

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

[LOCKED] ALLIES (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 où la sociabilité n'est pas mise en avant....

[LOCKED] FETISH (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 gênes.

[LOCKED] RESOURCES (0: □ □ □ □ □)

Ressources 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.

- INNER STRENGTH - Singleness of Purpose  
-- Stargazers gift  
After brief meditation, the Garou may convert her inner anger into iron resolve. Stargazer ancestor-spirits teach this Gift.  
-- System  
The Garou concentrates for five minutes; the player rolls Wits + Enigmas (difficulty 8). Each success converts one point of Rage into a point of Willpower.

- IRON RESOLVE -  
-- Stargazers 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 -  
-- Tomic 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.