

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

- INSPIRATION -

-- Ahroun gift

Other werewolves look to the Ahroun for leadership in battle, and this Gift helps them to live up to that trust. The werewolf employs this Gift to lend her resolve and righteous anger to those who share her cause. A lion- or wolf-spirit teaches it.

-- System

The player spends one Enosis point. All comrades (but not the Gift's user) receive one Willpower point, which disappears if it is not used before the end of the scene.

- RAZOR CLAWS -

-- gift

By raking his claws over stone or another hard surface, the Ahroun hones them to razor sharpness. Either a cat- or bear-spirit teaches this Gift.

-- System

The player spends one Rage point and the Ahroun takes a full turn sharpening her claws. All claw attacks do two additional dice of damage and are made at -1 difficulty for the rest of the scene.

- SMELL OF MAN -

-- Homid gift

To creatures of the wild, man's scent is death. To creatures of the city, it is authority, comfort, easy meals. This Gift, taught by an ancestor-spirit, enhances a werewolf's human scent, infusing it with spiritual power.

-- System

Non-supernatural wild animals lose two dice from their dice pools when interacting with the Garou, save when defending themselves or running away, and will be inclined to flee rather than attack if possible. Domesticated animals recognize the werewolf as a friend, and even trained attack dogs will do no more than wag their tails at the character unless attacked first. This Gift's effects are permanently active.