

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

- CITY RUNNING - Climb like an Ape

-- Homid gift

Humans are creatures of the city, raising their steel and glass nests high into the sky. This Gift allows a homid to easily scale the concrete canyons and navigate the tangled back alleys and rooftops of the urban landscape. Some lupus derisively refer to this Gift as "Climb Like an Ape." It is taught by an ancestor-spirit or an urban city-spirit.

-- System

The player spends a point of Rage. For the rest of the scene, the character may climb urban features at her full movement speed, and the difficulty of all Athletics rolls to navigate through cities (running down cluttered alleys, climbing the side of buildings, leaping from rooftop to rooftop) is reduced by two.

- PERFECT RECALL -

-- Galliard gift

The werewolf is able to remember and relive any memory with perfect clarity. An elephant-spirit teaches this Gift.

-- System

The player may spend one Gnosis point to perfectly remember any one detail, no matter how small, from any point in her character's entire life.

- PLUG AND PLAY -

-- Glass Walkers gift

All of the Weaver's works are connected through the same web, the same song. The Glass Walkers exploit this truth to draw more power from the modern profusion of technology, making their devices compatible with almost everything. A Net Spider teaches this Gift.

-- System

The player spends one Willpower point. For the next day, any computer the Glass Walker uses — no matter how simple — becomes fully compatible with any other digital device, regardless of obstacles such as different operating systems, lack of physically compatible access ports, or even the complete absence of any means of receiving or interpreting a wireless signal. Generally, Glass Walkers use this Gift to turn their smart phones into omni-compatible access keys to computer networks, security feeds, and even car GPS systems.