***Razor Feathers*** may be used
- ***Dark Truths (CB1)*** - As per CB1
- ***Dead Talk (CB1)*** - As per CB1
- ***Eyes of the Eagle (CB1)*** - As per CB1

- ***Flight of Separation*** (CB20) - The player spends two Gnosis to activate the gift. Enemies who wish to discover which raven is the actual corax must make a contested mental challenge (retest Enigmas) vs the user's mental (retest Stealth)
- ***Flight of the Swift*** (CB1) - As per CB1
- ***Gauntlet Runner*** (CB1) - As per CB1
- ***Helios' Child*** (CB1) - As per CB1
- ***Hummingbird Dart*** (CB1) - As per CB1
- ***Kiss of Helios*** (CB20) - As per Ahroun Gift
- ***Larder of the Shrike*** (CB1) - As per CB1
- ***Mynah's Touch*** (CB1) - As per CB1
- ***Scrying*** (CB20) - As Uktena Gift
- ***Sense the Unnatural*** (CB20) - As per Lupus Gift
- ***Sun's Guard*** (CB1) - As per CB1
- ***Vulture's Feast*** (CB1) - As per CB1
- ***Yoshitsune's Sword*** (CB1) - As per Hengeyokai, in addition the max that may be granted via this gift is equal to half the user perm gnosis.
- **Advanced**
 - ***Deceptive Demise*** (CB1) - As per Hengeyokai
 - ***Gift of Eyes*** (CB1) - As per CB1
 - ***Moments of Eclipse*** (CB1) - As per CB1
 - ***Portents*** (CB1) - As per CB1
 - ***Theft of Stars*** (CB1) - As per CB1
 - ***Thieving Talons of the Magpie*** (CB1) - As per Ragabash Gift

GURHAL

GENERAL GIFTS

- **Basic**
 - ***Calm*** (CB2) - As per Child of Gaia Gift
 - ***Desperate Strength*** (CB2) - As per Bone Gnawer Gift
 - ***Fiddlefish*** (CB2) - As per CB2
 - ***Grisly Aspect*** (CB2) - As per CB2
 - ***Healing Tongue*** (CB2) - As per Theurge Gift ***Mother's Touch***
 - ***Ignore Wounds*** (CB2) - As per Philodox Gift ***Resist Pain***
 - ***Nature's Plenty*** (CB2) - As per CB2
 - ***Rouse to Fury*** (CB2) - As per Child of Gaia Gift ***Para Bellum***
 - ***Sense Pattern Breaker*** (CB2) - As per Metis Gift ***Sense Wyrms***
 - ***Sentinel's Warning*** (CB2) - As per CB2
 - ***Treeshake*** (CB2) - As per CB2
 - ***Ursa's Cleaning*** (CB2) - As per Bone Gnawer gift ***Resist Toxin***
 - ***Wyld Resurgence*** (CB2) - As per Black Fury Gift
- **Intermediate**
 - ***Dreams of Buri-Jaan*** (CB2) - As per CB2
 - ***Ease the Fevered Mind*** (CB2) - As per CB2

- ***W20 Ease the Fevered Mind*** (CB2) - As per Child of Gaia Gift ***Lover's Touch***
- ***Heart of the Mountain*** (CB2) - As per Get of Fenris Gift
- ***Hide the Bear*** (CB2) - As per Homid Gift ***Bury the Wolf***
- ***Masking the Hunted*** (CB2) - As per CB2 Retest ***Stealth***
- ***Survival of the Bear*** (CB2) - As per Silent Strider Gift ***Adaptation***
- **Advanced**
 - ***Gaia's Breath*** (CB2) - As per CB2
 - ***Great Grand Father's Summons*** (CB2) - As per CB2
 - ***Gentle Soul*** (CB2) - The character no longer suffers the curse, his rage does not affect anyone around him.

BREED GIFTS

Homid

- **Basic**
 - ***Climate Control*** (CB2) - As per CB2
 - ***Dolorous Contenance*** (CB2) - As per CB2
 - ***Master of Fire*** (CB20) - As per the Homid Garou Gift
 - ***Ursa's Light*** (CB2) - As per CB2
- **Intermediate**
 - ***Sense Need*** (CB2) - As per CB2
 - ***Shape Matter*** (CB2) - As per the Homid Garou Gift ***Reshape Object***
 - ***Spirit Shield*** (CB2) - As per CB2
 - ***Ursa's Coat*** (CB2) - As per CB2
 - ***W20 Ursa's Coat*** (CB20) - As per the Homid Garou Gift ***Cocoon***
- **Advanced**
 - ***Charismatic Presence*** (CB2) - As per CB2
 - ***Fearless Unveiling*** (CB2) - As per CB2

Ursine

- **Basic**
 - ***Burrow*** (CB2) - As per Metis Garou Gift
 - ***Create Element*** (CB20) - As per the Metis Garou Gift
 - ***Heightened Sense*** (CB2) - As per Lupus Gift
 - ***Voice of Woe*** (CB2) - As per CB2
 - ***Weather Watch*** (CB2) - As per CB2
- **Intermediate**
 - ***Gnaw*** (CB2) - As per the Lupus Garou Gift
 - ***Pull of the Chosen Land*** (CB2) - As per CB2
 - ***Shelter of the Earth*** (CB2) - As per CB2, Retest with Investigation to pierce.
 - ***Sweet Swarm of Vengeance*** (CB2) - As per CB2
- **Advanced**
 - ***Bear's Bounty*** (CB2) - As per CB2
 - ***Call the Cave Bear*** (CB2) - As per CB2. Note: ST determines powers and traits of the Cave Bear.

AUSPICE GIFTS

Arcas

- **Basic**
 - *Cajole* (CB2) - As per CB2
 - *Open Seal* (CB2) - As per Ragabash Gift
 - *Sense (Pulse) of the Prey* (CB2) - As per Ragabash Gift
 - *Walk Like a Man* (CB2) - As per CB2
- **Intermediate**
 - *Favor of Ursa Minor* (CB2) - As per Ragabash Gift *Luna's Blessing*
 - *Rejuvenate* (CB2) - As per CB2
 - *CB20 Rejuvenate* (CB20) - As per the Black Fury Gift *Breath of the Wyld* except it last your Succor in days.
 - *Safe Passage* (CB2) - As per CB2
 - *Trackless Waste* (CB2) - As per Red Talon Gift
- **Advanced**
 - *Humiliate* (CB2) - As per CB2, Retest with *Empathy*
 - *Natural Stare* (CB2) - As per CB2

Uzmati

- **Basic**
 - *Mangi's Strong Arms* (CB2) - As per CB2
 - *Slash of the Death Bear* (CB2) - As per Ahroun Gift *Razor Claws*
 - *Threaten* (CB2) - As per CB2
 - *Ultimatum* (CB2) - As per CB2
- **Intermediate**
 - *Crush* (CB2) - As per CB2
 - *W20 Crush* (CB20) - The Player can make grappling attacks out to a distance of (Honor) yards, as a permanent capability
 - *Delay the Death Bear's Coming* (CB2) - As per CB2
 - *Silver Claws* (CB2) - As per Ahroun Gift
 - *Strength of the Earth* (CB2) - As per Get of Fenris Gift *Hero's Stand*
- **Advanced**
 - *Engulf the Prey* (CB2) - As per CB2 (victims challenge is a simple test)
 - *Rage of the Mother Bear* (CB2) - As per CB2

Kojubat

- **Basic**
 - *Beast Speech* (CB2) - As per the Galliard Gift
 - *Eyes of the Soul* (CB2) - As per the Lupus Gift Scent of the *True Form*
 - *Song of Terra* (CB2) - As per CB2
 - *Stonesight* (CB2) - As per CB2
- **Intermediate**
 - *Mind to Mind* (CB2) - As per Galliard Gift *Minspeak*

- *Mind Sight (CB2)* - As per CB2
- *Probe Thoughts (CB2)* - As per CB2
- *Shadows by the Fire Light (CB2)* - As per Galliard Gift
- **Advanced**
 - *Aversion Therapy (CB2)* - As per CB2
 - *Prophetic Vision (CB2)* - As per CB2

Kieh

- **Basic**
 - *Diagnose (CB2)* - As per CB2
 - *Refresh (CB2)* - As per CB2
 - *Sense the Unnatural (CB2)* - As per the Lupus Gift
 - *Spirit Speech (CB2)* - As per Theurge Gift
- **Intermediate**
 - *Exorcism (CB2)* - As per Theurge Gift
 - *Name the Spirit (CB2)* - As Lupus Gift
 - *Spirit Healing (CB2)* - As per CB2
 - *Spirit Shape (CB2)* - As per CB2
- **Advanced**
 - *Image of the Sky Bear (CB2)* - As per CB2
 - *Restore Sanity (CB2)* - As per CB2

Rishi

- **Basic**
 - *Befriend (CB2)* - As per CB2
 - *Compel Truth (CB2)* - As per CB2
 - *Presence of the Great Bear (CB2)* - As per Philodox Gift ***King of Beast*** except on bears only
 - *Truth of Gaia (CB2)* - As per Philodox Gift
- **Intermediate**
 - *Bestow Ursa's Blessing (CB2)* - As per CB2
 - *Quell Mob Rage (CB2)* - As per CB2
 - *Waken (CB2)* - As per CB2
 - *Ways of the Tapestry (CB2)* - As per CB2
- **Advanced**
 - *Oath of the Great Bear (CB2)* - As per Philodox gift ***Geas***
 - *Words of Doom (CB2)* - As per CB2 Retest is Occult

Mokolé

GENERAL GIFTS

- **Basic:**
 - *Axis Mundi (CB2)* - As per CB2

- **Blessings of the Nest (CB20)** - As per CB20
- **Falling Touch (CB2)** - As per Ahroun Gift
- **Fatal Flaw (CB2)** - As per Shadow Lord Gift
- **Find Land (CB2)** - As per CB2
- **Find Water (CB2)** - As per CB2
- **Inspiration (CB2)** - As per Ahroun Gift
- **Razor Claws (CB2)** - As per Ahroun Gift (only works in Archid)
- **Reptoid Form (CB20)** - Permanently grants a Glabro like form called Reptoid. Grants Brawny x2, Resilient x2, Bestial x2 and claws that can inflict Lethal damage.
- **Scent of Sweet Nectar (CB2)** - As per CB2
- **Scent/Sight of the True Form (CB2)** - As the Lupus Gift
- **Sense Disolver (CB2)** - As per the Metis Gift **Sense Wyrms**
- **Sense Gold (CB2)** - As the Ahroun Gift **Sense Silver** except that it senses Gold instead of Silver
- **Sense Moon (CB2)** - As per CB2
- **Sense Prey (CB2)** - As per the Lupus Gift
- **Shed (CB2)** - As per the Metis Gift
- **Silver Claws (CB2)** - As per the Ahroun Gift
- **Speed of Thought (CB2)** - As per the Silent Strider Gift except that the Mokole must spend 2 Gnosis instead of 1.
- **Stinking Breath (CB2)** - As per CB2
- **CB20 Stinking Breath (CB20)** - As per the Bone Gnawr Gift **Odious Aroma**
- **Tailbiters Mumble (CB2)** - As per CB2
- **Talk (CB2)** - As per CB2
- **Tides of Lust (CB2)** - As per CB2
- **Waxworked Monster (CB2)** - As per CB2
- **Intermediate:**
 - **Attunement (CB2)** - As per the Bone Gnawr Gift
 - **Bark of the Mudpuppy (CB2)** - As per CB2
 - **Cocoon (CB2)** - As per the Homid Garou gift
 - **Dragon's Breath (CB2)** - As per CB2 additional rage inflicts 2 damage per one 1 rage spent.
 - **Dragon Fear (CB2)** - As per CB2
 - **CB20 Dragon Fear (CB20)** - As per the Ahroun Gift **True Fear**
 - **Serenity (CB20)** - As per the Child of Gaia Gift
 - **View the Seed (CB2)** - As per CB2
 - **Walking Between Worlds (CB2)** - As per CB2
- **Advanced:**
 - **Grasp from Beyond (CB2)** - As per the Theurge Gift
 - **Song of the Great Beast (CB2)** - As per the Lupus Gift

TRIBE GIFTS

Gumagan

- **Basic:**
 - *Dreamwalk* (CB2) - As per CB2
 - *Song Lines* (CB2) - As per CB2
- **Intermediate:**
 - *Bunyip Boom* (CB2) - As per CB2
 - *Landspeak* (CB2) - As per CB2
 - *Nightmare Mnesis* (CB2) - As per CB2
- **Advanced:**
 - *Billabong Walk* (CB2) - As per CB2
 - *Bloody-mindedness* (CB2) - As per CB2

Makara

- **Basic:**
 - None
- **Intermediate:**
 - *The Thousand Arrows* (CB2) - As per CB2
- **Advanced:**
 - *Great As A White Hill* (CB2) - As per the Fianna Gift *Gift of the Spriggan*

Mokole-mbembe

- **Basic:**
 - None
- **Intermediate:**
 - *Beak of the Finch* (CB2) - As per CB2
 - *Heat Wave* (CB2) - As per CB2
 - *Walk Into My Eyes* (CB2) - As per CB2
- **Advanced:**
 - None

Zhong Long

- **Basic:**
 - *Breaking the Tomorrow Wall* (CB20) - As per LotWH
 - *Chai'ih Ming* (CB2) - As per CB2
 - *Clap of Thunder* (CB20) - As per the Shadow Lord Gift
 - *Dragon Milk* (CB20) - As per the Theurge Gift *Mother's Touch*
 - *Shou* (CB2) - As per the Philodox Gift *Wisdom of the Ancient Ways*
- **Intermediate:**
 - *Anger of the Wani* (LotWH) - As per the Wendigo Gift *Invoke the Spirits of the Storm* except that the Zhong Long falls into slumber for scene or hour whichever is longer

- *The Dragon's Tongue* (LotWH) - As per LotWH
- *Serenity / Harmony of the Soul* (CB2) - As per the Child of Gaia Gift
- *Send the Dream* (CB20) - As the Metis Gift **Mental Speech**
- **Advanced:**
 - *Sleep of Si Wang Mu* (LotWH) - As per LotWH
 - *Thousand Secret Faces* (CB2) - As per CB2

AUSPICE GIFTS

Rising Sun - (Tung Chun / Vasanta)

- **Basic:**
 - *Bellow* (CB2) - As per CB2
 - *Eyes of the Raptor* (CB2) - As per CB2
 - *Master of Fire* (CB20) - As per the Garou Homid Gift
 - *Paint the Meadows* (CB2) - As per CB2
 - *Sense Silver* (CB2) - As per the Ahroun Gift
- **Intermediate:**
 - *Anger of the Wani* (CB2) - As per the Zhong Long Gift
 - *Call the Tides* (CB2) - As per CB2
 - *Combat Healing* (CB2) - As per the Ahroun Gift
 - *Dragon's Tongue* (CB2) - As per the Pumonca Gift **Thunderbolt**
 - *Hot Ichor* (CB2) - As per CB2
 - *Lash of Ages* (CB20) - As per the Red Talon Gift **Render Down**
 - *Might of the Kings* (CB2) - As per the Get of Fenris Gift **Might of Thor**
 - *Scream of Gaia* (CB2) - As per CB2
 - *CB20 Scream of Gaia* (CB20) - As per the Lupus Gift
- **Advanced:**
 - *Jointsakes Mojo* (CB2) - As per CB2
 - *Wall of Granite* (CB2) - As per the Philodox Gift

Noon Day Sun - (Nam Hsia / Grisma)

- **Basic:**
 - *Calm* (CB2) - As per the Child of Gaia Gift
 - *Fangs of Judgement* (CB20) - As per the Philodox Gift
 - *Gold Claws* (CB2) - As per the Ahroun Gift **Silver Claws** except that the claws turn to Gold
 - *Persuasion* (CB20) - As per the Garou Homid Gift
 - *Sight of the True Form* (CB2) - As per the General Gift
 - *Strength of Purpose* (CB2) - As per the Philodox Gift
 - *Tame Sunbeam* (CB2) - As per CB2
 - *Truth of Olodumare* (CB2) - As per the Philodox Gift **Truth of Gaia**

- **Intermediate:**
 - ***Clear Mind (CB2)*** - As per CB2
 - ***Dragon's Tongue (CB2)*** - As per the Pumonca Gift ***Thunderbolt***. Noon Day Sun are considered up 2 traits if the victim has failed Mokole duties
 - ***Eyes of the Cobra (CB2)*** - As per the Galliard Gift
 - ***Raptor's Gaze (CB2)*** - As the Fianna Gift ***Balor's Gaze***
 - ***Serenity (CB2)*** - As per the Zhong Long Gift ***Harmony of the Souls*** which is as per the Mokole Gift ***Serenity*** which is as per the Child of Gaia Gift ***Serenity*** which is as per the Noon Day Sun Gift ***Serenity*** (For more information, see page XX)
 - ***Strength of the Dominator (CB2)*** - As per the Shadow Lord Gift
 - ***Weak Arm (CB2)*** - As per the Philodox Gift
- **Advanced:**
 - ***Geas (CB2)*** - As per the Philodox Gift
 - ***Sleep of the Dragon (CB2)*** - As per CB2
 - ***Wisdom of the Sun (CB2)*** - As per the CB2 Noon Day Gift ***Wisdom of the Seer***
 - ***CB20 Wisdom of the Seer (CB20)*** - As per the Stargazer Gift ***Wisdom of the Seer*** except it requires daylight instead of night

Setting Sun - (Tung Chun / Vasanta)

- **Basic:**
 - ***Burrow (CB20)*** - As per the Garou Metis Gift
 - ***Clap of Thunder (CB2)*** - As per the Shadow Lord Gift
 - ***Mother's Touch (CB2)*** - As per the Theurge Gift
 - ***Paint the Meadow (CB2)*** - As per the Rising Sun Gift
 - ***Rage of the Nest Mother (CB20)*** - As per the Boli Zousizhe Gift ***Fu Xi's Honor***
 - ***Resist Pain (CB2)*** - As per the Philodox Gift
 - ***Spew (CB2)*** - As per CB2
 - ***Warding Dance (CB20)*** - As per the Fianna Gift ***Flame Dance***
- **Intermediate:**
 - ***Armor of the Tortoise (CB2)*** - Static Physical Retest Primal Urge. This gift grants 3 Healthy Levels and 3 *Stalwart* traits that last for the scene. This gift is very uncomfortable when activated in Homid Master Roshi.
 - ***Clench Jaw (CB2)*** - As per the Ahroun Gift
 - ***Clarity (CB20)*** - As per the Stargazer Gift
 - ***Combat Healing (CB2)*** - As per the Ahroun Gift
 - ***Hand of the Earth Lords (CB20)*** - As per the Uktena Gift
 - ***Hot Ichor (CB2)*** - As per the Rising Sun Gift
 - ***Might of the Kings (CB2)*** - As per the Get of Fenris Gift ***Might of Thor***
- **Advanced:**
 - ***Halo of the Sun (CB2)*** - As per the Child of Gaia Gift
 - ***Fossilize (CB2)*** - As per CB2

Midnight Sun - (Pei Tung / Hemanta)

- Basic:
 - **Breaking the Tomorrow World (CB2)** - As per the Zhong Long Gift
 - **Brother's Scent (CB20)** - As per the Child of Gaia Gift
 - **Dark Sight (CB2)** - As per CB2
 - **Dreamspeak (CB2)** - As per the Galliard Gift
 - **Glib Tongue (CB2)** - As per the Galliard Gift
 - **Lambent Flame (CB2)** - As per the Silver Fang Gift
 - **Sense Sun (CB2)** - As per the General Gift **Sense Moon** except that it senses Fera that are tied to the sun.
 - **Spirits of Laughter (CB2)** - As per CB2
 - **CB20 Spirits of Laughter (CB20)** - All characters are considered up 2 two traits to resist frenzy.
 - **Talk (CB2)** - As the General Gift
- Intermediate:
 - **Become Log (CB2)** - As per CB2
 - **Fool's Luck (CB2)** - As per CB2
 - **Invisibility (CB2)** - As per the Uktena Gift
 - **Open Moonbridge (CB2)** - As per the Ragabash Gift
 - **Open Sunbridge (CB2)** - As per the Ragabash Gift **Open Moonbridge** except made of sun
 - **Shadows By the Firelight (CB2)** - As per the Galliard Gift
- Advanced:
 - **Sleep of the Dragon (CB2)** - As the Noonday Sun gift
 - **Steal Shape (CB2)** - As per CB2, cannot be used to create a brand new varna
 - **Take the True Form (CB2)** - As per the Philodox Gift
 - **Thousand Secret Faces (CB2)** - As per CB2

Shrouded Sun - (Zarad)

- Basic:
 - **Become Log (CB2)** - As the Midnight Sun Gift
 - **Breaking the Tomorrow Wall (CB2)** - As the Zhong Long Gift
 - **Call the Rain (CB2)** - As per CB2
 - **Command Spirit (CB2)** - As per the Theurge Gift
 - **Dream the Matre's Mind (CB2)** - As per CB2
 - **Mother's Touch (CB2)** - As per the Theurge Gift
 - **Send the Dream (CB2)** - As the Metis Gift **Mental Speech**
 - **Sense Designer (CB2)** - As the Theurge Gift **Sense Weaver**
 - **Sense Disolver (CB2)** - As the Metis Gift **Sense Wyrms**
 - **Sense Magic (CB2)** - As the Uktena Gift
 - **Spirit Speech (CB2)** - As the Theurge Gift
 - **Talk (CB2)** - As the General Gift
 - **Walk Between Worlds (CB2)** - As the General Gift

- **Intermediate:**
 - ***Call Water Spirit (CB2)*** - As per CB2
 - ***Deeper Lungs (CB2)*** - As per CB2
 - ***Exorcism (CB2)*** - As the Theurge Gift
 - ***Grasp the Beyond (CB2)*** - As the Theurge Gift
 - ***Living Treasure (CB20)*** - As per the Hakken Gift
 - ***Open Sunbridge (CB2)*** - As the Midnight Sun Gift
 - ***Recapitulate (CB2)*** - As per CB2
 - ***Shadow Wings (CB2)*** - As per CB2
 - ***Walk the Matre's Mind (CB2)*** - As per CB2
- **Advanced:**
 - ***Gorgon's Gaze (CB2)*** - As per the Black Fury Gift
 - ***Malleable Spirit (CB2)*** - As per the Theurge Gift

Decorated Sun

- **Basic:**
 - ***Call to Duty (CB2)*** - As per the Philodox Gift
 - ***Command the Gathering (CB20)*** - As the Philodox Gift
 - ***Cooking (CB2)*** - As per the Bone Gnawer Gift
 - ***Dragon Drill (CB2)*** - As per CB2, can also be shared with anyone who also shares a totem
 - ***Mercy (CB20)*** - As per the Child of Gaia Gift
 - ***Mother's Touch (CB2)*** - As per the Theurge Gift
 - ***Pack Tactics (CB20)*** - As the Ahroun Gift
 - ***Persuasion (CB2)*** - As per the Garou Homid Gift
 - ***Pilot Snake (CB2)*** - As per CB2
 - ***Talk (CB2)*** - As the General Gift
 - ***Walking Between Worlds (CB2)*** - As the General Gift
 - ***Wind Beneath My Wings (CB2)*** - As per CB2
- **Intermediate:**
 - ***Infest (CB2)*** - As the Bone Gnawer Gift
 - ***Long Running (CB2)*** - As per CB2
 - ***Reshape Object (CB2)*** - As per the Homid Garou Gift
 - ***Shadows by the Firelight (CB20)*** - As the Galliard Gift
- **Advanced:**
 - ***Calm the Flock (CB2)*** - As the Glass Walker Gift
 - ***Chaos Mechanics (CB2)*** - As the Glass Walker Gift
 - ***Obedience (CB2)*** - As the Shadow Lord Gift
 - ***Strength of the Dominator (CB2)*** - As the Shadow Lord Gift

Eclipse (Sai Chau)

- **Basic:**
 - ***Aura of Confidence (CB2)*** - As per Shadow Lord

- **Awe** (CB2) - As the Silver Fang Gift
- **CB20 Awe** (CB20) - Upon learning this gift the Character permanently gains 1 Charisma trait above their cap.
- **Bellow** (CB2) - As per the General Gift
- **Dazzle** (CB2) - As the Child of Gaia Gift
- **Heightened Senses** (CB20) - As the Lupus Gift
- **Lambent Flame** (CB2) - As the Silver Fang Gift
- **Razor Claws** (CB2) - As the Ahroun Gift
- **Walking Between Worlds** (CB2) - As the General Gift
- **Intermediate:**
 - **Eyes of the Cobra** (CB2) - As the Galliard Gift
 - **Hot Ichor** (CB2) - As the Rising Sun Gift
 - **Icy King's Majesty** (CB20) - As the Shadow Lord Gift **Icy Chill of Despair**
 - **Mastery** (CB2) - As the Silver Fang Gift
 - **Sun Enfleshed** (CB2) - As per CB2
 - **Wrath of the Dragon** (CB2) - As the Silver Fang Gift **Wrath of Gaia**
- **Advanced:**
 - **Army of Ancestors** (CB2) - As per CB2
 - **Dream Semblance** (CB2) - As per CB2
 - **Stop Continental Drift** (CB20) - As per CB20
 - **Halo of the Sun** (CB20) - As the Child of Gaia Gift

Nuwisha

GENERAL GIFTS

- **Basic:**
 - **Bad Joke** (CB1) - Occult is the retest. As per CB 1.
 - **Beneath the Electron Bridge** (CB20) - After spending a few minutes in conversation with her mark, the Nuwisha may intuitively grasp the exact, precise thing to say to send the target into a frothing rage. This Gift makes humans furious and provokes frenzy checks in creatures capable of them (such as Garou and vampires). Player spends 1 Gnosis and makes a static Mental Challenge retest Empathy, difficulty 15.
 - **Command Spirit** (CB1) - As per Theurge Gift.
 - **Camouflage** (CB1) - As per Wendigo Gift
 - **Curse Tiresias** (CB20) - The Nuwisha may force an individual to see how the other side lives, rapping them smartly over the head and transforming them into a member of the opposite sex. A seahorse-spirit teaches this Gift. Player spends 1 Gnosis and makes a contested Physical Challenge to strike the target. This attack inflicts no damage. The transformed individual bears a close resemblance to their original appearance -- they

appear to be an opposite-sex sibling, rather than a wholly different person. This Gift's effects last for (Nuwisha's Humor) days.

- **Dance of Dionysus (CB1)** - As per CB1
- **Distractions (CB1)** - As per the Galliard Gift
- **Gift of the Porcupine (CB1)** - As per the Metis Gift
- **Gift of the Termite (CB1)** - As per the Bone Gnawer Gift
- **New Face (CB1)** - As per CB1
- **Odious Aroma (CB1)** - As per the Bone Gnawer Gift
- **Otter's Breath (CB1)** - As per the Uktena Gift **Spirit of the Fish**
- **Possum's Wisdom (CB1)** - As per CB1
- **Rabbit Run (CB1)** - As per the Silent Strider Gift **Speed of Thought**
- **Snake Skin (CB1)** - As per the Metis Gift **Shed**
- **Song of the Kokopelli (CB1)** - As per book (CB1). Aggressor retests with Performance, Defender retests Primal Urge.
- **Spirit Speech (CB1)** - As per Theurge Gift
- **Suspicious Glance (CB20)** - The Nuwisha using this Gift spreads the seeds of doubt between trusted allies. After all, close friends and lovers know just where to stick a dagger to make sure it really hurts. A snake-spirit teaches this Gift. The player names a victim and throws a Contested Social Challenge, retest Subterfuge for Aggressor and Investigation for Defender. At some point in the next 24 hours the victim will suddenly suspect betrayal by one of his closest allies. While the Gift provides no rational reason, most people don't have to look far to find a reason to fear their allies. The Nuwisha may spend a point of Gnosis when making the roll, and name two victims. Over the next 24 hours one of them will suspect betrayal by the other. The Nuwisha has no control over which will become suspicious, but he may use this Gift twice and name the two victims in reverse order to ensure they will each start to distrust the other.
- **Swollen Tongue (CB1)** - As per CB1. This gift will only affect vocal and somatic speech.
- **Tiny Coyote (CB20)** - Sometimes a prank goes awry and a Nuwisha just needs to get the hell out of Dodge, but the only way out is a tiny hole. With this Gift the Nuwisha can crawl through the smallest spaces. This Gift is taught by a mouse-spirit. The Nuwisha spends one Gnosis and instantly shrinks to whatever size is appropriate to fit into an available space, down to the size of a mouse. She cannot change forms while shrunk; in doing so she reverts to her normal size with painful consequences. If the Nuwisha enters a larger space, she automatically expands to match the space as she encounters it. She returns to normal when she first enters a space large enough to fit her usual size. She cannot shrink again without reactivating the Gift.
- **Twin-Face Trickster (CB1)** - As per the Black Fury Gift **Man's Skin**
- **Two Tongues (CB1)** - As per the Fianna Gift
- **Twisting Tongues (CB1)** - As per the Homid Gift **Tongues**
- **Umbral Maps (CB1)** - As per CB1. Only usable on targets in the Umbra
- **Voice Bank (CB20)** - This Gift allows the Nuwisha to imitate people's voices perfectly, building up a 'bank' of voices that he can impersonate. A parrot-spirit teaches this Gift.

The Nuwisha must listen intently while a person speaks, then rolls Perception + Expression. The difficulty depends on how much of the speaker's voice he can sample: a few words is difficulty 8, a full minute is difficulty 7 and over half an hour is difficulty 6. Success adds that voice to the werecoyote's collection of voices. He can perfectly imitate a voice for a scene by spending a point of Gnosis. A Nuwisha may keep as many voices as he has dots of Expression. He chooses which voice is discarded when he adds another beyond his limit.

- ***Xochipilli's Touch* (CB1)** - As per CB1. ST discretion.

- **Intermediate**

- ***Blisters* (CB1)** - As per CB1. Retest is Primal Urge
- ***Bridge Walker* (CB1)** - As per the Galliard Gift
- ***Cartoon Physics* (CB1)** - The Nuwisha may briefly trick the laws of gravity into forgetting that they apply to her, allowing her to run and even jump across the air -- as long as she doesn't acknowledge that she's doing the impossible. Some tricky werecoyotes use this Gift in conjunction with Phantasm to trick a victim into stepping out onto an illusory floor that the werecoyote is comfortably 'standing' on. Any spirit of the air may teach this Gift. The player spends one Gnosis point and makes a Static Mental Challenge retest Science (difficulty 10). The Nuwisha can "stand" on nothing for one turn per mental trait expended, as long as she remains broadly level with where she left solid ground -- she can keep running, and even jump along where the "floor" should be. This Gift's effects end immediately if she looks straight down.
- ***Dance of Abandon* (CB1)** - As per CB1.
- ***Disappearing Act* (CB1)** - As per CB1.
- ***False Spoor* (CB 20)** - As per Ragabash Gift ***Alter Scent***.
- ***Fool's Fortune* (CB1)** - It Removes a Retest from a challenge and gives a Retest later. At ST discretion the retest is gained later. Against powers that have a variable success or expenditure, the minimum is gained and later the ST may award additional successes or expenditure. Note the traits expended are still spent. Other luck scenarios happen at ST discretion.
- ***Forbidden Words* (CB20)** - The Nuwisha may forbid another from speaking of a certain topic. The werecoyote need only stand in one of the target's footprints and pronounce her ban; the target need not hear her pronouncement. Should the unlucky target of this Gift attempt to speak of the forbidden topic, he will find himself unable to speak, vomiting up vermin (flies, worms, toads, etc.) instead. A cat-spirit teaches this Gift. The player spends a Gnosis point and Makes a Static Humor Renown Challenge difficulty 6. The Gift's effects last for one day.
- ***Gift of Rage* (CB1)** - As per CB1. Note A Nuwisha's Rage temper cap is considered the same as a Garou of the same Rank.
- ***Grasp the Beyond* (CB1)** - As per the Theurge Gift (Umbral Dance only)
- ***Happy Thoughts* (CB1)** - As per CB1. Note this gift does not stop the ability to Rage Back.
- ***Heart-Strings* (CB20)** - True love comes in many forms. Sometimes it runs smoothly, from a first meeting to first kiss to a lifetime together. Such simple relationships aren't

for this Gift. It is the first step in a chain of unlikely events that bring two people together. Often wildly improbable, this Gift results in relationships that work, having come through weird coincidences and bizarre misunderstandings. A Nuwisha who possesses this Gift will never know its benefits -- she becomes unable to use it as soon as she enters an ongoing relationship. A bird-spirit teaches this Gift.

The Nuwisha touches her target. Her player spends a point of Gnosis and a point of Willpower, Mental Challenge retest Subterfuge vs Willpower. The target will meet someone suitable in the next scene where meeting them is possible -- who he meets is outside of the Nuwisha's control -- and keep meeting them in strange circumstances over the course of the next (12 - User's Subterfuge) months. Each meeting is a bizarre coincidence in an otherwise improbable situation -- the star-crossed lovers don't meet in a bar, but end up in hospital beds next to one another after a car crashes into a shopping mall, or meet when they both beat the same casino for millions of dollars. They have plentiful chances to talk and get to know one another, and at the end of the chance meetings they are able to start a surprisingly stable relationship.

This Gift doesn't directly affect either of the lovers. Instead, it warps and twists chance, fate, and destiny to ensure the star-crossed lovers meet. While the target may feel like his life has turned into a romantic comedy, everyone around them gets caught up in events that could ruin their lives. One use of this Gift can skew the laws of chance throughout Vegas, bringing two people together but utterly ruining thousands more.

- ***Laughing at Death*** (CB1) - As per LotWW
- ***Now You Don't*** (CB20) - The Nuwisha may veil one fairly distinct category of objects from another's sight, such as cars, doors, trees, fences, food, or baggies of drugs. A bat-spirit teaches this Gift.

System: The player spends one Gnosis point and makes a contested Mental challenge retest Larceny. The defender may retest Awareness. The objects don't necessarily become invisible -- the target sees what most logically would be there if the named object wasn't. For example, a door would be replaced by a section of blank wall rather than a rectangular hole, while cars and fences would be replaced by nothing at all. The obscured objects remain apparent to all senses other than sight. This Gift lasts for (Humor) hours.

- ***Pain Remains*** (CB20) - Pain usually means little to the Changing Breeds, as their regenerative powers soon heal most injuries. With this Gift the Nuwisha ensures that the discomfort endures long after the injury is gone. A pain-spirit teaches this Gift. The player selects an injured target, spends one Gnosis point and makes a Mental retest Medicine vs. Physical retest Survival. The victim suffers an injury penalty equal to the level they were at when the gift was activated until the next sunset.
- ***Phantasm*** (CB1) - As per the Fianna Gift
- ***Push*** (CB1) - As per CB1. Note this gift can only push them into the Penumbra.
- ***Raven's Feather*** (CB20) - As per the Uktena Gift ***Spirit of the Bird***

- ***Scent of Vengeance* (CB1)** - As per CB1.
- ***Shadow Walk* (CB20)** - The Nuwisha may pass through the Gauntlet into any aspect of the Umbra, even the Dark Umbra of the dead or the Horizon where mages gather. An avatar of Coyote teaches this Gift. The Gift's effects are permanent. Note: Leaving said realms is entirely on you. Have fun buddy!
- ***Sheep's Clothing* (CB1)** - As per CB1.
- ***Umbral Camouflage* (CB20)** - As per the Theurge Gift
- ***Umbral Howl* (CB1)** - As per CB1. Note this is an Umbral Dance gift.
- ***Umbral Sight* (CB20)** - As per the Theurge Gift ***Pulse of the Invisible***
- **Advanced**
 - ***Assimilation* (CB1)** - As per the Homid Gift
 - ***Backfire* (CB1)** - As per CB1 except that it only breaks mundane guns and technological weaponry. Backfire can deactivate technological weapon fetishes.
 - ***Coyote's Mask* (PGCB)** - Prerequisite: Know a Gift that allows you to change your shape
In one Kwakiutl Indian legend, Coyote dons masks of various animals and then allows the animals to die for him, thus saving his life. The most powerful Nuwisha may accomplish a similar feat, using their Gift as a shield against death. Only Coyote teaches this Gift. In order to learn this Gift, the Nuwisha must first learn a Gift that changes his shape, including Sheep's Clothing, Trickster's Skin, or the Thousand Forms Ragabash Gift. If the character wishes to invoke this Gift, he must spend a full turn in concentration after first using the chosen shape-changing Gift. The player then spends one Gnosis point and makes a Willpower Challenge difficulty 9. If successful, the Nuwisha may "die" once while wearing something or someone else's form. If the Nuwisha drops below Incapacitated from lethal or aggravated damage while wearing Coyote's Mask, the Nuwisha immediately appears in breed form not more than 10 feet away, and all that is left of the "decoy" is a small scrap of coyote fur. The Nuwisha is considered to be at full health.
 - ***Fetish Doll* (CB20)** - As per the Uktena Gift
 - ***Friend and Foe* (CB20)** - The Nuwisha's talent for infiltration is remarkable, but this Gift truly makes the trickster one with any crowd. One use of this Gift will ensure that a group will trust the werecoyote, and no member of a group would ever consider the Nuwisha to be anything other than on the level. He could walk in carrying a bloody hatchet while the police were questioning the group over a series of hatchet-killings, and everyone would leap to the Nuwisha's defense. Any one of the Trickster aspects of Coyote may teach this Gift. The Nuwisha first identifies a group that he wants to be a part of -- anything from a pack of Garou to the United States Senate. His player spends one Willpower and one Gnosis point and make a Social Challenge retest Subterfuge (difficulty of the highest Willpower in the group). Each Social Trait spent affects up to five individuals who will claim the Nuwisha is a legitimate member of their group and will deny any evidence to the contrary -- even responding with violence if provoked, Maximum of 5 traits spent. The effect lasts for (Humor) days. If the player spends one Permanent dot each of Willpower and Gnosis, the effect becomes permanent. The

Nuwisha has to make a token effort to fit in with the group, to avoid being kicked out. Even if she does find herself expelled the Gift does not end. The group's members will still insist she was a legitimate member and may give her the opportunity to regain their favor. Note: This does not work against PCs

- ***Ghost Dance (CB1)*** - As per CB20 Umbral Dance only
- ***Heave-Ho (CB1)*** - As per CB 1
- ***Hidey-Hole (CB1)*** - As per CB 1
- ***Locked Door (CB1)*** - Umbral Dance
- ***W20 Locked Door (CB 20)*** - As per the Theurge Gift ***Blurring the Mirror***
- ***Stop Hitting Yourself (CB 20)*** - Often, a Nuwisha's educational tricks and pranks will have the unfortunate side effect of enraging her victims, making the werecoyote the targets of extreme and bloody violence. With this Gift, she can turn the situation on its head -- attackers who try to hurt the Nuwisha just end up hurting themselves. A porcupine-spirit teaches this Gift.

When the Nuwisha would be wounded by an attack that she failed to soak, she may instead activate this Gift by spending one Willpower point and making a contested Gnosis vs the attackers Rage (perm or temp, whichever is higher) or 4 for attackers who do not have Rage). Upon success, the attacker takes the damage that she would have suffered. As the Nuwisha has already failed to resist the damage, these transferred wounds ignore all forms of armor.

Note: If some part of the damage that would have been taken by the Nuwisha is from a source that would do extra damage to the new target, the damage total the Nuwisha would take is what is received for the new target.

- ***Teasing Mate (CB1)*** - As per CB 1. Note this affects the same gender as the target.
- ***Trickster's Skin (CB1)*** - As per CB 1 except it is the full Mental traits not half target's Mental Traits. Retest Subterfuge for Aggressor and Primal Urge for Defender.
- ***Ultimate Argument of Logic (CB1)*** - As per the Theurge Gift
- ***Umbral Gateway (CB1)*** - As Per CB 1. Umbral Dance only.
- ***Umbral Target (CB1)*** - As per Wyld Throw.
- ***Wyld Throw (CB1)*** - As per CB 1. Umbral Dance only.

RATKIN

GENERAL GIFTS

- **Basic**
 - ***City Running*** - As per Homid Garou gift
 - ***Cloak of Shadows*** - as per CB3
 - ***Crawling Chaos*** - as per CB3
 - ***Darksight*** - as per CB3

- **CB20 Darksight** - Static Mental challenge (Retest Occult), Spend a gnosis to add 3 traits in perception related challenges. At ST discretion you may see outside the normal spectrum of sight
- **Deep Pockets** - as per CB3
- **Resist Toxin**- as per Bone Gnawers
- **Shadow Throw** - as per CB3
- **Smell Poison** - as per CB3
- **Snitch** - as per CB3
- **Stash Cache** - as per CB3
- **Intermediate**
 - **Attunement** - As per Bone Gnawer
 - **Back Bite** - as per CB3
 - **Bolt!** - as per CB3
 - **Gnaw** - as the lupus gift
 - **Mind of the Tunnels** - as per CB3
 - **Squeeze** - as per CB3
- **Advanced**
 - **Perfect Poison** - as per CB3
 - **Plague Bite** - as per CB3
 - **Riot** - as per Bone Gnawer gift
 - **Survivor** - as per CB3

BREED GIFTS

Homid

- **Basic**
 - **Cooking** - As per the Bone Gnawer gift
 - **Eau de Rat** - As per the Bone Gnawer gift **Odious Aroma**
 - **Filch** - Adds 3 traits to challenges to steal things (even in plain sight)
 - **Instincts** - (as per CB3)
 - **Persuasion** - As per Homid Gift
 - **Sticky Fingers** - (as per CB3)
- **Intermediate**
 - **Attunement** - As per the Bone Gnawer Gift
 - **Blink** - as per the Bone Gnawer gift
 - **Body Wrack** - As per the Black Fury gift
 - **Of Rat and Man/Ratman** - as per CB3, in addition the claws in this form do lethal
 - **Reshape Object** - As per Homid Garou gift
- **Advanced**
 - **Ugly Truth** - as per CB3

Metis

- Basic
 - *Rat Mothers Touch* - as per CB3
 - *Sense Wurm* - As per Garou Metis gift
 - *Spirit of the Spiny Rat* - as per CB3
 - *Stink* - as per CB3
 - *Form Mastery* - As the Garou Metis gift
- Intermediate
 - *Ratkin Lullaby* - as per CB3
 - *Rat Thing* - as per CB3
 - *Rattlers Bite* - as per the W:20 Garou Metis gift
 - *Sliver Tooth* - as per CB3
 - *Whelp Body* - as per the Garou Ragabash gift
- Advanced
 - *War of Vengeance* - as per CB3

Rodens

- Basic
 - *Absolute Balance* - as per CB3
 - *Devour the Dead* - as per CB3
 - *Leap of the Kangaroo Rat* - as per CB3
 - *Scamper (CB3/CB:20)* - Spend a rage trait - For the rest of the scene, so long as you are dodging you gain a free retest, and are up 4 traits in dodge challenges. You may do no other action than dodge (no fiddling with things, no other gift use.) Should you turn to fight, you lose all your rage and gnosis.
 - *Survival* - as per CB3
- Intermediate
 - *Command Metis* - as per CB3
 - *Itchy* - as per CB3
 - *Rat Thing* - as per Ratkin Metis
 - *Mind the Swarm* - as per CB3
 - *Sliver Tooth* - As per the Ratkin Metis gift
- Advanced
 - *Furtive Gathering* - as per CB3
 - *Feral Lobotomy* - as per Garou Theurge Gift

AUSPICE GIFTS

Tunnel Runner

- Basic
 - *Danger Sense* - as per CB3
 - *Hot Wire* - as per CB3

- *Scent of the True Form* - as per CB3
- *Sigil* - as per CB3
- *Silent Running* - as per CB3
- *Urban Camouflage* - as per CB3
- Intermediate
 - *Bolt!* - as per CB20
 - *Evasion* - as per CB3
 - *Second Sight* - as per CB3
 - *Speak in Tongues* - as per CB3
 - *Tunnel Echoes* - as per CB3
- Advanced
 - *Cheese It!* - as per CB20

Shadow Seer

- Basic
 - *Name the Spirit* - as per CB3
 - *Protect the Swarm* - as per CB3
 - *Rat Mother's Touch* - as per CB3
 - *Sense Weaver* - as per CB3
 - *Sense Wyrms* - as per CB3
 - *Spirit Snare* - as per CB20
 - *Summon Engling* - as per CB3
 - *Touch the Spirits* - as per CB3
- Intermediate
 - *Command Spirit* - as per CB3
 - *Discarded Dreams* - as per CB3
 - *Exorcism* - as per CB3
 - *Pulse of the Invisible* - as per CB3
 - *Feast of the Dead* - as per CB3
- Advanced
 - *Elegy* - as per CB3

Knife Skulker

- Basic
 - *Chitter* - as per CB3
 - *Death Mark* - as per CB3
 - *Mother's Truth* - as per CB3
 - *Stalk* - as per CB3
 - *Sticky Paws* - as per CB3
 - *Truth of Gaia* - as per CB3
- Intermediate
 - *Doppelganger* - as per CB3

- *Open Wounds* - as per CB3
- *Paralyzing Stare* - as per CB3
- *Weak Arm* - as per CB3
- *Wither Limb* - as per CB3
- Advanced
 - *Geas* - as per CB3

Warrior

- Basic
 - *Curse of Hatred* - as per CB3
 - *Rat's Teeth* - as per CB3
 - *Resist Pain* - as per CB3
 - *Slicing Teeth* - as per CB3
 - *Spirit of the Fray* - as per CB3
 - *Sticky Paws* - as per CB3
 - *Fatal Flaw* - as per CB20
- Intermediate
 - *Bolt!* - as per CB3
 - *Improvisation* - as per CB3
 - *Persecution Complex* - as per CB3
 - *CB20 Persecution Complex* - as per CB20 - Stargazer Gift: *Preternatural Awareness*
 - *Treppelganger* - as per CB3
- Advanced
 - *Blessed Frenzy* - as per CB20
 - *Pack Attack* - as per CB3

Engineer

- Basic
 - *Control Simple Machine* - as per CB3
 - *Hotwire* - as per CB3
 - *Mouse Trap* - as per CB3
 - *Open Seal* - as per CB3
 - *Scrounge* - as per CB3
 - *Power Surge* - as per CB20
 - *Trash is Treasure* - as per CB20
- Intermediate
 - *Battery* - as per CB3
 - *Control Complex Machine* - as per CB3
 - *Summon Electricity* - as per CB3
 - *Electroshock* - as per CB20
- Advanced
 - *Death Ray* - as per CB3 with no limit to discharge

Plague Lord

- Basic
 - *Blur of the Weeping Eyes* - as per CB3
 - *Dredge of the Spirit World* - as per CB3
 - *Poison Food* - as per CB3
 - *Sniffle* - as per CB3
 - *Virulent Curse of Hatred* - as per CB3
 - *Toxic Hate* - as per CB20
 - *Stink* - as per CB20
- Intermediate
 - *Catgut* - as per CB3
 - *Inflict Pain* - as per CB3
 - *Lesions* - as per CB3
 - *Venom Blood* - as per CB20
- Advanced
 - *Epidemic Contagion* - as per CB3

Munchmausen

- Basic
 - *Name the Spirit* - as per CB3
 - *Persuasion* - as per CB3
 - *Rapier Wit* - as per CB3
 - *Spirit Speech* - as per CB3
 - *Tale Spinning* - as per CB3
 - *CB20 Tale Spinning* - as per CB20 *Liar's Craft*
 - *Umbral Camouflage* - as per CB20
 - *Improvisation* - as per CB20
- Intermediate
 - *Adversity* - as per CB3
 - *Taste of Madness* - as per CB3
 - *Whispered Dreams* - as per CB3
- Advanced
 - *Hyperattenuation* - as per CB3

Twitcher

- Basic
 - *Firebug* - as per CB3
 - *Holdout* - as per CB3
 - *Self-Destruct* - as per CB3
 - *Sense Angst* - as per CB3
 - *Sense Weaver* - as per CB3

- ***Jam Technology***- as per LOTWR
- ***Cornered Rat's Ferocity***- as per CB20
- ***Toxic Hate*** - as per CB20
- **Intermediate**
 - ***Keening of Swarm Panic*** - as per Hengeyokai
 - ***Pyrotechnics*** - as per CB3
 - ***Gremlins*** - as per CB20
 - ***Sanctify*** - as per CB3
- **Advanced**
 - ***All Hell*** - as per CB3

Nezumi

- **Basic**
 - ***Cloak of Darkest Night*** - as per Hengeyokai
 - ***Hunter in Crowds*** - as per Hengeyokai
 - ***Raiding the Umbral Hordes*** - as per Hengeyokai
 - ***Resist Toxin*** - as per Bone Gnawer
 - ***Secret of the Tunnels*** - - as per the Hengeyokai gift ***Attunement***
- **Intermediate**
 - ***Gnaw*** - As per the lupus gift
 - ***Keening of Swarm Panic*** - as per the Hengeyokai gift
 - ***Shadow of the Rat*** - Mental Challenge, Retest Occult, at the end of the game session make a static willpower vs willpower challenge to cause the derangement to become permanent
- **Advanced**
 - ***Snake Bites Itself*** - as per the Hengeyokai gift Note: If the victim has more than one poison the ST chooses which poison is effected