

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

- RESIST TOXIN -

-- gift

The werewolf's body is hardened against toxins of all sorts. A rat-spirit teaches this Gift.

-- System

The werewolf is permanently immunized to mundane poisons, from arsenic to alcohol, and adds three dice to resist the effects of Wurm-enhanced toxins. This Gift may be turned off and on at will (such as for enjoying alcohol).

- 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.

- 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).