

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

- SPIRIT SPEECH -

-- Theurge gift

This Gift bestows understanding of the language of the spirit world, permitting the Garou to clearly understand and speak with any spirit he encounters. The Gift doesn't influence spirits' attitudes toward the werewolf in any way, nor ensure that they have any desire to communicate with him. Any spirit can teach it.

-- System

Once learned, this Gift allows the Garou to understand the communication of spirits intuitively. Particularly alien spirits may be difficult — or, in the case of many Banes, outright painful — to understand.

- PERSUASION -

-- Homid gift

This Gift imbues a homid's words with intrinsic credibility and conviction, causing them to ring true to the ear and lay heavy on the heart. An ancestor-spirit teaches this Gift.

-- System

The player rolls Charisma + Subterfuge (difficulty 7). Success lowers the difficulty of all social rolls by one for the rest of the scene, and allows successful rolls to have uncommonly strong impact (such as changing long-held political views, or causing an addict to seriously reconsider the course of his life).

- SENSE MAGIC -

-- Uktena's gift

The werewolf can sense the pulse and flux of mystic energies, whether the righteous Gifts of the Garou, the arrogant wizardry of mages, the debased powers of vampires, or even the black arts of the Wyrms' minions. A spirit-servant of Uktena teaches this Gift.

-- System

The player rolls Perception + Enigmas. The difficulty is based on the strength and subtlety of the magic. The Uktena cannot tell the exact nature of the magic, although vague clues such as "Gaian," "dreamcraft," or "blood magic" might be granted with three or more successes. The radius is 20 feet per success.