

About Nature & Demeanor

Gifts of Gaia

- 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.

- CALL OF THE WYLD -

-- Galliard gift

The werewolf may send her howl far beyond the normal range of hearing and imbue it with great emotion, stirring the hearts of fellow Garou and chilling the bones of all others. A wolf-spirit teaches this Gift.

-- System

The player rolls Stamina + Empathy; the number of successes determines how far away the Call can be heard (double the normal range for each success) and how stirring it is to those who hear it. This Gift should be used in conjunction with one of the Garou howls (see p. 58). The Storyteller determines the effects as appropriate to the purpose to which it is put, perhaps awarding a bonus die to revel participants for each two successes, or granting a point of Rage to all listeners for an exceptional battlefield howl.

- SENSE WYRM -

-- Metis/Black Furies gift

The werewolf can sense nearby manifestations of the WyrM. This Gift involves a mystical sense, not a visual or olfactory image, although Garou often describe the WyrM’s spiritual emanations as a stench. This Gift doesn’t necessarily sense dedication to the WyrM, merely contact with its spiritual essence, which can cling to even blameless souls. Sense WyrM requires active concentration; the spiritual sense it provides doesn’t function passively. The Gift may be taught by any Gaian spirit.

-- System

The player rolls Perception + Occult. The difficulty depends on the concentration and strength of the WyrM’s influence: sensing a single fomor in the next room would be difficulty 6, while detecting the stench of a Bane that was in the room an hour ago would be difficulty 7. Vampires register as WyrM-tainted, save those with humanity ratings of 7 or higher.

About Merits & Flaws