

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- MINDSPEAK -

-- gift

By invoking the power of waking dreams, the Garou can place any chosen characters into silent communion. A Chimerling teaches this Gift.

-- System

The player spends one Willpower point per chosen sentient being and makes a Manipulation + Expression roll (difficulty of the victim's Willpower) if any participants are unwilling. All those included in the waking dream may interact normally through the Mindspeak, although they can inflict no damage through it. Their real bodies can still act, although all dice pools decrease by two. The Mindspeak ends when all the participants want it to, or on the turn the Galliard fails the roll against an unwilling member. All beings affected must be within line of sight. The Garou may include her entire pack in the waking dream for only one Willpower point, if she desires.

- MASTER OF FIRE -

-- Homid gift

Fire-spirits were among the very first to make pacts with humanity, allowing men to warm themselves, drive off wild beasts, and clear the land. The cornerstones of civilization were laid in these simple acts, granting the spirits of flame much prestige. Homid Garou remember and continue to call upon these ancient pacts to protect themselves as the final fires of the Apocalypse loom. An ancestor-spirit or fire elemental teaches this Gift.

-- System

The player spends one Gnosis point. For the rest of the scene, fire inflicts Bashing rather than Aggravated damage to the Garou.

- MAN'S SKIN -

-- Black Furies gift

Distasteful though it may be, the Black Furies sometimes find it necessary to pass unnoticed through the world of men. This Gift allows a Fury to effectively change gender in the eyes of onlookers. Her features and build become decidedly more masculine, and her garb seems of a masculine cut. Her hair, eye and skin color remain the same; the result is a man who shows a slight family resemblance to the Fury. Despite this Gift's name, it works equally well when male metis Furies employ it to disguise themselves as women. The Gift is taught by an ancestor-spirit or a seahorse-spirit.

-- System

The player rolls Charisma + Subterfuge (difficulty 7). The illusion lasts for one scene per success, or until the Fury shifts form. The disguise withstands casual tactile contact, although heavy or violent contact will reveal the truth.