

About Nature & Demeanor

Gifts of Gaia

- RESIST TOXIN -

-- gift

The werewolf's body is hardened against toxins of all sorts. A rat-spirit teaches this Gift.

-- System

The werewolf is permanently immunized to mundane poisons, from arsenic to alcohol, and adds three dice to resist the effects of Wurm-enhanced toxins. This Gift may be turned off and on at will (such as for enjoying alcohol).

- BLUR OF THE MILKY EYE -

-- Ragabash gift

The werewolf's form becomes a shimmering, indistinct blur, as though seen through heavy cataracts — even in the midday sun. The Ragabash is not truly invisible, however, and if spotted, this Gift's protection fails until the observer is distracted. A chameleon- or ermine-spirit teaches this Gift.

-- System

The player rolls Manipulation + Stealth (difficulty 8). Each success increases the difficulty of all Perception rolls made to detect him by one for the rest 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.

About Merits & Flaws