

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

[LOCKED] CONTACTS (0: 0 0 0 0 0)

Contacts à 0 à la création du personnage. Contrainte des Wendigos. L'isolement du personnage fonctionne bien avec cette contrainte. C'est une contrainte à la création du personnage, ça peut évoluer ensuite.

[LOCKED] RESOURCES (0: 0 0 0 0 0)

Resources à 0 à la création du personnage. Contrainte des Wendigos. On partira du principe que le garage rapporte, mais entre les dons à l'orphelinat et les frais de fonctionnement, tu peines à avoir un revenu. C'est une contrainte à la création du personnage, ça peut évoluer ensuite.

- BEAST SPEECH -

-- Galliard gift

The werewolf may instinctively understand and communicate with any natural animals, from fish to mammals. She need only speak normally to be understood by animals, along with a touch of appropriate body language — there is no need to bark like a dog. This Gift doesn't change animals' basic reactions or dispositions; most are still afraid of predators such as werewolves. Any animal spirit can teach this Gift.

-- System

This Gift's effects are permanent.

- SMELL OF MAN -

-- Homid gift

To creatures of the wild, man's scent is death. To creatures of the city, it is authority, comfort, easy meals. This Gift, taught by an ancestor-spirit, enhances a werewolf's human scent, infusing it with spiritual power.

-- System

Non-supernatural wild animals lose two dice from their dice pools when interacting with the Garou, save when defending themselves or running away, and will be inclined to flee rather than attack if possible. Domesticated animals recognize the werewolf as a friend, and even trained attack dogs will do no more than wag their tails at the character unless attacked first. This Gift's effects are permanently active.

- CALL THE BREEZE -

-- Uktenas gift

The Garou calls up a strong (~20 mph/36kph), cold breeze and directs it at whim. This breeze chills anyone not prepared for it and it disperses (or redirects) clouds of vapor (including tear gas or airborne toxins) or swarms of insects. A wind-spirit teaches this Gift.

-- System

The Garou simply whistles to call the breeze. Anyone caught in it loses one die from Perception rolls as long as the breeze lasts, and suffers a -1 penalty to all actions after one minute of exposure if not dressed appropriately for cold weather.