

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- LAMBENT FLAME -

-- Silver Fangs gift

The Garou causes her body to ignite with silver light. A Lune teaches this Gift.

-- System

The player spends one Willpower point to ignite the light. The glare illuminates a 100-foot (30m) area around the Garou for the rest of the scene. All attacks against the Garou take a + 1 difficulty penalty while this Gift persists.

- 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).

- 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.