About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- SCENT OF THE TRUE FORM -
-- Philodox gift

The Philodox is able to scent the truth of those she meets, literally sniffing out an individual's true form. A vulture-spirit teaches this Gift.

-- System

The Garou can smell Kinfolk or a fellow werewolf automatically; pre-Change werewolves smell like Kin. In all other cases, the player must roll Perception + Primal-Urge (difficulty 6). One success will identify a normal human or animal; two successes will detect a vampire, changeling, demon, mummy, or Fera; three successes will detect a human-seeming HIT Mark cyborg or similar infiltrator robot; four successes are needed to sniff out a mage, ghoul, or fomor. The Imbued register as normal humans to this Gift. Unfamiliar scents aren't automatically recognized: A Philodox that has never encountered any Rokea might not immediately recognize the scent she detects as "wereshark."

- CONTROL SIMPLE MACHINE -
-- Glass Walkers gift

The Garou may command the spirits of the simplest machines, causing levers to flip, doors to unbolt, pulleys to roll and so on. Any technological spirit can teach this Gift.

-- System

The player spends a Willpower point and rolls Manipulation + Crafts (difficulty 7). The Garou's control lasts until the end of the scene.

- 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.

Challenge:0