

About Rites

Rite of Wounding (Rite Of Renown level 1)

This rite celebrates a Garou’s first battle wound. Each tribe marks this moment differently, but all honor this sign of courage. Many tribes rub ash into at least part of the wound to form a scar of remembrance. The Set of Fenris always end this rite with a fierce all-night revel filled with drinking and fighting. By contrast, the Children of Gaia end their Rites of Wounding with prayers for peace and understanding among all creatures.

-- System

Only the wounded character and the ritemaster must be present for this rite, although the werewolf’s pack and sept are normally present. The wounded character receives two points of Glory if this rite succeeds.

Gathering of the Departed (Rite Of Death level 1)

This rite is enacted in honor of the newly dead. A Galliard or a packmate of the departed werewolf usually performs the rite. The specifics of the rite vary dramatically from tribe to tribe. For example, a Fianna ritemaster leads the sept in the telling of tales, both raucous and heroic, about the fallen Garou. In contrast stands the Wendigo’s solemn rite in which the ritemaster and all the fallen one’s packmates stand on the highest peak available, tails to the wind, and howl out their pride and grief to speed their companion onward to her next life. The exact form of the rite is less important than the acknowledgment it represents.

-- System

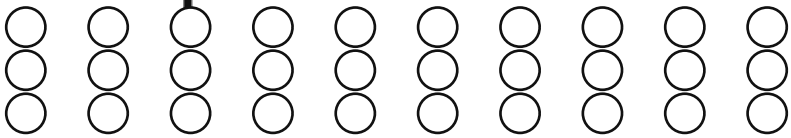
The ritemaster leads the release of the Garou’s combined emotions into the spirit world. At the storyteller’s discretion, this rite may make the deceased’s spirit easier to contact through the Ancestors Background.

Others

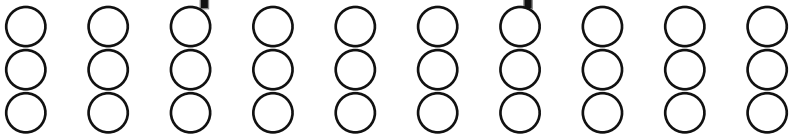
Racoon - Pack Totem
Totem Gifts: WITS +1, Stealth +1, Survival +2

Ban: The followers of racoon must leave tiny shiny objects for racoons to find around the place they dwell.

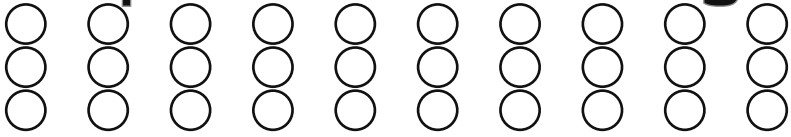
Experience Earned



Experience Spent



Experience Remaining



Challenge:0