

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- LIGHTNING REFLEXES -

-- Gets of Fenris gift

Fenrir are Gaia's ultimate warriors, effortlessly switching from offense to defense as the needs of battle demand. A mongoose-spirit teaches this Gift.

-- System

The player reflexively spends one Willpower point. For the next day, the character need neither make a Willpower roll nor spend a Willpower point to abort to a defensive action.

- RESIST PAIN -

-- Philodox gift

Fortifying herself with purpose and will, the werewolf shuts out the pain of her wounds. A bear- or badger-spirit teaches this Gift.

-- System

The player spends one Willpower point; the character ignores all wound penalties for the rest of the scene.

- APECRAFT'S BLESSING -

-- Homid gift

Though many of Gaia's children use tools, none have mastered them so thoroughly as humanity. The homid focuses this mastery into the tools she uses, causing their spirits to awaken and lend her aid. An ancestor-spirit or spirit of a man-made object teaches this Gift.

-- System

The werewolf spends a turn concentrating, and then the player rolls Wits + Crafts (difficulty 7). Each success reduces the difficulty by one on the next roll she makes for her character to employ a tool made by human hands. The purpose is irrelevant—this Gift is equally efficacious for attempts to repair an engine, drive a car or fire a gun.