

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- JAM WEAPON -

-- Children of Gaia gift

The Child may stop any Weaver-born weapons from working within the range of his voice. A dove-spirit teaches this Gift.

-- System

The Garou shouts an ancient word of power and grace and spends a Gnosis point. The player rolls Willpower against a difficulty of highest Willpower of any armed individual within earshot. For each success, all manufactured weapons will not function for one turn. This includes guns, crossbows, flame-throwers, and even knives and swords, which refuse to cut. Natural weapons (such as claws) and natural objects appropriated as weapons (such as rocks or naturally-fallen tree limbs) are unaffected.

- SPIRIT SPEECH -

-- Theurge gift

This Gift bestows understanding of the language of the spirit world, permitting the Garou to clearly understand and speak with any spirit he encounters. The Gift doesn't influence spirits' attitudes toward the werewolf in any way, nor ensure that they have any desire to communicate with him. Any spirit can teach it.

-- System

Once learned, this Gift allows the Garou to understand the communication of spirits intuitively. Particularly alien spirits may be difficult — or, in the case of many Banes, outright painful — to understand.

- PERSUASION -

-- Homid gift

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).