

About Nature & Demeanor

About Merits & Flaws

[LOCKED] ALLIES (0: 0 0 0 0 0)

Allies à 0 à la création du personnage. Contrainte des Stargazers. L'isolement du personnage fonctionne bien avec cette contrainte, dans le sens où il a passé toute sa petite enfance au Pakistan, il a peut être eu moins d'occasion de s'intégrer, et comme il a un métier ou la sociabilité n'est pas mise en avant....

[LOCKED] FETISH (0: 0 0 0 0 0)

Fetish à 0 à la création du personnage. Contrainte des Stargazers. Facile d'entendre que le personnage n'est à la base pas matérialiste, et que c'est dans ses gènes.

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

Resources à 0 à la création du personnage. Contrainte des Stargazers. On partira du principe que tu as toujours souhaité être indépendant, tu gagnes ta vie de façon modeste mais tu dépenses facilement pour pas mal de petites choses en supplément du quotidien (aider le sept, acheter de quoi soigner des animaux en sus). C'est une contrainte à la création du personnage, ça peut évoluer ensuite.

Gifts of Gaia

- IRON RESOLVE -

-- Silver Fangs gift

Through the blessings of the spirits, the Stargazer's resolve is tempered like steel, allowing great feats through application of sheer will. An ancestor-spirit teaches this Gift.

-- System

Once per scene, the Stargazer may spend one Willpower to gain two automatic successes on an action, rather than one.

- MOTHER'S TOUCH -

-- Theurge/Children of Gaia gift

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.

- 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.