

About Nature & Demeanor

Gifts of Gaia

- MOTHER'S TOUCH -

The Theurge channels spiritual power through her hands, mending the wounds of any other living creature. This Gift may not heal the werewolf herself, spirits, or the undead. A bear- or unicorn-spirit teaches it.

-- System --

The player spends one Gnosis point and rolls Intelligence + Empathy (difficulty is the target's current Rage, or 5 for those with no Rage). Each success heals one level of Lethal, Bashing, or Aggravated damage. The healer may even heal fresh Battle Scars (see p. 259) in this manner, if the Gift is applied during the same scene in which the scar is received and an extra Gnosis point is spent.

- PERSUASION -

This Gift imbues a homid's words with intrinsic credibility and conviction, causing them to ring true to the ear and lay heavy on the heart. An ancestor-spirit teaches this Gift.

-- System --

The player rolls Charisma + Subterfuge (difficulty 7). Success lowers the difficulty of all social rolls by one for the rest of the scene, and allows successful rolls to have uncommonly strong impact (such as changing long-held political views, or causing an addict to seriously reconsider the course of his life).

- SENSE MAGIC -

The werewolf can sense the pulse and flux of mystic energies, whether the righteous Gifts of the Garou, the arrogant wizardry of mages, the debased powers of vampires, or even the black arts of the Wyrms' minions. A spirit-servant of Uktena teaches this Gift.

-- System --

The player rolls Perception + Enigmas. The difficulty is based on the strength and subtlety of the magic. The Uktena cannot tell the exact nature of the magic, although vague clues such as "Gaian," "dreamcraft," or "blood magic" might be granted with three or more successes. The radius is 20 feet per success.

About Merits & Flaws