

Others

About Rites

Rite of Contrition (Rite Of Accord level 1)

This rite is a form of apology used to prevent the enmity of spirits or Garou whom an individual has annoyed, or to prevent war between septs or tribes. The rite most often involves the enactor dropping to her belly and sliding forward. The ritemaster may also whine and lick his paws or hands. If performed well, however, a simple inclination of the head may suffice. To enact this rite successfully, the Garou must either give a small gift to the offended individual or, in the case of a spirit, possess some aspect of the spirit in question (for example, a clay falcon if the Garou is appealing to the totem spirit Falcon).

-- System

The difficulty level of the rite equals the Rage of the target spirit or werewolf. A single success suffices for a gracious apology, but may not be enough to mend friendships or forgive grievous errors. The more successes, the greater the wrong that can be forgiven. Werewolves who refuse to recognize a Rite of Contrition are looked upon badly by elders. Most spirits will always accept a well-performed rite. This effect lasts until the Garou performs another action that could harm or insult the other.

Rite of Cleansing (Rite Of Accord level 1)

This rite purifies a person, place or object, allowing it to be used without fear of contamination by the Wyrm. To perform this rite the Garou must inscribe a circle on the earth, walking widdershins (counterclockwise) around the afflicted person(s) or object(s) while holding a smoldering branch or torch. She must use a branch (preferably willow or birch) dipped in pure water or snow to asperge the object or person cleansed. As this is done, all Garou present release an eerie, otherworldly howl in an attempt to "frighten away" and thus banish the corrupting influence. Ideally, this rite is performed at dawn, but it can be performed at any time.

-- System

This rite can be cast upon more than one person or object, but the leader must spend one Gnosis point on each extra thing or person in need of cleansing. The difficulty level equals the Gnosis of the spirit that inflicted the contagion (maximum difficulty 10). Only one success is required. If the rite is performed at dawn, the difficulty level of the rite is reduced by one. Note that this rite cannot heal wounds or damage caused by contamination. It only removes any existing contamination. [Cha+Rituals]